1. Just like the traffic, stop'n'go



CoF	Comstock - Long	Points	110 p
Targets	11 paper, 1 no-shoot, Total 11 targets	Min rounds	22
Firearm	Rifle	Match-%	44.00%

Procedure	On start signal engage all targets within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline. Rifle on one barrel, magazine on other - shooters choice which goes where
Starting position	Anywhere in demarcated area
Firearm ready condition	3
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	



CoF	Comstock - Short	Points	40 p
Targets	3 paper, 2 popper, Total 5 targets	Min rounds	8
Firearm	Rifle	Match-%	16.00%
Procedure	On start signal anguage all targets within the demonstrad area. Tire	threads an around	fouldling
Procedure	On start signal engage all targets within the demarcated area. Tire	erneads on ground =	
Starting position	1m behind table		
Firearm ready condition	1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Corner of left building, mark on wall closest to road, top of berm		
Cotup pote			
Setup notes			
	Shoot'n Score It https://shootnscoreit.com 2025-07-18 12:27		



Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline	
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Starting position	1m behind table
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Corner of building, mark on wall close to road, top of sand/berm
Setup notes	



Safety angles Corner of building, mark on wall close to road, top of sand/berm

Setup notes