

1. Aimt Point V

No image

CoF	Comstock - Medium	Points	320 p
Targets	16 EVT, Total 0 targets	Min rounds	16
Firearm	Rifle	Match-%	38.79%

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

2. From the Roof Top

No image

CoF	Comstock - Long	Points	145 p
Targets	29 plates, Total 29 targets	Min rounds	29
Firearm	Rifle, Shotgun	Match-%	17.58%

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

3. Slugs@Flyers

No image

CoF	Comstock - Long	Points	180 p
Targets	2 paper, 14 popper, 6 plates, 12 frangible, Total 34 targets	Min rounds	36
Firearm	Rifle	Match-%	21.82%

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

4. Turn The Clam

No image

CoF	Comstock - Long	Points	120 p
Targets	13 paper, 5 popper, 6 frangible, Total 24 targets	Min rounds	24
Firearm	Handgun, Rifle	Match-%	14.55%

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

5. Zombie Horde

No image

CoF	Comstock - Medium	Points	60 p
Targets	8 paper, 4 plates, Total 12 targets	Min rounds	12
Firearm	Handgun, Shotgun	Match-%	7.27%

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