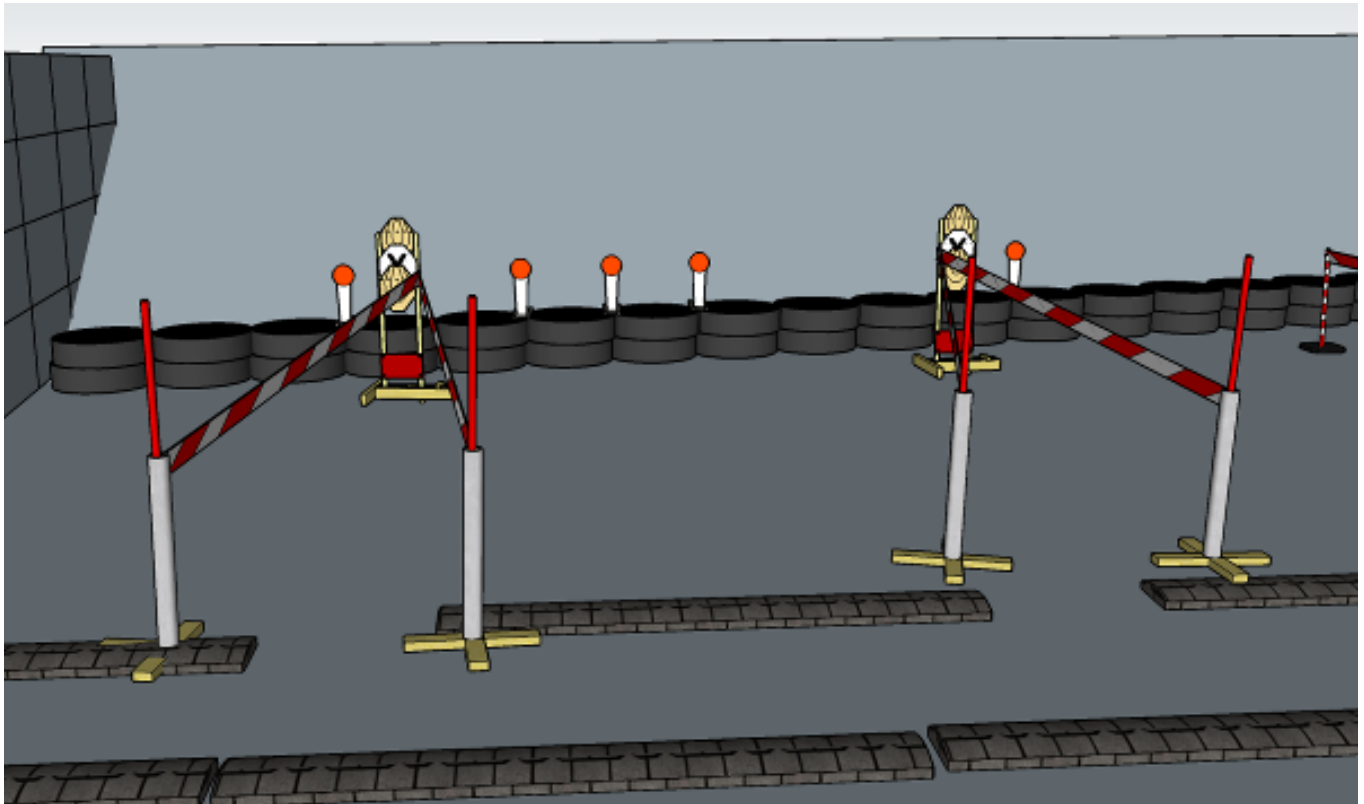


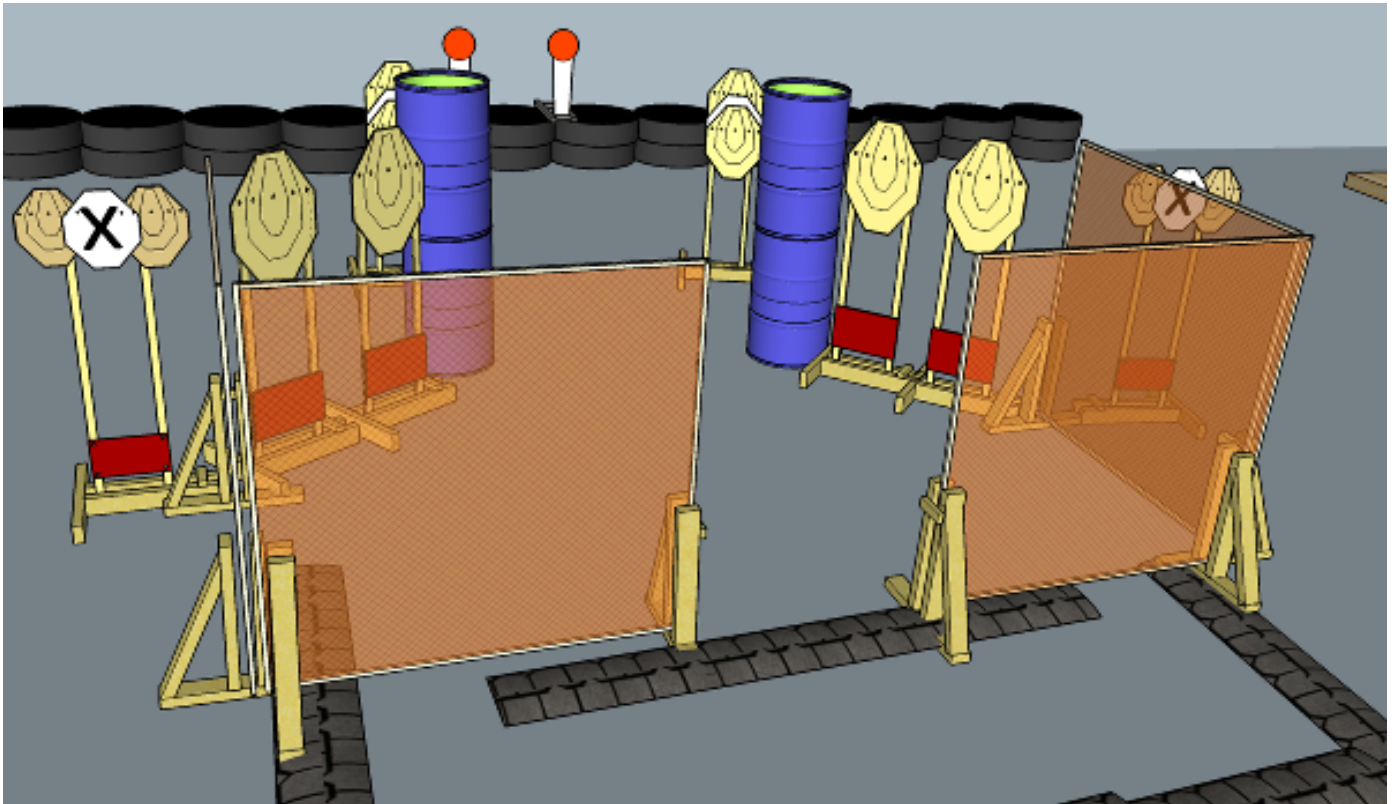
# 1. Go'n'Stop



|         |  |            |        |
|---------|--|------------|--------|
| 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.<br>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             |   |

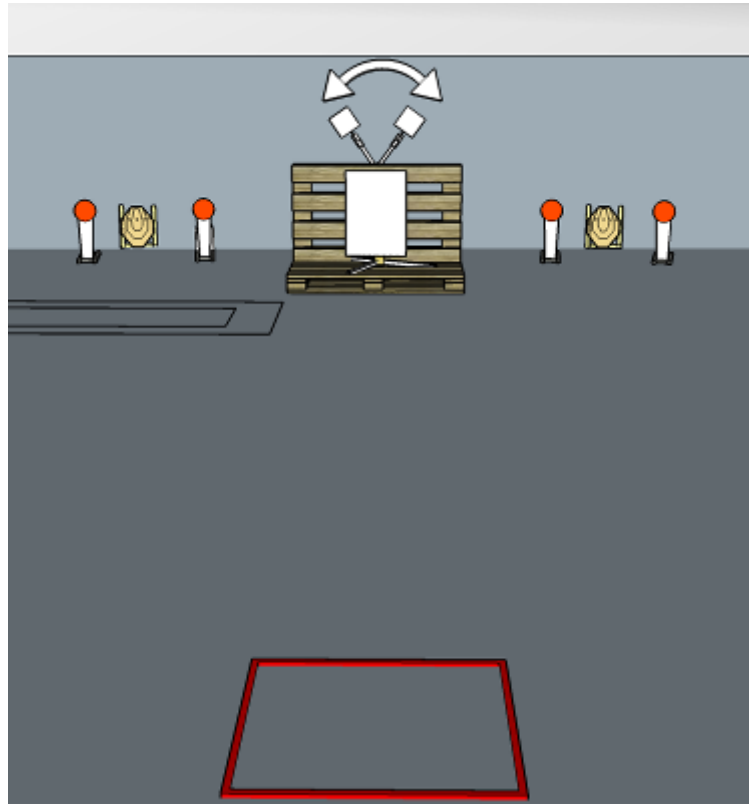
## 2. Counter- or clockwise



|         |                                      |            |        |
|---------|--------------------------------------|------------|--------|
| 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.<br>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             |   |

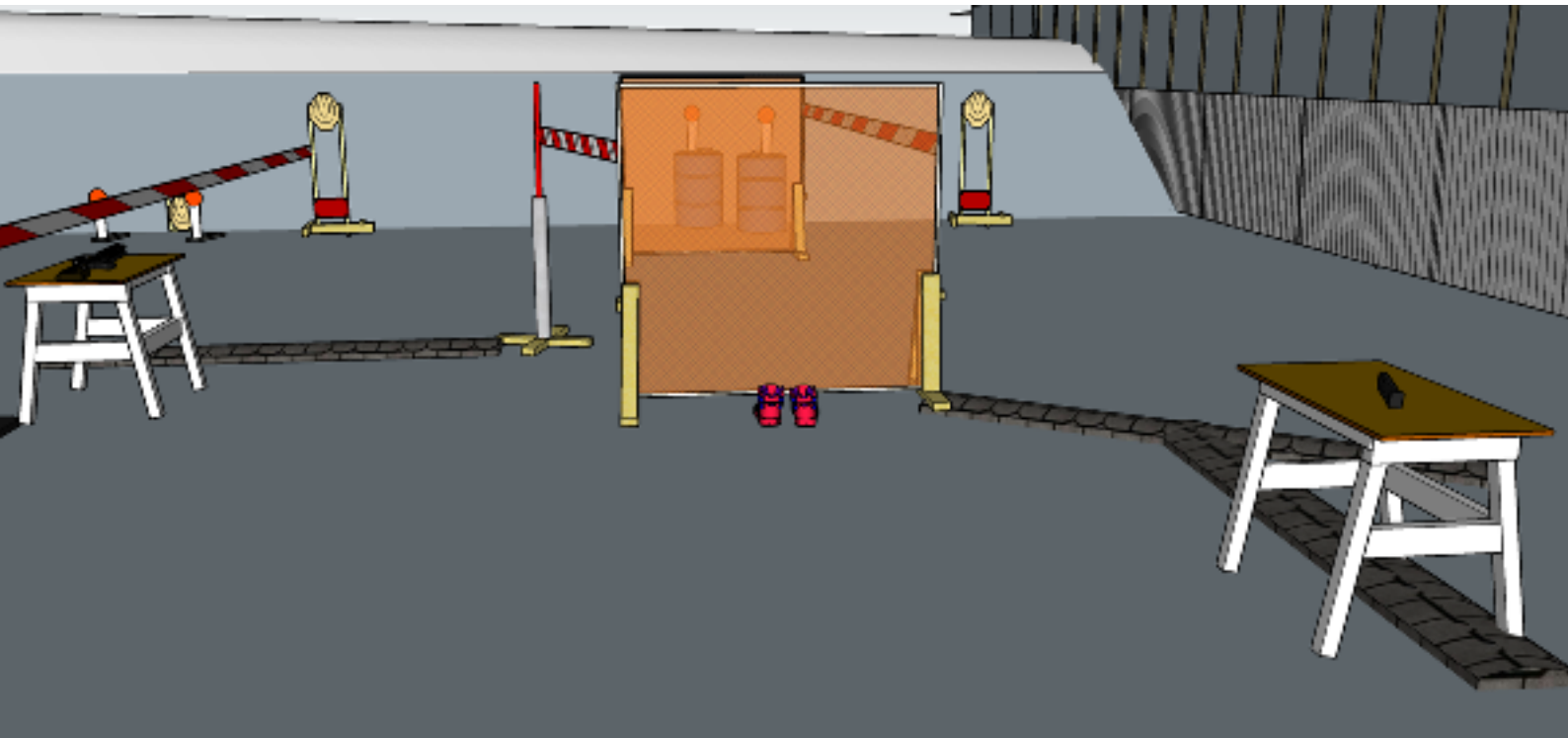
### 3. Don't forget the double-taps



|         |  |            |       |
|---------|--|------------|-------|
| 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             |   |

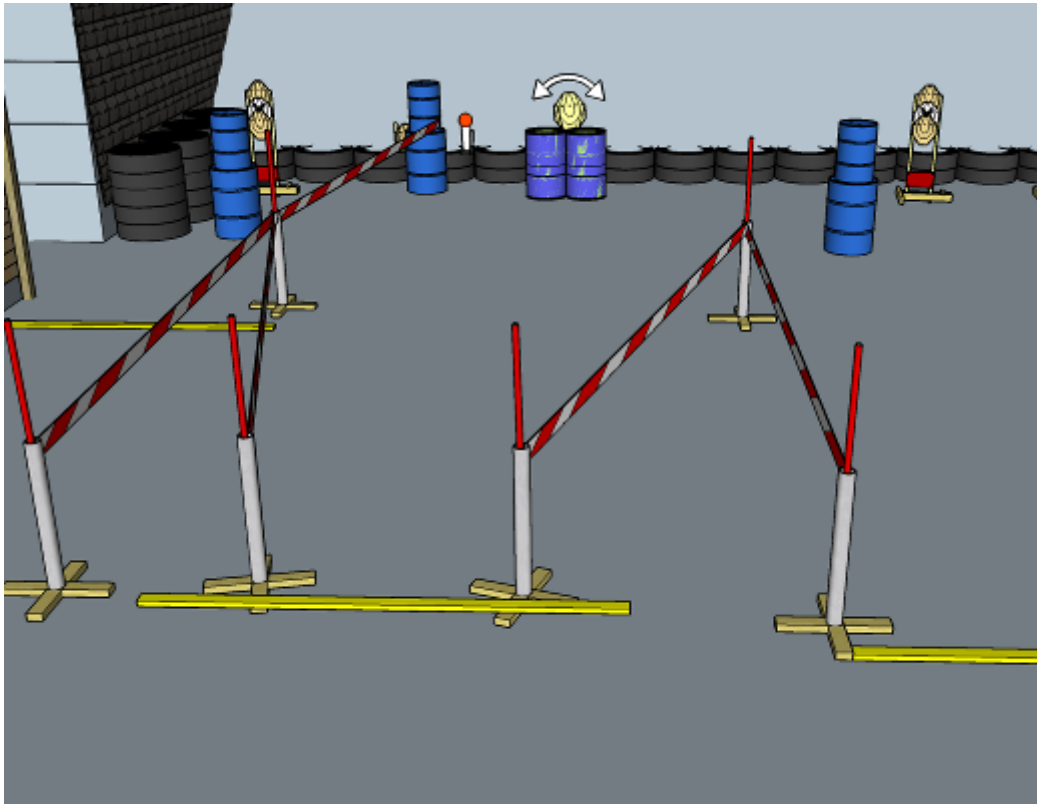
## 4. Grab'n'go



|         |                                    |            |       |
|---------|------------------------------------|------------|-------|
| 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             |   |

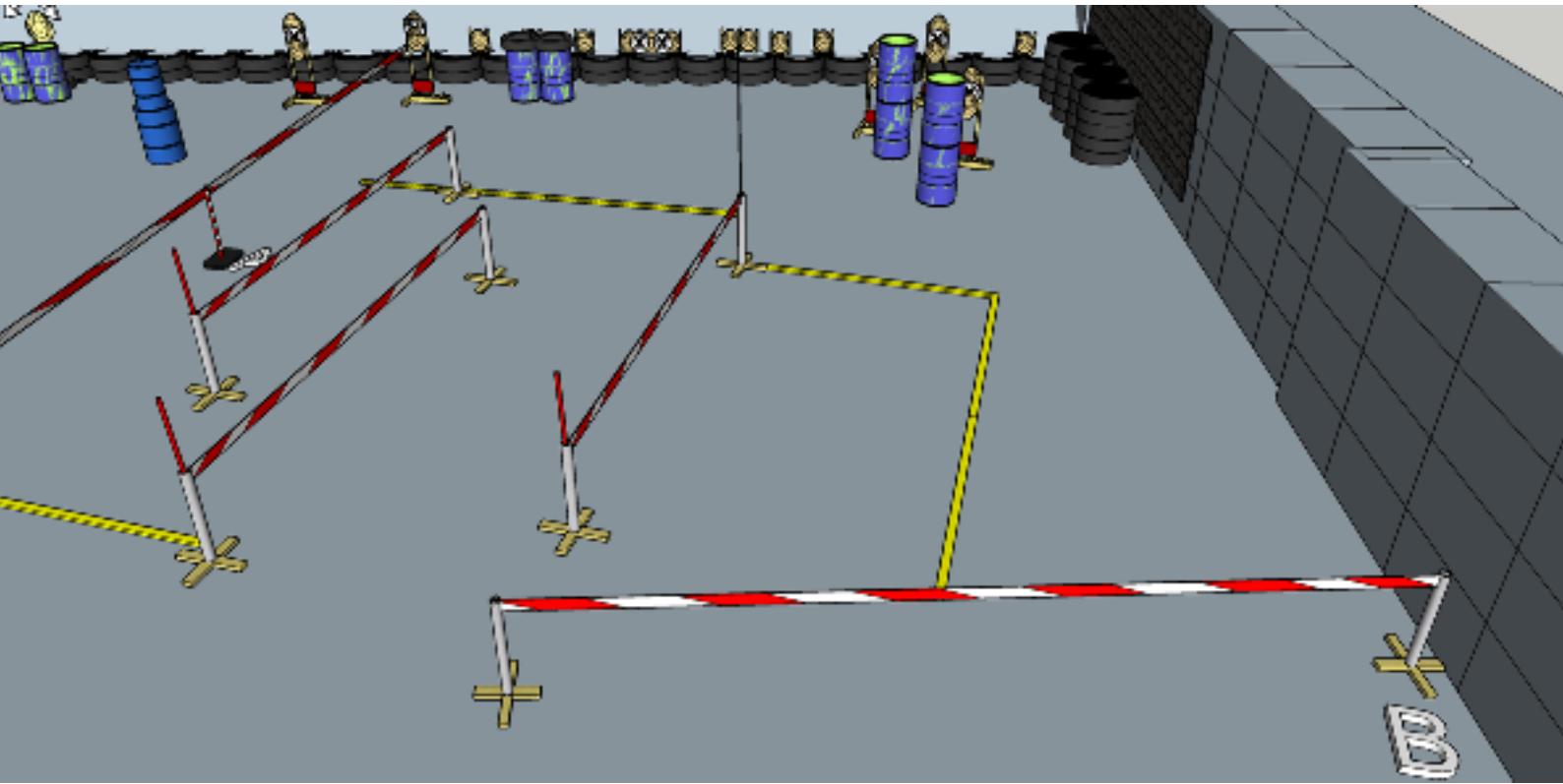
## 5. Go'n'Stop v2



|         |                                    |            |        |
|---------|------------------------------------|------------|--------|
| 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             |  |