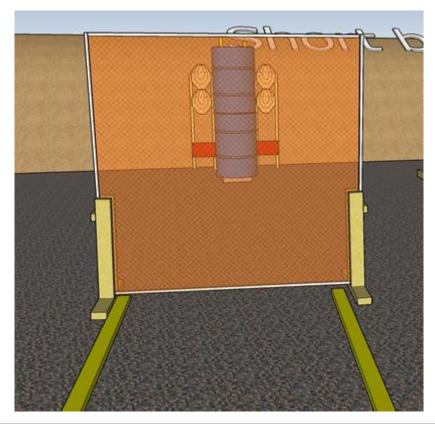
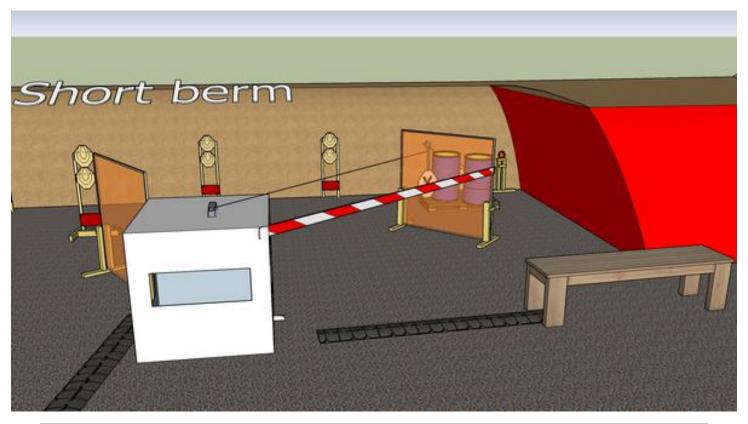
1. Peek-a-boo



CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Rifle	Match-%	9.20%

Procedure	On start signal engage all targets as they become visible within the demarcated area
Starting position	Standing relaxed behind center of wall facing downrange. Rifle option 1 at hip level
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	Chartle Coard It https://shaatraaardi.com. 2005 07 00 43 47

2. See-saw, side-to-side



CoF	Comstock - Medium	Points	75 p
Targets	7 paper, 1 frangible, Total 8 targets	Min rounds	15
Firearm	Rifle	Match-%	17.24%

Procedure	On start signal engage all targets as they become visible within the demarcated area Tirethreads on ground = faultline Red/white tape = walls extending up/down to infinity
Starting position	Rifle option 1 at hip level anywhere in demarcated area
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	Charle Coop It https://sheetreespit.com 2005 07 00 42 47

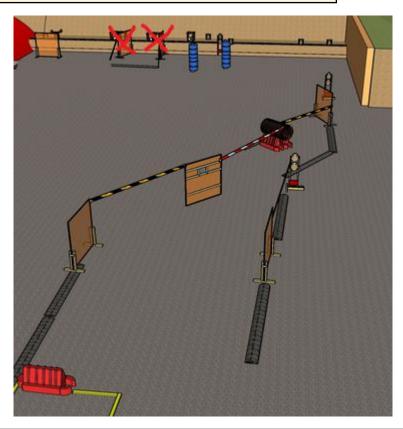
3. Take your time, quickly



CoF	Comstock - Short	Points	30 p
Targets	1 paper, 4 plates, Total 5 targets	Min rounds	6
Firearm	Rifle	Match-%	6.90%

Procedure	On start signal engage all targets as they become visible within the demarcated area Red/white tape = walls extending up/down to infinity
Starting position	Standing relaxed facing downrange in V of wall. Rifle option 3 on table with 1st magazine to be used
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 60/70deg when facing berm, vertical: top of berm (logs)
Setup notes	Shootin Soore It https://ehootpooresit.com 2025 07 00 42:47

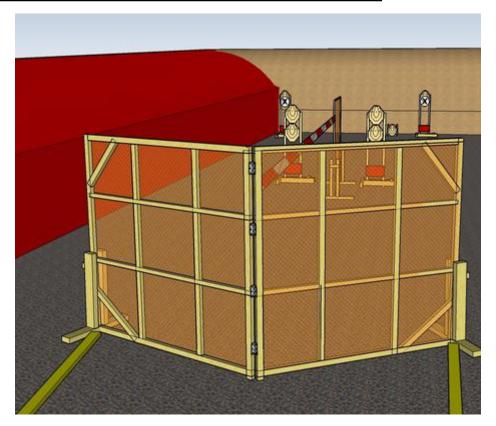
4. Across the range



CoF	Comstock - Long	Points	130 p
Targets	12 paper, 2 plates, Total 14 targets	Min rounds	26
Firearm	Rifle	Match-%	29.89%

Procedure	On start signal engage all targets as they become visible within the demarcated area Plates (steel) MUST be shot from within starting square (safety, minimum distance) Tirethreads on ground = faultline Red/white tape = walls extending up/down to infinity Yellow/black tape = Shooting allowed UNDER tape
Starting position	Standing relaxed facing downrange. Rifle option 1 at hip level
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 60/70deg when facing berm, beware right! Vertical: top of berm (logs)
Setup notes	Chartle Coard It https://chartreservit.com. 2005 07 00 43 47

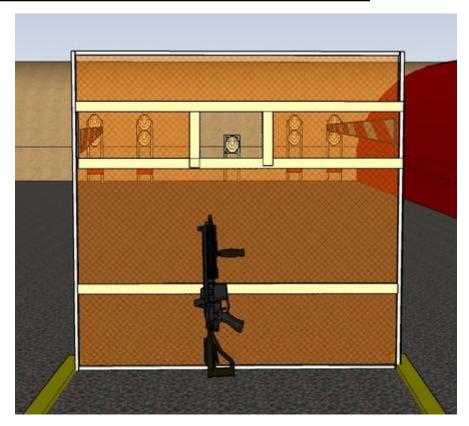
5. Old Spice



CoF	Comstock - Medium	Points	70 p
Targets	7 paper, 1 no-shoot, Total 7 targets	Min rounds	14
Firearm	Rifle	Match-%	16.09%

Procedure	On start signal engage all targets as they become visible within the demarcated area Red/white tape = walls extending up/down to infinity
Starting position	Standing relaxed in V of wall facing downrange. Rifle option 1 at hip level
Firearm ready condition	
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
Setup notes	

6. Spice rack



CoF	Comstock - Medium	Points	90 p
Targets	9 paper, Total 9 targets	Min rounds	18
Firearm	Rifle	Match-%	20.69%

Procedure	On start signal engage all targets as they become visible within the demarcated area Red/white tape = walls extending up/down to infinity
Starting position	Standing relaxed facing downrange. Rifle option 3, leaning on wall
Firearm ready	
condition 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
Setup notes	Shoot'n Score It https://ehootpscoreit.com 2025-07-09 13:47