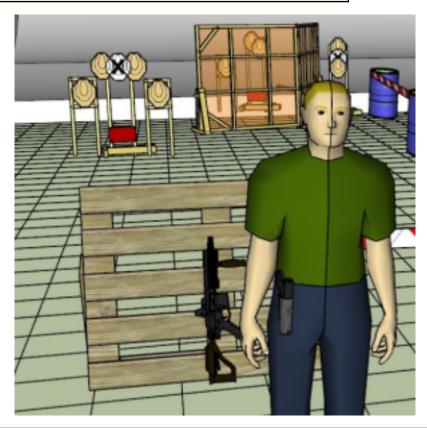
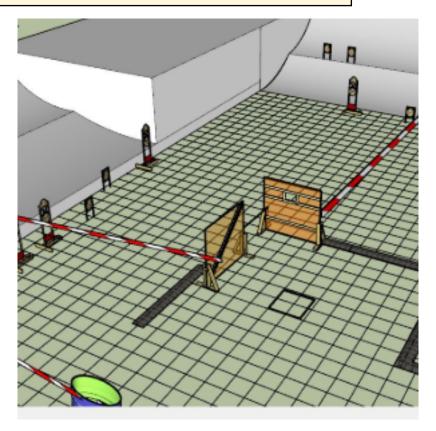
1. Find your stuff



CoF	Comstock - Medium	Points	90 p
Targets	9 paper, 2 no-shoot, Total 9 targets	Min rounds	18
Firearm	Mini Rifle	Match-%	19.57%

Procedure	On start signal engage all targets as they become visible.
Starting position	Rifle supported against pallet, all magazines to be used on barrel. Facing uprange
Firearm ready condition	Option 3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left side red and white tape on stick, right side 90 deg, top of berm + 2 meters
Setup notes	Shoot'n Score It https://shootnscoreit.com 2025-08-05 07:07

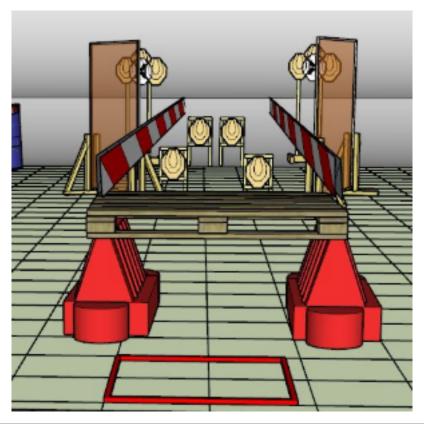
2. Find the targets



CoF	Comstock - Long	Points	160 p
Targets	16 paper, 5 no-shoot, Total 16 targets	Min rounds	32
Firearm	Mini Rifle	Match-%	34.78%

Procedure	On start signal engage all targets as they become visibe within the demarked area.
Starting position	Standing in box facing downrange
Firearm ready condition	option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left side red and white tape on stick, right side 90 deg, top of berm + 2 meters
Setup notes	Shootin Score It https://ehootreegrait.com 2025.09.05.07:07

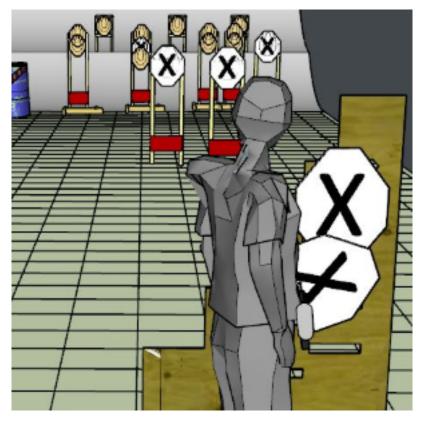
3. Use the apperture



CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 2 no-shoot, Total 10 targets	Min rounds	20
Firearm	Mini Rifle	Match-%	21.74%

Procedure	on start signal engange all targets from within the demarked area. Center targets must be shot using apperture.
Starting position	Standing in box facing downrange
Firearm ready condition	option 2
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Left side 90 deg, right side 90 deg, top of berm + 2 meters Shoot'n Score It https://shootpscoreit.com 2025-08-05 07:07

4. Use the wall



CoF	Comstock - Long	Points	110 p
Targets	11 paper, 4 no-shoot, Total 11 targets	Min rounds	22
Firearm	Mini Rifle	Match-%	23.91%

Procedure	on start signal engage all targets using the wall. All openings in wall must be used at least once. If not all openings in wall are used the shooter will recive two penalties pr opening in wall not used.
Starting position	Gun loaded & holstered
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left side90 deg, right side red and white tape on stick, top of berm + 2 meters
Setup notes	Shoot'n Score It https://shootnecoreit.com 2025-08-05 07:07