

1. The holdover

No image

CoF	Comstock - Medium	Points	60 p
Targets	6 paper, 4 no-shoot, Total 6 targets	Min rounds	12
Firearm	Mini Rifle	Match-%	19.05%

Procedure	Engage all targets from behind faultline
Starting position	Inside red square
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. The peeper

No image

CoF	Comstock - Short	Points	50 p
Targets	5 paper, 2 no-shoot, Total 5 targets	Min rounds	10
Firearm	Mini Rifle	Match-%	15.87%

Procedure	Engage all targets from within designated area
Starting position	Heals touching first faultline
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. Open door policy

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CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Mini Rifle	Match-%	15.87%
Procedure	Engage all targets from within designated area		
Starting position	Standing straight behind white barrel facing the wall, rifle on barrel pointing down range		
Firearm ready condition	Option 3		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

4. Punch'n ping

No image

CoF	Comstock - Long	Points	155 p
Targets	13 paper, 5 plates, 2 no-shoot, Total 18 targets	Min rounds	31
Firearm	Mini Rifle	Match-%	49.21%

Procedure	Engage all targets from within demarcated area
Starting position	Standing in blue square facing straight downrange
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	