

1. Davinci's Code

No image

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 3 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	23.88%

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

2. Alley Games

No image

CoF	Comstock - Long	Points	160 p
Targets	16 paper, 8 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	23.88%

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

3. CM 03-03 Take 'em Down

No image

CoF	Comstock - Medium	Points	55 p
Targets	4 paper, 3 popper, 2 no-shoot, Total 7 targets	Min rounds	11
Firearm	Handgun	Match-%	8.21%

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

4. Blitzkrieg

No image

CoF	Comstock - Long	Points	85 p
Targets	5 paper, 7 popper, 2 no-shoot, Total 12 targets	Min rounds	17
Firearm	Handgun	Match-%	12.69%

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

5. Time's a Wasting

No image

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 1 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	11.94%

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

6. Twinkle Twinkle Little Stars

No image

CoF	Comstock - Long	Points	130 p
Targets	14 popper, 12 plates, Total 26 targets	Min rounds	26
Firearm	Handgun	Match-%	19.40%

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