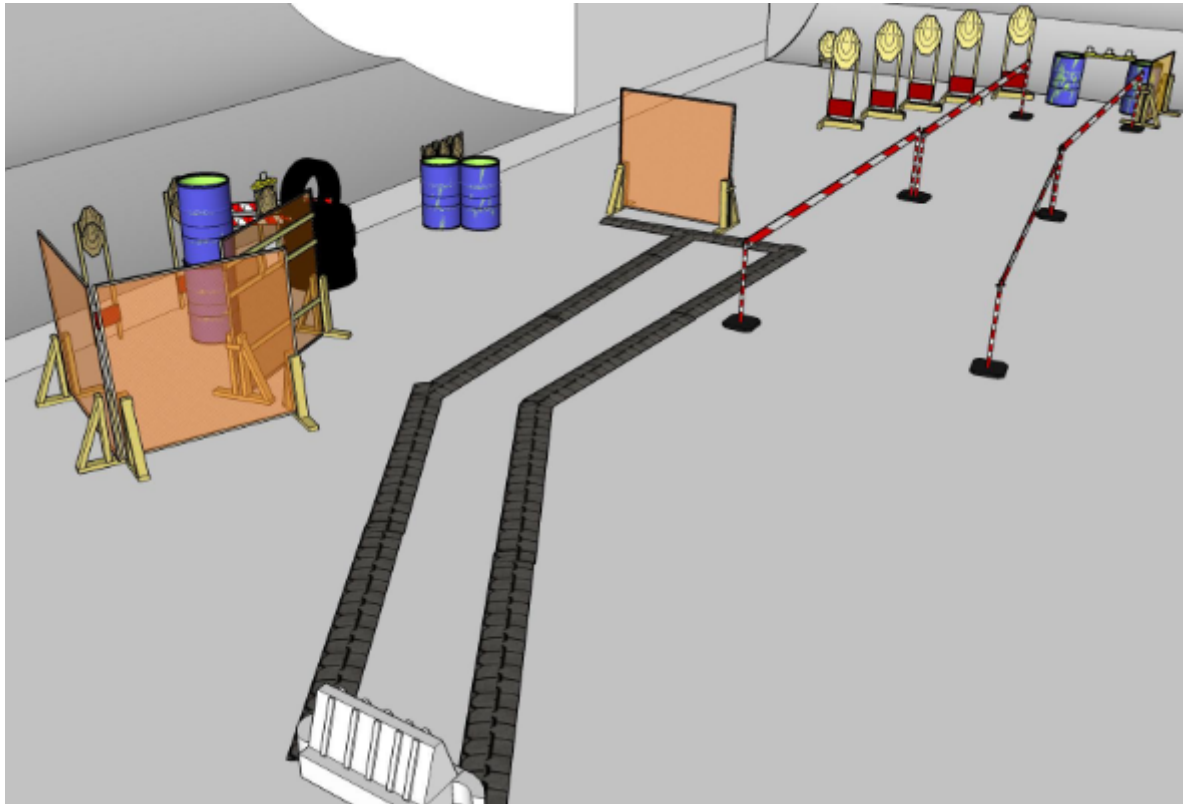


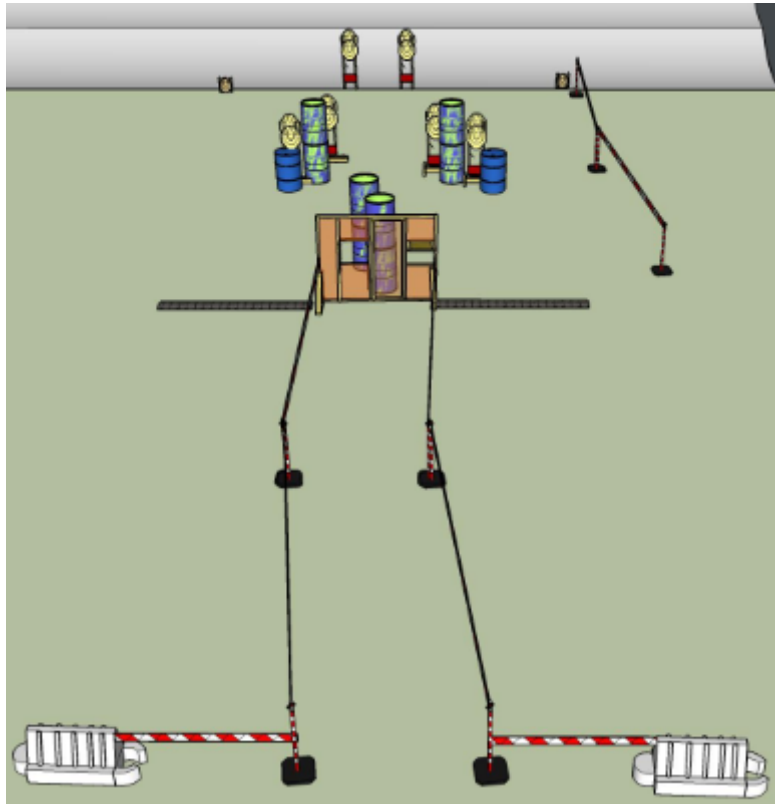
## 2. Did you forget



CoF	Comstock - Long	Points	175 p
Targets	14 paper, 3 disappearing/bonus, 1 frangible, Total 18 targets	Min rounds	29
Firearm	Rifle	Match-%	26.52%

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. 3 frangibles are bonus targets (10p each)
Starting position	Riflebutt touching hip, held horizontal, heels touching plastic barrier
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: color, end of building, right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

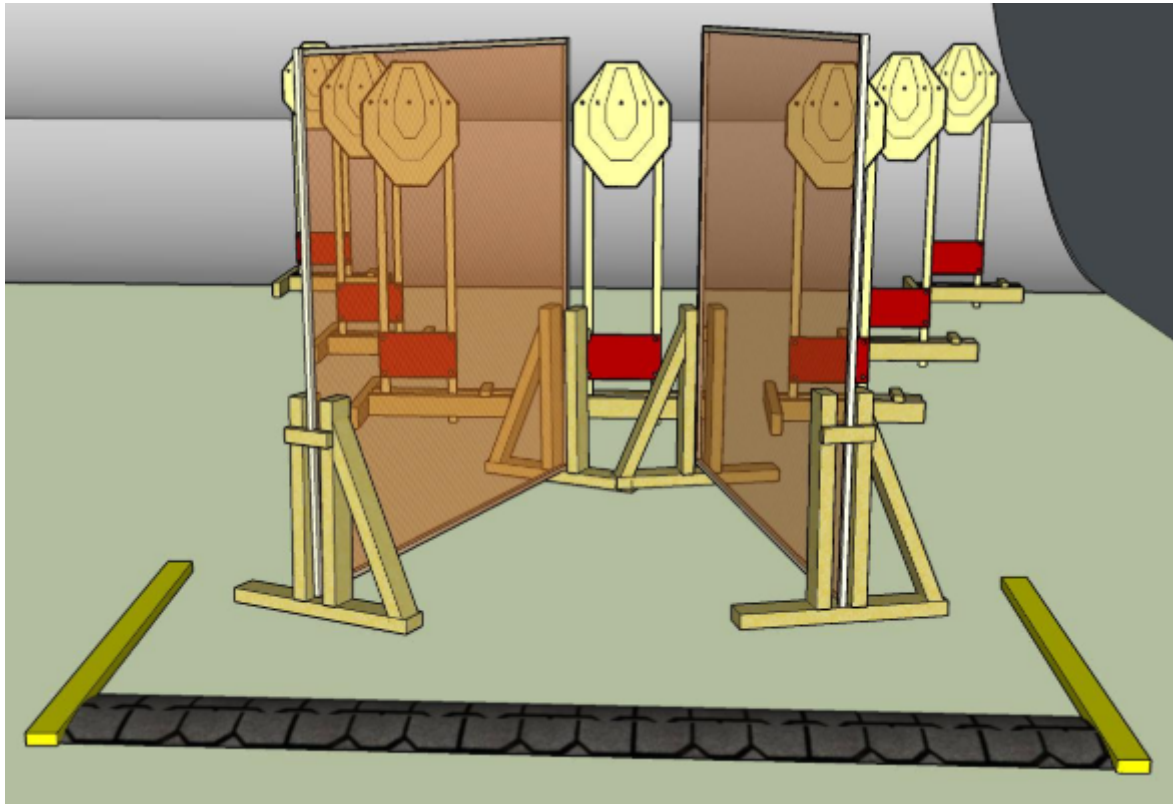
### 3. Tired yet



CoF	Comstock - Long	Points	140 p
Targets	14 paper, Total 14 targets	Min rounds	28
Firearm	Rifle	Match-%	21.21%

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	Riflebutt touching hip, held horizontal, standing middle of opening		
Firearm ready condition	1		
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), but max 20 degrees over horizontal when reloading		
Setup notes			

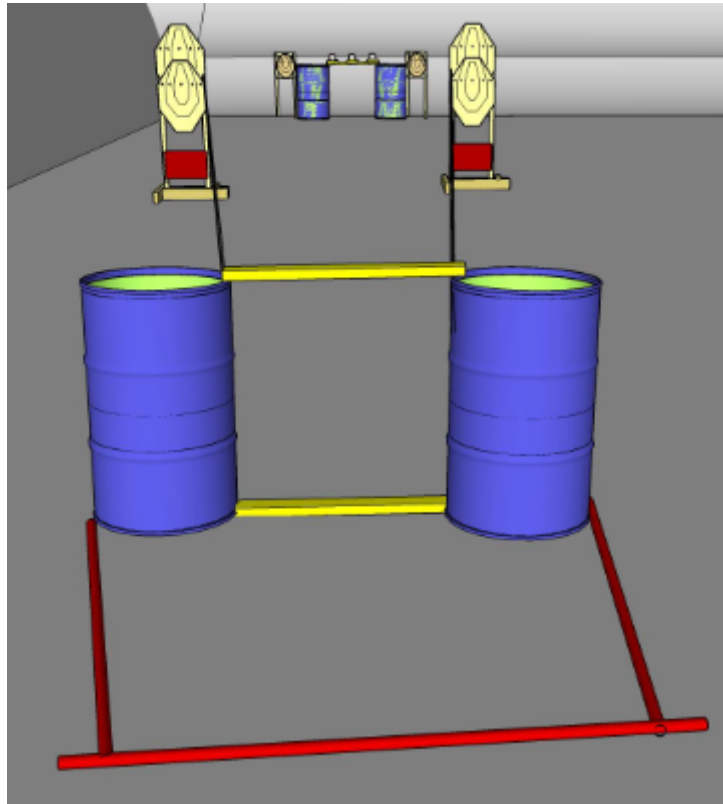
## 4. Blast 'em if you got 'em



CoF	Comstock - Medium	Points	70 p
Targets	7 paper, Total 7 targets	Min rounds	14
Firearm	Rifle	Match-%	10.61%

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	Riflebutt touching hip, held horizontal. In front of middle target, heels touching tirethreads
Firearm ready condition	2
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), but max 20 degrees over horizontal when reloading
Setup notes	

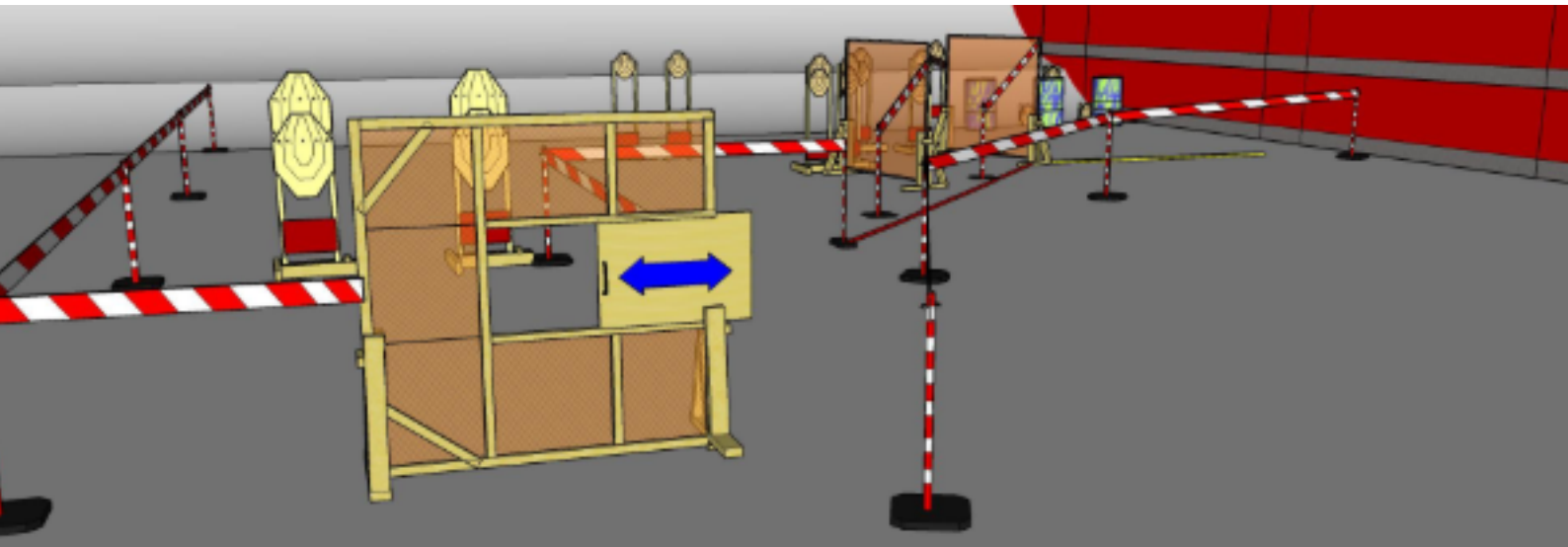
## 5. Outside and DOWN



CoF	Comstock - Medium	Points	75 p
Targets	6 paper, 3 frangible, Total 9 targets	Min rounds	15
Firearm	Rifle	Match-%	11.36%

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. All shots between barrels must be below between faultlines, RO explains		
Starting position	Riflebutt touching hip, held horizontal. Standing anywhere		
Firearm ready condition	1		
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), but max 20 degrees over horizontal when reloading		
Setup notes			

## 6. It's another runner



CoF	Comstock - Long	Points	200 p
Targets	20 paper, 1 no-shoot, Total 20 targets	Min rounds	40
Firearm	Rifle	Match-%	30.30%

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	Riflebutt touching hip. Held horizontal		
Firearm ready condition	1		
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), but max 20 degrees over horizontal when reloading		
Setup notes			