CoF	Comstock - Medium	Points	80 p
Targets	7 paper, 2 plates, Total 9 targets	Min rounds	16
Firearm	Mini Rifle	Match-%	13.79%
Procedure			
Starting position	Gun loaded & holstered		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 2 no-shoot, Total 8 targets	Min rounds	16
Firearm	Mini Rifle	Match-%	13.79%
Procedure			
Starting position	Gun loaded & holstered		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

CoF	Comstock - Medium	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Mini Rifle	Match-%	10.34%
Procedure			
Starting position	Gun loaded & holstered		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

CoF	Comstock - Medium	Points	70 p
Targets	5 paper, 4 popper, Total 9 targets	Min rounds	14
Firearm	Mini Rifle	Match-%	12.07%
Procedure			
Starting position	Gun loaded & holstered		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 plates, 2 no-shoot, Total 17 targets	Min rounds	32
Firearm	Mini Rifle	Match-%	27.59%
Procedure			
Starting position	Gun loaded & holstered		
Firearm ready			
condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Sotup notes			
Setup notes			

CoF	Comstock - Long	Points	130 p
Targets	10 paper, 6 popper, 3 no-shoot, Total 16 targets	Min rounds	26
Firearm	Mini Rifle	Match-%	22.41%
Procedure			
Starting position	Gun loaded & holstered		
Firearm ready			
condition Start on			
	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			