1. Three ways

CoF	Comstock - Long	Points	150 p
Targets	15 paper, 13 no-shoot, Total 15 targets	Min rounds	30
Firearm	Handgun	Match-%	34.09%
Procedure	Engage all targets freestyle, except the three mini IPSC paper targ C.	gets which all have to	o bee engaged from within Area
Starting position	Area B		
Firearm ready condition	Loaded and holstered		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R White and red ribbon		
Setup notes			

2. Nummer 2

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 6 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	18.18%
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		
Setup notes			

3. Nummer 3

CoF	Comstock - Medium	Points	70 p
Targets	7 paper, Total 7 targets	Min rounds	14
Firearm	Handgun	Match-%	15.91%
Procedure	Engage all targets with strong hand only.		
Starting position	Gun unloaded & holstered		
Firearm ready condition	Unloaded and holstered		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

4. Nummer 4

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

5. How fast can u act

CoF	Comstock - Medium	Points	90 p
Targets	9 paper, Total 9 targets	Min rounds	18
Firearm	Handgun	Match-%	20.45%
Procedure	Start in C. Engage 3 targets. Move to B and engage 3 targets. Move between shooting positions.	ve to A and engage	3 targets. Mandatory reload
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		
Setup notes			