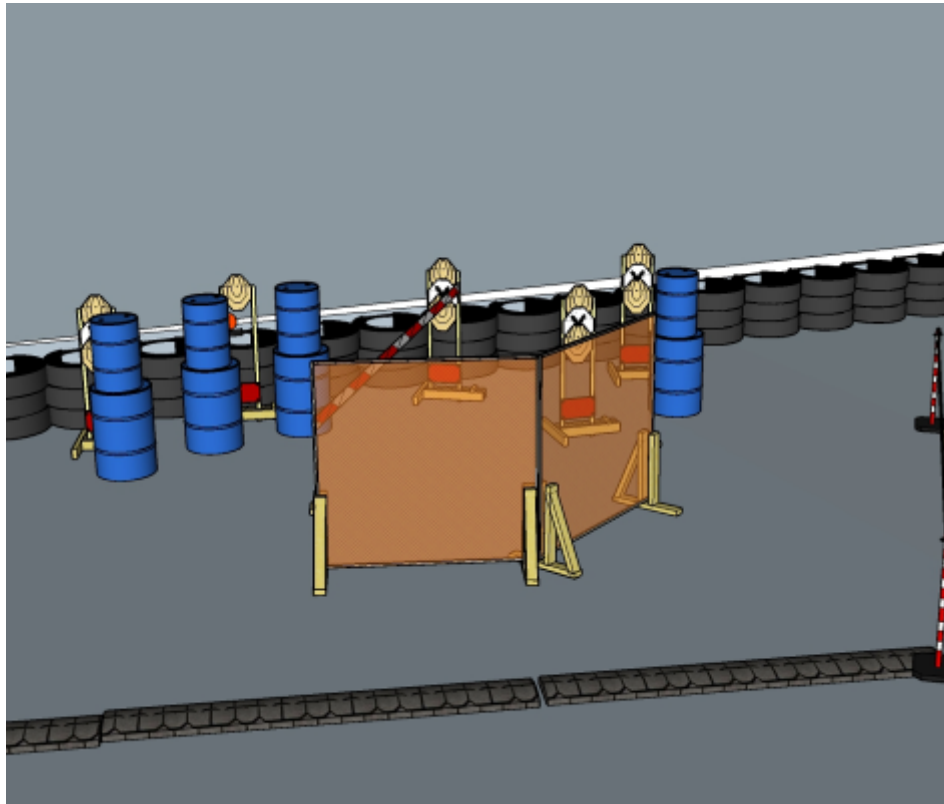


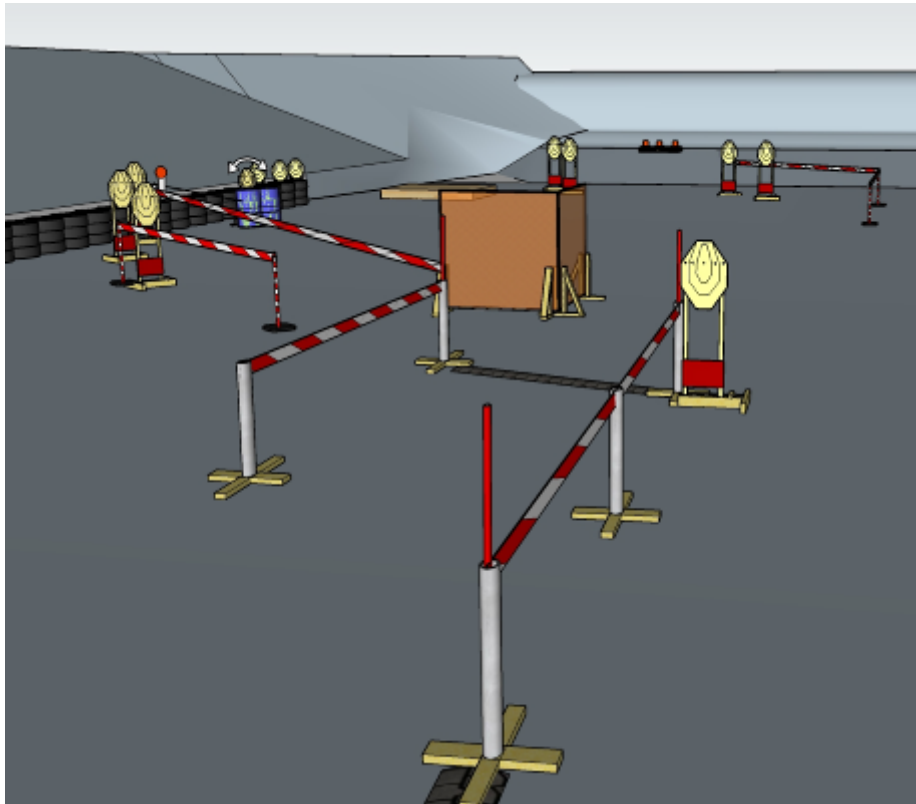
1. 5 stepper



CoF	Comstock - Medium	Points	95 p
Targets	9 paper, 1 plates, 4 no-shoot, Total 10 targets	Min rounds	19
Firearm	Pistol Caliber Carbine	Match-%	17.76%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Anywhere in demarcated area
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Color on wall, R: 90deg when facing berm/wooden box, V: top of berm, but 20 degrees over horizontal when reloading
Setup notes	

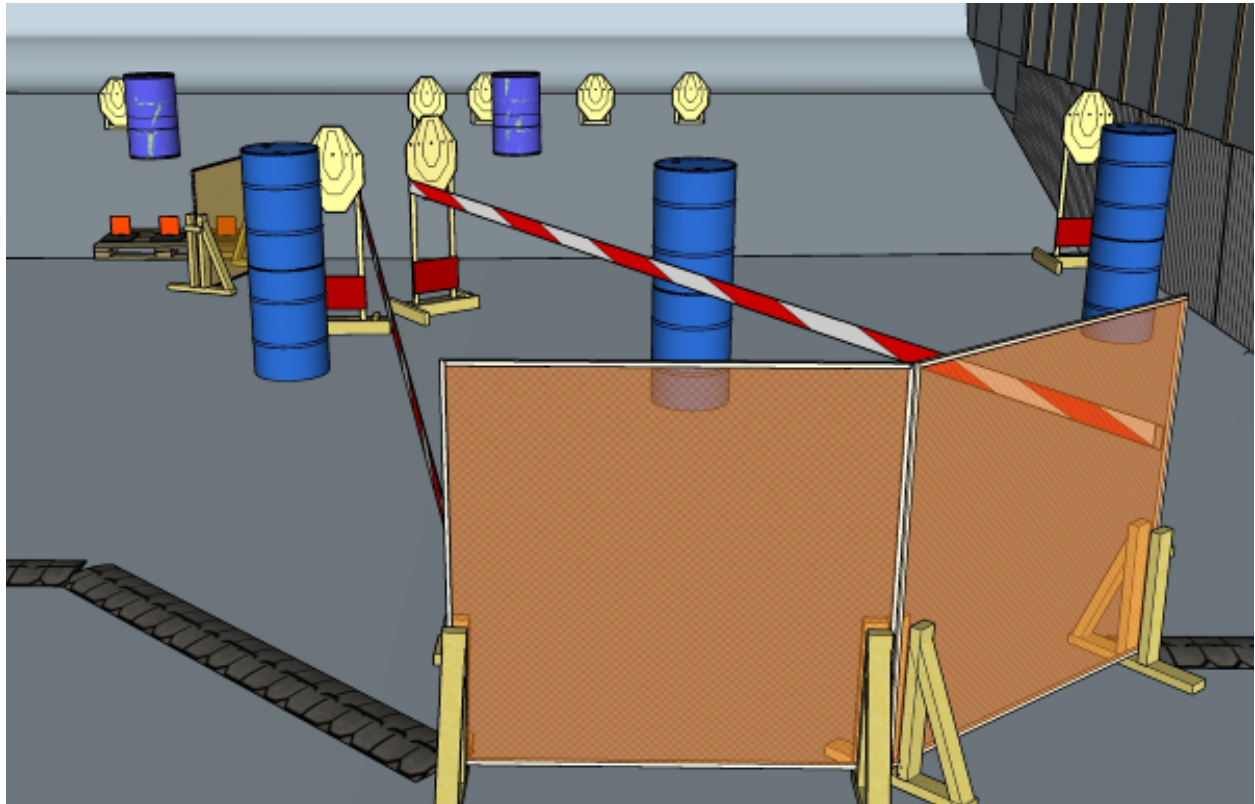
2. Ziggety zaggety



CoF	Comstock - Long	Points	140 p
Targets	12 paper, 1 popper, 3 plates, Total 16 targets	Min rounds	28
Firearm	Pistol Caliber Carbine	Match-%	26.17%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Anywhere in demarcated area
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Color on wall, R: wall, orange mark when facing berm/wooden box, V: top of berm, but 20 degrees over horizontal when reloading
Setup notes	

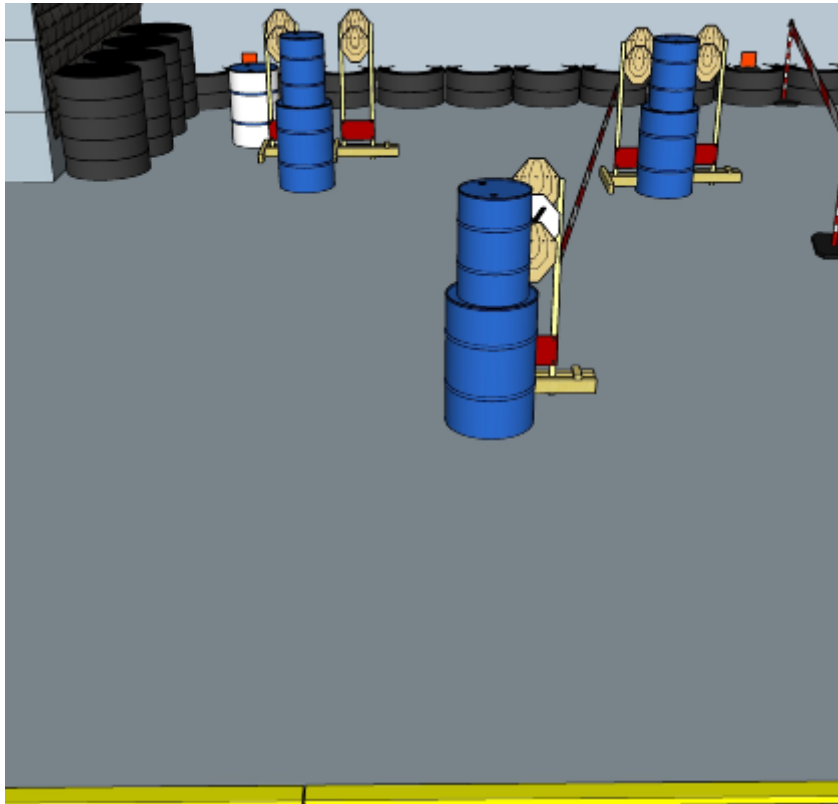
3. Tight fit



CoF	Comstock - Medium	Points	95 p
Targets	8 paper, 3 plates, Total 11 targets	Min rounds	19
Firearm	Pistol Caliber Carbine	Match-%	17.76%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Anywhere in demarcated area
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Wooden box on ground, R: Wall when facing berm to end of wall/road start, V: Top of berm, 20 degrees over horizontal when reloading
Setup notes	

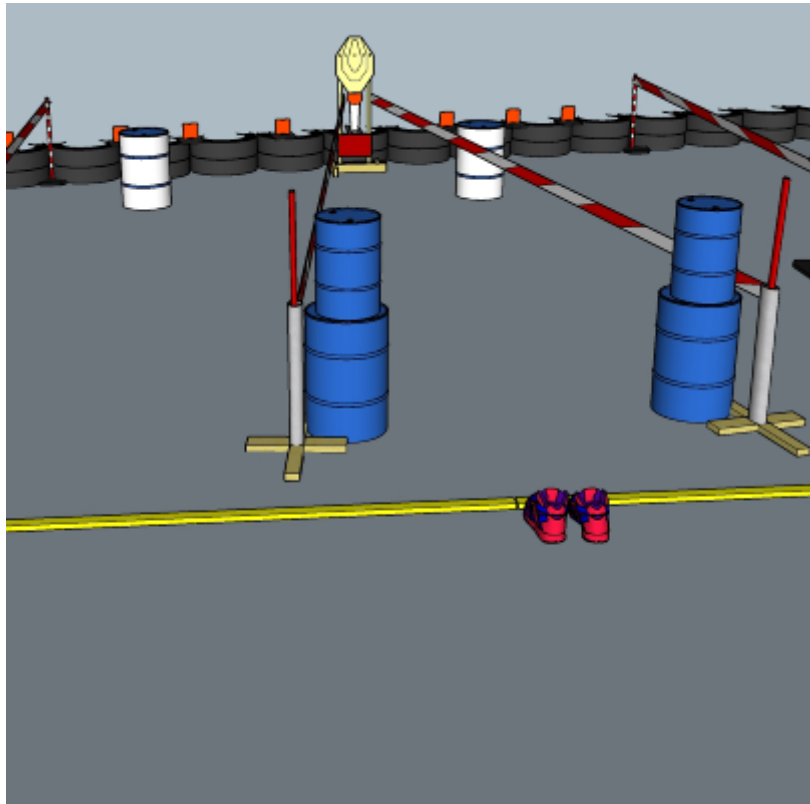
4. V or squareroot



CoF	Comstock - Medium	Points	110 p
Targets	10 paper, 2 plates, 1 no-shoot, Total 12 targets	Min rounds	22
Firearm	Pistol Caliber Carbine	Match-%	20.56%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity.
Starting position	In front of center barrels
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	

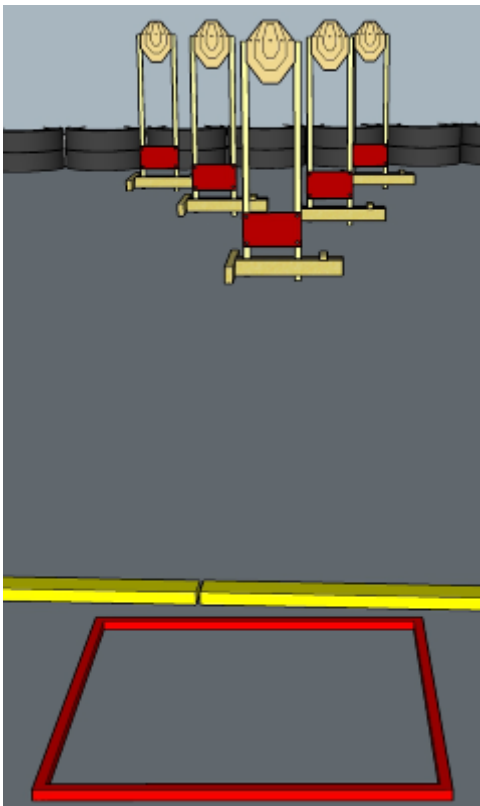
5. Arrow or reverse V



CoF	Comstock - Short	Points	45 p
Targets	1 paper, 1 popper, 6 plates, Total 8 targets	Min rounds	9
Firearm	Pistol Caliber Carbine	Match-%	8.41%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity.		
Starting position	In center of stage as demonstrated by RO		
Firearm ready condition	1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading		
Setup notes			

6. Speedy Gonzales



CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Pistol Caliber Carbine	Match-%	9.35%
Procedure	On start signal engage all targets as they become visible within the demarcated area. All shots must be fired from within box		
Starting position	In box		
Firearm ready condition	1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading		
Setup notes			