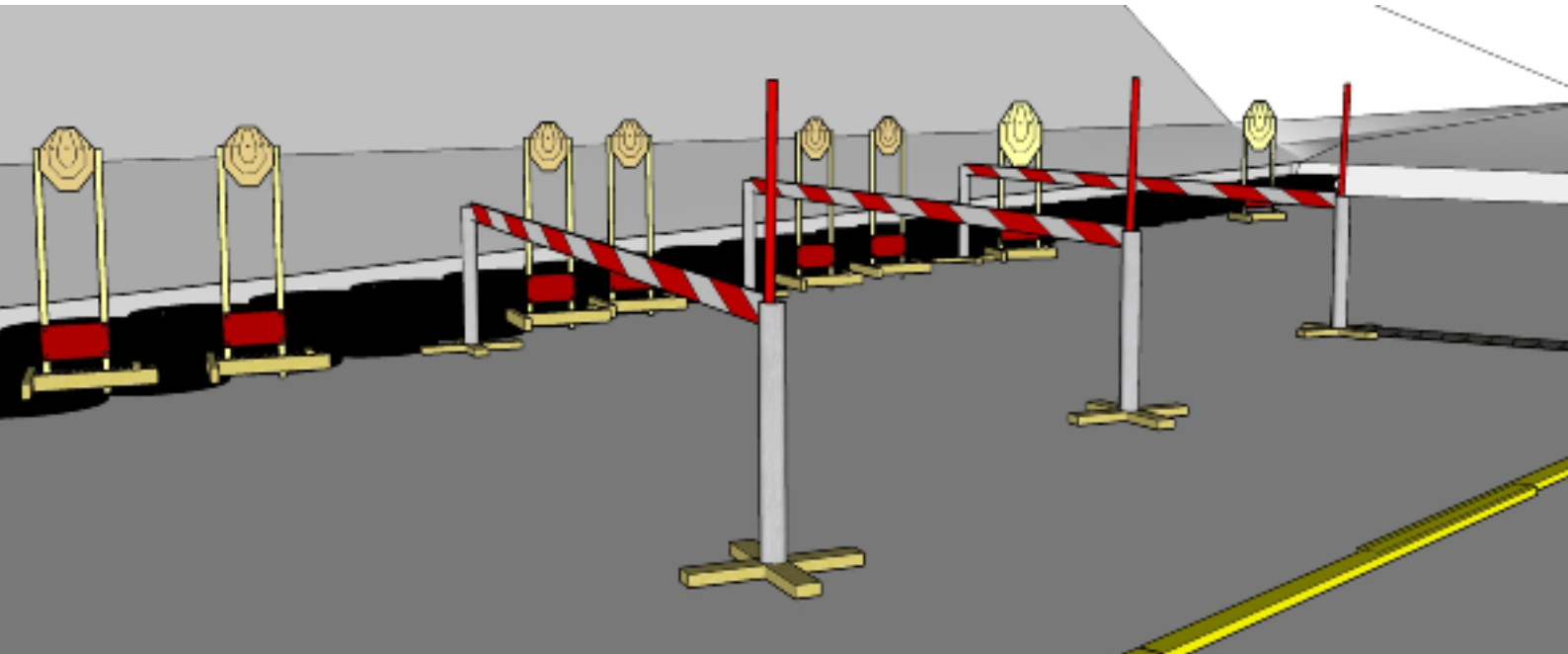


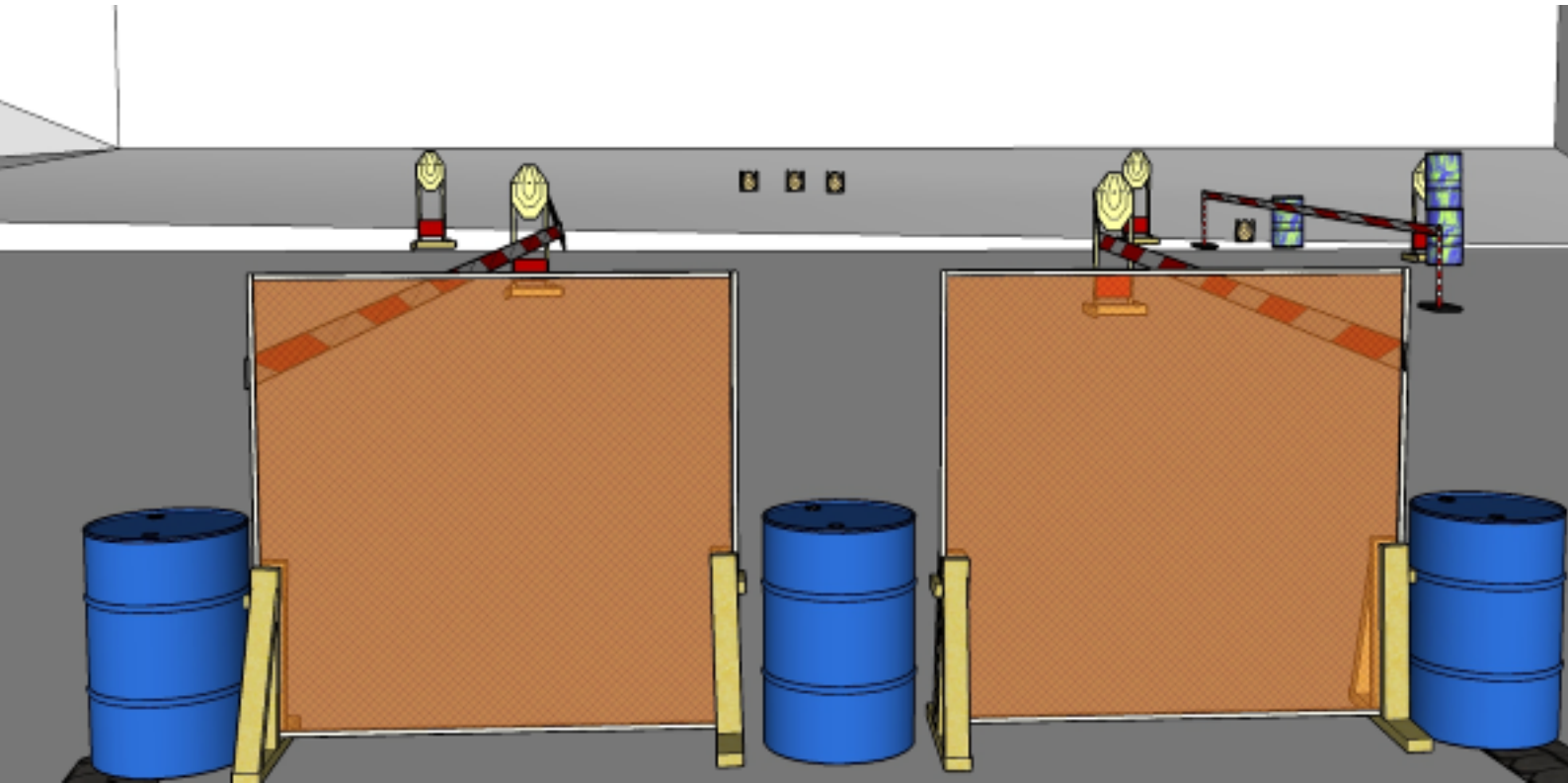
1. Tippety tappety



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Rifle	Match-%	22.22%

Procedure	On start signal engage all targets as they become visible within the demarcated area. If not wood, tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity.		
Starting position	Rifle option 1 touching hip		
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			

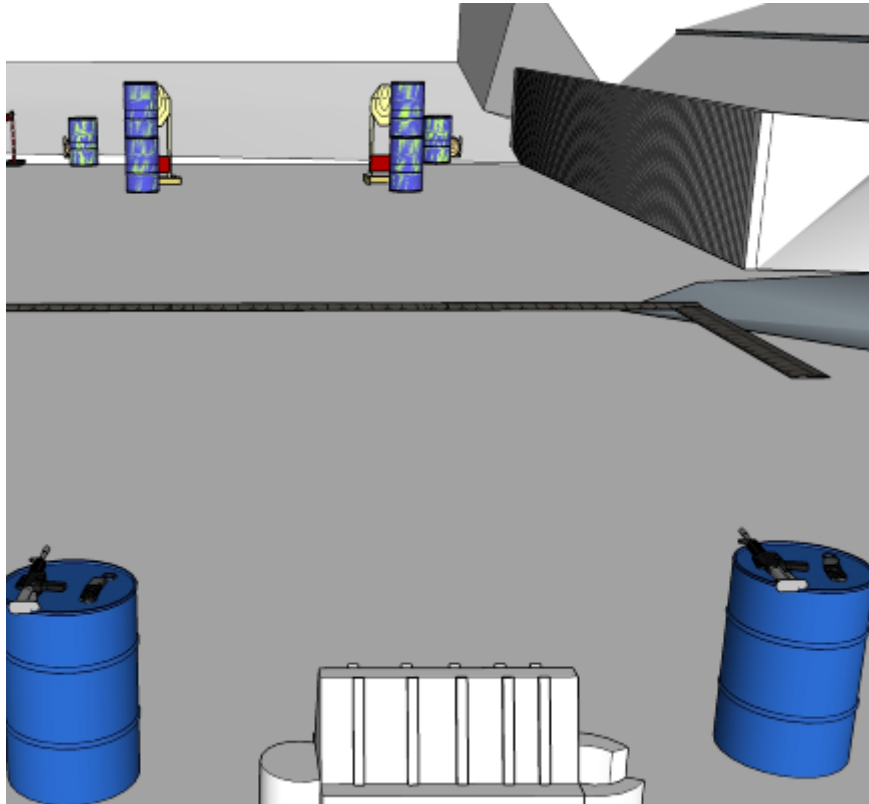
2. Barrel roll



CoF	Comstock - Medium	Points	70 p
Targets	7 paper, Total 7 targets	Min rounds	14
Firearm	Rifle	Match-%	19.44%

Procedure	On start signal engage all targets as they become visible within the demarcated area. If not wood, tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity.
Starting position	Rifle option 1 touching hip, behind center barrel
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	

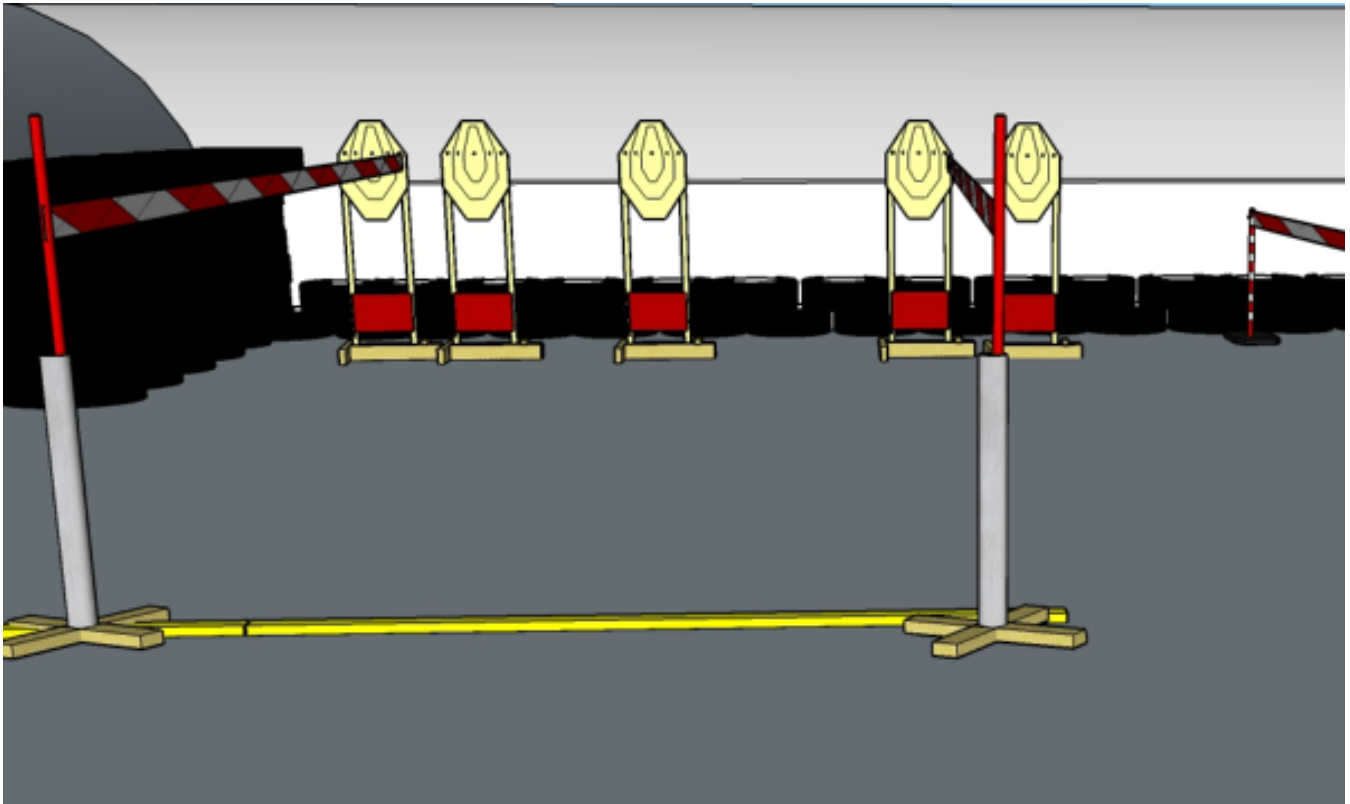
3. Giddy yup



CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Rifle	Match-%	11.11%

Procedure	On start signal engage all targets as they become visible within the demarcated area. If not wood, tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity.		
Starting position	Rifle on one barrel, 1st mag on other barrel, shooter center of plastic barrier		
Firearm ready condition	3		
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			

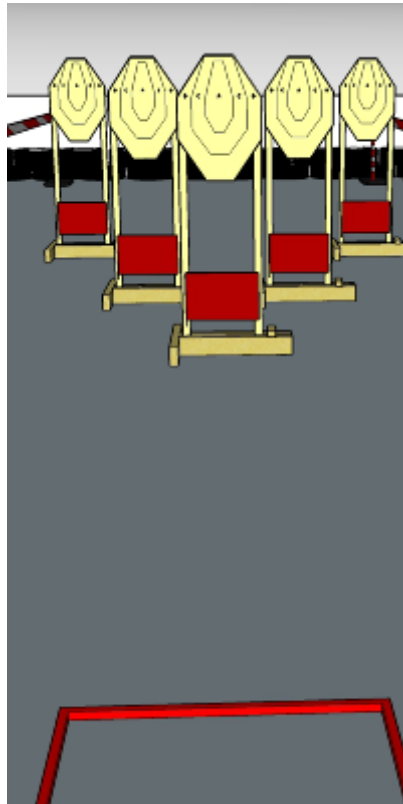
4. There are no walls



CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	13.89%

Procedure	On start signal engage all targets as they become visible within the demarcated area. If not wood, tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity.		
Starting position	Butt of rifle touching hip, heels touching concrete as demonstrated by RO		
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			

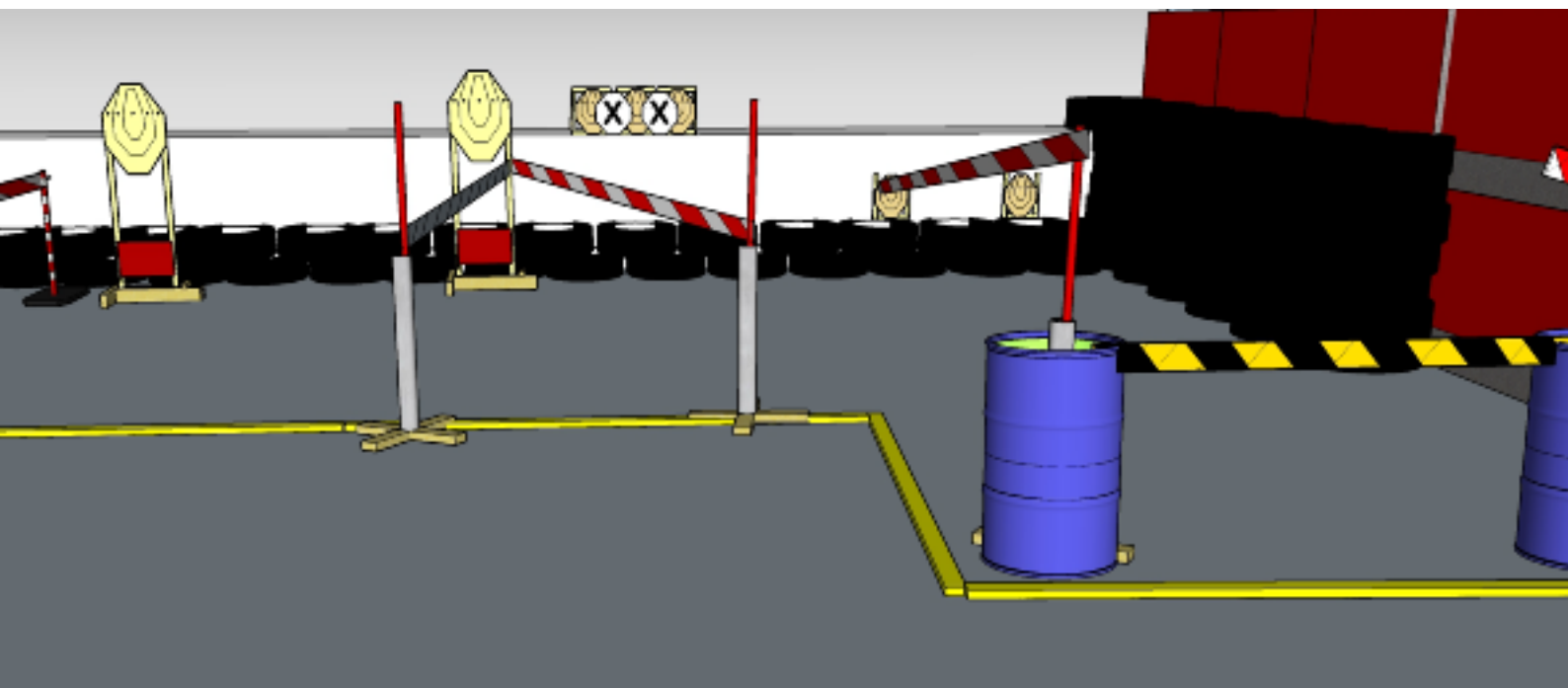
5. It's a Vee



CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	13.89%

Procedure	On start signal engage all targets as they become visible within the demarcated area. If not wood, tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity.		
Starting position	Rifle option 1 touching hip, all shots fired from within box		
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. Side to the side, stick it, glide



CoF	Comstock - Medium	Points	70 p
Targets	7 paper, 2 no-shoot, Total 7 targets	Min rounds	14
Firearm	Rifle	Match-%	19.44%

Procedure	On start signal engage all targets as they become visible within the demarcated area. If not wood, tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Yellow/black tape = Shooting allowed UNDER tape		
Starting position	Behind rightmost barrel, butt of rifle touching hip		
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			