1. The force is Strong

CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	9.30%

Procedure	On signal, engage all targets, strong hand only. Hot range, when finished, reload for the next stage if necessary.
Starting position	Gun loaded, laying flat on barrel
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. The force is Weak

CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	9.30%

Procedure	On signal, engage all targets, weak hand only.
Starting position	Gun loaded, laying flat on barrel
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. Forces combined

CoF	Comstock - Medium	Points	100 p
Targets	10 paper, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	23.26%

Procedure	On signal engage targets as they become visible
Starting position	Gun loaded & holstered standing inside box.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

4. Go low

CoF	Comstock - Medium	Points	105 p
Targets	8 paper, 3 popper, 2 plates, 2 no-shoot, Total 13 targets	Min rounds	21
Firearm	Handgun	Match-%	24.42%

Procedure	On signal engange targets, steel must be shot through rear apperture. Boxes on floor represents forward faultline.
Starting position	Gun laying flat on barrel unloaded
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

5. Patience, young padawan!

CoF	Comstock - Long	Points	145 p
Targets	11 paper, 3 popper, 4 plates, Total 18 targets	Min rounds	29
Firearm	Handgun	Match-%	33.72%

Procedure	Steel must be shot from box before engaging paper targets.
Starting position	Gun loaded & holstered, standing in box.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	