#### 1. Now Where Was That?

CoF	Comstock - Long	Points	90 p
Targets	7 paper, 4 popper, Total 11 targets	Min rounds	18
Firearm	Handgun	Match-%	17.48%
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			

### 2. Devils Count

CoF	Comstock - Long	Points	90 p
Targets	8 paper, 2 popper, Total 10 targets	Min rounds	18
Firearm	Handgun	Match-%	17.48%
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. CM 03-03 Take 'em Down

CoF	Comstock - Medium	Points	55 p
Targets	4 paper, 3 popper, 2 no-shoot, Total 7 targets	Min rounds	11
Firearm	Handgun	Match-%	10.68%
Procedure			
Starting position			
Firearm ready			
condition Start on			
Stop on			
Penalties			
Safety angles	L/R		
Setup notes			

#### 4. Park Bench

CoF	Comstock - Medium	Points	75 p
Targets	7 paper, 1 popper, Total 8 targets	Min rounds	15
Firearm	Handgun	Match-%	14.56%
Procedure			
Starting position	Gun loaded & holstered		
Firearm ready			
condition Start on	Audible signal		
	Last shot		
Stop on			
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

# 5. Tire Change

CoF	Comstock - Long	Points	125 p
Targets	11 paper, 2 popper, Total 13 targets	Min rounds	25
Firearm	Handgun	Match-%	24.27%
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			

## 6. Badda, Badda, Bing

CoF	Comstock - Medium	Points	80 p
Targets	6 paper, 4 popper, Total 10 targets	Min rounds	16
Firearm	Handgun	Match-%	15.53%
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			