# 1. Can you count?

CoF	Comstock - Medium	Points	100 p
Targets	4 paper, 2 no-shoot, Total 4 targets	Min rounds	20
Firearm	Handgun	Match-%	13.42%

Procedure	
Starting position	
Firearm ready	
condition	
Start on	
Stop on	
Penalties	
Safety angles	
Setup notes	

#### 2. Carrier.

CoF	Comstock - Short	Points	45 p
Targets	9 paper, 3 no-shoot, Total 9 targets	Min rounds	9
Firearm	Handgun	Match-%	6.04%

Procedure	
Starting position	
Firearm ready condition	
Start on	
Stop on	
Penalties	
Safety angles	
Setup notes	

## 3. All Ways

CoF	Comstock - Medium	Points	120 p
Targets	6 paper, Total 6 targets	Min rounds	24
Firearm	Handgun	Match-%	16.11%

Procedure	
Starting position	
Firearm ready	
condition	
Start on	
Stop on	
Penalties	
Safety angles	
Setup notes	

#### 4. Under the wall.

CoF	Comstock - Medium	Points	70 p
Targets	4 paper, 6 plates, 2 no-shoot, Total 10 targets	Min rounds	14
Firearm	Handgun	Match-%	9.40%

Procedure	
Starting position	
Firearm ready condition	
Start on	
Stop on	
Penalties	
Safety angles	
Setup notes	

# 5. You got to move.

CoF	Comstock - Medium	Points	70 p
Targets	4 paper, 1 popper, 3 plates, Total 8 targets	Min rounds	14
Firearm	Handgun	Match-%	9.40%

Procedure	
Starting position	
Firearm ready	
condition	
Start on	
Stop on	
Penalties	
Safety angles	
Setup notes	

## 6. Easy, Tough, Toughest

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 9 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	16.11%

Procedure	
Starting position	
Firearm ready	
condition	
Start on	
Stop on	
Penalties	
Safety angles	
Setup notes	

#### 7. One clear shot

CoF	Comstock - Medium	Points	100 p
Targets	7 paper, 3 popper, 1 plates, 10 no-shoot, Total 11 targets	Min rounds	20
Firearm	Handgun	Match-%	13.42%

Procedure	
Starting position	
Firearm ready	
condition	
Start on	
Stop on	
Penalties	
Safety angles	
Setup notes	

## 8. The tango

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 3 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	16.11%

Procedure	
Starting position	
Firearm ready	
condition	
Start on	
Stop on	
Penalties	
Safety angles	
Setup notes	