1. En'ern

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 2 popper, 2 plates, 10 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	36.36%

Procedure	On signal, engage all targets as they become visible.
Starting position	Start anywhere with heels touching line
Firearm ready condition	Gun loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90 degrees
Setup notes	

2. Nr. to

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	18.18%

Procedure	On signal, engage all targets as they become visible. Using STRONG hand only.
Starting position	Start anywhere within box A
Firearm ready condition	Gun unloaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90 degrees
Setup notes	

3. Tre'ern

CoF	Comstock - Long	Points	140 p
Targets	14 paper, Total 14 targets	Min rounds	28
Firearm	Handgun	Match-%	31.82%

Procedure	On signal engage all targets as they become visible. ALL magazines to be used laying in box A and box B. Shooter decides how many magazines in each box, but magazines MUST be divided in the two boxes.
Starting position	Start sitting on chair.
Firearm ready condition	Gun unloaded and laying on barrel
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90 degrees
Setup notes	

4. Fir'ern

CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	11.36%

Procedure	On signal, engage all targets as they become visible. Using WEAK hand only.
Starting position	Start anywhere in box A or box B
Firearm ready condition	Gun loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90 degrees
Setup notes	

5. Fem'ern

CoF	Comstock - Short	Points	10 p
Targets	1 paper, Total 1 targets	Min rounds	2
Firearm	Handgun	Match-%	2.27%

Procedure	On signal engage all targets as they become visible.
Starting position	Start on mark X
Firearm ready condition	Gun loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90 degrees
Setup notes	