1. Stand and deliver



| CoF | Comstock - Short | Points | 40 p |
|---------|--------------------------|------------|-------|
| Targets | 4 paper, Total 4 targets | Min rounds | 8 |
| Firearm | Rifle | Match-% | 9.88% |

| Procedure | On start signal engage all targets from within BOX A |
|-------------------------|--|
| Starting position | Standing relaxed in BOX A facing downrange. Rifle OPTION 1 |
| 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: end of fence when facing berm, vertical: top of berm |
| Setup notes | Shootin Score it https://ehootpoorgit.com 2024.05.10.24:02 |

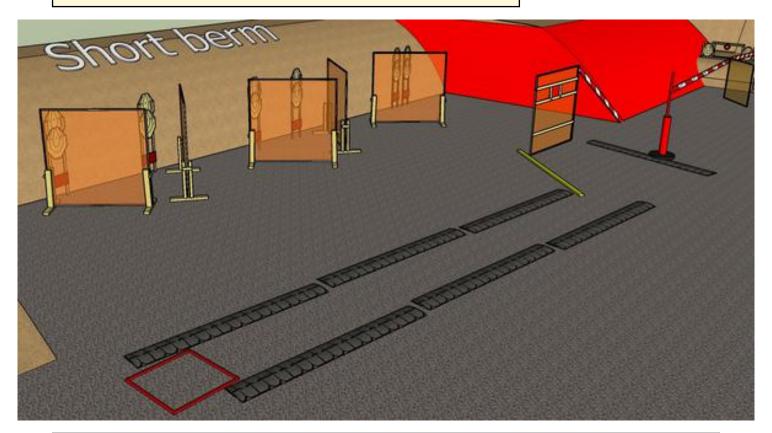
2. Through and far-ish away



| CoF | Comstock - Medium | Points | 80 p |
|---------|---------------------------------------|------------|--------|
| Targets | 7 paper, 2 frangible, Total 9 targets | Min rounds | 16 |
| Firearm | Rifle | Match-% | 19.75% |

| Procedure | On start signal engage all targets as they become visible within the demarcated area All shots MUST BE FIRED THROUGH APERTURES |
|-----------------------|--|
| Starting position | Standing relaxed facing downrange. Rifle OPTION 1 |
| 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: end of fence when facing berm, vertical: top of berm |
| Setup notes | Shoot'n Score It https://chootrecoreit.com 2024-05-19 21:03 |

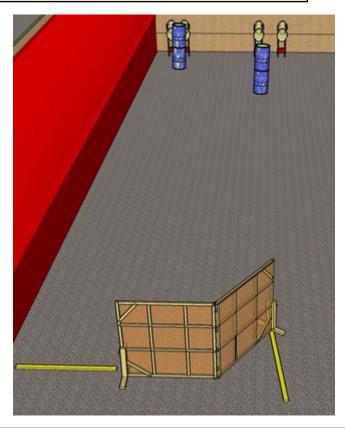
3. Stop'n'go



| CoF | Comstock - Long | Points | 145 p |
|---------|---|------------|--------|
| Targets | 14 paper, 1 frangible, Total 15 targets | Min rounds | 29 |
| Firearm | Rifle | Match-% | 35.80% |

| Procedure | On start signal engage all targets as they become visible within the demarcated area Tirethreads = faultlines Red/white tape = walls extending up/down to infinity |
|-----------------------|--|
| Starting position | Standing relaxed in BOX A facing downrange. Rifle OPTION 1 |
| 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 (following shooter), vertical: top of berm |
| Setup notes | Shootin Score It https://ehootrecoreit.com 2024-05-19-21-03 |

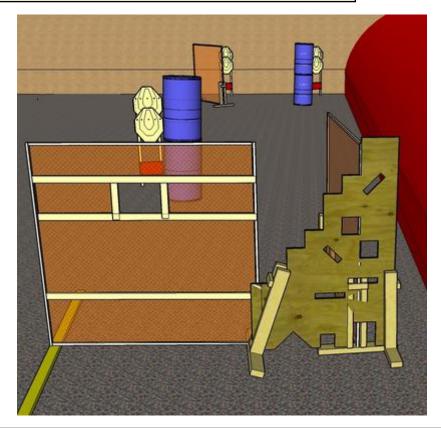
4. Peek-a-boo



| CoF | Comstock - Medium | Points | 80 p |
|---------|--------------------------|------------|--------|
| Targets | 8 paper, Total 8 targets | Min rounds | 16 |
| Firearm | Rifle | Match-% | 19.75% |

| Procedure | Starting anywhere in area. On start signal engage all targets as they become visible within the demarcated area. Triangle-plastic boxes are faultlines |
|-----------------------|---|
| Starting position | Standing relaxed facing downrange. Rifle OPTION 1 |
| 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://shootnecoreit.com 2024-05-19 21:03 |

5. Can you see it



| CoF | Comstock - Medium | Points | 60 p |
|---------|--------------------------|------------|--------|
| Targets | 6 paper, Total 6 targets | Min rounds | 12 |
| 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 THROUGH APERTURES |
|-------------------------|--|
| Starting position | Standing relaxed facing downrange. Rifle OPTION 1 |
| 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 | Shootin Soore It https://ehootpooresit.com 2024.05.10.24:02 |