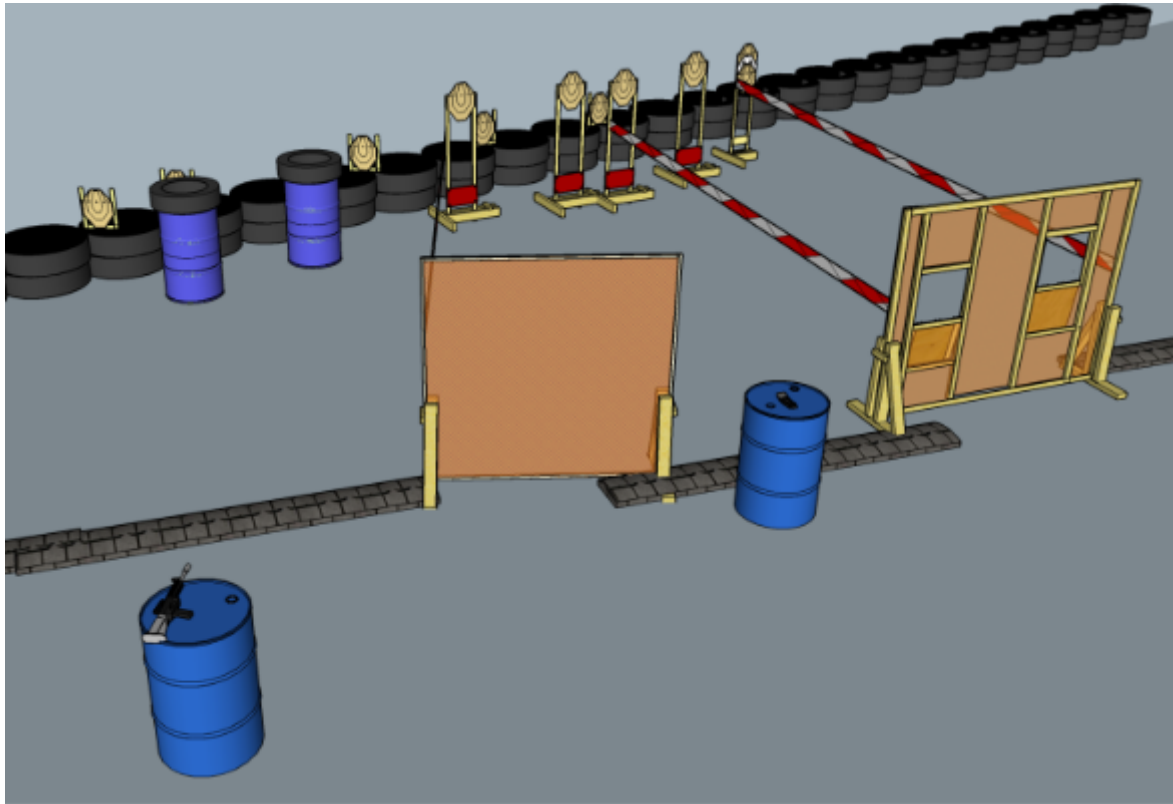


1. Just like the traffic, stop'n'go



CoF	Comstock - Long	Points	110 p
Targets	11 paper, 1 no-shoot, Total 11 targets	Min rounds	22
Firearm	Rifle	Match-%	44.00%

Procedure	On start signal engage all targets within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline. Rifle on one barrel, magazine on other - shooters choice which goes where
Starting position	Anywhere in demarcated area
Firearm ready condition	3
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	

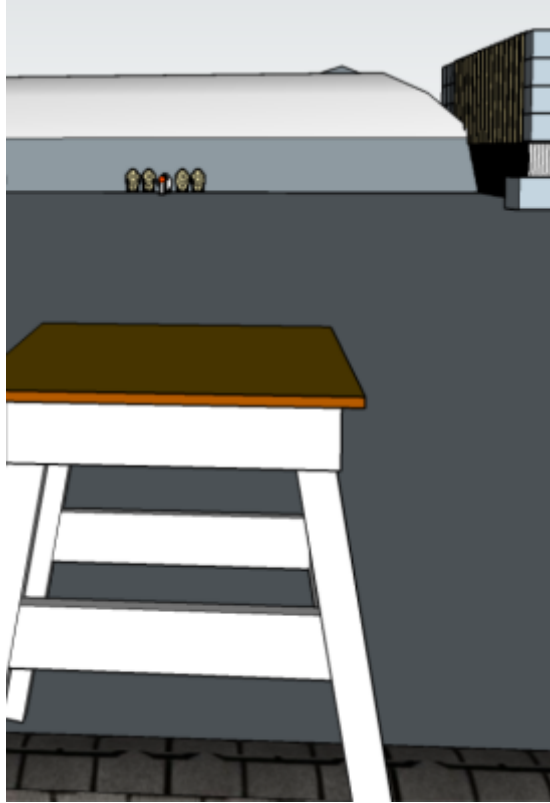
2. Doubles'n'singles



CoF	Comstock - Short	Points	40 p
Targets	3 paper, 2 popper, Total 5 targets	Min rounds	8
Firearm	Rifle	Match-%	16.00%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline
Starting position	1m behind table
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Corner of left building, mark on wall closest to road, top of berm
Setup notes	

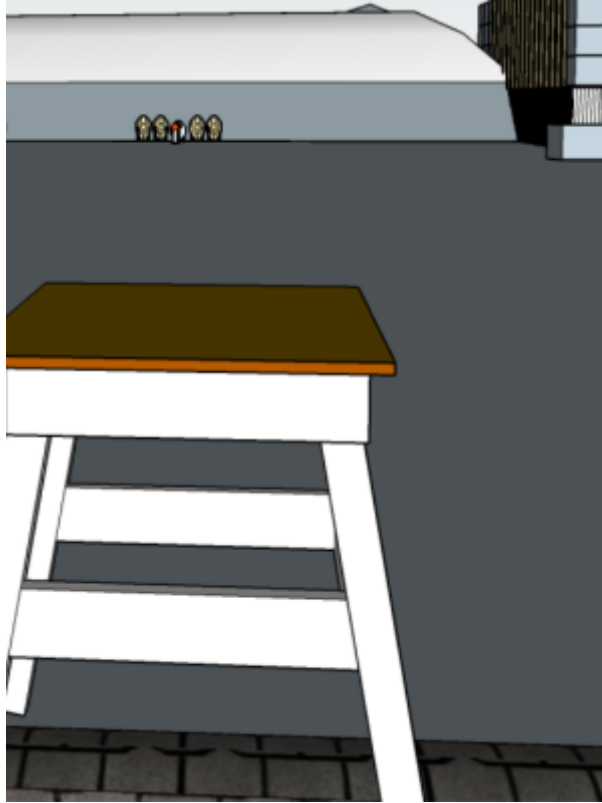
3. Singles'n'doubles



CoF	Comstock - Short	Points	40 p
Targets	3 paper, 2 popper, Total 5 targets	Min rounds	8
Firearm	Rifle	Match-%	16.00%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline
Starting position	1m behind table
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Corner of building, mark on wall close to road, top of sand/berm
Setup notes	

4. Freakin' dominoes man



CoF	Comstock - Medium	Points	60 p
Targets	4 paper, 4 popper, 1 no-shoot, Total 8 targets	Min rounds	12
Firearm	Rifle	Match-%	24.00%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline
Starting position	1m behind table
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Corner of building, mark on wall close to road, top of sand/berm
Setup notes	