

1.

No image

CoF	Comstock - Short	Points	20 p
Targets	4 paper, 2 no-shoot, Total 4 targets	Min rounds	4
Firearm	Rifle	Match-%	10.00%

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, anywhere 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: 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.

No image

CoF	Comstock - Medium	Points	55 p
Targets	11 paper, 5 no-shoot, Total 11 targets	Min rounds	11
Firearm	Rifle	Match-%	27.50%

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, anywhere 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: 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.

No image

CoF	Comstock - Short	Points	25 p
Targets	5 paper, 3 no-shoot, Total 5 targets	Min rounds	5
Firearm	Rifle	Match-%	12.50%

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, heels touching rear faultline
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	

4.

No image

CoF	Comstock - Short	Points	35 p
Targets	7 paper, 3 no-shoot, Total 7 targets	Min rounds	7
Firearm	Rifle	Match-%	17.50%

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, 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.

No image

CoF	Comstock - Short	Points	25 p
Targets	5 paper, 3 no-shoot, Total 5 targets	Min rounds	5
Firearm	Rifle	Match-%	12.50%

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, anywhere 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.

No image

CoF	Comstock - Short	Points	40 p
Targets	8 paper, 5 no-shoot, Total 8 targets	Min rounds	8
Firearm	Rifle	Match-%	20.00%

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, anywhere 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	