

1.

No image

CoF	Comstock - Short	Points	30 p
Targets	3 paper, Total 3 targets	Min rounds	6
Firearm	Mini Rifle	Match-%	6.00%

Procedure	Targets – 3. Distance 20m. Start condition Loaded SP1. On audible start signal, shoot targets with a minimum of two rounds on each. Freestyle
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2.

No image

CoF	Comstock - Short	Points	30 p
Targets	3 paper, Total 3 targets	Min rounds	6
Firearm	Mini Rifle	Match-%	6.00%

Procedure	Targets – 3. Distance 15m. Start condition Loaded SP1. On audible start signal, shoot targets with a minimum of two rounds on each. Freestyle
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

**3.**

**No image**

CoF	Comstock - Short	Points	30 p
Targets	3 paper, Total 3 targets	Min rounds	6
Firearm	Mini Rifle	Match-%	6.00%

Procedure	Targets – 3. Distance 10m. Start condition Loaded SP1. On audible start signal, shoot targets with a minimum of two rounds on each from your weak shoulder.
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

4.

No image

CoF	Comstock - Medium	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Mini Rifle	Match-%	12.00%

Procedure	Targets – 3. Distance 10m. Start condition Loaded SP1. On audible start signal, shoot targets with two rounds only on each. Carry out a compulsory reload and again shoot the targets with a minimum of two rounds on each. Freestyle
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

5.

No image

CoF	Comstock - Medium	Points	60 p
Targets	2 paper, Total 2 targets	Min rounds	12
Firearm	Mini Rifle	Match-%	12.00%

Procedure	Targets – 2. Distance 10m. Start condition Loaded SP1. On audible start signal, shoot targets with one round only on each. Carry out a compulsory reload and again shoot the targets with two rounds only on each. Carry out a second reload and engage the targets with a minimum of three rounds on each. Freestyle
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

6.

No image

CoF	Comstock - Short	Points	45 p
Targets	3 paper, Total 3 targets	Min rounds	9
Firearm	Mini Rifle	Match-%	9.00%

Procedure	Targets – 3. Distance 10m. Start condition Loaded SP1. On audible start signal, shoot targets with two rounds only on each. Freestyle. Carry out a compulsory reload and again shoot the targets with a minimum of one round on each
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

7.

No image

CoF	Comstock - Short	Points	45 p
Targets	3 paper, Total 3 targets	Min rounds	9
Firearm	Mini Rifle	Match-%	9.00%

Procedure	Targets – 3. Distance 10m. Start condition Loaded SP1. On audible start signal, shoot targets with two rounds only on each, freestyle. Carry out a compulsory reload and again shoot the targets with a minimum of one round on each from your weak shoulder
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

8.

No image

CoF	Comstock - Short	Points	30 p
Targets	3 paper, Total 3 targets	Min rounds	6
Firearm	Mini Rifle	Match-%	6.00%

Procedure	Targets – 3. Distance 10m. Start Condition Unloaded, SP2. All ammunition for the stage on the table, loose, in magazines, belts or speed loaders. On audible start signal, shoot the targets with a minimum of two rounds on each
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	



9.

No image

CoF	Comstock - Short	Points	30 p
Targets	3 paper, Total 3 targets	Min rounds	6
Firearm	Mini Rifle	Match-%	6.00%

Procedure	Targets – 3. Distance 10m. Start Condition Loaded, with empty chamber. SP2. On audible start signal, shoot the targets with a minimum of two rounds on each. Freestyle
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

10.

No image

CoF	Comstock - Short	Points	30 p
Targets	3 paper, Total 3 targets	Min rounds	6
Firearm	Mini Rifle	Match-%	6.00%

Procedure	Targets – 3. Distance 10m. Start Condition Loaded, SP2. On audible start signal, shoot the targets with a minimum of two rounds on each, from your weak shoulder.
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

11.

No image

CoF	Comstock - Short	Points	30 p
Targets	1 paper, Total 1 targets	Min rounds	6
Firearm	Mini Rifle	Match-%	6.00%

Procedure	Targets – 1. Distance 10m. Start Condition unloaded. SP2 All ammunition required for the stage on the table. On audible start signal, shoot the target with a minimum of six rounds, freestyle.
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

12.

No image

CoF	Comstock - Short	Points	30 p
Targets	1 paper, Total 1 targets	Min rounds	6
Firearm	Mini Rifle	Match-%	6.00%

Procedure	Targets – 1. Distance 10m. Start Condition Loaded. SP2. On audible start signal, shoot the target with a minimum of six rounds.
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

13.

No image

CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Mini Rifle	Match-%	10.00%

Procedure	Targets – 5. Distance 10m. Start Condition Loaded. SP1. On audible start signal, shoot the targets with a maximum of one round on each. Carry out a compulsory reload and again shoot the targets with a minimum of one round on each
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	