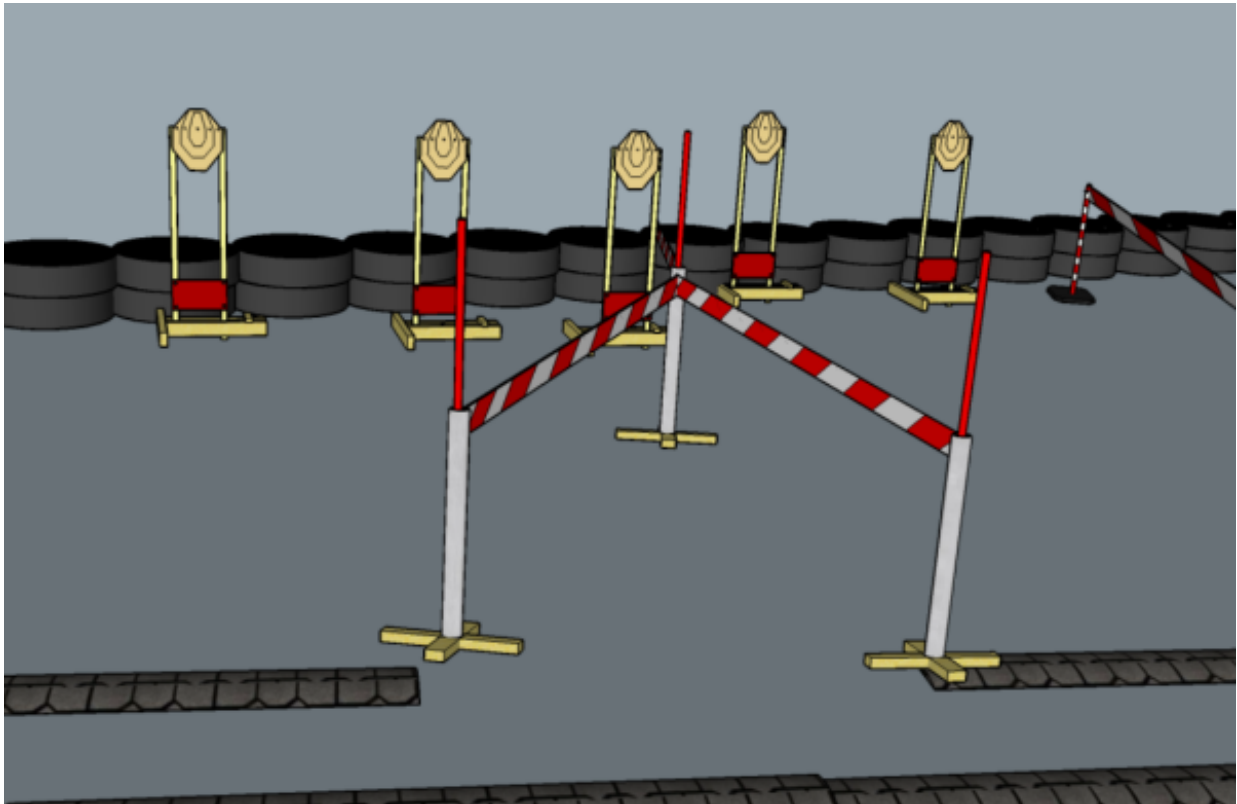


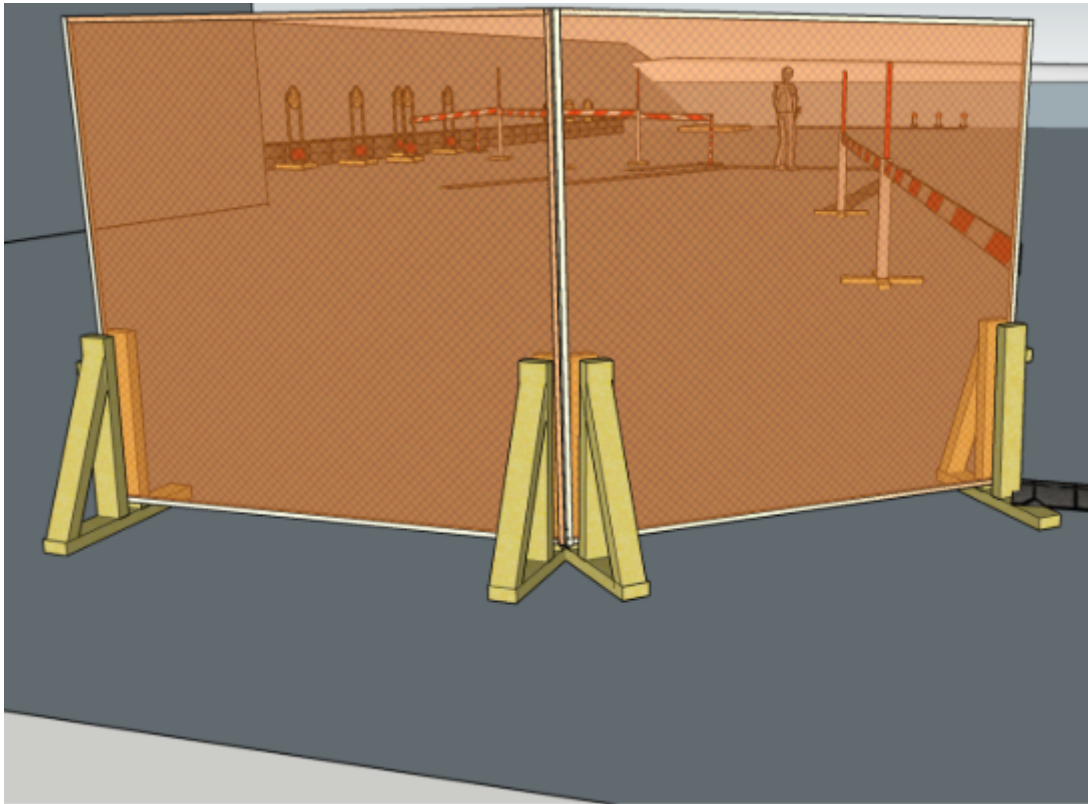
1. Three, two, but no one



CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	37.04%

Procedure	On start signal engage all targets within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Buttstock on hip
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: mark, end of building, right: box on ground/90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

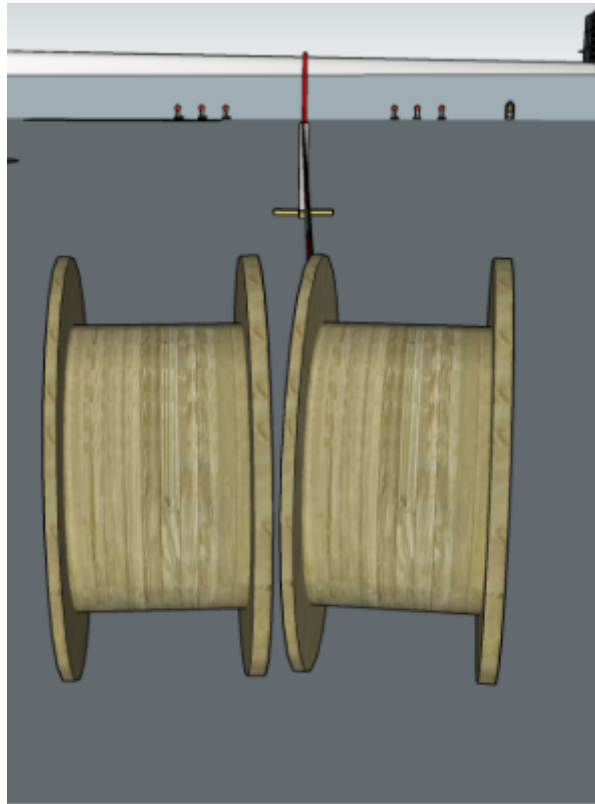
2. Gun and run



CoF	Comstock - Short	Points	45 p
Targets	3 paper, 3 popper, Total 6 targets	Min rounds	9
Firearm	Rifle	Match-%	33.33%

Procedure	On start signal engage all targets within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline. All poppers MUST be shot from behind wall
Starting position	End of stage 1. RO demonstrates
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: end of building, right: end of road down from 25m, when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

3. 3 plings, repeat, one extra



CoF	Comstock - Short	Points	40 p
Targets	1 paper, 6 popper, Total 7 targets	Min rounds	8
Firearm	Rifle	Match-%	29.63%

Procedure	On start signal engage all targets within the demarcated area. Red/white tape = walls extending up/down to infinity. All poppers must be shot from behind cable-rollers
Starting position	Center behind cable-rollers
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: end of building, right: end of road down from 25m, when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	