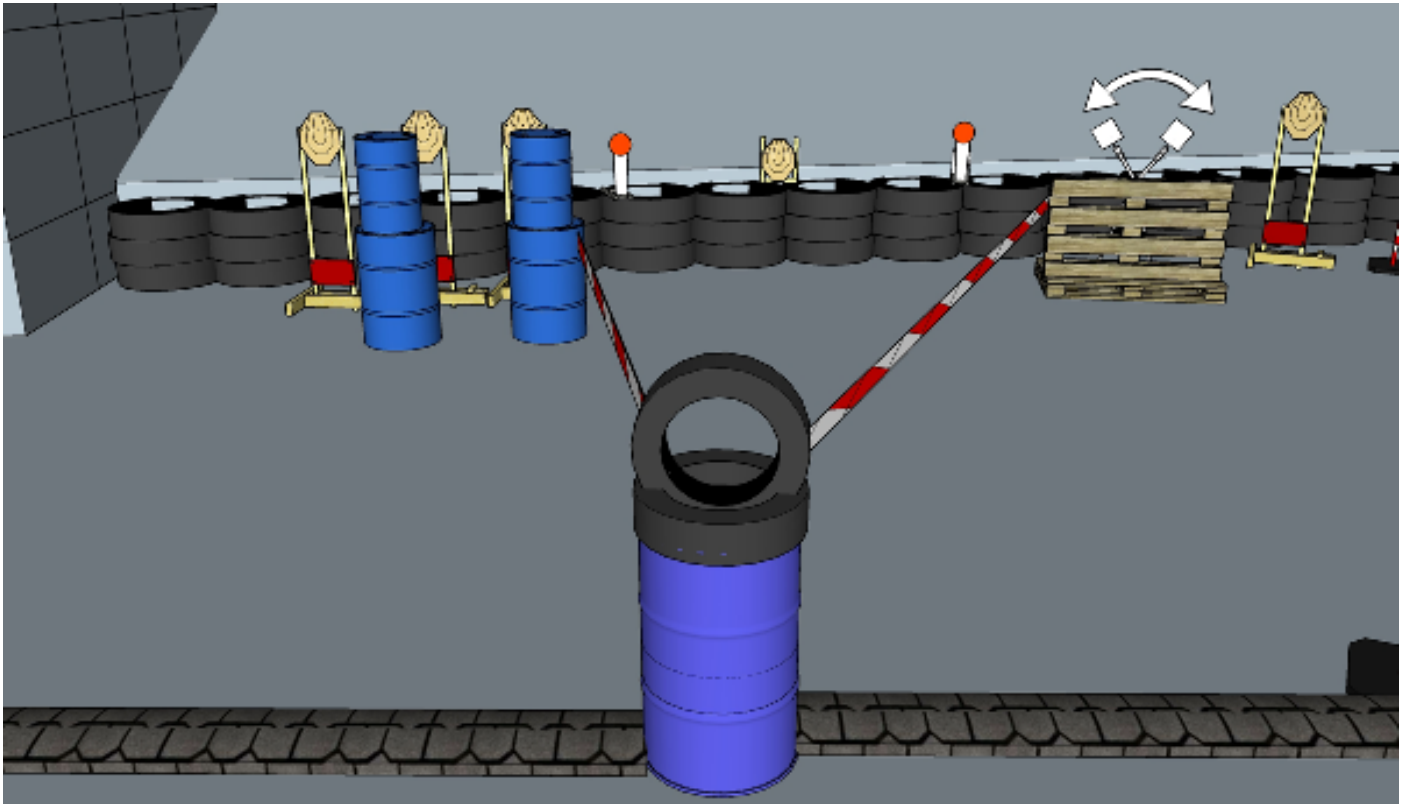


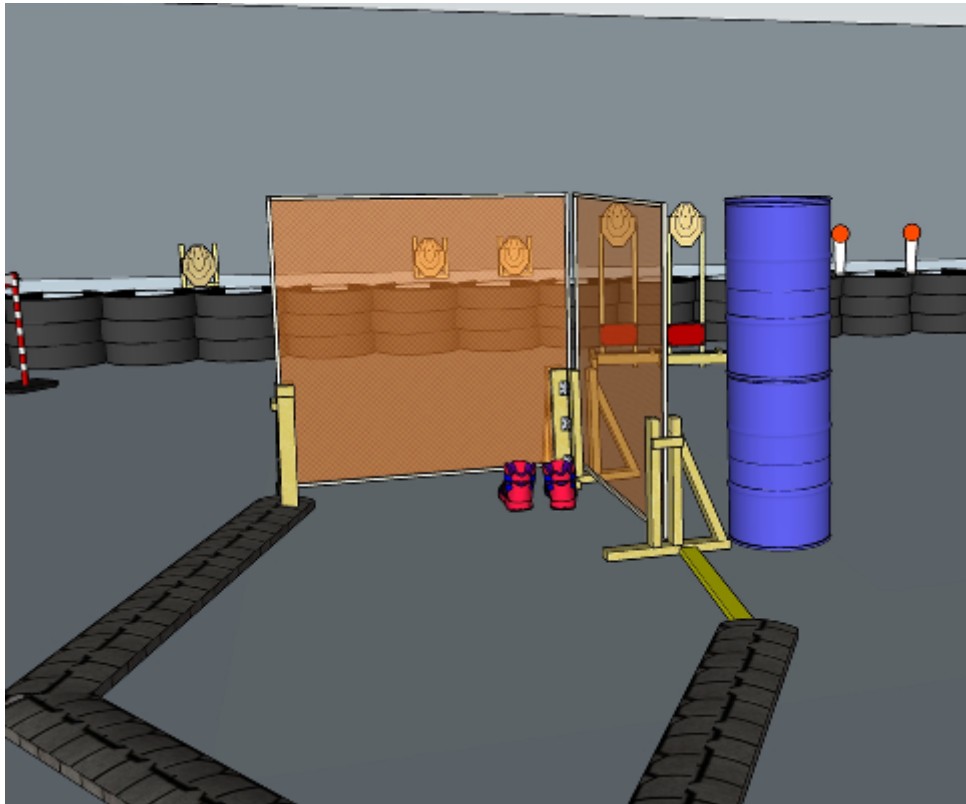
# 1. Yuhuuu



CoF	Comstock - Medium	Points	70 p
Targets	5 paper, 2 popper, 2 plates, Total 9 targets	Min rounds	14
Firearm	Pistol Caliber Carbine	Match-%	13.33%

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	Butt on hip 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	

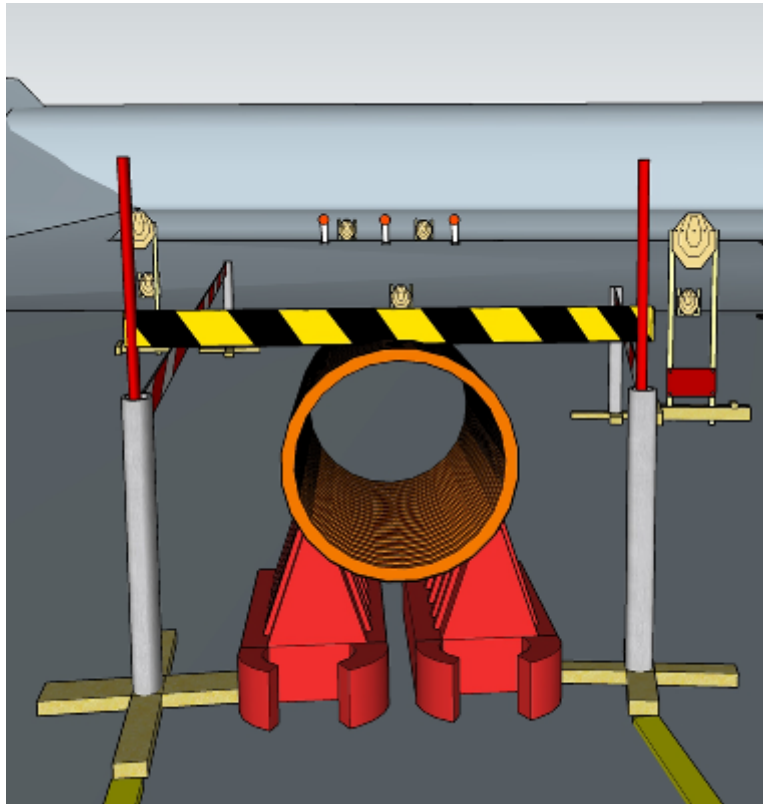
## 2. Halfcocked angles



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Pistol Caliber Carbine	Match-%	11.43%

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	Standing in angle, demonstrated by RO		
Firearm ready condition	2		
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			

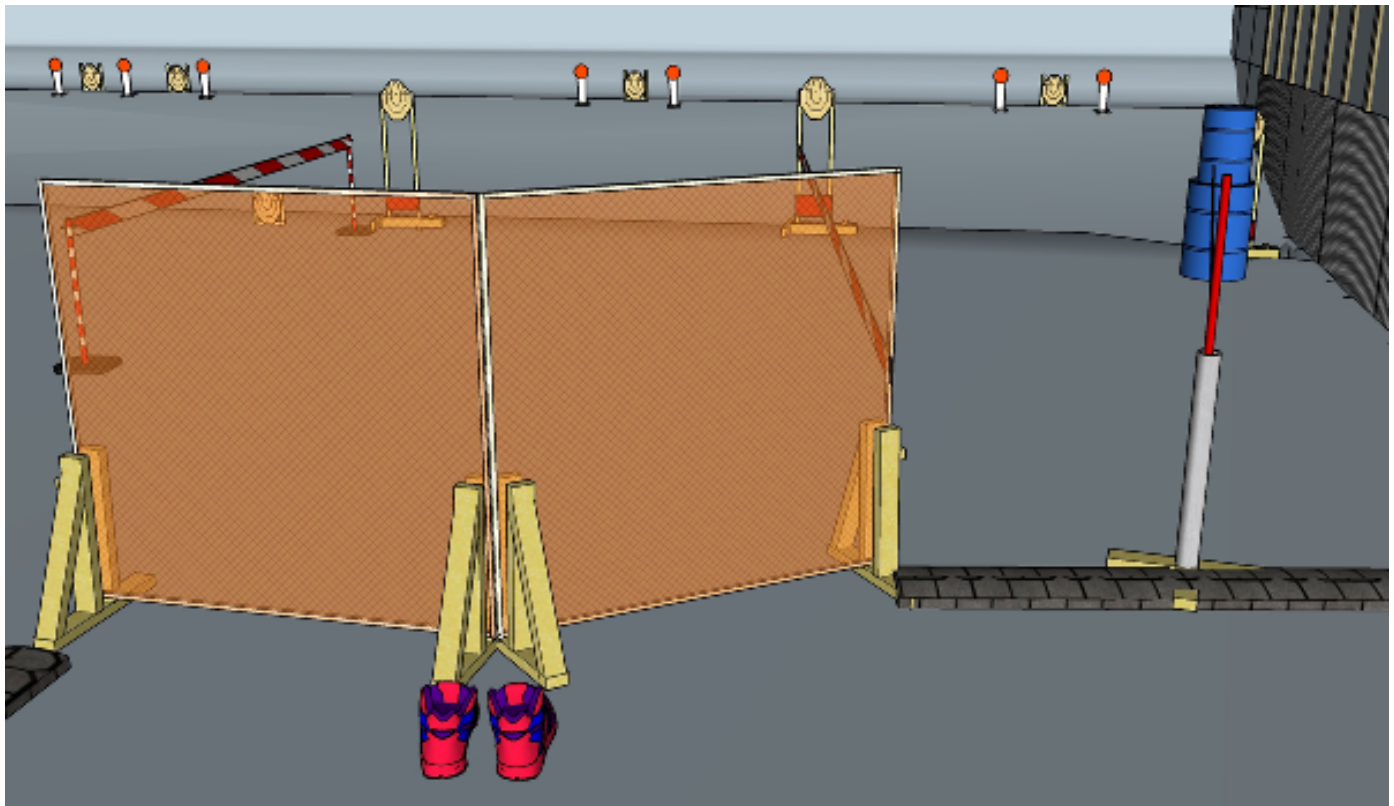
### 3. Pipe and sticks



CoF	Comstock - Medium	Points	85 p
Targets	7 paper, 3 popper, Total 10 targets	Min rounds	17
Firearm	Pistol Caliber Carbine	Match-%	16.19%

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. All shots under black/yellow tape MUST be fired through pipe		
Starting position	Standing behind pipe		
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			

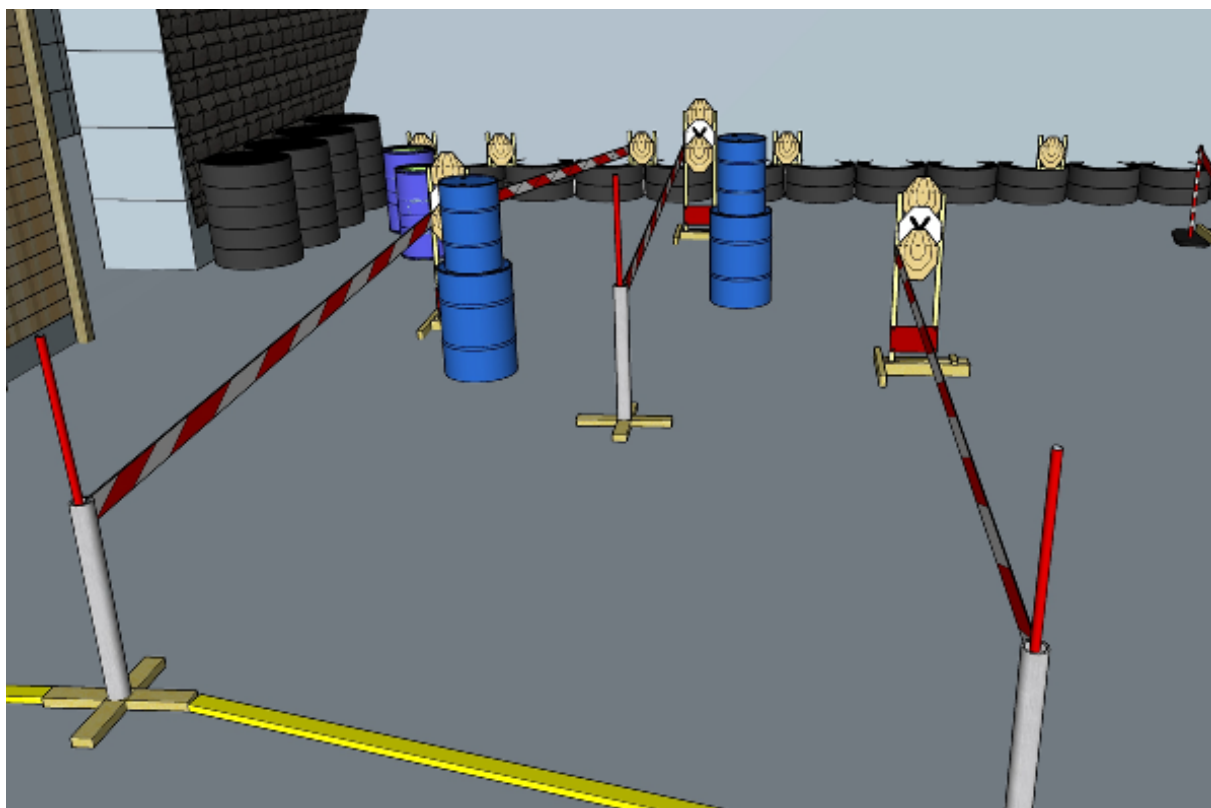
## 4. Three 3s



CoF	Comstock - Medium	Points	70 p
Targets	5 paper, 4 popper, Total 9 targets	Min rounds	14
Firearm	Pistol Caliber Carbine	Match-%	13.33%

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	In angle, 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: 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	

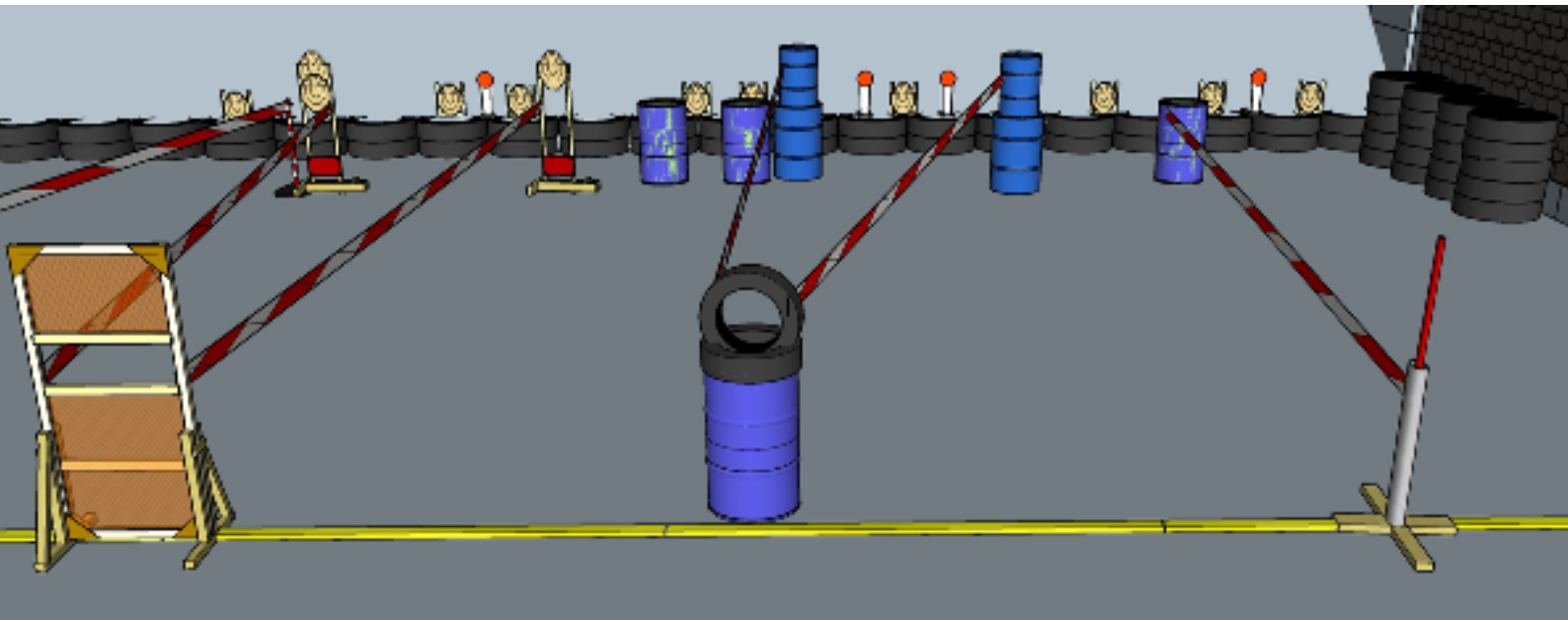
## 5. The hidden ones



CoF	Comstock - Medium	Points	110 p
Targets	11 paper, 3 no-shoot, Total 11 targets	Min rounds	22
Firearm	Pistol Caliber Carbine	Match-%	20.95%

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/sticks 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/R: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	

## 6. V's and openings



CoF	Comstock - Long	Points	130 p
Targets	11 paper, 4 popper, Total 15 targets	Min rounds	26
Firearm	Pistol Caliber Carbine	Match-%	24.76%

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/sticks 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/R: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	