1. Short

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	8.96%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R Red flags
Setup notes	

2. Medium

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 6 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	17.91%

Procedure	
Starting position	Gun loaded on table, barrel on mark
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R Red flags
Setup notes	

3. Long

CoF	Comstock - Long	Points	160 p
Targets	16 paper, 8 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	23.88%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R Red flags
Setup notes	

4. Shorter

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	8.96%

Procedure	
Starting position	Gun empty & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R Red flags
Setup notes	

5. More medium

CoF	Comstock - Medium	Points	110 p
Targets	11 paper, 4 no-shoot, Total 11 targets	Min rounds	22
Firearm	Handgun	Match-%	16.42%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready	
condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R Red flags
Setup notes	

6. Longer

CoF	Comstock - Long	Points	160 p
Targets	16 paper, 8 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	23.88%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R Red flags
Setup notes	