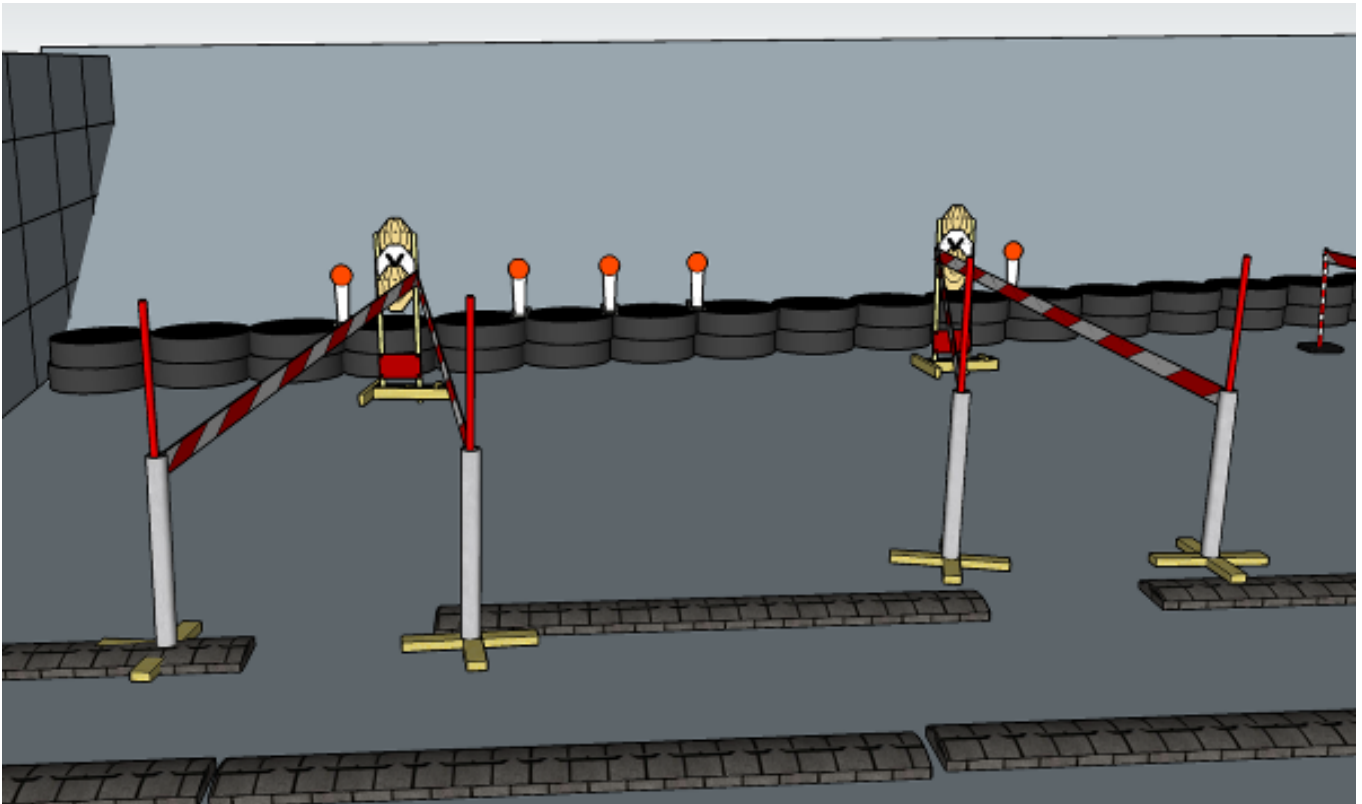


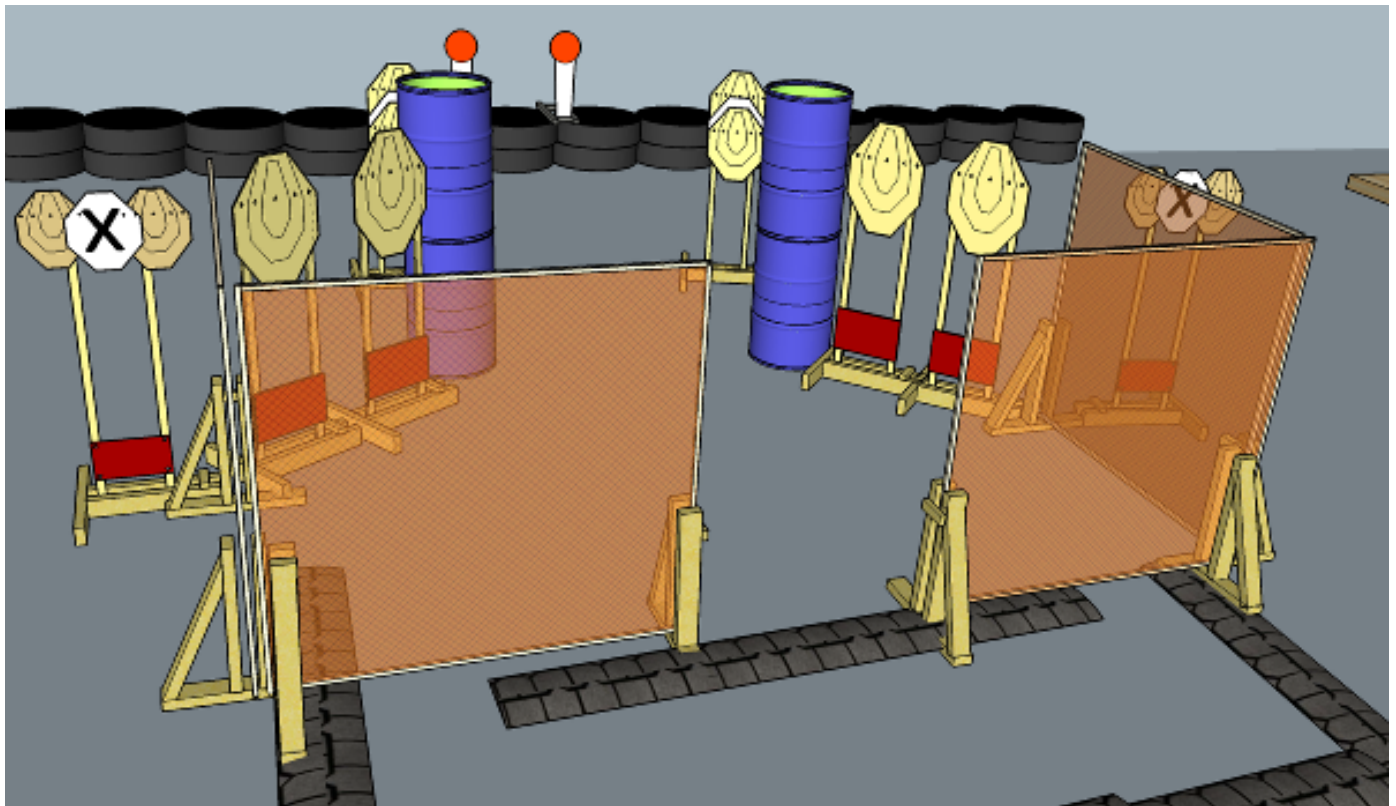
1. Go'n'Stop



CoF	Comstock - Medium	Points	65 p
Targets	4 paper, 5 popper, 2 no-shoot, Total 9 targets	Min rounds	13
Firearm	Pistol Caliber Carbine	Match-%	12.26%

Procedure	On start signal engage all targets within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Anywhere
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: mark, end of building, right: box on ground/90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

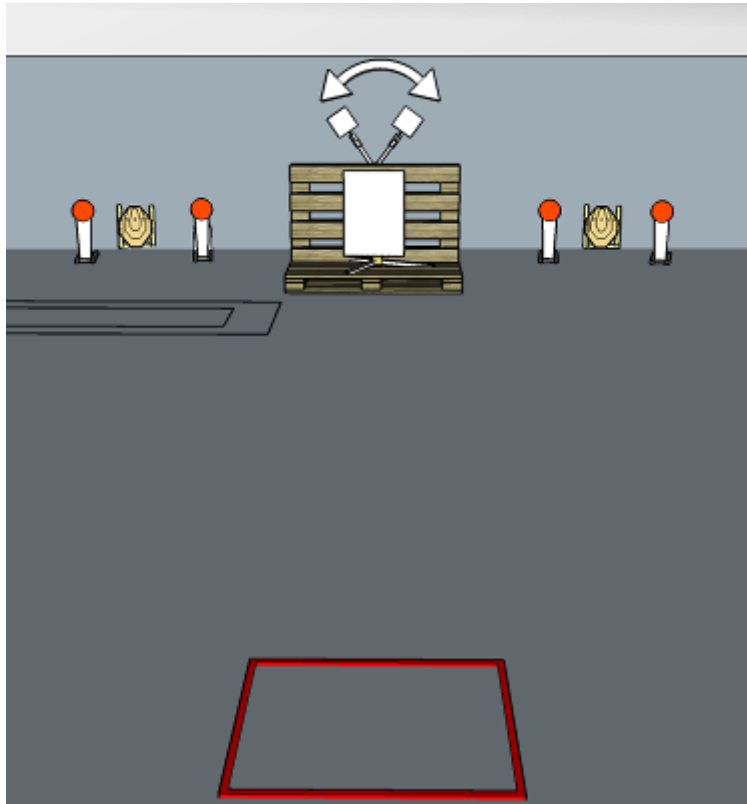
2. Counter- or clockwise



CoF	Comstock - Long	Points	130 p
Targets	12 paper, 2 popper, Total 14 targets	Min rounds	26
Firearm	Pistol Caliber Carbine	Match-%	24.53%

Procedure	On start signal engage all targets within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Anywhere
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: mark, end of building, right: box on ground/90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

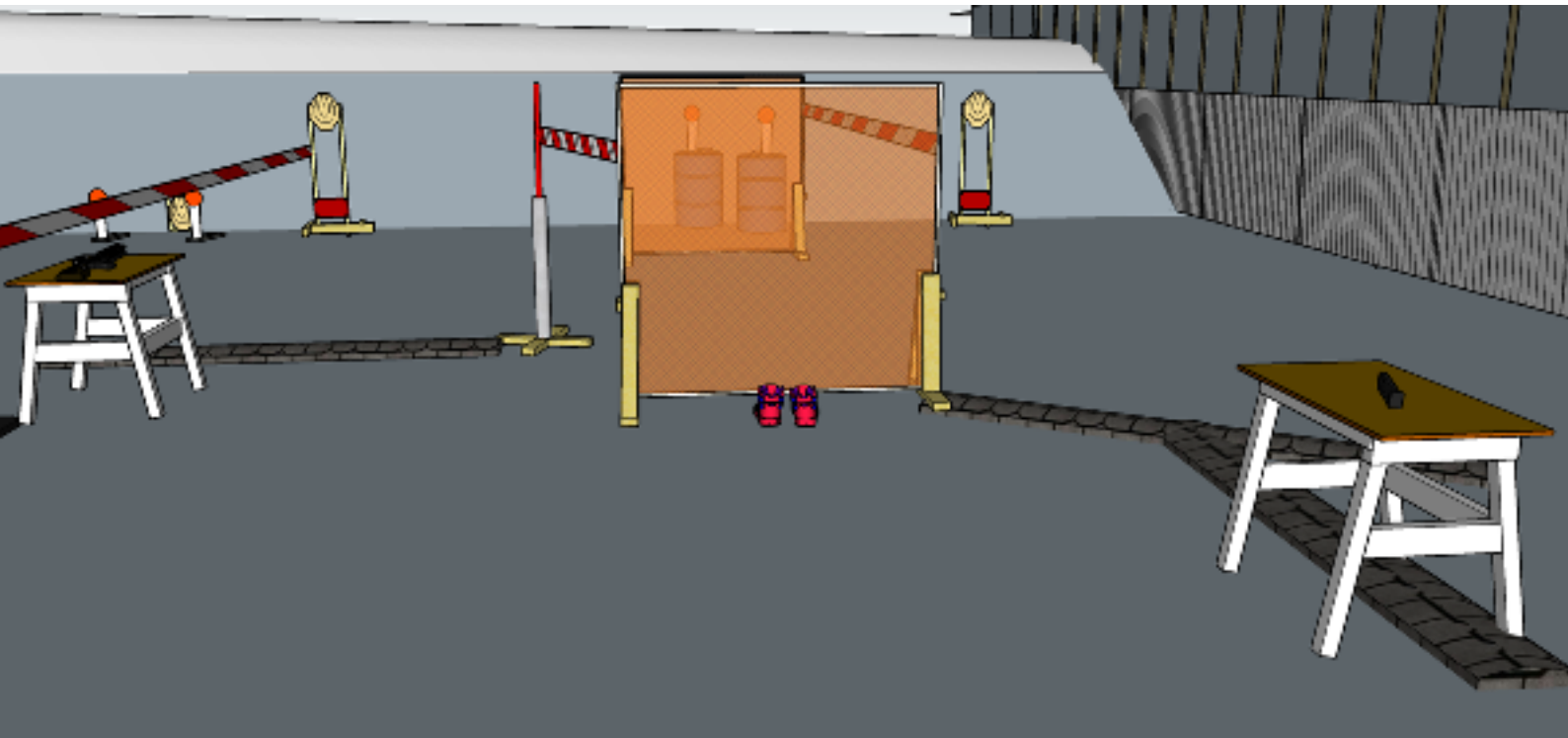
3. Don't forget the double-taps



CoF	Comstock - Short	Points	50 p
Targets	2 paper, 4 popper, 2 plates, Total 8 targets	Min rounds	10
Firearm	Pistol Caliber Carbine	Match-%	9.43%

Procedure	On start signal engage all targets within the demarcated area. All shots must be fired from box
Starting position	In box, all shots must be fired from box
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: box on ground, right: mark on wall, vertical: top of berm (logs), horizontal when reloading
Setup notes	

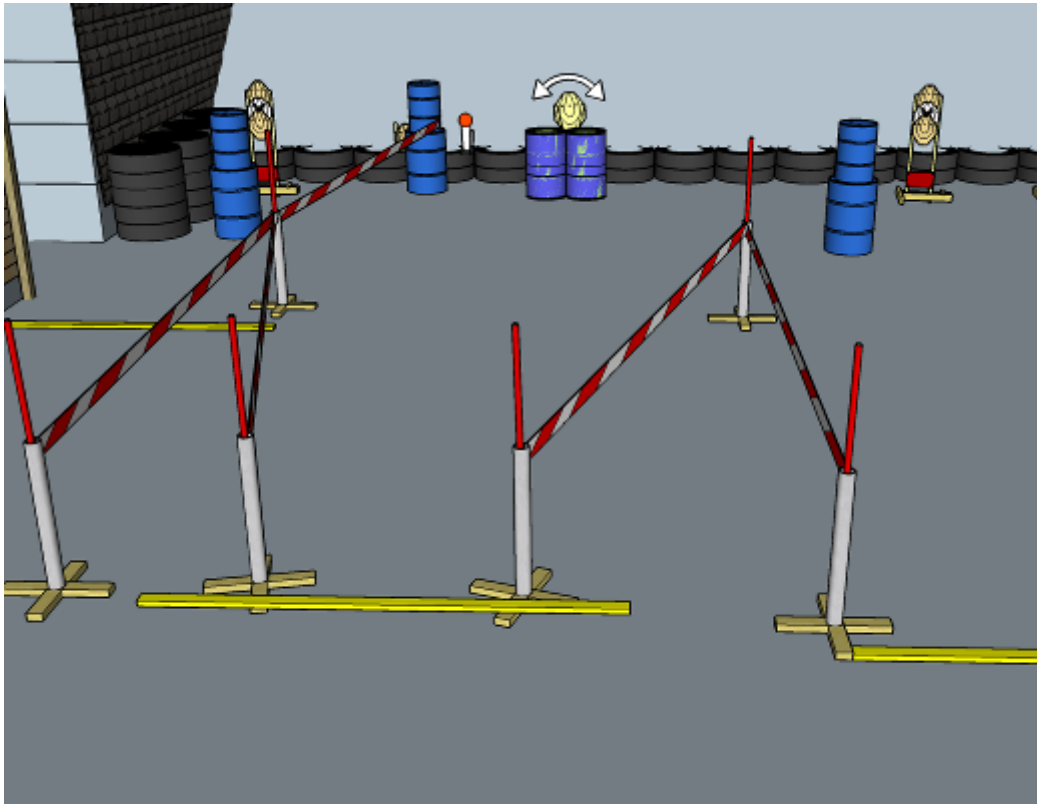
4. Grab'n'go



CoF	Comstock - Short	Points	30 p
Targets	2 paper, 2 popper, Total 4 targets	Min rounds	6
Firearm	Pistol Caliber Carbine	Match-%	5.66%

Procedure	On start signal engage all targets within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline. Firearm on one table, first mag to be used on other table
Starting position	Center of wall, RO demonstrates
Firearm ready condition	3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: box on ground, right: mark on wall, vertical: top of berm (logs), horizontal when reloading
Setup notes	

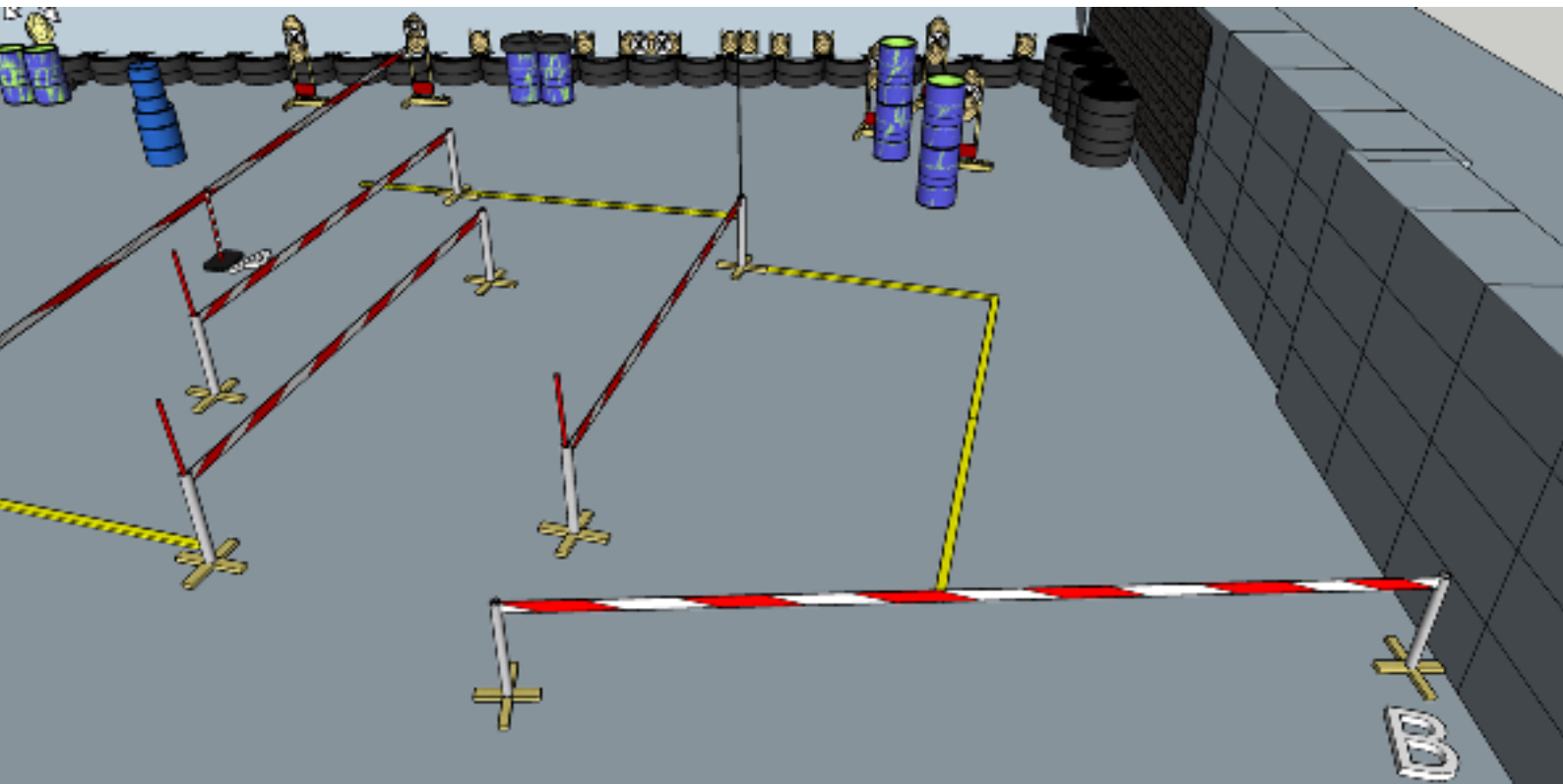
5. Go'n'Stop v2



CoF	Comstock - Medium	Points	65 p
Targets	6 paper, 1 popper, Total 7 targets	Min rounds	13
Firearm	Pistol Caliber Carbine	Match-%	12.26%

Procedure	On start signal engage all targets within the demarcated area. Red/white tape = walls extending up/down to infinity.
Starting position	Anywhere
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

6. Close in or distance with a jog



CoF	Comstock - Long	Points	190 p
Targets	19 paper, Total 19 targets	Min rounds	38
Firearm	Pistol Caliber Carbine	Match-%	35.85%

Procedure	On start signal engage all targets within the demarcated area. Red/white tape = walls extending up/down to infinity.
Starting position	Position A or B
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	