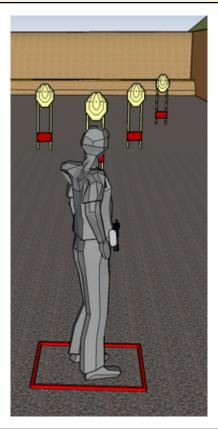
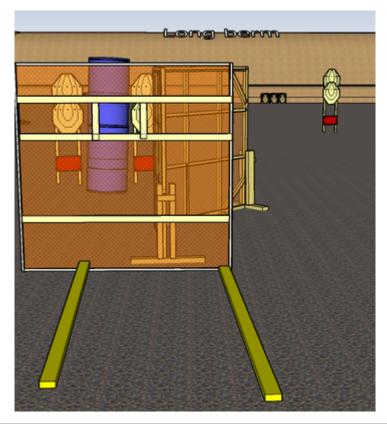
1. Just do it



CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Rifle	Match-%	14.81%

Procedure	On start signal engage all targets as they become visible within the demarcated area. All shots must be fired from Box A
Starting position	Rifle option 1 at hip level facing downrange.
Firearm ready	
condition Start on	Audible signal
	-
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: tape, end of building, right: 90deg when facing berm, vertical: top of berm
Setup notes	Shoot'n Score It https://chootrecoreit.com 2024-05-12-06:37

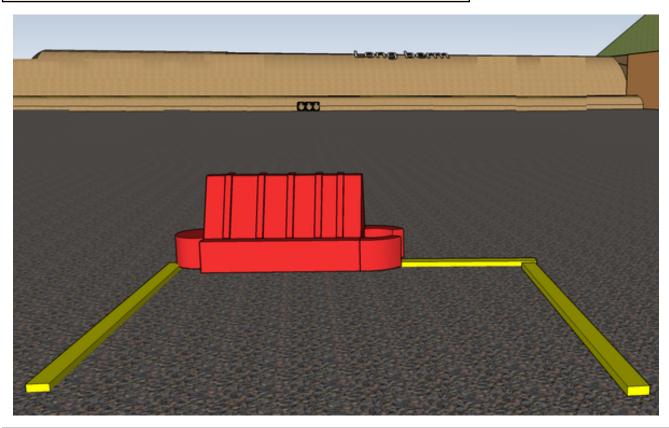
2. See boundaries



CoF	Comstock - Medium	Points	90 p
Targets	9 paper, Total 9 targets	Min rounds	18
Firearm	Rifle	Match-%	33.33%

Procedure	On start signal engage all targets as they become visible within the demarcated area
Starting position	Rifle option 1 at hip level facing downrange
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: tape, end of building, right: right wall where tires are, vertical: top of berm
Setup notes	Shootin Space It https://ehactrospecit.com 2024.05.12.05:27

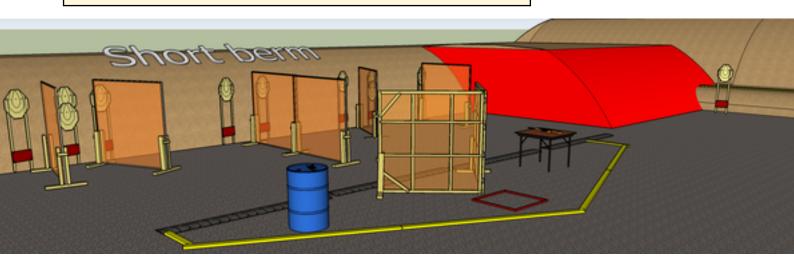
3. Tebow or Arnold



CoF	Comstock - Short	Points	30 p
Targets	3 paper, Total 3 targets	Min rounds	6
Firearm	Rifle	Match-%	11.11%

Procedure	On start signal engage all targets as they become visible within the demarcated area
Starting position	Rifle option 1 at hip level facing downrange
Firearm ready	
condition Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: tape, end of building, right: right wall where tires are, vertical: top of berm
Setup notes	Shootin Score It https://ehootnecoreit.com 2024-05-12-06:37

4. Between and to the right



CoF	Comstock - Long	Points	110 p
Targets	11 paper, Total 11 targets	Min rounds	22
Firearm	Rifle	Match-%	40.74%

Procedure	On start signal engage all targets as they become visible within the demarcated area Tirethreads=faultline, no step over
Starting position	Rifle option 3 on table, 1st mag to on barrel or vice versa, the open or not. Box A, DR
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: tape, end of building, right: 90deg when facing berm, angle in fence when facing long berm, vertical: top of berm
Setup notes	