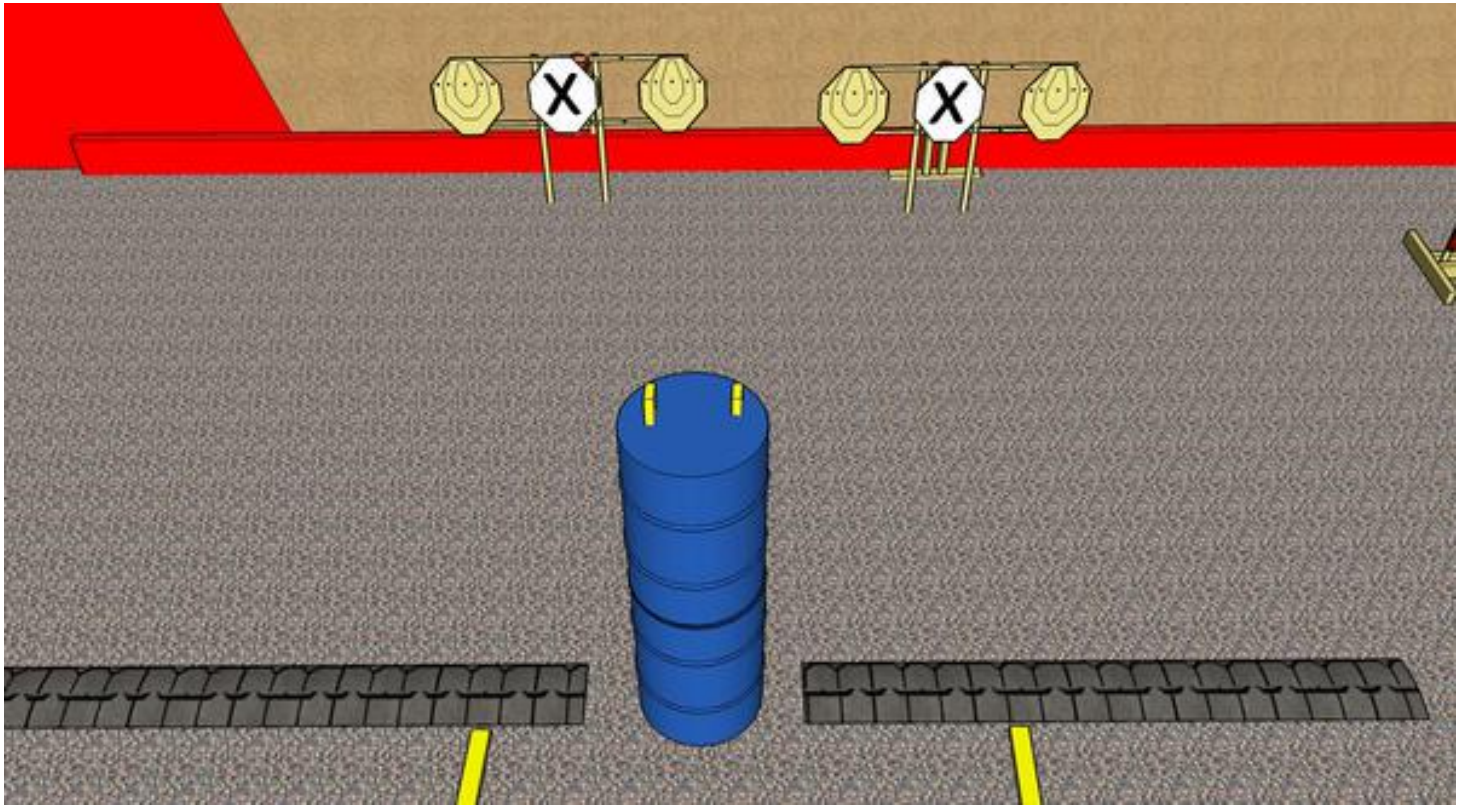


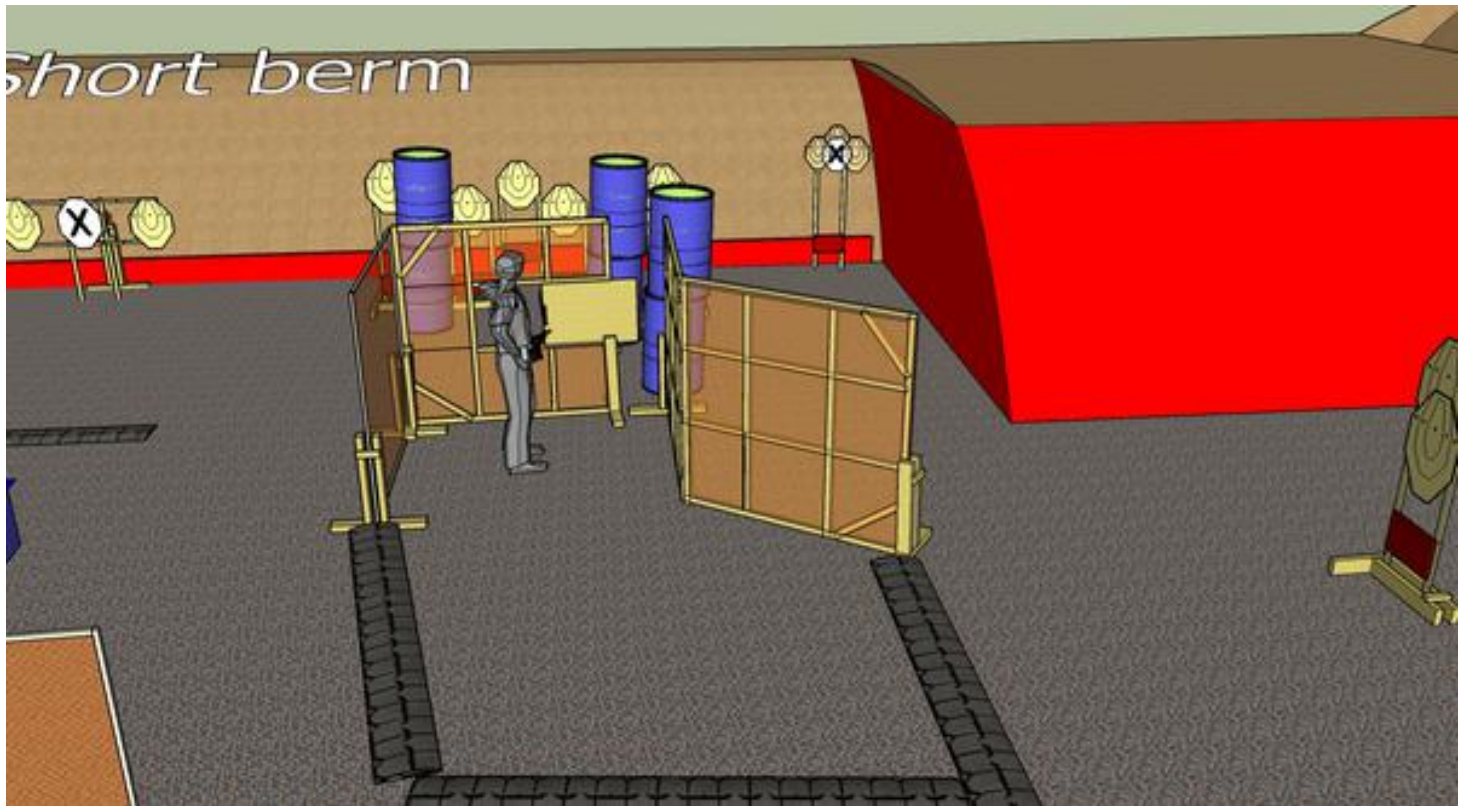
# 1. Quick and hidden



CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 frangible, Total 6 targets	Min rounds	10
Firearm	Rifle	Match-%	10.64%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline along with wood.
Starting position	Butt of rifle touching hip
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: tape, end of building, right: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	

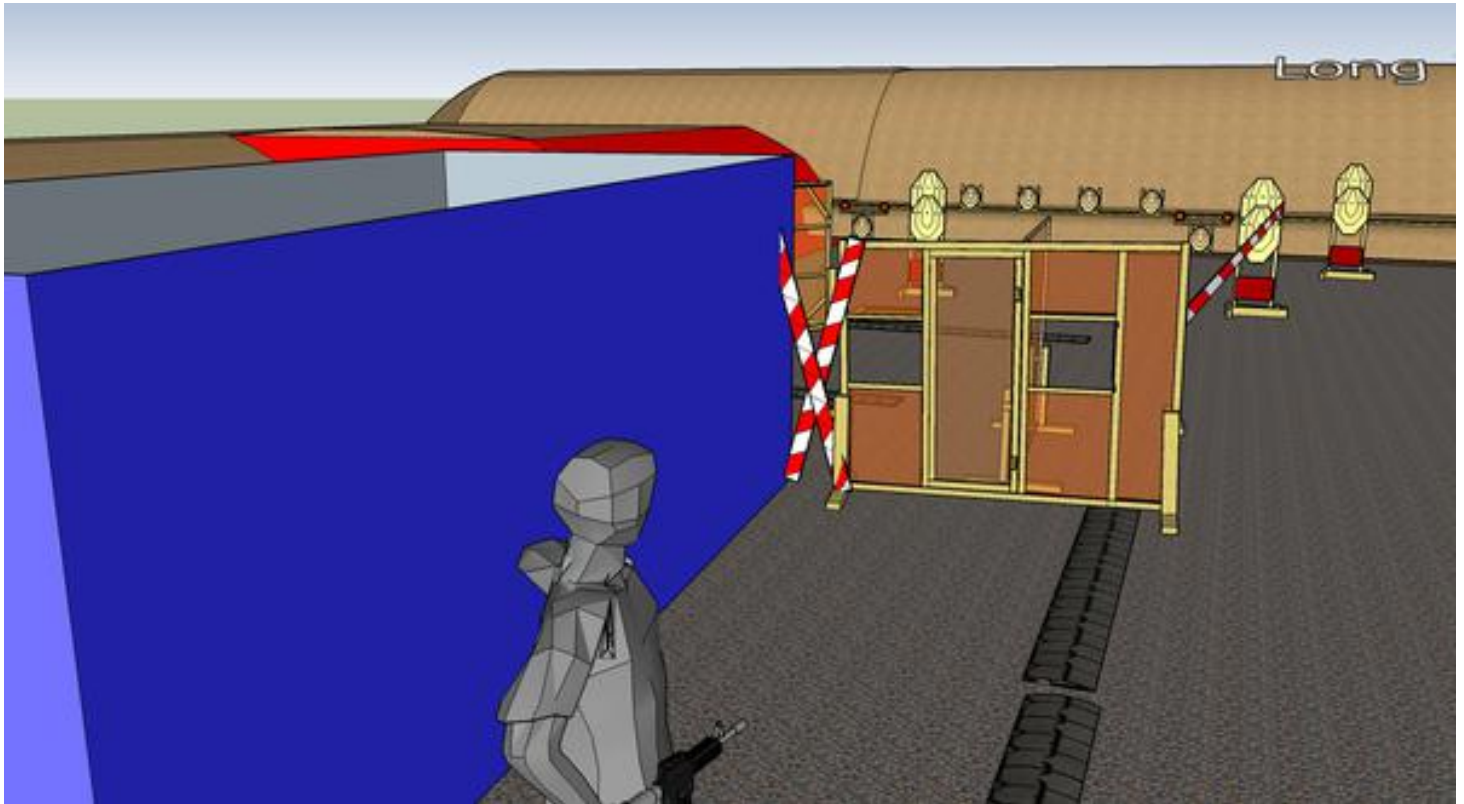
## 2. Inside out, all around it



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 1 no-shoot, Total 8 targets	Min rounds	16
Firearm	Rifle	Match-%	17.02%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline.
Starting position	Butt of rifle touching hip, facing downrange in front of closed aperture
Firearm ready condition	Condition 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: tape, end of building, right: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	

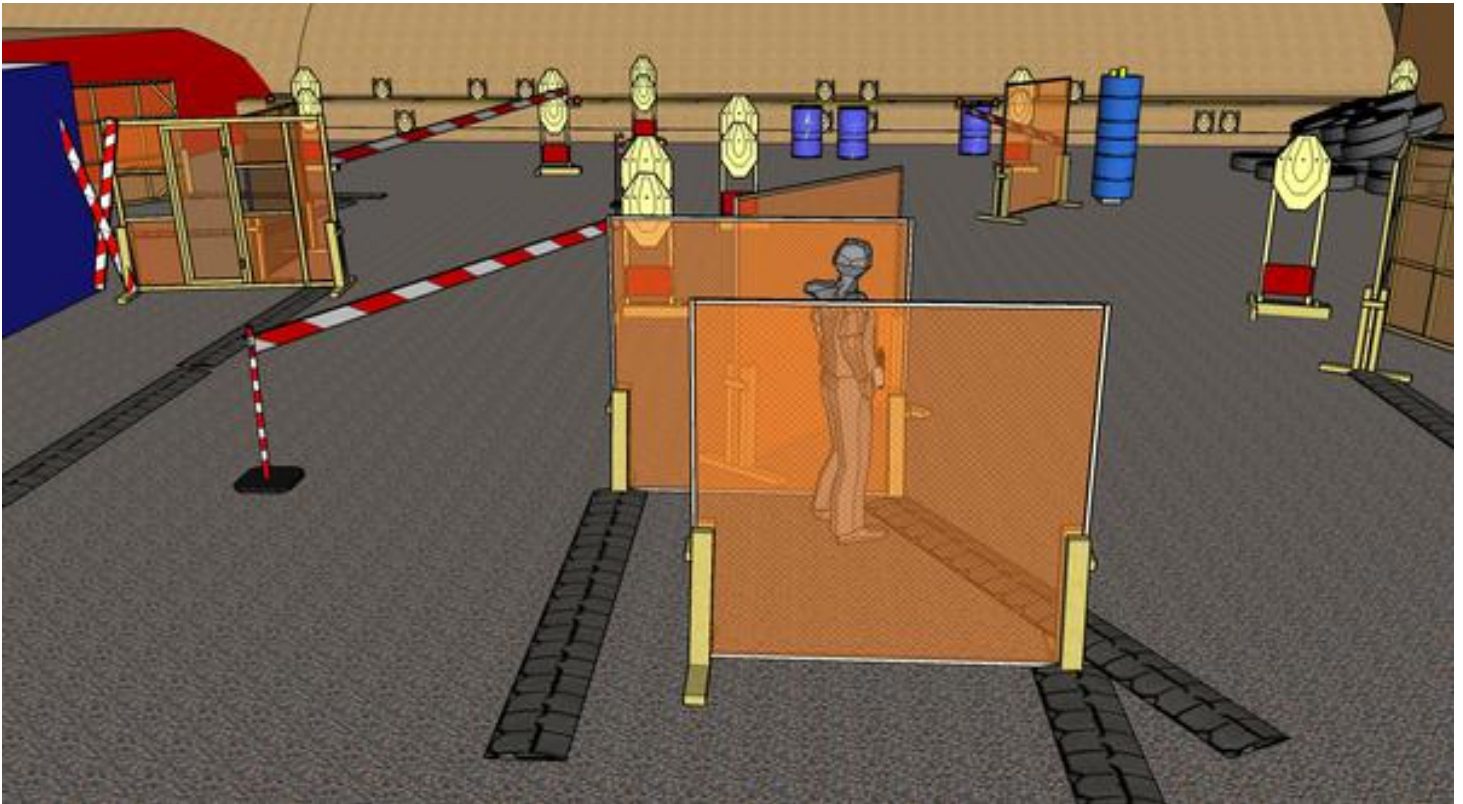
### 3. Did I already...or not



CoF	Comstock - Long	Points	140 p
Targets	12 paper, 4 frangible, Total 16 targets	Min rounds	28
Firearm	Rifle	Match-%	29.79%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity.
Starting position	Butt of rifle touching hip
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 45deg when facing berm, inside corner left and end of wall right, vertical: top of berm (logs)
Setup notes	

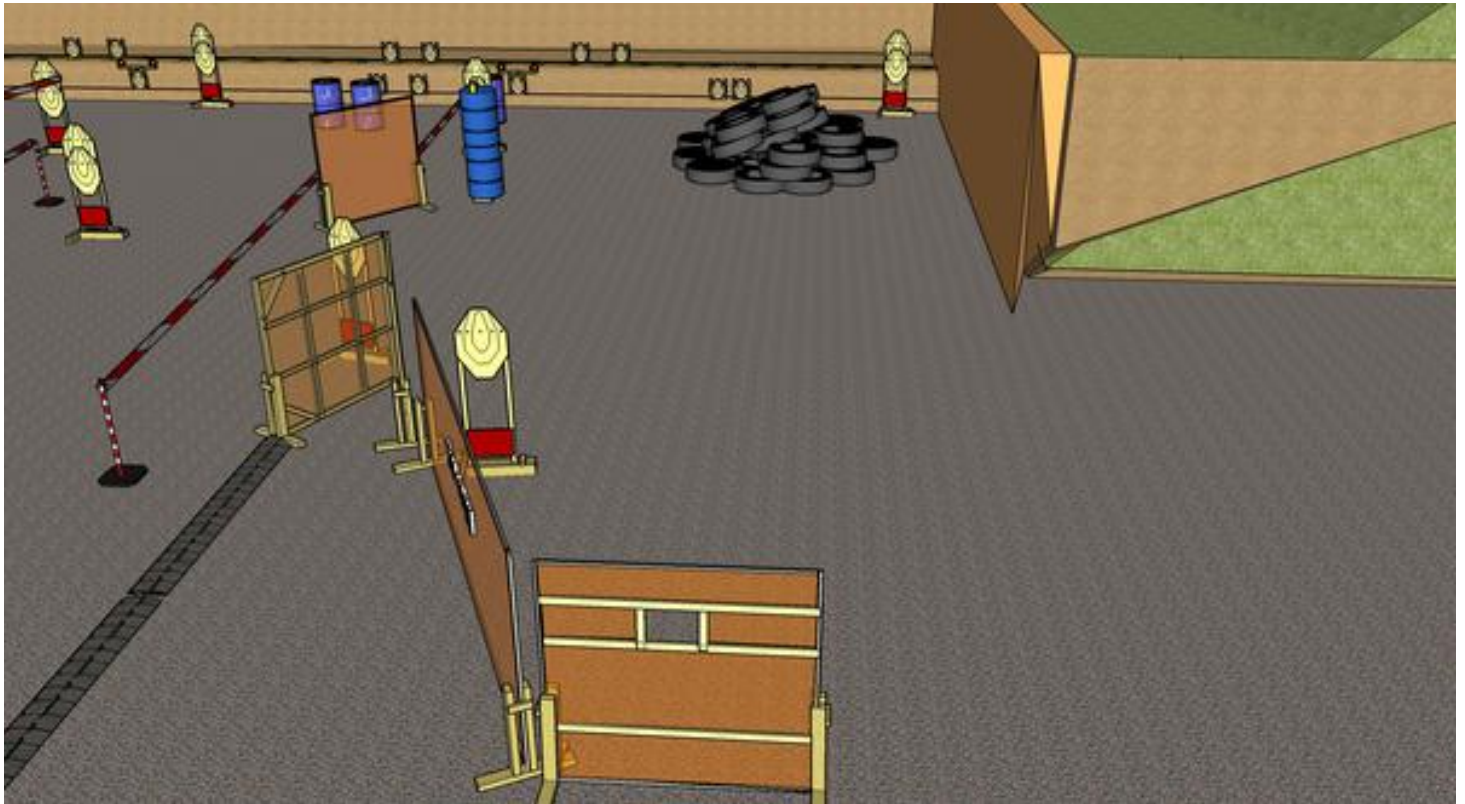
## 4. Whoa ! Backup there



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Rifle	Match-%	17.02%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity
Starting position	Butt of rifle touching hip
Firearm ready condition	Condition 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 45deg when facing berm, inside corner left and end of wall right, vertical: top of berm (logs)
Setup notes	

## 5. FFS. Really ?



CoF	Comstock - Long	Points	120 p
Targets	11 paper, 2 frangible, Total 13 targets	Min rounds	24
Firearm	Rifle	Match-%	25.53%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity
Starting position	Butt of rifle touching hip
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 45deg when facing berm, inside corner left and end of wall right, vertical: top of berm (logs)
Setup notes	