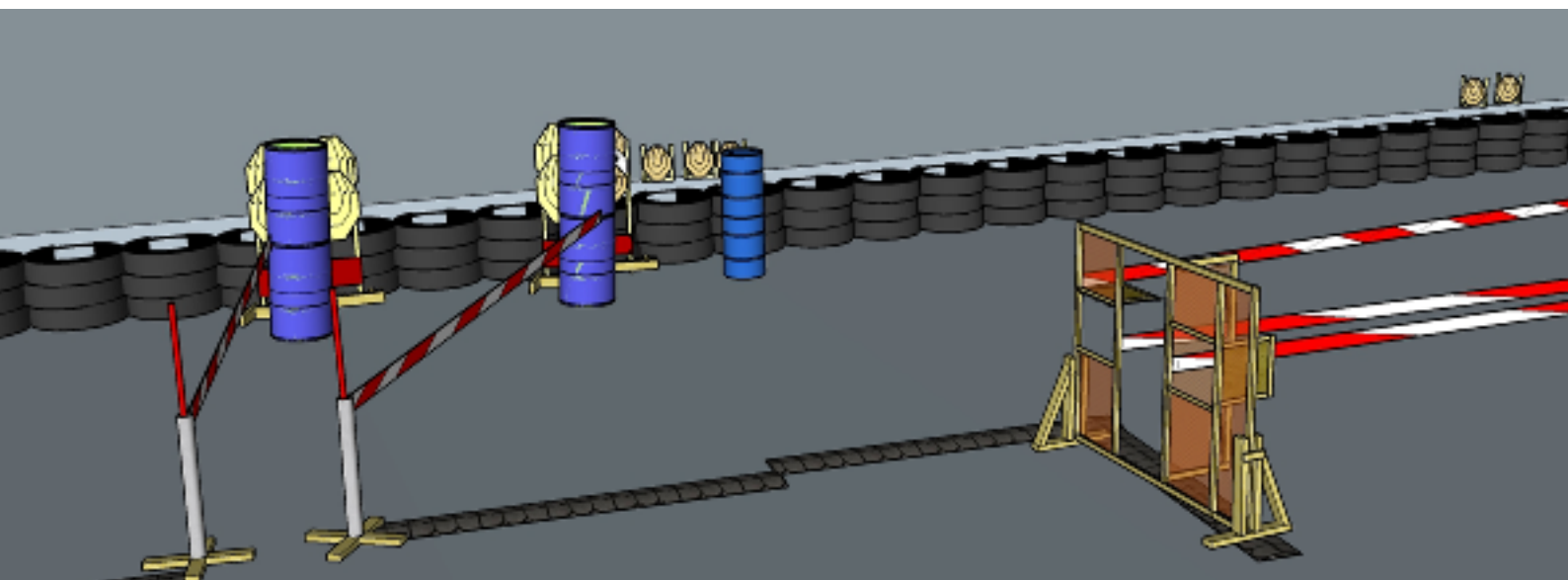


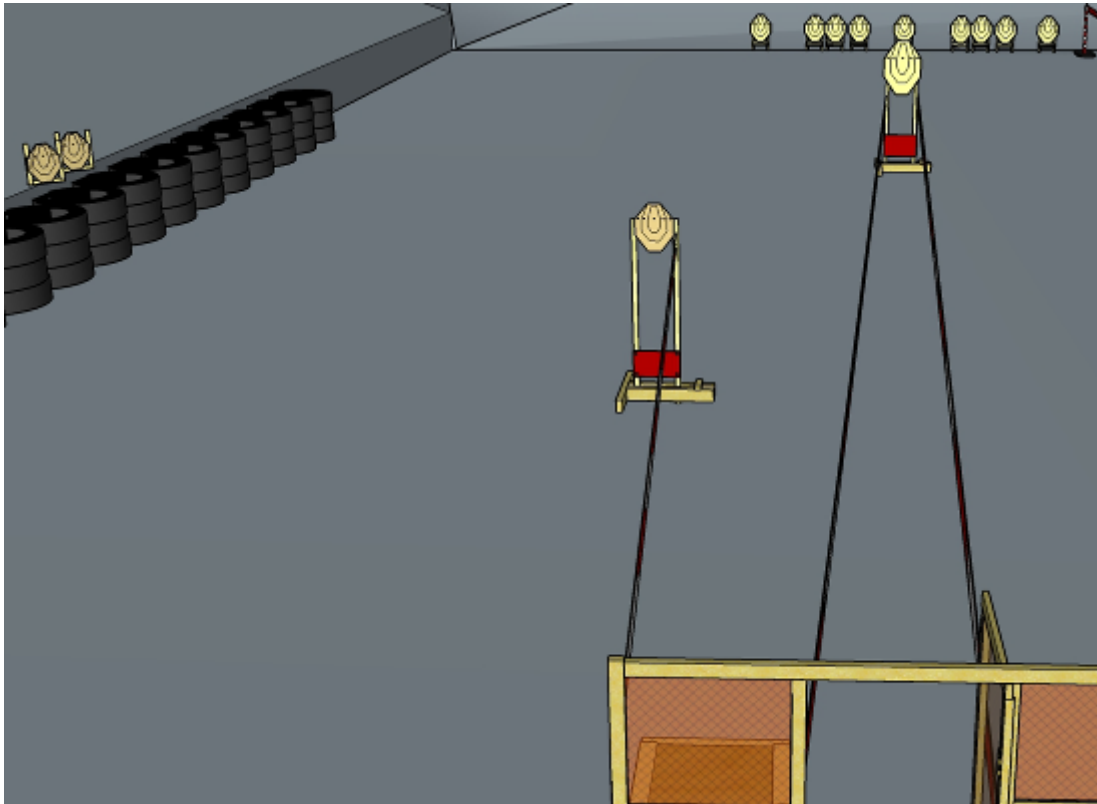
1. Do you see them



CoF	Comstock - Long	Points	130 p
Targets	13 paper, 1 no-shoot, Total 13 targets	Min rounds	26
Firearm	Rifle	Match-%	20.80%

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	Standing anywhere in demarcated area, riflebutt on hip		
Firearm ready condition	1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Left: color on wall, right: 90deg/wooden box when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading		
Setup notes			

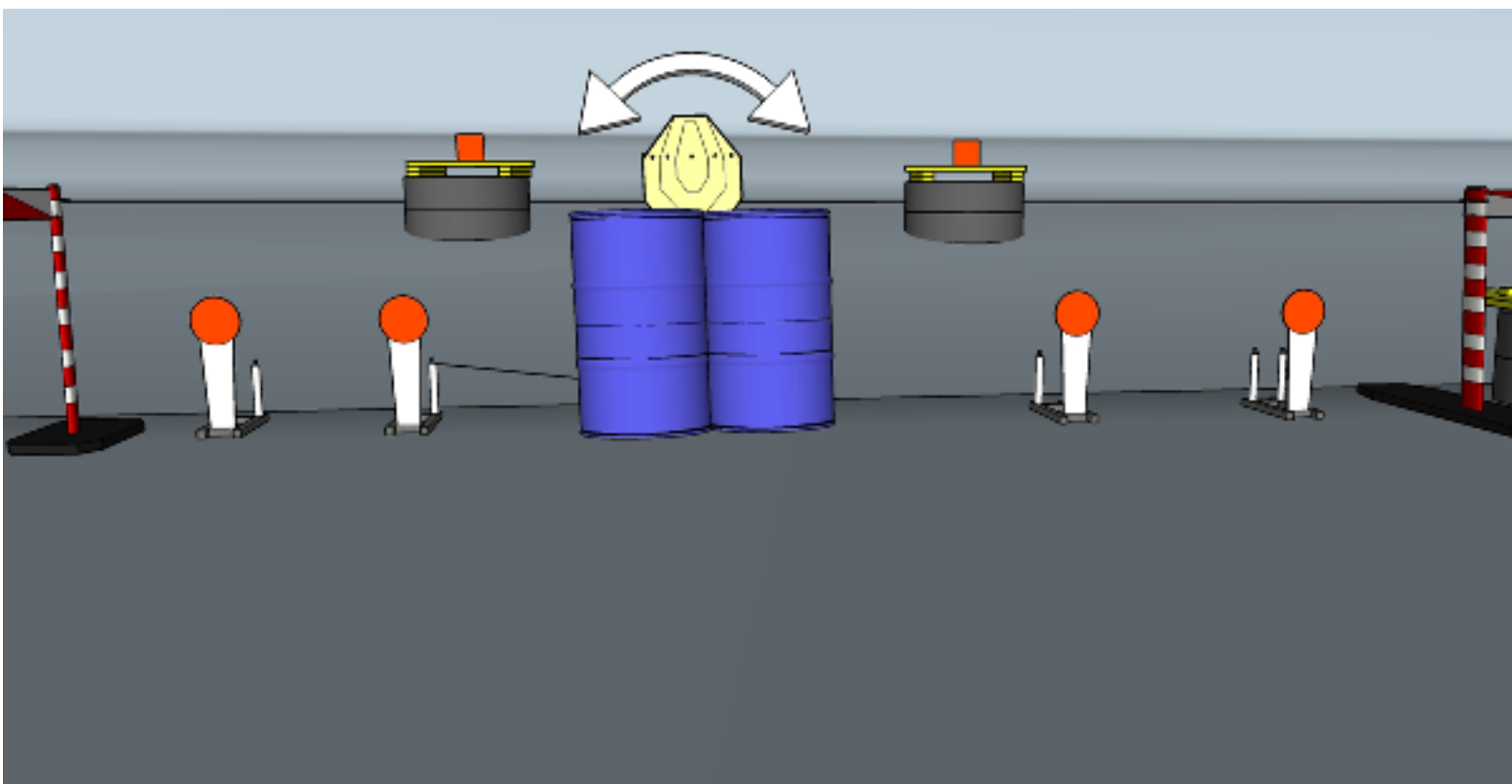
2. Holes in the wall



CoF	Comstock - Long	Points	130 p
Targets	13 paper, Total 13 targets	Min rounds	26
Firearm	Rifle	Match-%	20.80%

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	Facing (open) door, riflebutt on hip
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: 90degrees when facing long berm, Right: When facing berm end of wall/road start, vertical: top of berm , but max 20 degrees over horizontal when reloading
Setup notes	

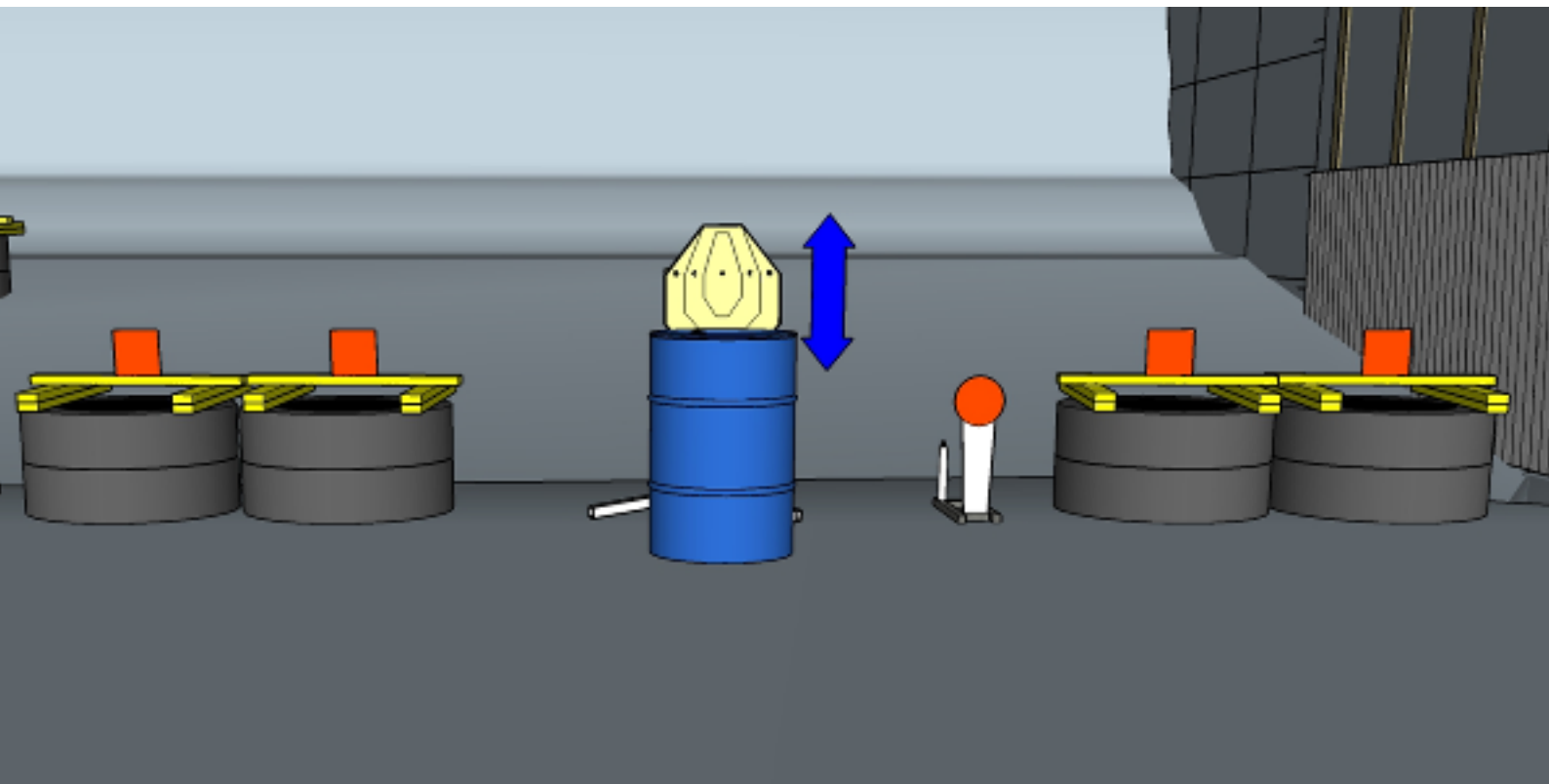
3. The under, not over



CoF	Comstock - Short	Points	40 p
Targets	1 paper, 4 popper, 2 plates, Total 7 targets	Min rounds	8
Firearm	Rifle	Match-%	6.40%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Black/yellow tape = shooting permitted UNDER only. Tirethreads on ground = faultline. All shots must be fired from within demarcated area (distance)
Starting position	Standing relaxed facing downrange, riflebutt on hip
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: Wooden box on ground, Right: End of wall/road start, vertical: top of berm , but max 20 degrees over horizontal when reloading
Setup notes	

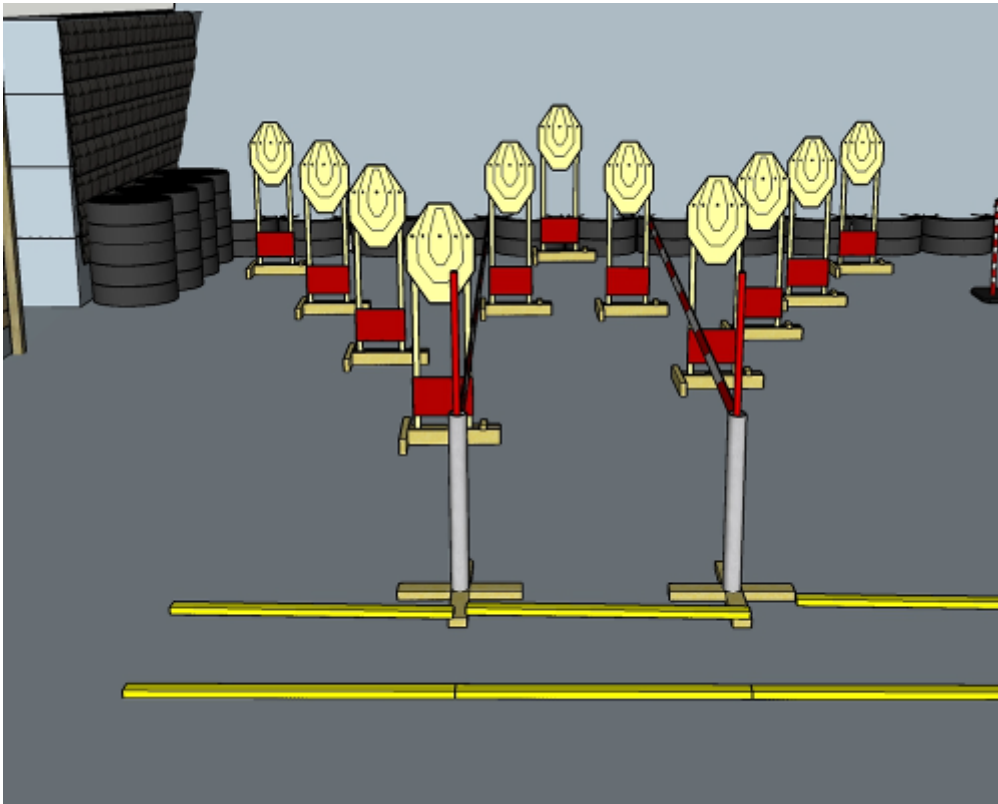
4. Zebedee



CoF	Comstock - Medium	Points	55 p
Targets	3 paper, 1 popper, 4 plates, Total 8 targets	Min rounds	11
Firearm	Rifle	Match-%	8.80%

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	Standing relaxed anywhere in demarcated area, riflebutt on hip
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: Wooden box on ground, Right: Wall when facing berm to end of wall/road start, vertical: top of berm , but max 20 degrees over horizontal when reloading
Setup notes	

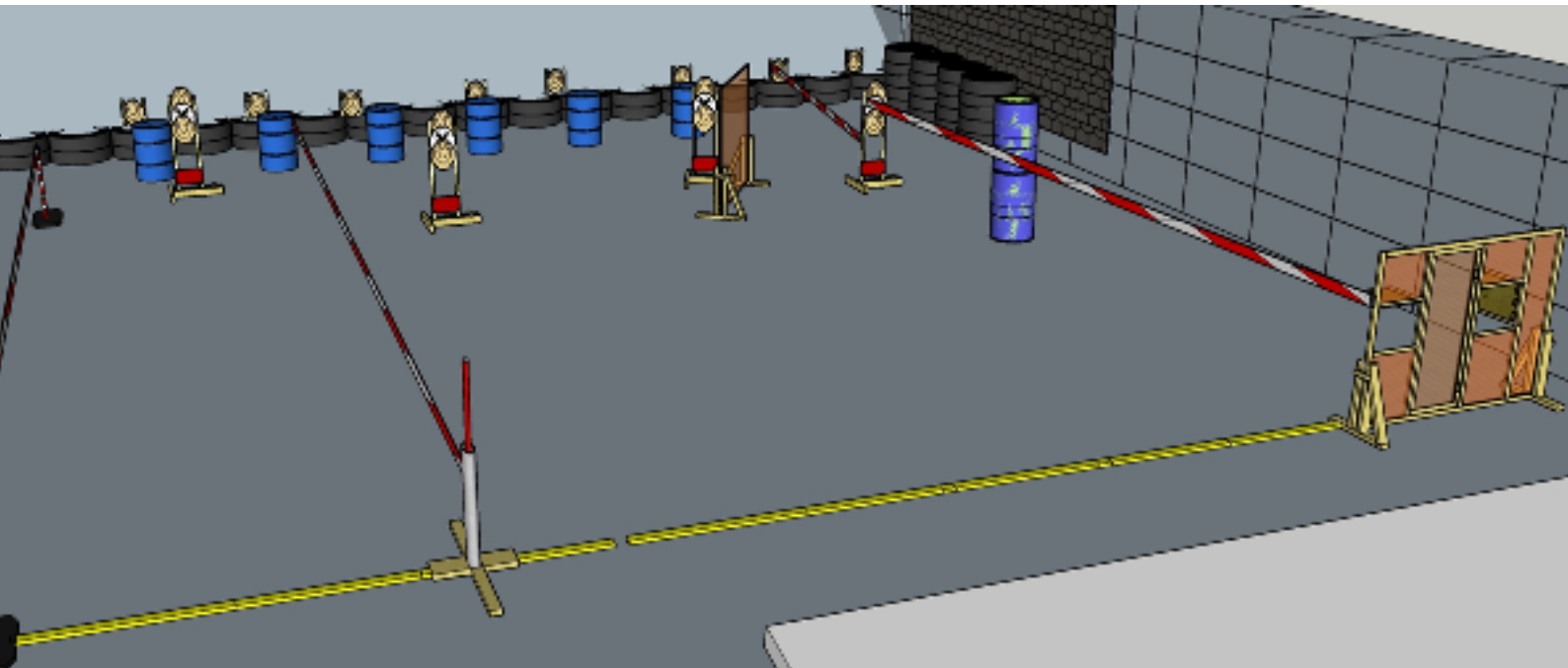
5. Formula 1



CoF	Comstock - Long	Points	110 p
Targets	11 paper, Total 11 targets	Min rounds	22
Firearm	Rifle	Match-%	17.60%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity.		
Starting position	Standing anywhere in demarcated area, riflebutt on 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, but max 20 degrees over horizontal when reloading		
Setup notes			

6. Labyrinth



CoF	Comstock - Long	Points	160 p
Targets	16 paper, 4 no-shoot, Total 16 targets	Min rounds	32
Firearm	Rifle	Match-%	25.60%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity.		
Starting position	Anywhere in demarcated area, riflebutt on 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, but max 20 degrees over horizontal when reloading		
Setup notes			