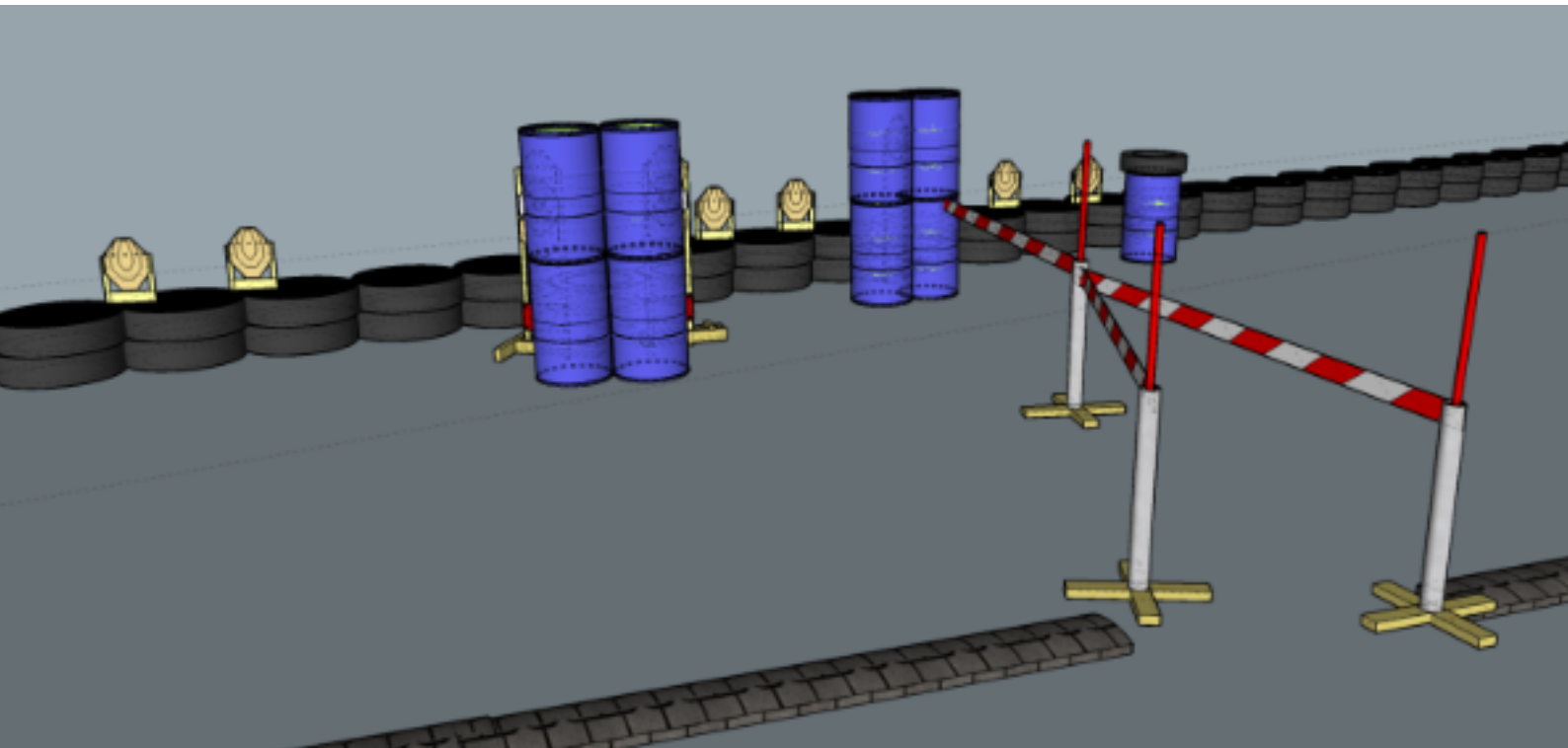


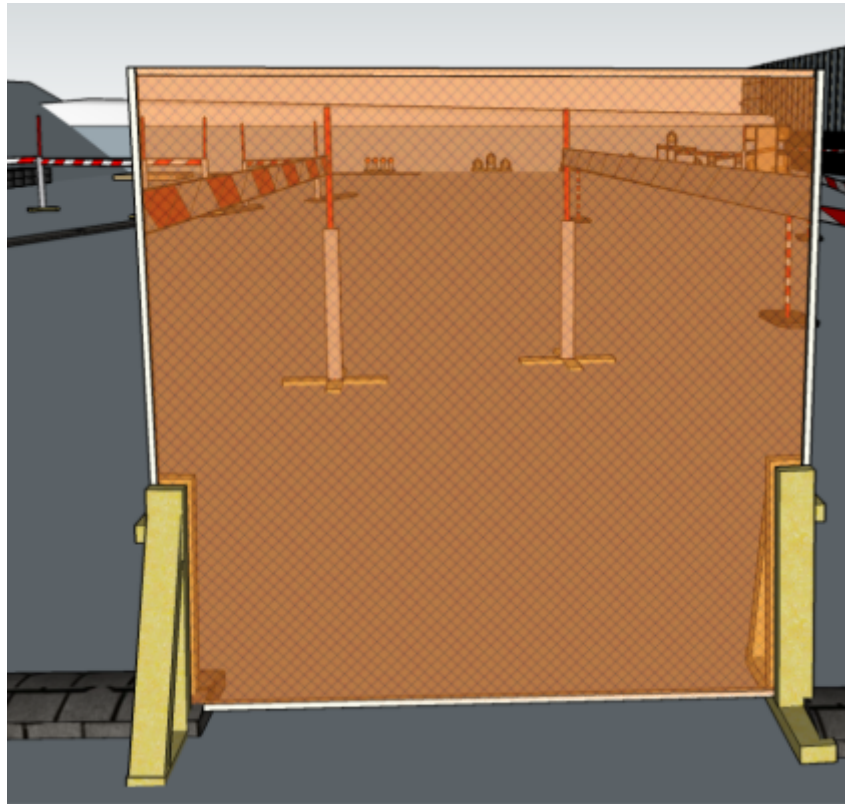
# 1. Start to finish



CoF	Comstock - Long	Points	110 p
Targets	11 paper, 2 no-shoot, Total 11 targets	Min rounds	22
Firearm	Rifle	Match-%	24.44%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity
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	Left: mark, end of building, right: box on ground/90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

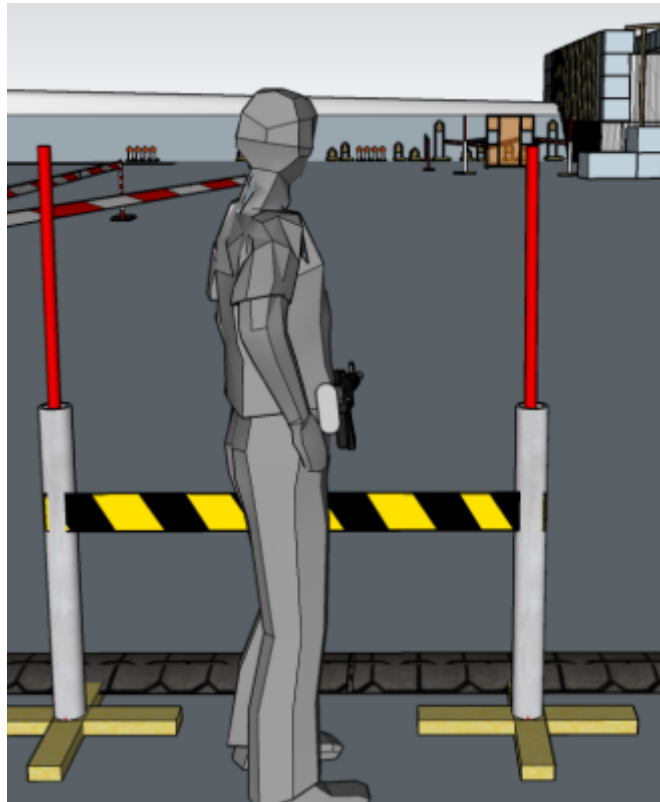
## 2. One hard, one soft side



CoF	Comstock - Short	Points	50 p
Targets	3 paper, 4 popper, Total 7 targets	Min rounds	10
Firearm	Rifle	Match-%	11.11%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity
Starting position	Center of wall
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 (rainpipe), right: stones where road comes down, vertical: top of berm, horizontal when reloading
Setup notes	

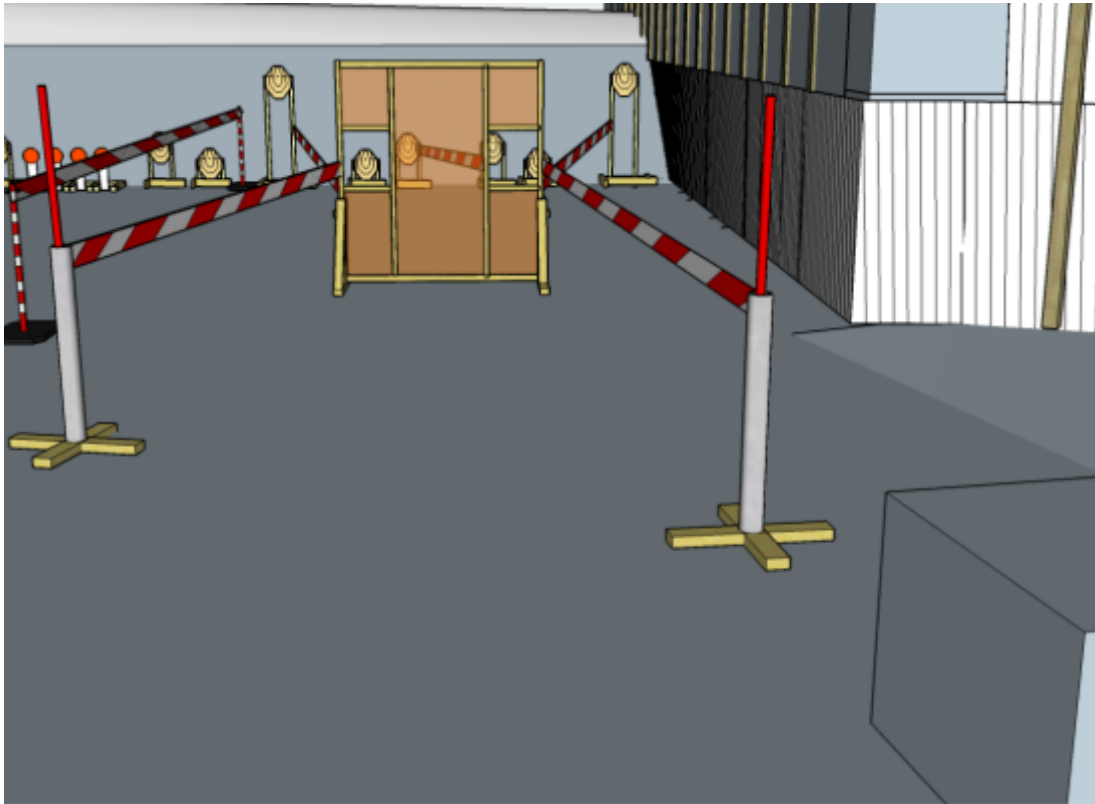
### 3. Stand up, get down, seesaaw



CoF	Comstock - Medium	Points	60 p
Targets	4 paper, 4 popper, Total 8 targets	Min rounds	12
Firearm	Rifle	Match-%	13.33%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Yellow/black tape = Shooting allowed UNDER tape		
Starting position	Center behind yellow-black tape		
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 (rainpipe), right: stones where road comes down, vertical: top of berm, horizontal when reloading		
Setup notes			

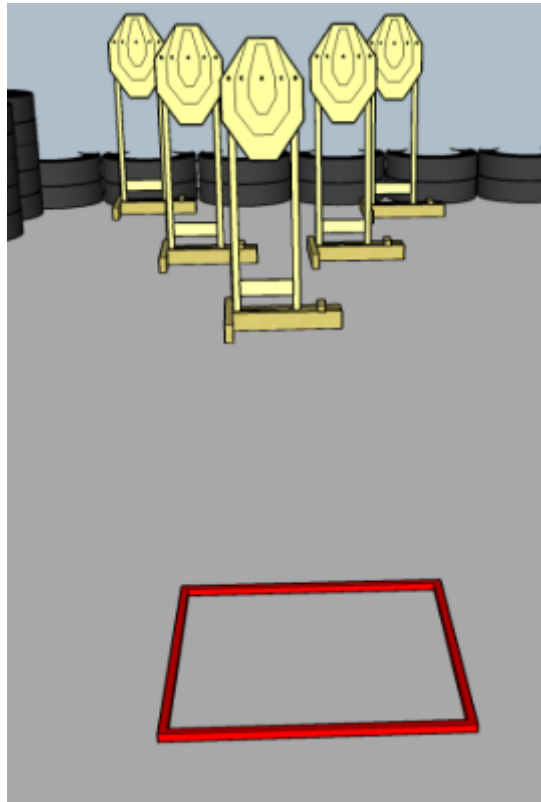
## 4. Nooks and crannies



CoF	Comstock - Medium	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Rifle	Match-%	13.33%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity
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	Left: box on ground, right: mark on wall, vertical: top of berm (logs), horizontal when reloading
Setup notes	

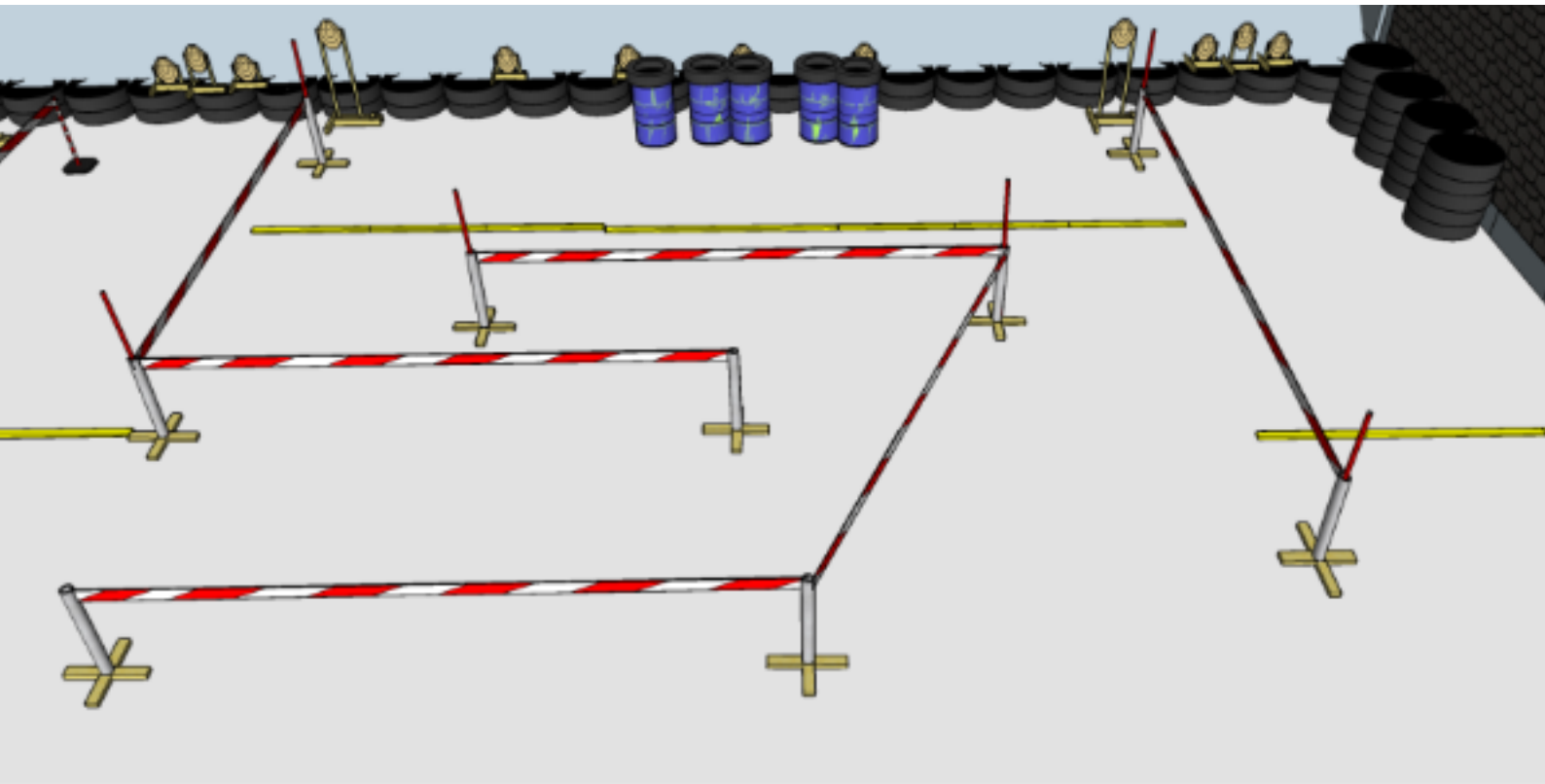
## 5. Speedy Gonzales, arriba-arriba



CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	11.11%

Procedure	On start signal engage all targets as they become visible from within box A. All shots must be fired from within box		
Starting position	In box A		
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. Zigg-Ah-Zigg-Ah



CoF	Comstock - Long	Points	120 p
Targets	12 paper, Total 12 targets	Min rounds	24
Firearm	Rifle	Match-%	26.67%

Procedure	On start signal engage all targets within the demarcated area. Red/white tape = walls extending up/down to infinity
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	Left/right: 90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	