

# 1. Aim straight

No image

CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 popper, 2 no-shoot, Total 6 targets	Min rounds	10
Firearm	Rifle	Match-%	9.62%

Procedure	On Signal engage targets Target array 1 must be shot from box 1. Popper must be shot from box 2
Starting position	The box of your choice
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left 90 right side red flag
Setup notes	

## 2. Plate Heaven

No image

CoF	Comstock - Medium	Points	90 p
Targets	7 paper, 1 popper, 3 plates, 2 no-shoot, Total 11 targets	Min rounds	18
Firearm	Rifle	Match-%	17.31%

Procedure	On signal engage all target s as the become visible Popper P1 activates Swinger T7
Starting position	Heels touching mark
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left red flag R 90
Setup notes	

### 3. Down the Rabbit hole

No image

CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	9.62%

Procedure	Array 1 must be shot through window in wall. Array 2 must be shot from cable reel window. Rope releases Swinger with T4+ T5
Starting position	Muzzle touching mark on wall
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R red flag
Setup notes	

# 4. Portals

No image

CoF	Comstock - Short	Points	50 p
Targets	5 paper, 5 no-shoot, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	9.62%

Procedure	On signal engage all targets as they become visible
Starting position	Anywhere within demarcated area
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R red flag
Setup notes	

## 5. Baychanger

No image

CoF	Comstock - Long	Points	180 p
Targets	18 paper, 6 no-shoot, Total 18 targets	Min rounds	36
Firearm	Rifle	Match-%	34.62%

Procedure	On signal engage all targets as they become visible Array 1-3 must be shot within box 1
Starting position	Heels touching mark
Firearm ready condition	Loaded, empty chamber, bolt closed
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R Red flags. No muzzle pointed over range backstop.
Setup notes	

# 6. No moose?

No image

CoF	Comstock - Medium	Points	100 p
Targets	7 paper, 2 popper, 4 plates, 3 no-shoot, Total 13 targets	Min rounds	20
Firearm	Rifle	Match-%	19.23%

Procedure	On signal engage all targets as they become visible
Starting position	Anywhere within demarcated area
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R red flag
Setup notes	