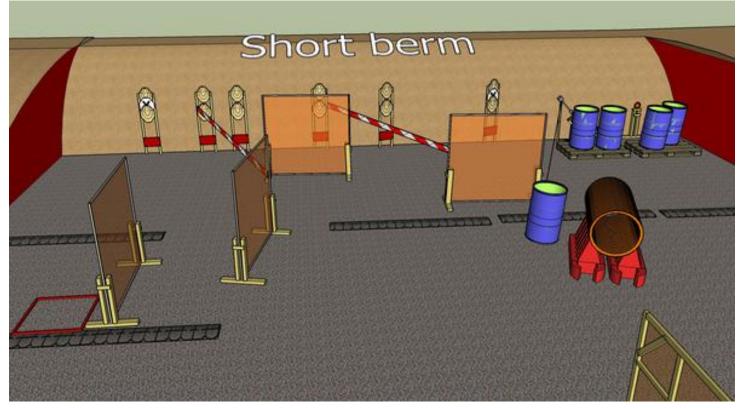
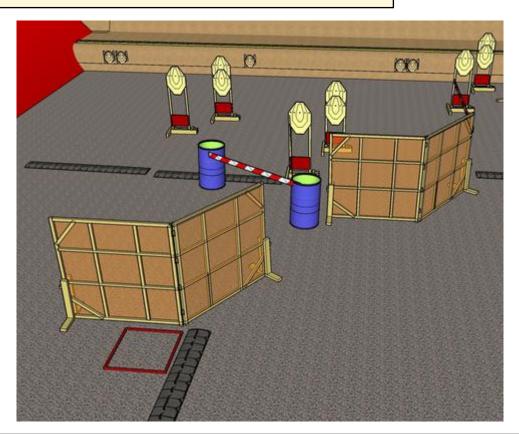
1. Mr Walker and Mr Runner



CoF	Comstock - Long	Points	135 p
Targets	13 paper, 1 frangible, 2 no-shoot, Total 14 targets	Min rounds	27
Firearm	Rifle	Match-%	34.18%
		Water 70	01.1070
Procedure	On start signal engage all targets as they become visible within the barrel ! Tirethreads on ground = faultline. Red/white tape = walls e		0
Starting position	Rifle option 1 at hip level. Standing relaxed in BOX A facing down	range	
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			

2. Zebbedee horizontalz



CoF	Comstock - Long	Points	140 p
Targets	14 paper, Total 14 targets	Min rounds	28
Firearm	Rifle	Match-%	35.44%

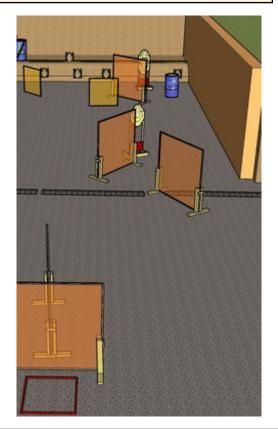
Procedure	On start signal engage all targets as they become visible within the demarcated area Tirethreads on ground = faultline Red/white tape = walls extending up/down to infinity
Starting position	Rifle option 1 at hip level. Standing relaxed in BOX A facing downrange
Firearm ready condition	
Start 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 (logs)
Setup notes	

3. Get daown or DAOWN



Comstock - Short	Points	40 p
4 paper, Total 4 targets	Min rounds	8
Rifle	Match-%	10.13%
On start signal engage all targets as they become visible within the on ground = faultline	e demarcated area ((behind plasticbox) Tirethreads
Rifle option 1 at hip level		
Audible signal		
Last shot		
As per current edition of rules		
Left/right: 90deg when facing berm, vertical: top of berm (logs)		
	4 paper, Total 4 targets Rifle On start signal engage all targets as they become visible within the on ground = faultline Rifle option 1 at hip level Audible signal Last shot As per current edition of rules	4 paper, Total 4 targets Min rounds Rifle Match-% On start signal engage all targets as they become visible within the demarcated area (on ground = faultline Image: Comparison of the start area (comparison of the start are

4. Memory iz naiz



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Rifle	Match-%	20.25%

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. Standing relaxed in BOX A facing downrange
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 (logs)
Setup notes	