## 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 |  |  |

## 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 <br> THROUGH APERTURES |
| Starting position |  |
| Firearm ready |  |
| condition |  |
| Start on | Standing relaxed facing downrange. Rifle OPTION 1 |
| 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 |  |

## 3. Stop'n'go



| CoF | Comstock - Long | Points | 145 p |
| :--- | :--- | :---: | :---: |
|  | Targets | 14 paper, 1 frangible, Total 15 targets | Min rounds |


|  |  |  |
| ---: | :--- | :--- |
| Procedure | On start signal engage all targets as they become visible within the demarcated area Tirethreads = faultlines <br> 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 |  |  |



| 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. <br> Triangle-plastic boxes are faultines |
| 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 |  |

## 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 <br> THROUGH APERTURES |
| Starting position |  |
| Firearm ready |  |
| condition |  |
| Start on | Standing relaxed facing downrange. Rifle OPTION 1 |
| Stop on | Audible signal |
| Penalties | As per current edition of rules |
| Safety angles | Left/right: 90deg when facing berm, vertical: top of berm |
| Setup notes |  |

