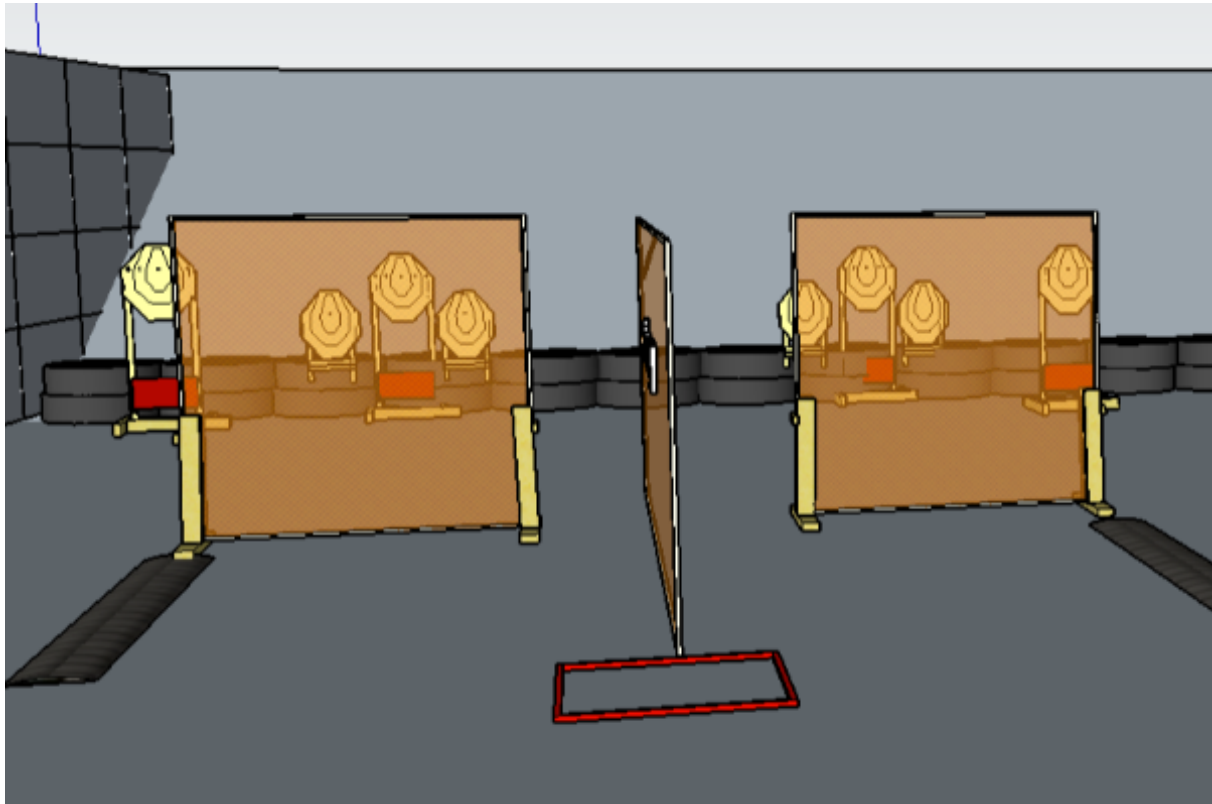


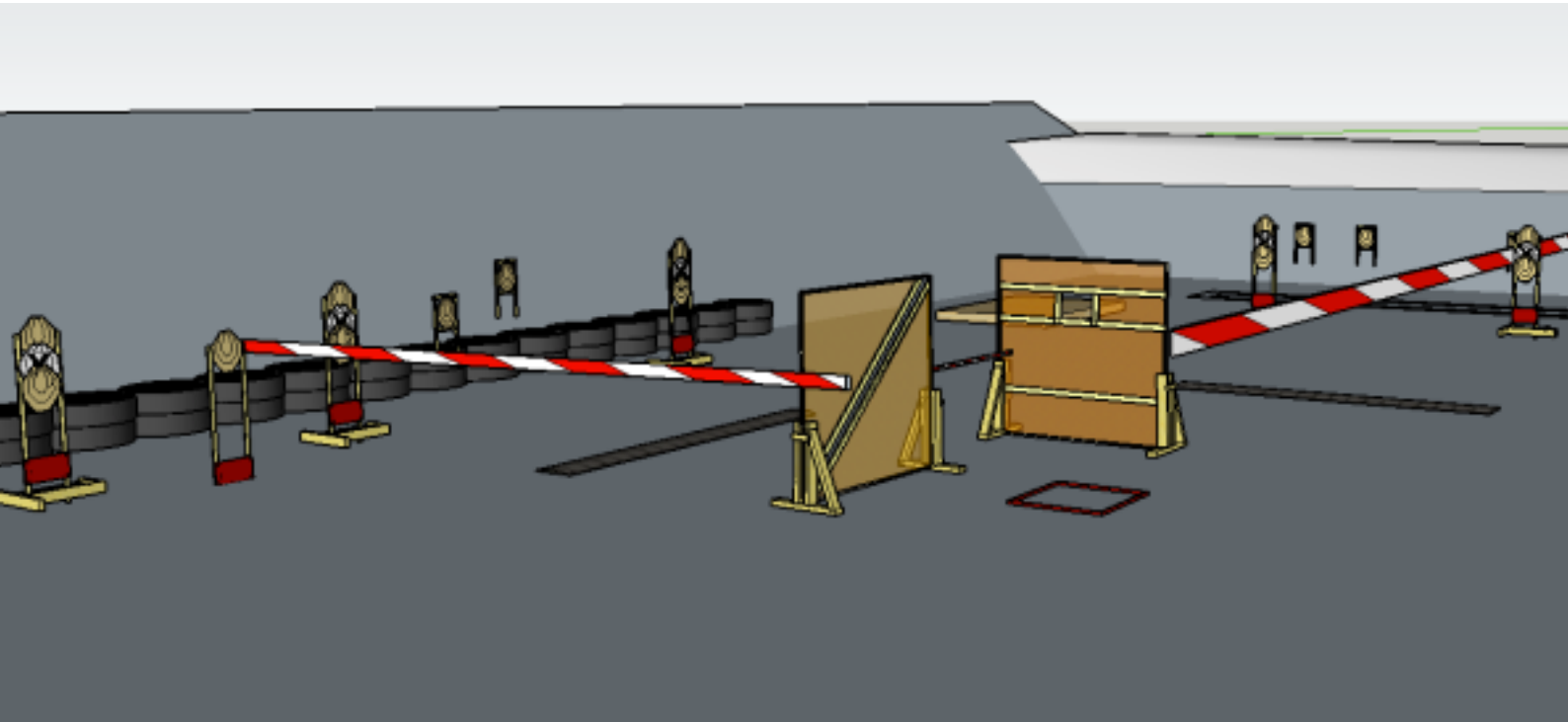
1. left and right



CoF	Comstock - Medium	Points	70 p
Targets	7 paper, Total 7 targets	Min rounds	14
Firearm	Mini Rifle	Match-%	11.86%

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/markings on ground = faultline.
Starting position	Standing in box facing downrange as demonstrated by RO
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	Mark on concrete block, box on ground, vertical: top of berm, horizontal when reloading
Setup notes	

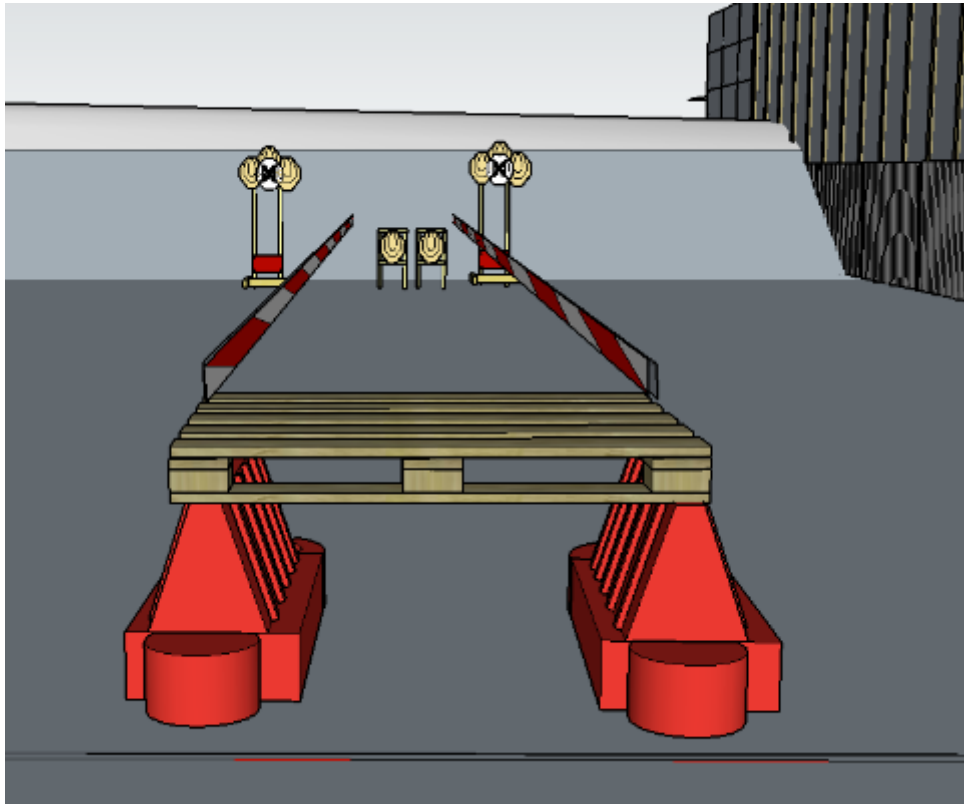
2. find em all



CoF	Comstock - Long	Points	160 p
Targets	16 paper, 5 no-shoot, Total 16 targets	Min rounds	32
Firearm	Mini Rifle	Match-%	27.12%

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/markings on ground = faultline.
Starting position	Standing in box facing downrange as demonstrated by RO
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/right: Mark on concrete block, mark on wall close to road vertical: top of berm (logs), horizontal when reloading
Setup notes	

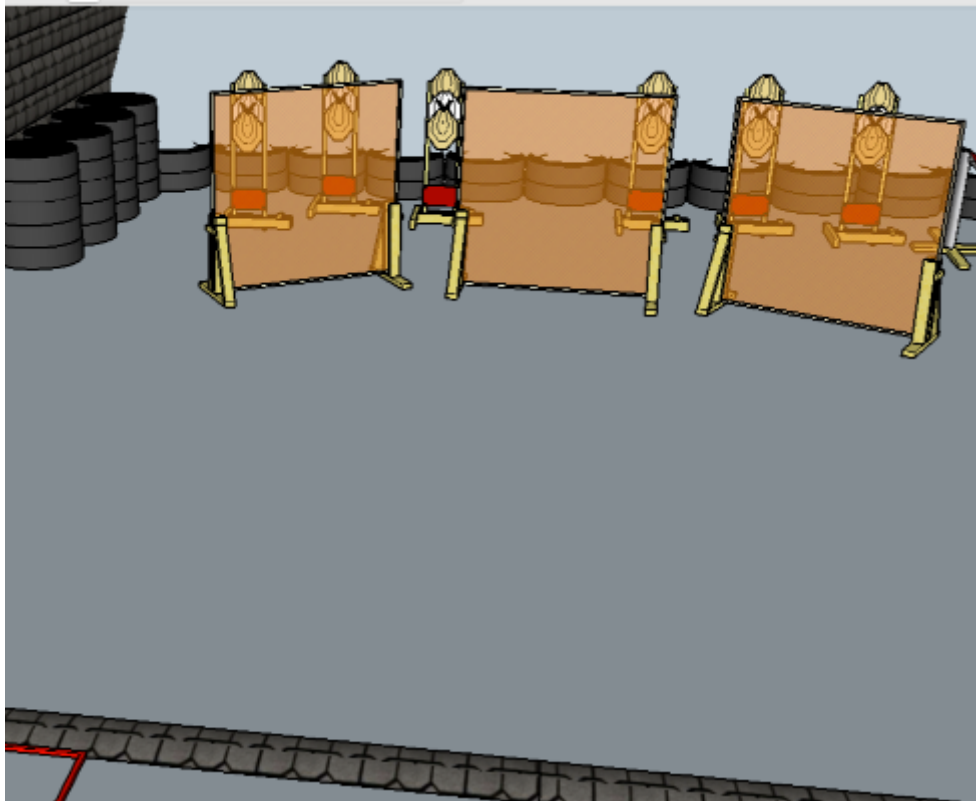
3. remember to get down



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 2 no-shoot, Total 8 targets	Min rounds	16
Firearm	Mini Rifle	Match-%	13.56%

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/markings on ground = faultline.		
Starting position	Standing in box facing downrange as demonstrated by RO		
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/right: box on ground, mark on wall close to road vertical: top of berm (logs), horizontal when reloading		
Setup notes			

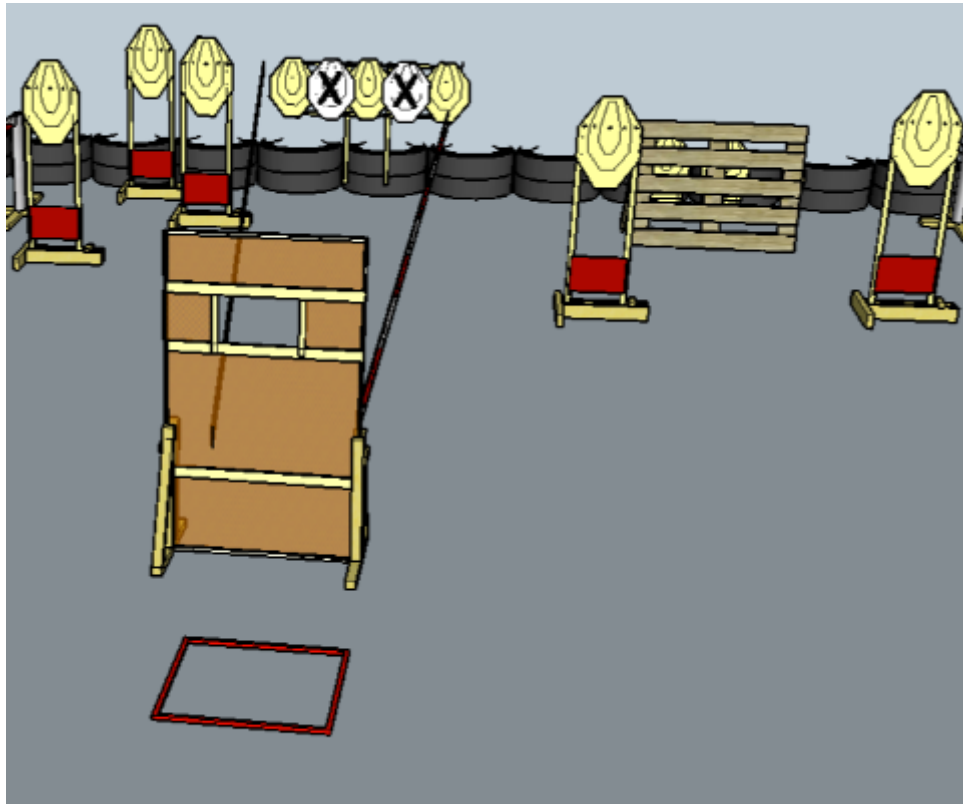
4. Hide and Seek



CoF	Comstock - Long	Points	120 p
Targets	12 paper, 6 no-shoot, Total 12 targets	Min rounds	24
Firearm	Mini Rifle	Match-%	20.34%

Procedure	On start signal engage all targets as they become visible standing in box. Red/white tape = walls extending up/down to infinity. Tirethreads/markings on ground = faultline.
Starting position	Standing in box facing downrange as demonstrated by RO
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/right: 90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

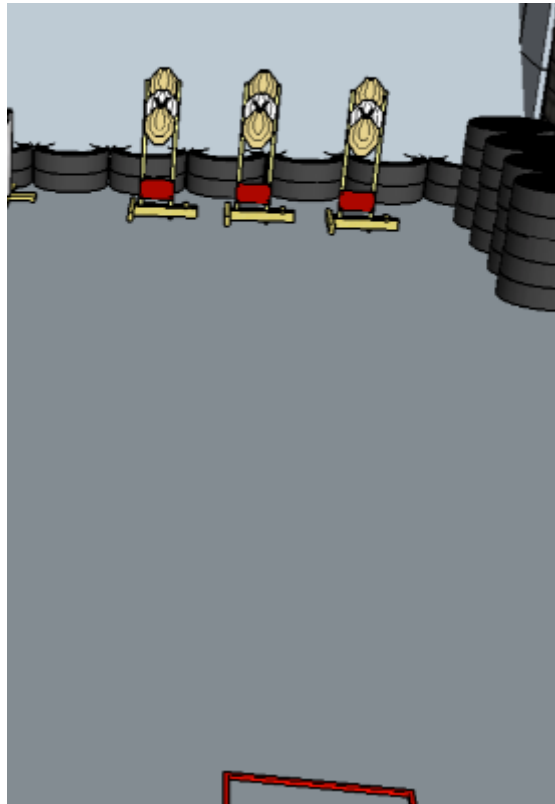
5. Move slow



CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 2 no-shoot, Total 10 targets	Min rounds	20
Firearm	Mini Rifle	Match-%	16.95%

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/markings on ground = faultline.		
Starting position	Standing in box facing downrange as demonstrated by RO		
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/right: 90deg when facing berm, vertical: top of berm, horizontal when reloading		
Setup notes			

6. How fast are you?



CoF	Comstock - Medium	Points	60 p
Targets	6 paper, 3 no-shoot, Total 6 targets	Min rounds	12
Firearm	Mini Rifle	Match-%	10.17%

Procedure	On start signal engage all targets as they become visible standing in box. Red/white tape = walls extending up/down to infinity. Tirethreads/markings on ground = faultline.
Starting position	Standing in box facing downrange as demonstrated by RO
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/right: 90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	