

1. Here we go

No image

CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Mini Rifle	Match-%	10.42%

Procedure	On signal engage all targets from within demarcated area through intergalactic portal. Info: Norwegian walls are skyhigh and 50 meters long.
Starting position	Anywhere within demarcated area (concrete/asphalt)
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R traffic cones, upwards top of concrete wall at end of range
Setup notes	One position 5 micro targets on steel backstop rather close 10 ish meters.

2. Another one

No image

CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Mini Rifle	Match-%	8.33%

Procedure	On signal engage all targets from within demarcated area through any window. Info: Norwegian walls are skyhigh and 50 meters long.
Starting position	Anywhere within demarcated area (concrete/asphalt)
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R traffic cones, upwards top of concrete wall at end of range
Setup notes	One position 5 mini targets on steel backstop 15 - 20 m.

3. Here and there

No image

CoF	Comstock - Medium	Points	90 p
Targets	9 paper, Total 9 targets	Min rounds	18
Firearm	Mini Rifle	Match-%	18.75%

Procedure	Engage all targets from within demarcated area. Target array on left side of the stage has to be engaged through intergalactic portal on left hand side. Target array on the right side of the stage has to be engaged through intergalactic portal on the right hand side. Target array in center of stage has to be engaged through any window. Info: Norwegian walls are skyhigh and 50 meters long.
Starting position	Anywhere within demarcated area (concrete/asphalt).
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R traffic cones, upwards top of concrete wall at end of range
Setup notes	Three positions three target arrays on steel backstops, sideways movement shooting through window in the middle of the stage. 15 - 20 m.

4. Keep it up

No image

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Mini Rifle	Match-%	16.67%

Procedure	On signal engage all targets from within demarcated area. Target array on left side of the stage has to be engaged through left hand side window. Target array on the right side of the stage has to be engaged through right hand side window. Info: Norwegian walls are skyhigh and 50 meters long.
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 traffic cones, upwards top of concrete wall at end of range
Setup notes	Two target arrays, left and right to be shot through windows.

5. Paper Puncher

No image

CoF	Comstock - Long	Points	130 p
Targets	13 paper, Total 13 targets	Min rounds	26
Firearm	Mini Rifle	Match-%	27.08%

Procedure	On signal engage all targets from within demarcated area. Target array on left side of the stage has to engaged through left hand side window. Target array on center of stage has to be engaged through right hand side window. Target array far away at 50 meters has to be engaged through intergalactic portal on right hand side of stage. Info: Norwegian walls are skyhigh and 50 meters long.
Starting position	Anywhere within demarcated area (concrete/asphalt)
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R traffic cones, upwards top of concrete wall at end of range
Setup notes	3 target arrays, close (5-10m), mid (15-25m) and far (50m) use windowing/lanes for close and mid

6. Here we go on another one

No image

CoF	Comstock - Medium	Points	90 p
Targets	9 paper, Total 9 targets	Min rounds	18
Firearm	Mini Rifle	Match-%	18.75%

Procedure	On signal engage all targets from within demarcated area, target array on left hand side must be engaged through intergalactic portal and target array on right hand side through any window.
Starting position	Anywhere within demarcated area
Firearm ready condition	Option 3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R traffic cones, upwards top of concrete wall at end of range
Setup notes	Stage 1 & 2 shot as one stage