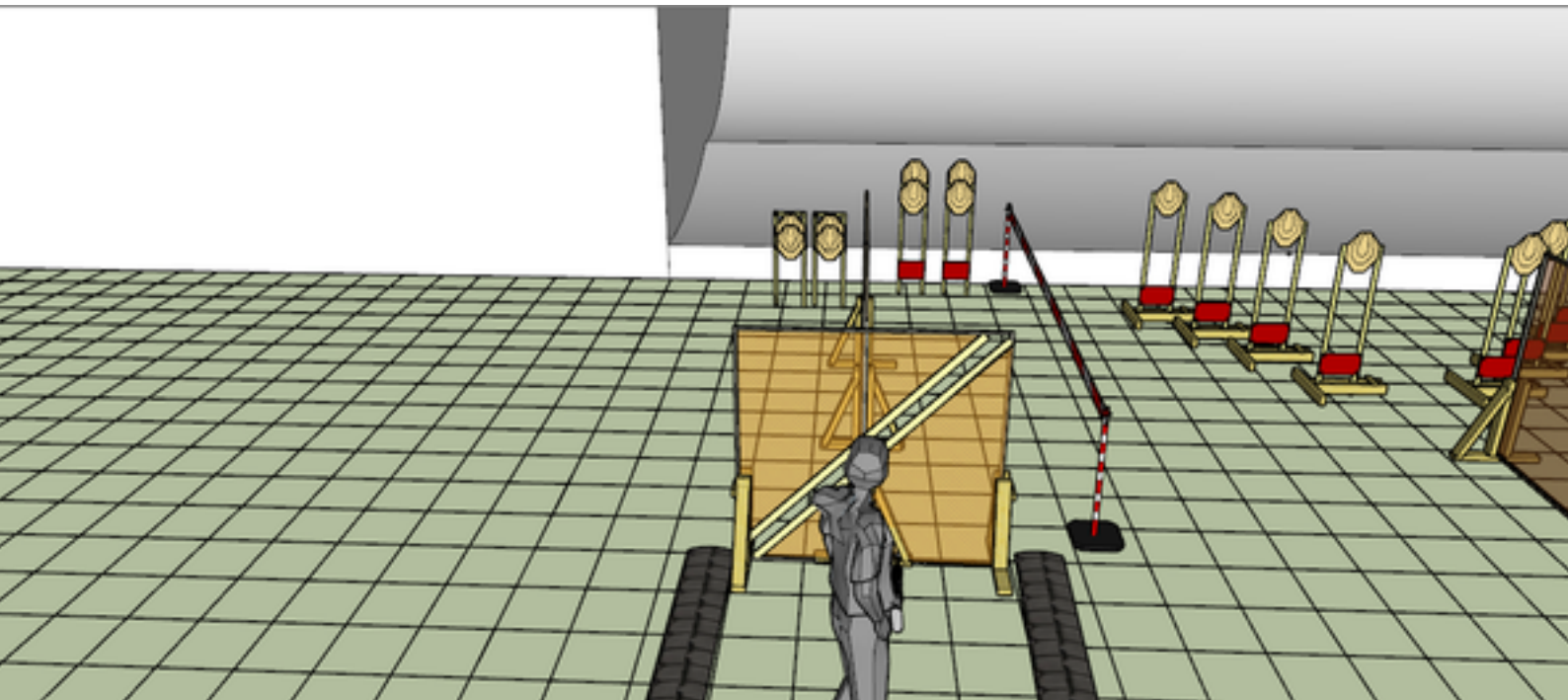


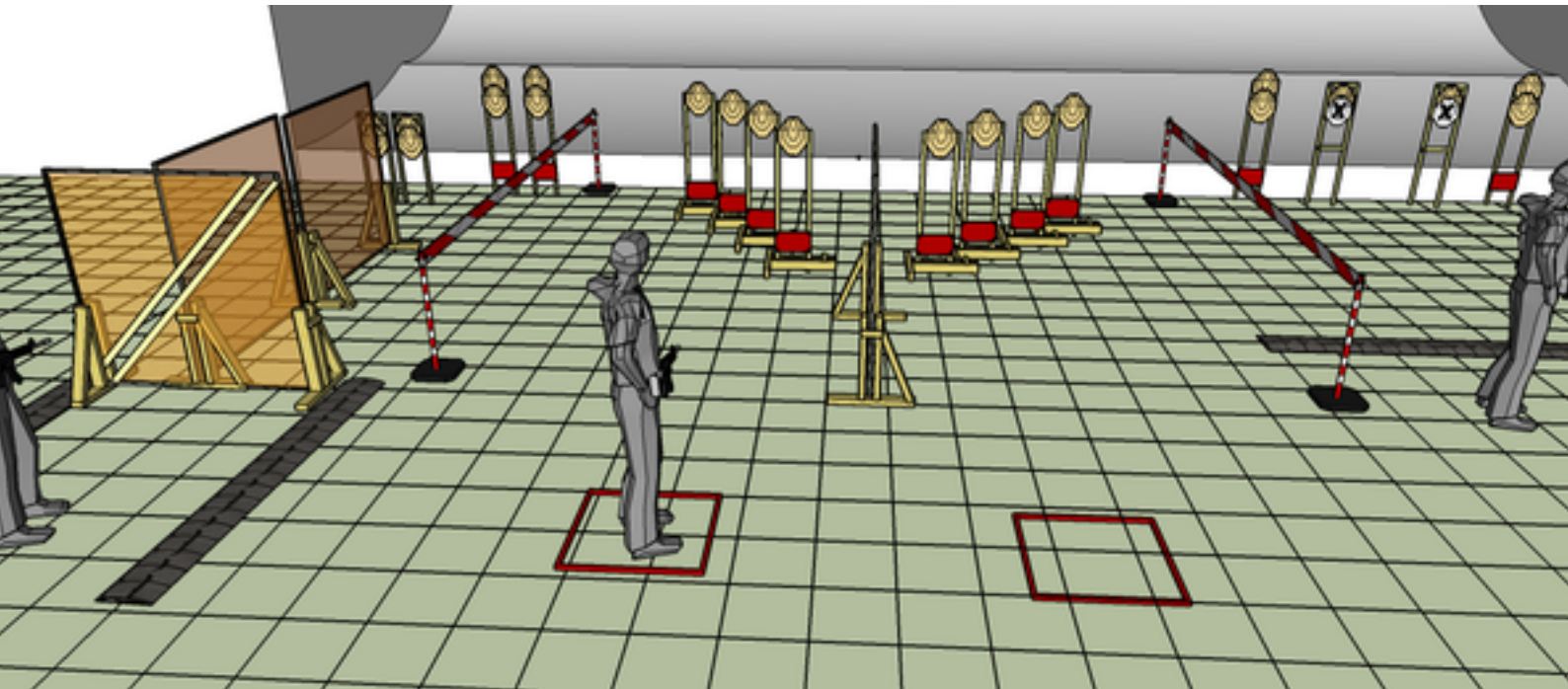
# 1. Stage 1



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Rifle	Match-%	16.67%

Procedure	On start signal engage all targets as they become visible through aperture. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline.
Starting position	Standing relaxed behind wall
Firearm ready condition	Rifle option 2 at hip level facing downrange
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: stick, end of building, right: 90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

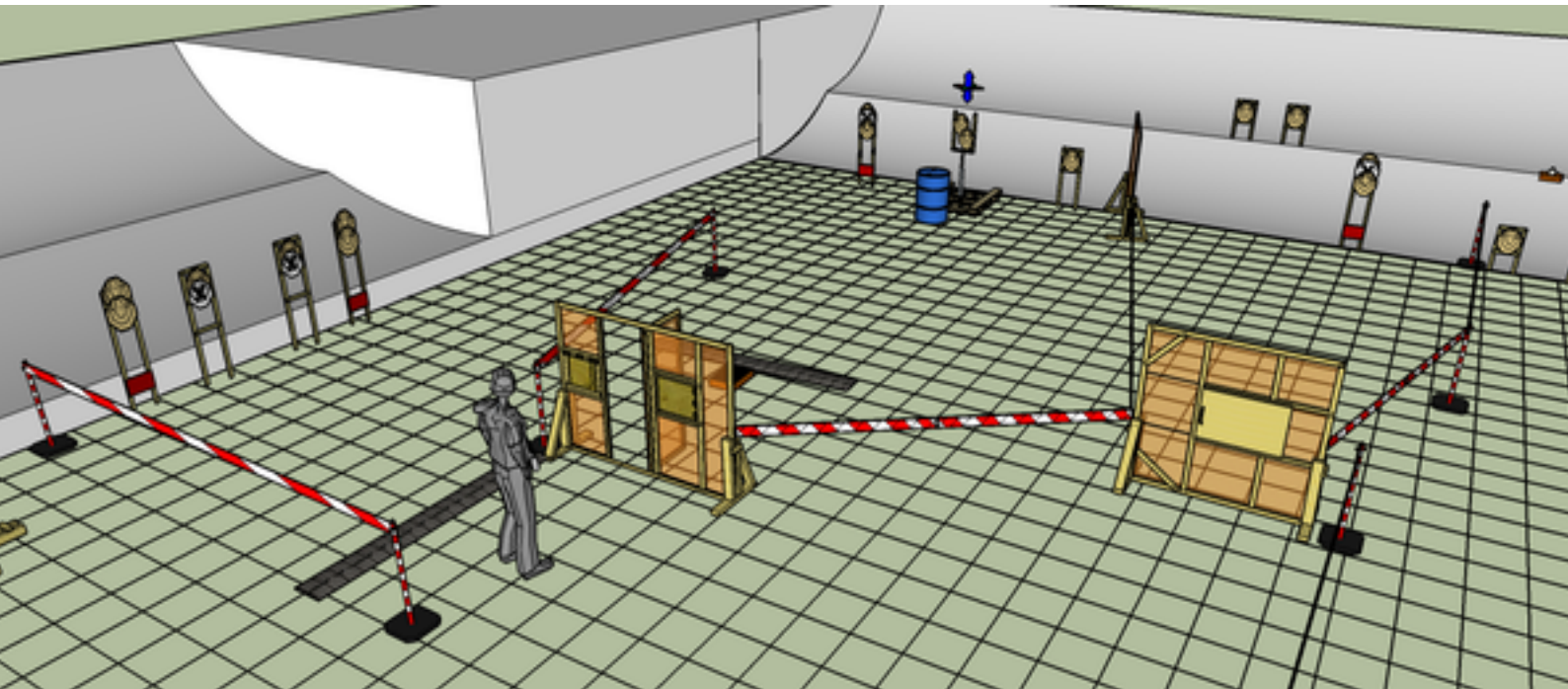
## 2. Stage 2



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Rifle	Match-%	16.67%

Procedure	On start signal engage all targets as they become visible within the demarcated area. All shots must be fired from within BOX A or B. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline.
Starting position	Standing relaxed in box A or B
Firearm ready condition	Rifle option 3 at hip level facing downrange
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: stick, end of building, right: 90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

### 3. Stage 3

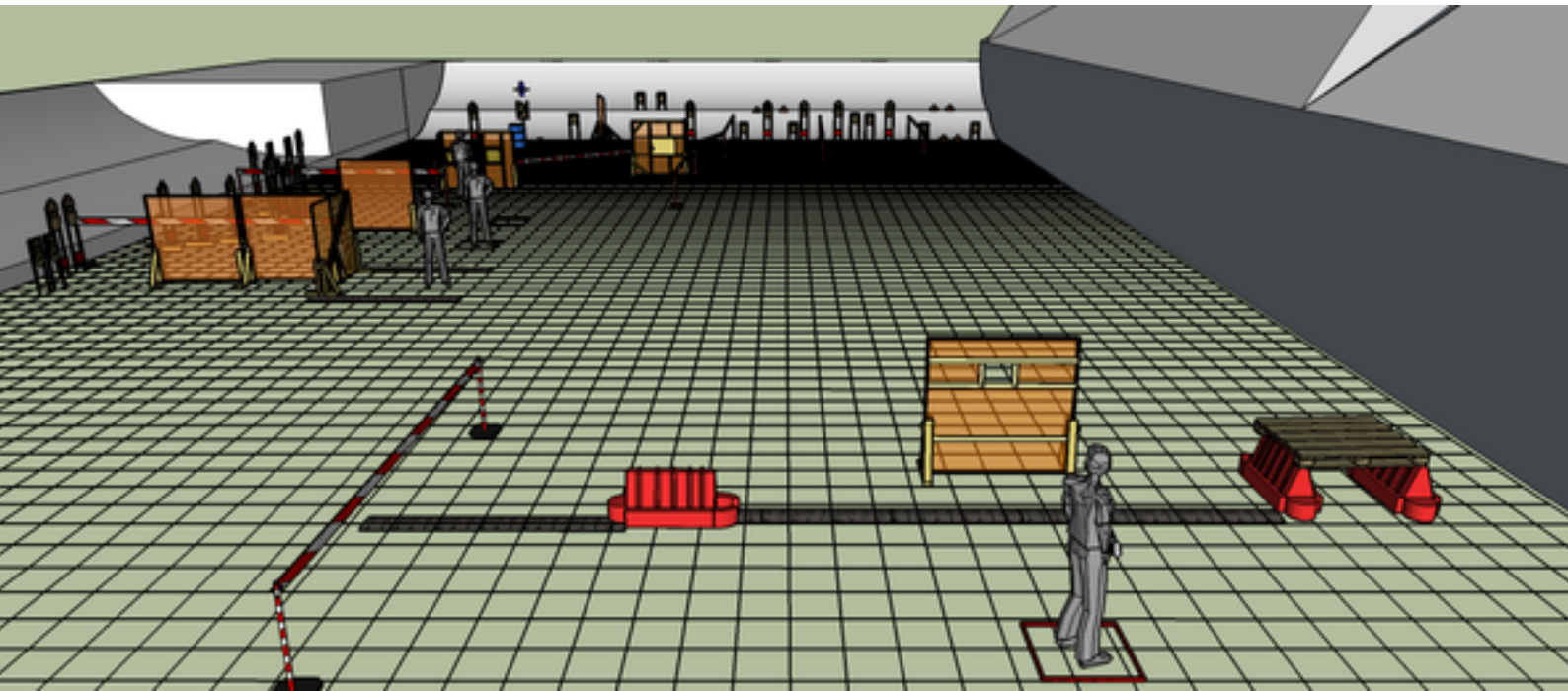


CoF	Comstock - Long	Points	150 p
Targets	15 paper, 4 no-shoot, Total 15 targets	Min rounds	30
Firearm	Rifle	Match-%	31.25%

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 on ground = faultline.		
Starting position	Standing relaxed at marks shown by the 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: stick, end of building, right: 90deg when facing berm, vertical: top of berm, horizontal when reloading		
Setup notes			



## 4. Stage 4



CoF	Comstock - Long	Points	170 p
Targets	14 paper, 6 frangible, 1 no-shoot, Total 20 targets	Min rounds	34
Firearm	Rifle	Match-%	35.42%

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 on ground = faultline.		
Starting position	Standing relaxed in box		
Firearm ready condition	Rifle option 3 at hip level facing downrange		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Left corner long/short burm, right: end of wall, vertical: top of berm (logs), horizontal when reloading		
Setup notes			