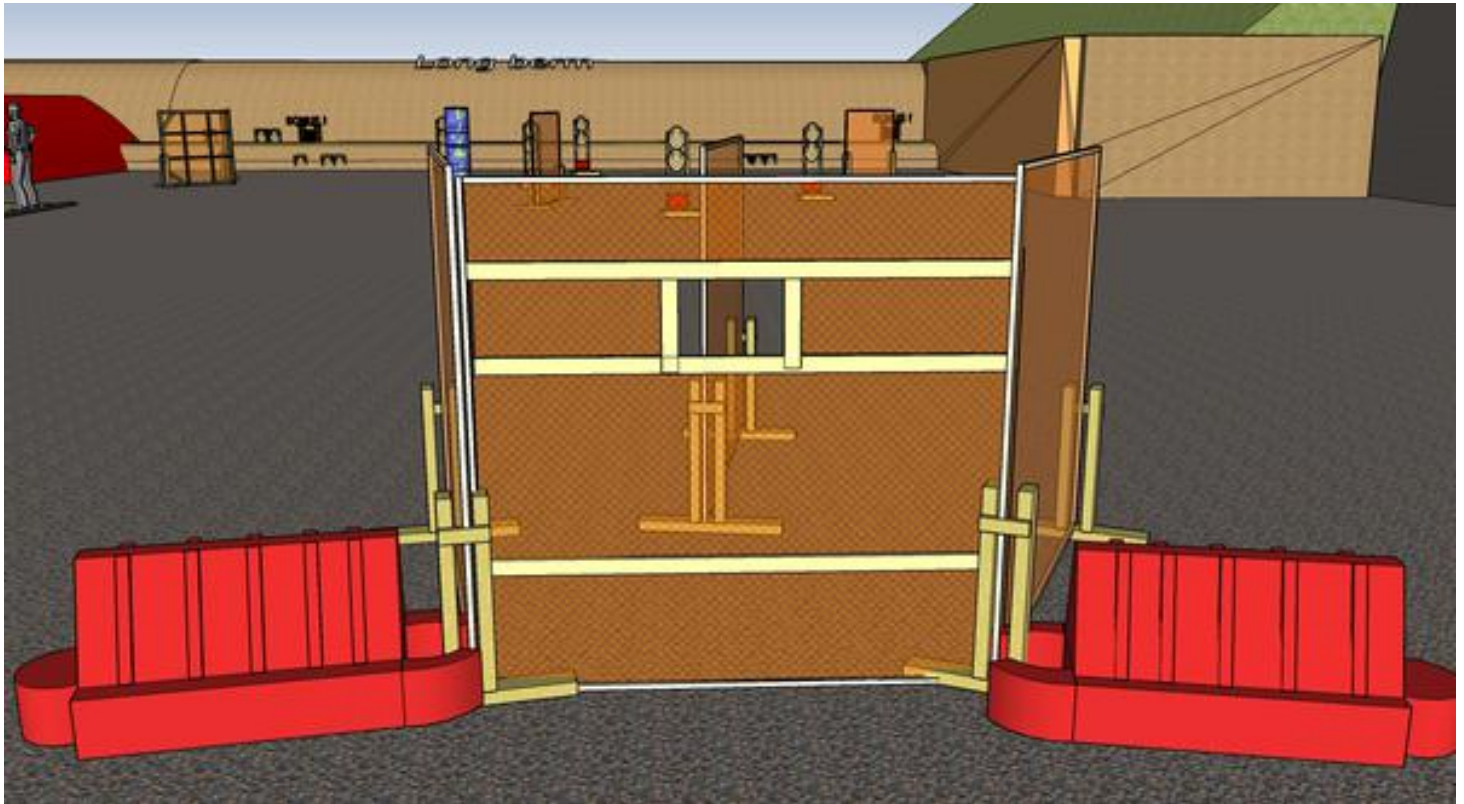


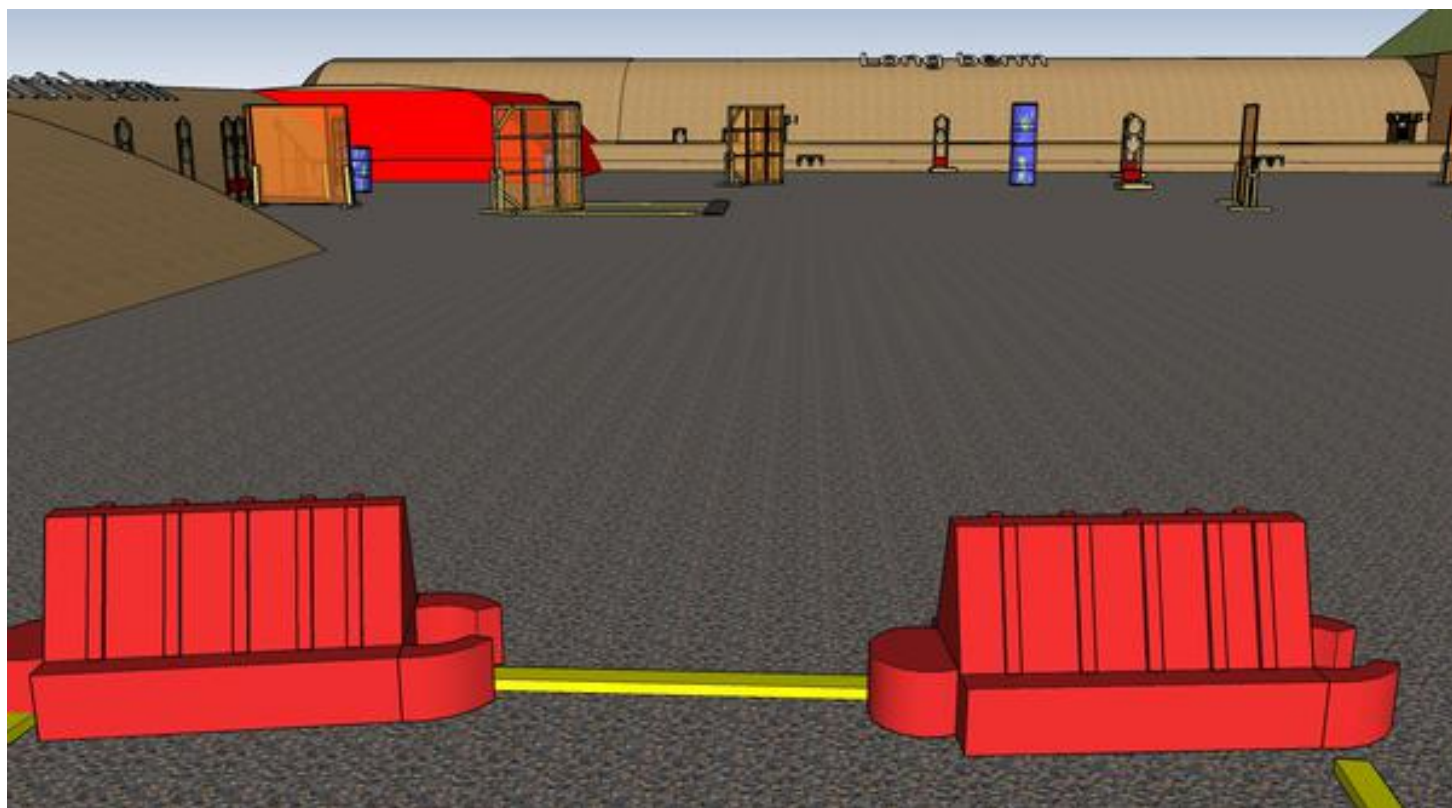
# 1. To do or not to do



CoF	Comstock - Long	Points	140 p
Targets	13 paper, 1 disappearing/bonus, Total 14 targets	Min rounds	26
Firearm	Rifle	Match-%	41.18%

Procedure	On start signal engage all targets as they become visible within the demarcated area BONUS-TARGET will count as 2A, or nothing if not fired upon It will NOT count as DNE or 2M !
Starting position	Rifle option 1 at hip level, facing downrange in BOX A
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: angle in fence when facing berm, vertical: top of berm
Setup notes	

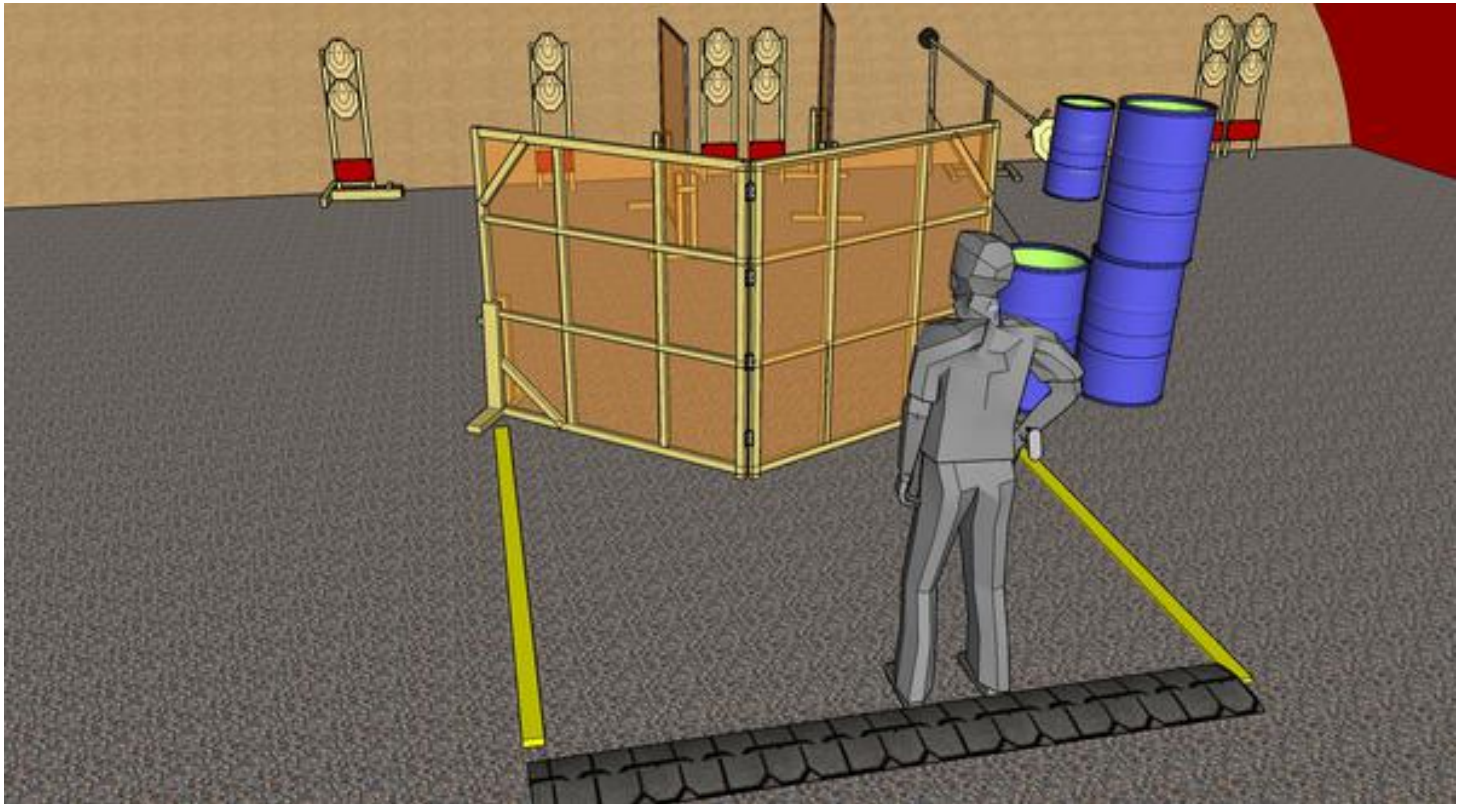
## 2. Side to side, get down today



CoF	Comstock - Medium	Points	70 p
Targets	6 paper, 1 disappearing/bonus, Total 7 targets	Min rounds	12
Firearm	Rifle	Match-%	20.59%

Procedure	On start signal engage all targets as they become visible within the demarcated area Plastic is part of faultline BONUS-TARGET will count as 2A, or nothing if not fired upon It will NOT count as DNE or 2M !
Starting position	Rifle option 1 at hip level, toes touching wood in middle between angled plastics
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: angle in fence when facing berm, vertical: top of berm
Setup notes	

### 3. Pull gosh darn it



CoF	Comstock - Long	Points	130 p
Targets	13 paper, Total 13 targets	Min rounds	26
Firearm	Rifle	Match-%	38.24%

Procedure	On start signal engage all targets as they become visible within the demarcated area Tirethreads on ground = faultline Wall is part of faultline = can be touched
Starting position	Rifle option 1 at hip level in BOX A
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	