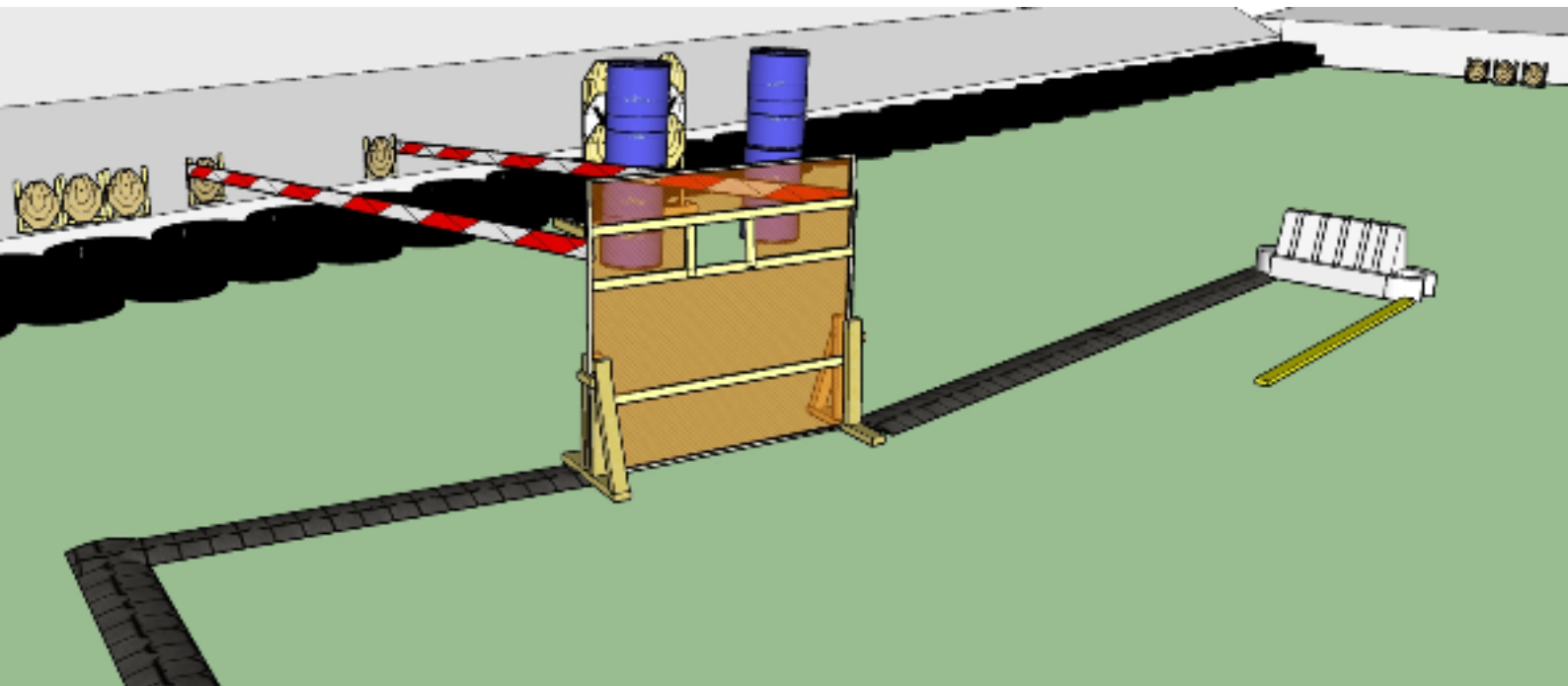


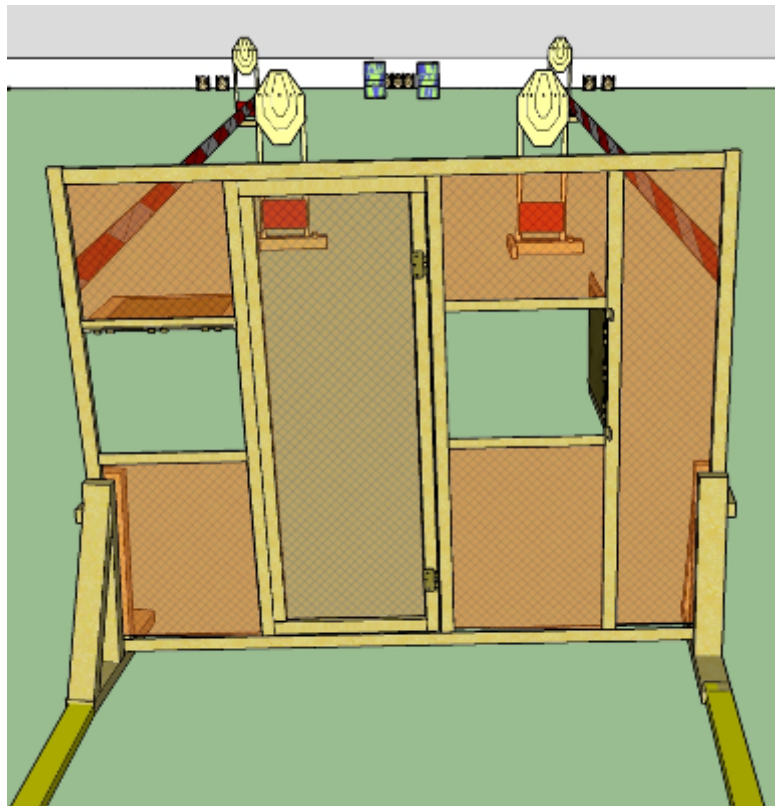
1. Run, walk or stop



CoF	Comstock - Long	Points	120 p
Targets	12 paper, 2 no-shoot, Total 12 targets	Min rounds	24
Firearm	Rifle	Match-%	25.53%

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
Starting position	Anywhere in demarkated area
Firearm ready condition	Rifle option 1 at hip level facing downrange
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: orange mark on concrete block, right: 90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

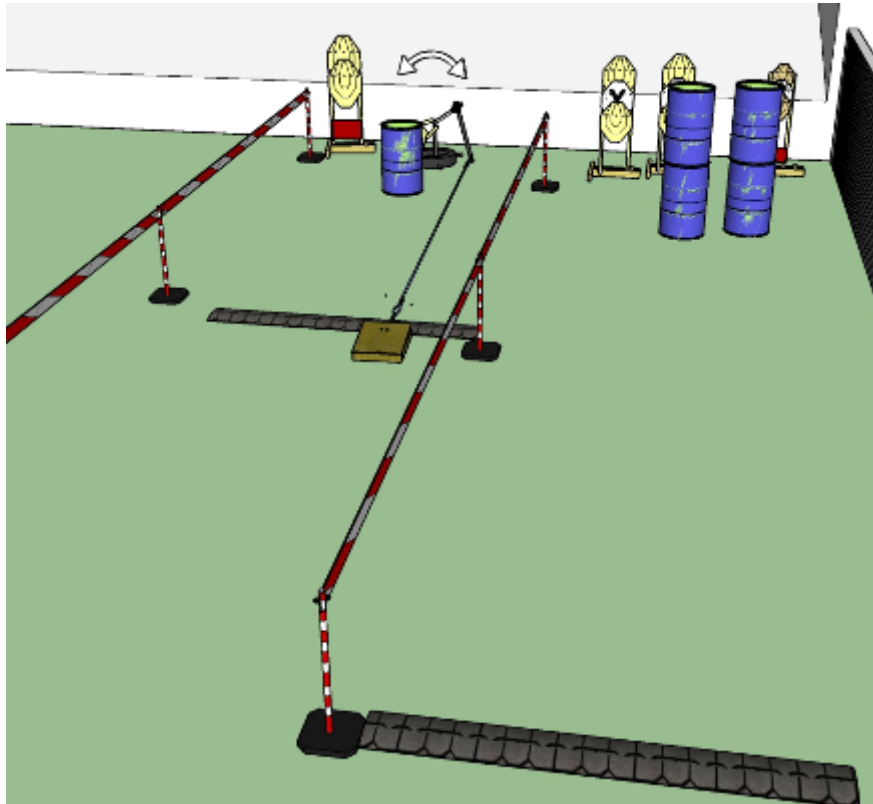
2. Three fiddy



CoF	Comstock - Long	Points	110 p
Targets	11 paper, Total 11 targets	Min rounds	22
Firearm	Rifle	Match-%	23.40%

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
Starting position	Rifle option 1 at hip level facing downrange, center of demarcated area
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: orange mark on concrete block, right: end of fence, vertical: top of berm (logs), horizontal when reloading
Setup notes	

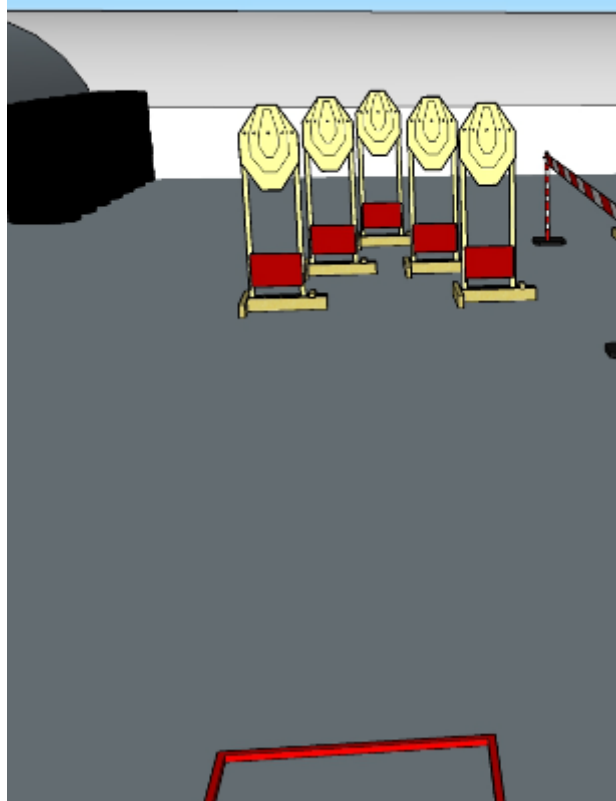
3. Stomp box, see swinger



CoF	Comstock - Medium	Points	90 p
Targets	9 paper, 3 no-shoot, Total 9 targets	Min rounds	18
Firearm	Rifle	Match-%	19.15%

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		
Starting position	Rifle at hip level facing downrange, toes on each side of sugarcane-foundation as demonstrated by RO		
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), horizontal when reloading		
Setup notes			

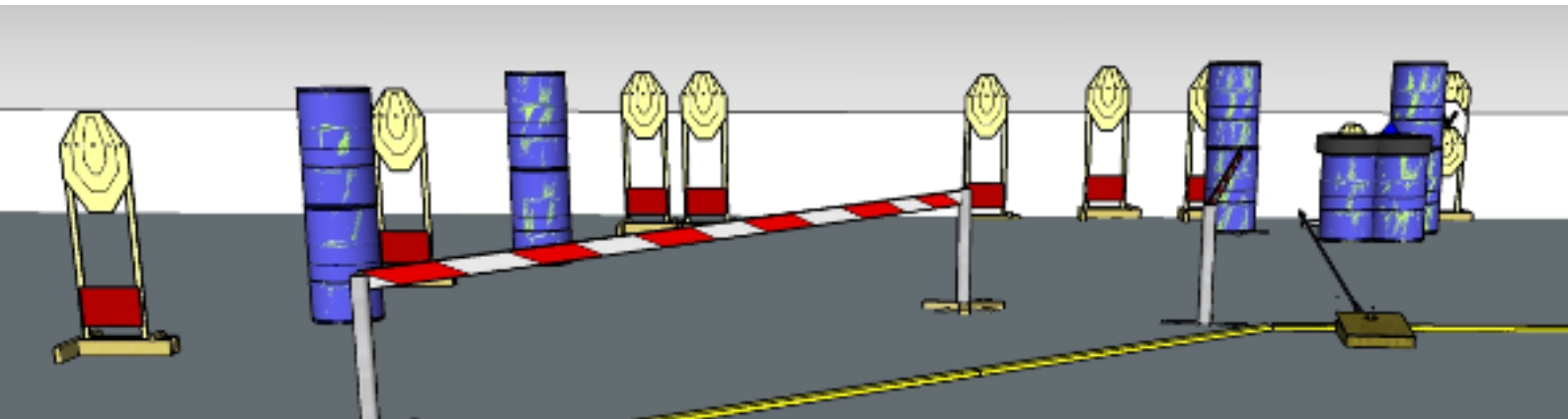
4. Lightening



CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	10.64%

Procedure	On start signal engage all targets from within the demarcated area. Red/white tape = walls extending up/down to infinity.
Starting position	Rifle at hip level facing downrange
Firearm ready condition	Option 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, horizontal when reloading
Setup notes	

5. Run along now



CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 1 no-shoot, Total 10 targets	Min rounds	20
Firearm	Rifle	Match-%	21.28%

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
Starting position	Rifle at hip level facing downrange anywhere in demarcated area
Firearm ready condition	Option 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, horizontal when reloading
Setup notes	