

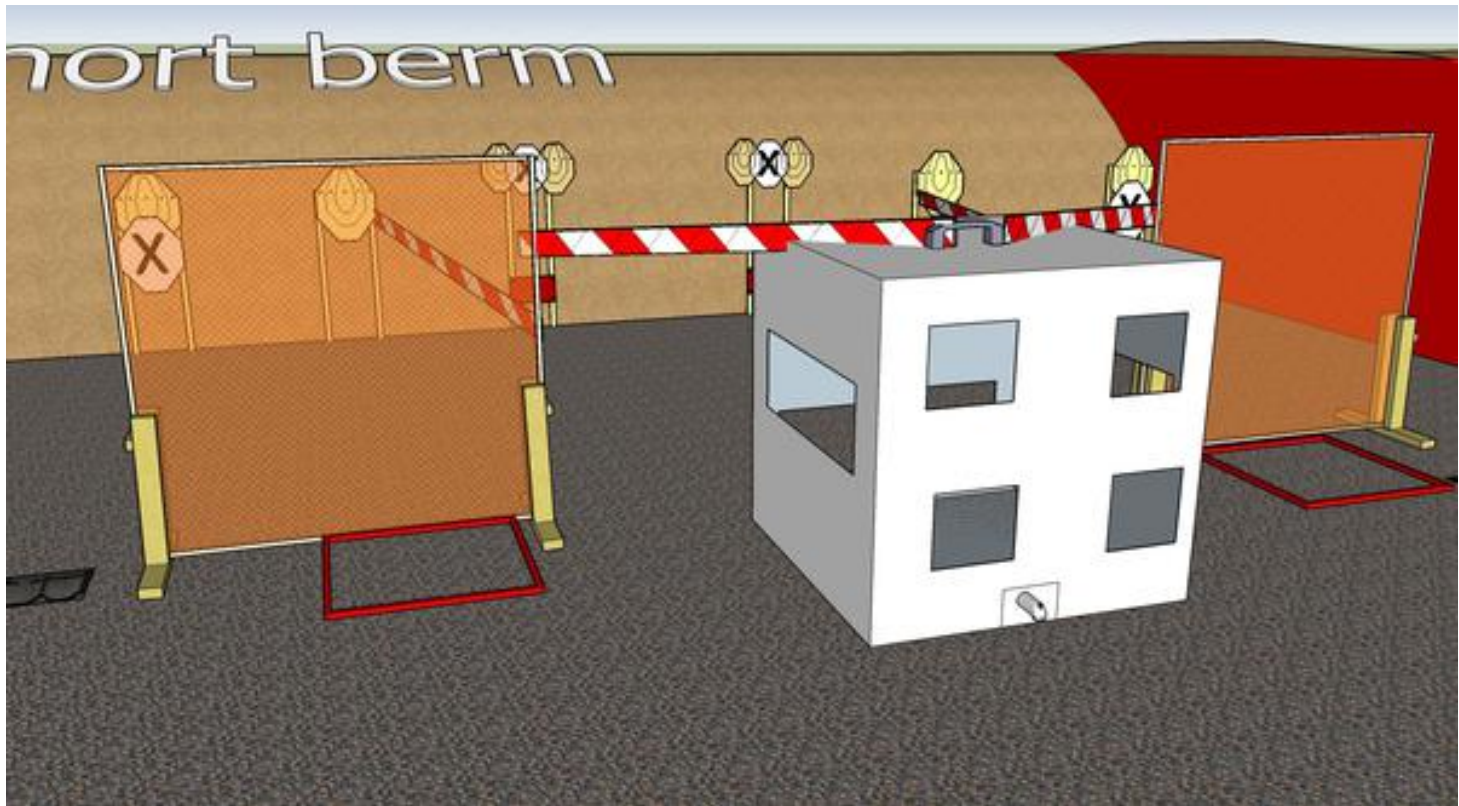
1. Let 'er rip



CoF	Comstock - Short	Points	40 p
Targets	4 paper, 4 no-shoot, Total 4 targets	Min rounds	8
Firearm	Rifle	Match-%	11.76%

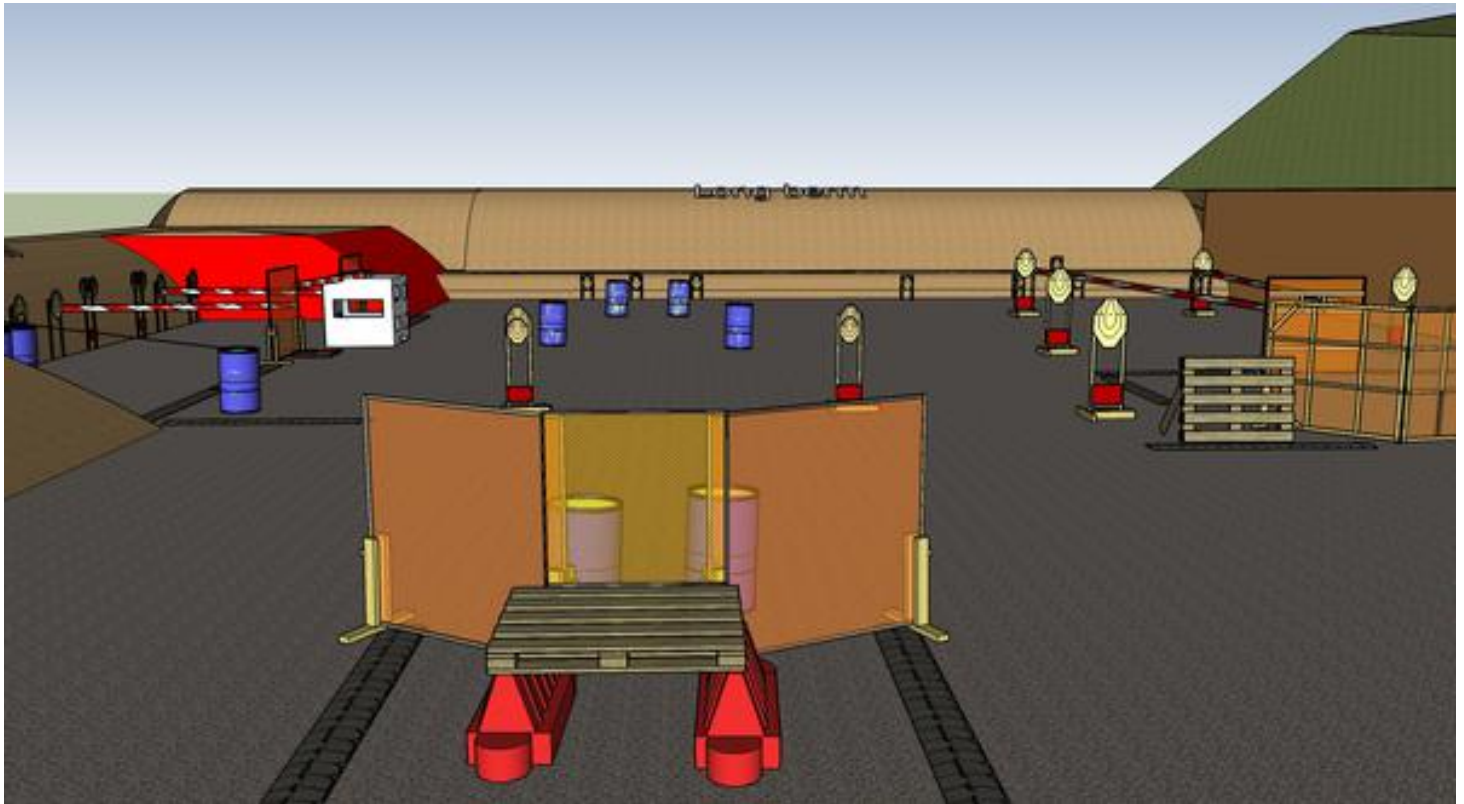
Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline
Starting position	Rifle option 1 touching hip
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: tape, end of building, right: 90deg when facing berm, vertical: top of berm
Setup notes	

2. Right or left, no matter



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 4 no-shoot, Total 8 targets	Min rounds	16
Firearm	Rifle	Match-%	23.53%
Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline. Middle targets may be shot through apertures only !		
Starting position	Rifle option 1 touching hip. Standing relaxed in BOX A or B facing downrange		
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			

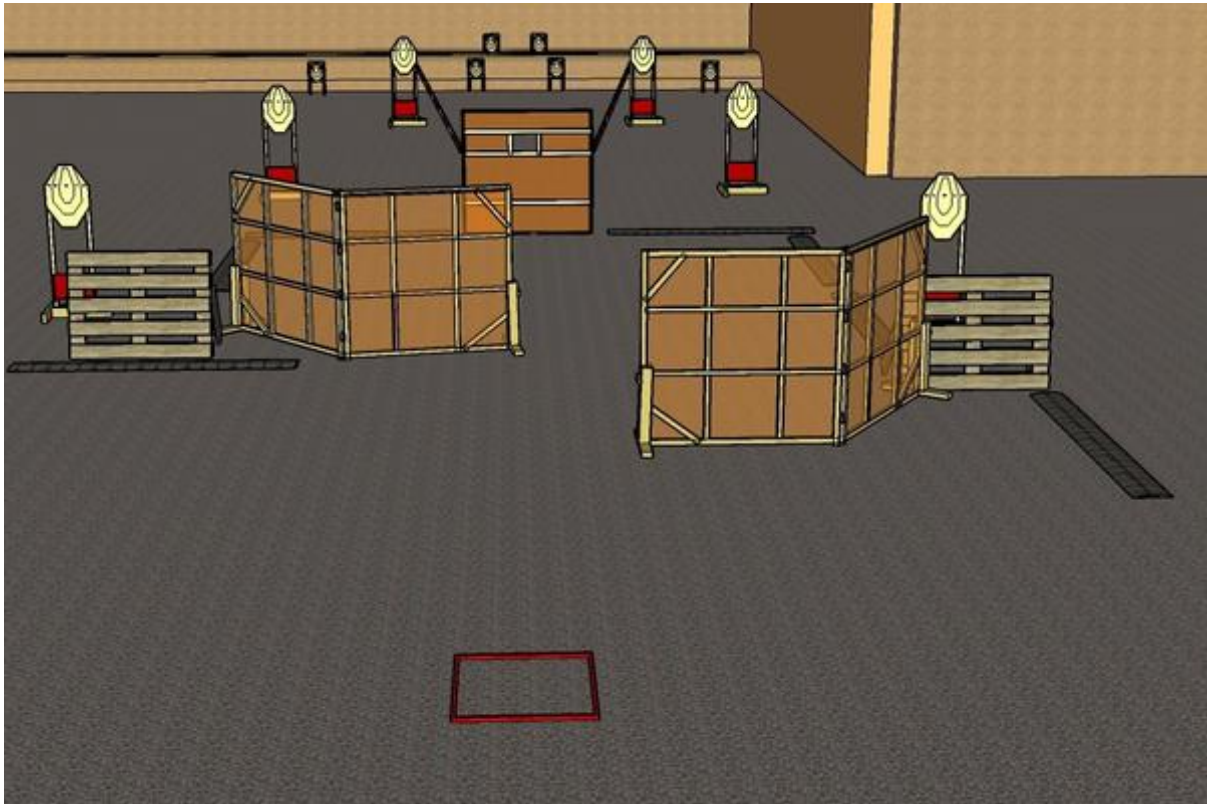
3. Up, down, side-to-side



CoF	Comstock - Medium	Points	100 p
Targets	10 paper, Total 10 targets	Min rounds	20
Firearm	Rifle	Match-%	29.41%

Procedure	On start signal engage all targets as they become visible within the demarcated area (behind walls and faultlines). Furthest back mini targets MUST be engaged under wall/pallet. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Rifle option 1 touching hip. Standing in center of stage behind pallet
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Lef/right: 45deg when facing berm, vertical: top of berm
Setup notes	

4. Zig between



CoF	Comstock - Long	Points	120 p
Targets	12 paper, Total 12 targets	Min rounds	24
Firearm	Rifle	Match-%	35.29%

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. 4 targets in center must be shot through aperture.
Starting position	Rifle option 1 touching hip. 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	Lef/right: 45deg when facing berm, vertical: top of berm
Setup notes	