

# 1. å hei hvor det går!

No image

CoF	Comstock - Short	Points	20 p
Targets	4 paper, 2 no-shoot, Total 4 targets	Min rounds	4
Firearm	Rifle	Match-%	7.02%

Procedure	All shots fired from within box A On start signal engage all targets as they become visible within the demarcated area. If not wood, tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Yellow/black tape = Shooting allowed UNDER tape
Starting position	Rifle touching hip, all shots fired from within box A
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: color, end of building, right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

## 2. hva mener du med "tomt våpen"?

No image

CoF	Comstock - Short	Points	20 p
Targets	4 paper, 1 no-shoot, Total 4 targets	Min rounds	4
Firearm	Rifle	Match-%	7.02%

Procedure	On start signal engage all targets as they become visible within the demarcated area. If not wood, tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Yellow/black tape = Shooting allowed UNDER tape
Starting position	Rifle touching hip, standing in box B
Firearm ready condition	Option 2 (empty chamber, loaded magazine)
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: color, end of building, right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

### 3. miss...?? var vinden sin skyld.....

No image

CoF	Comstock - Short	Points	40 p
Targets	8 paper, 3 no-shoot, Total 8 targets	Min rounds	8
Firearm	Rifle	Match-%	14.04%

Procedure	On start signal engage all targets as they become visible within the demarcated area. If not wood, tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Yellow/black tape = Shooting allowed UNDER tape
Starting position	Rifle touching hip, standing anywhere within the the demarcated area of the stage
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: color, end of building, right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

## 4. fort og gale :-)

No image

CoF	Comstock - Short	Points	25 p
Targets	5 paper, 3 no-shoot, Total 5 targets	Min rounds	5
Firearm	Rifle	Match-%	8.77%

Procedure	On start signal engage all targets as they become visible within the demarcated area. If not wood, tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Yellow/black tape = Shooting allowed UNDER tape
Starting position	Rifle touching hip, standing in box
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

## 5. er det regn eller sludd?

No image

CoF	Comstock - Short	Points	50 p
Targets	10 paper, 3 no-shoot, Total 10 targets	Min rounds	10
Firearm	Rifle	Match-%	17.54%

Procedure	On start signal engage all targets as they become visible within the demarcated area. If not wood, tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Yellow/black tape = Shooting allowed UNDER tape
Starting position	Rifle touching hip, standing in box
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

## 6. raskere enn lyneet....eller?

No image

CoF	Comstock - Short	Points	5 p
Targets	1 paper, Total 1 targets	Min rounds	1
Firearm	Rifle	Match-%	1.75%

Procedure	On start signal engage all targets as they become visible within the demarcated area. If not wood, tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Yellow/black tape = Shooting allowed UNDER tape
Starting position	Rifle on table, amunition in hand/on table/on body
Firearm ready condition	Option 3 (empty chamber, fixed magazine must be empty, detachable magazines removed. The action may be open or closed).
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

## 7. ..slik kunne det også gjøres....

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CoF	Comstock - Medium	Points	80 p
Targets	16 paper, 5 no-shoot, Total 16 targets	Min rounds	16
Firearm	Rifle	Match-%	28.07%

Procedure	On start signal engage all targets as they become visible within the demarcated area. If not wood, tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Yellow/black tape = Shooting allowed UNDER tape
Starting position	Rifle touching hip, standing in box A or B
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

## 8. jeg må på do, tror jeg

No image

CoF	Comstock - Short	Points	45 p
Targets	9 paper, 3 no-shoot, Total 9 targets	Min rounds	9
Firearm	Rifle	Match-%	15.79%

Procedure	On start signal engage all targets as they become visible within the demarcated area. If not wood, tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Yellow/black tape = Shooting allowed UNDER tape
Starting position	Sitting on chair/toilet, rifle option 2 on table
Firearm ready condition	Option 2 (empty chamber, loaded magazine)
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	