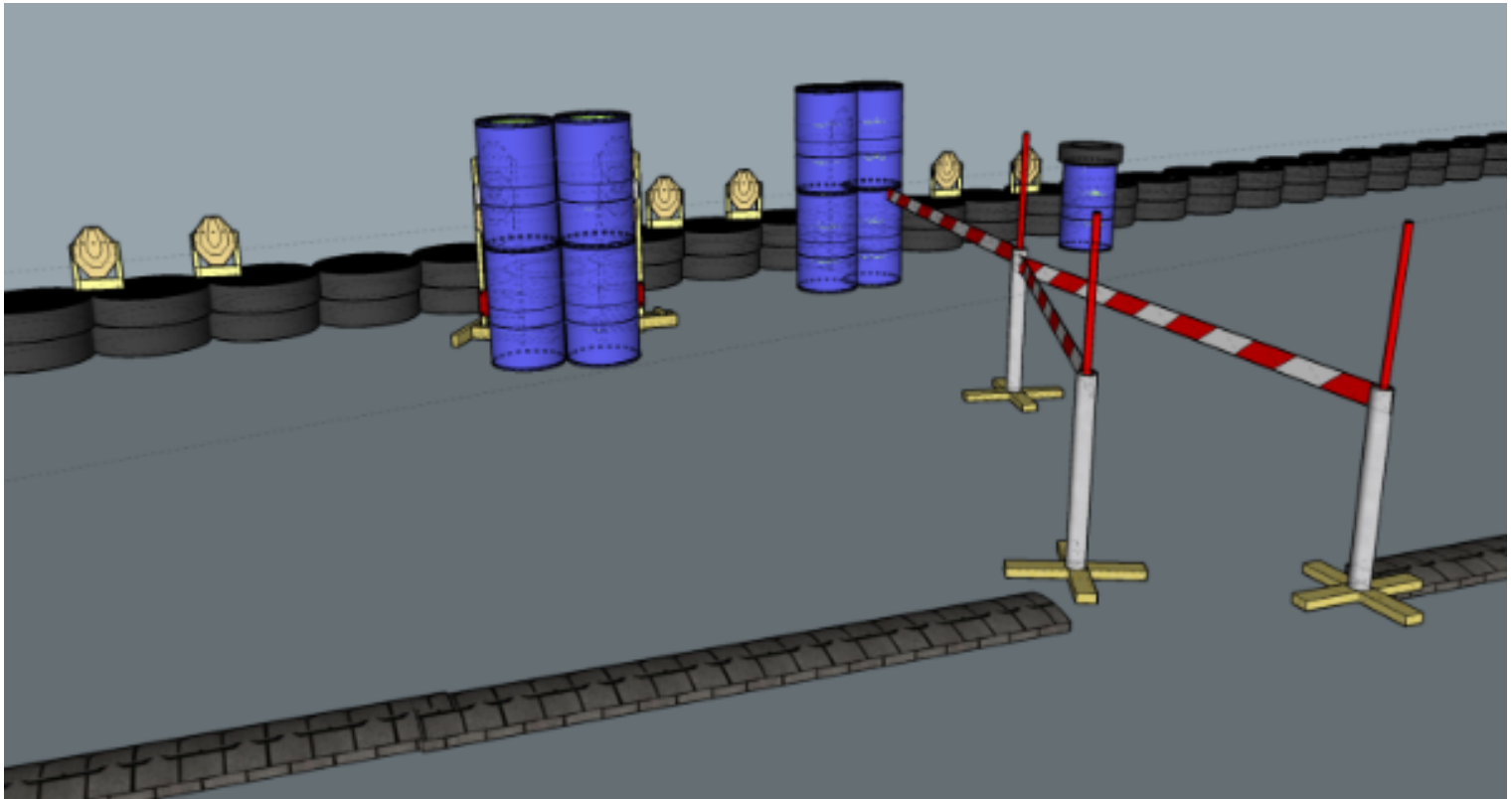


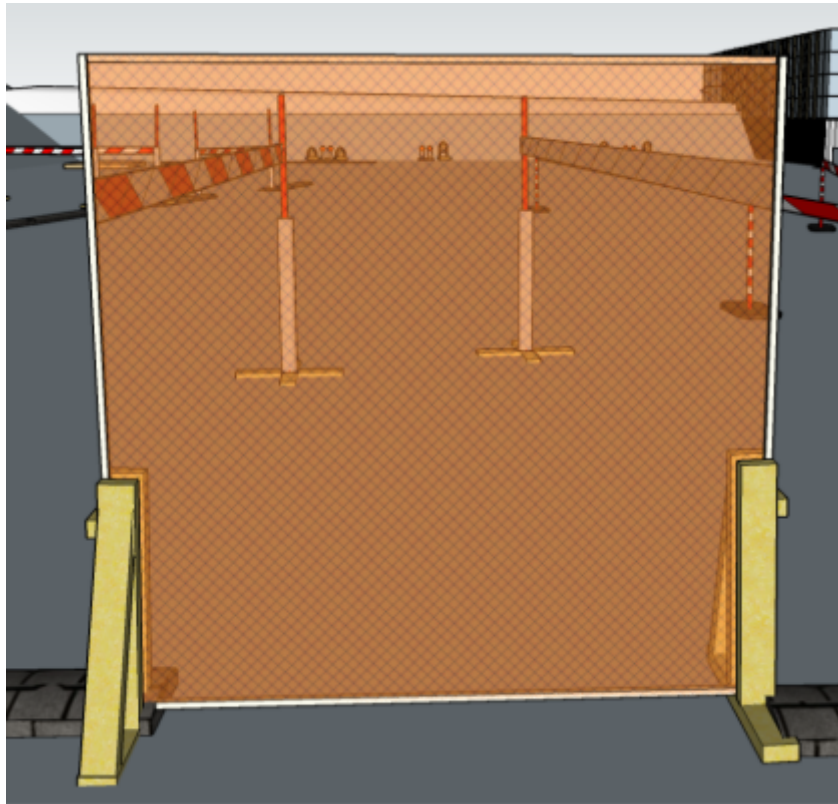
1. Runny gunny



CoF	Comstock - Long	Points	110 p
Targets	11 paper, 2 no-shoot, Total 11 targets	Min rounds	22
Firearm	Rifle	Match-%	55.00%

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. Rhythm is a dancer



CoF	Comstock - Short	Points	50 p
Targets	3 paper, 4 popper, Total 7 targets	Min rounds	10
Firearm	Rifle	Match-%	25.00%

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. Halfway or all the way down ?



CoF	Comstock - Short	Points	40 p
Targets	2 paper, 4 popper, Total 6 targets	Min rounds	8
Firearm	Rifle	Match-%	20.00%

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 of table		
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			