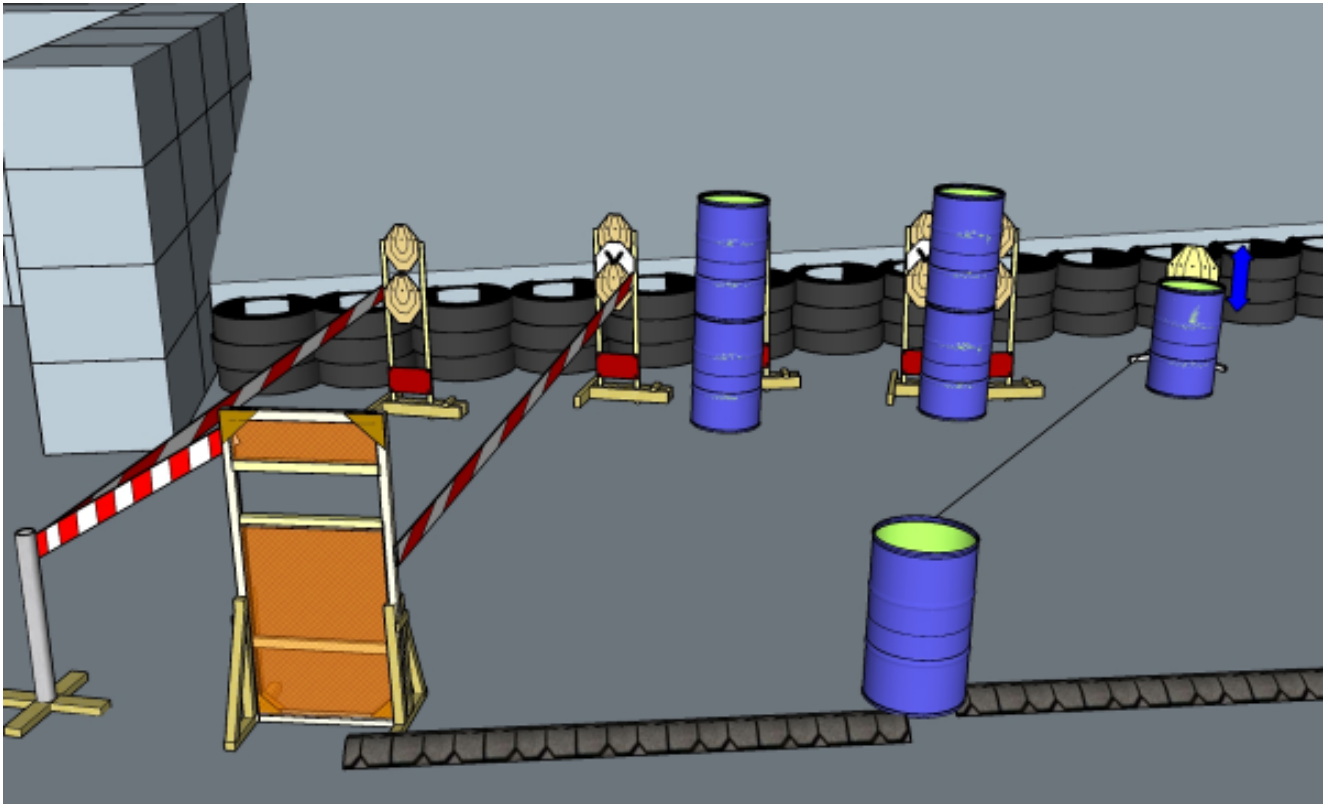


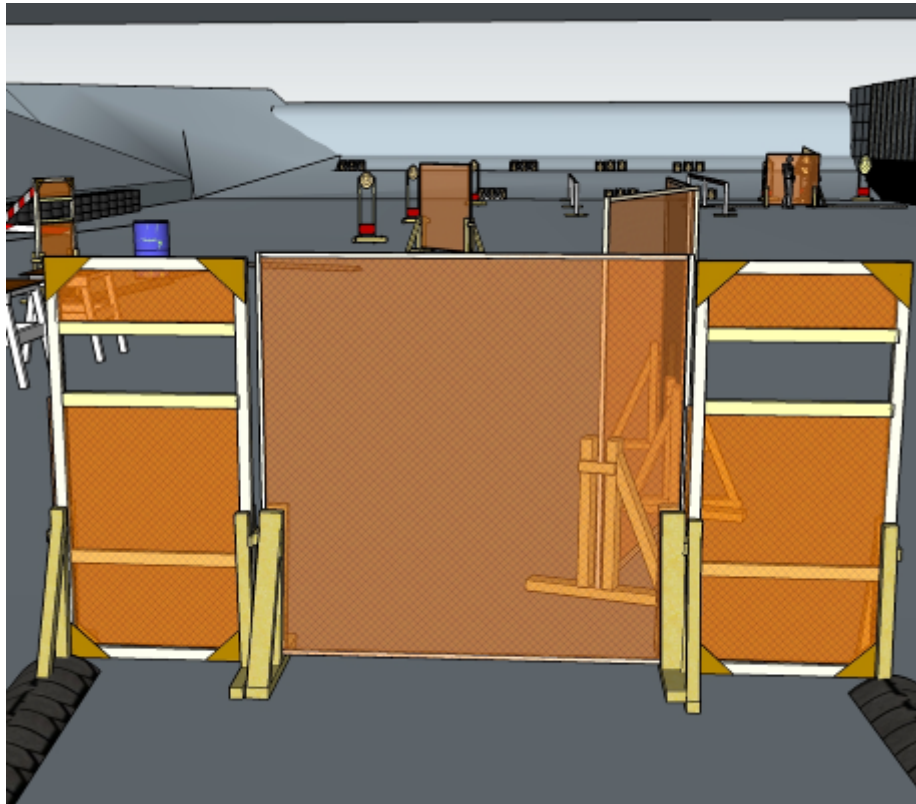
# 1. Behind the curtain



CoF	Comstock - Long	Points	110 p
Targets	11 paper, 2 no-shoot, Total 11 targets	Min rounds	22
Firearm	Rifle	Match-%	17.74%

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	Anywhere in demarcated area, riflebutt on hip
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: color on wall, right: 90deg/wooden box when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	

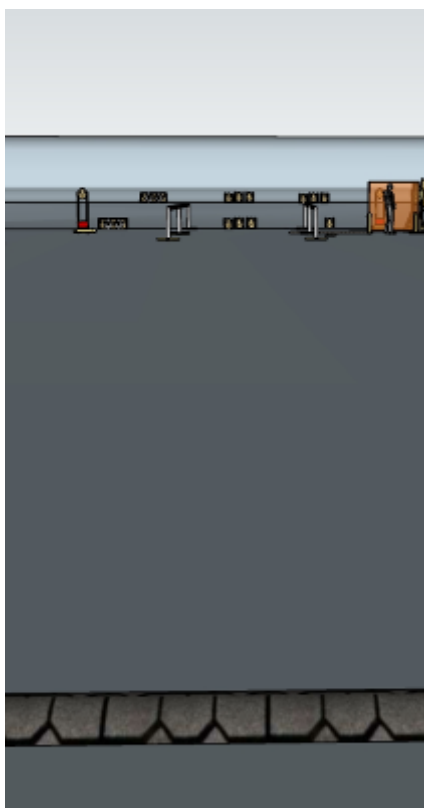
## 2. Those over there ?



CoF	Comstock - Long	Points	120 p
Targets	12 paper, 6 no-shoot, Total 12 targets	Min rounds	24
Firearm	Rifle	Match-%	19.35%

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	Center of wall as demonstrated by RO, riflebutt touching hip
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: Color on wall when facing berm, right: end of wall/road start, vertical: top of berm , but max 20 degrees over horizontal when reloading
Setup notes	

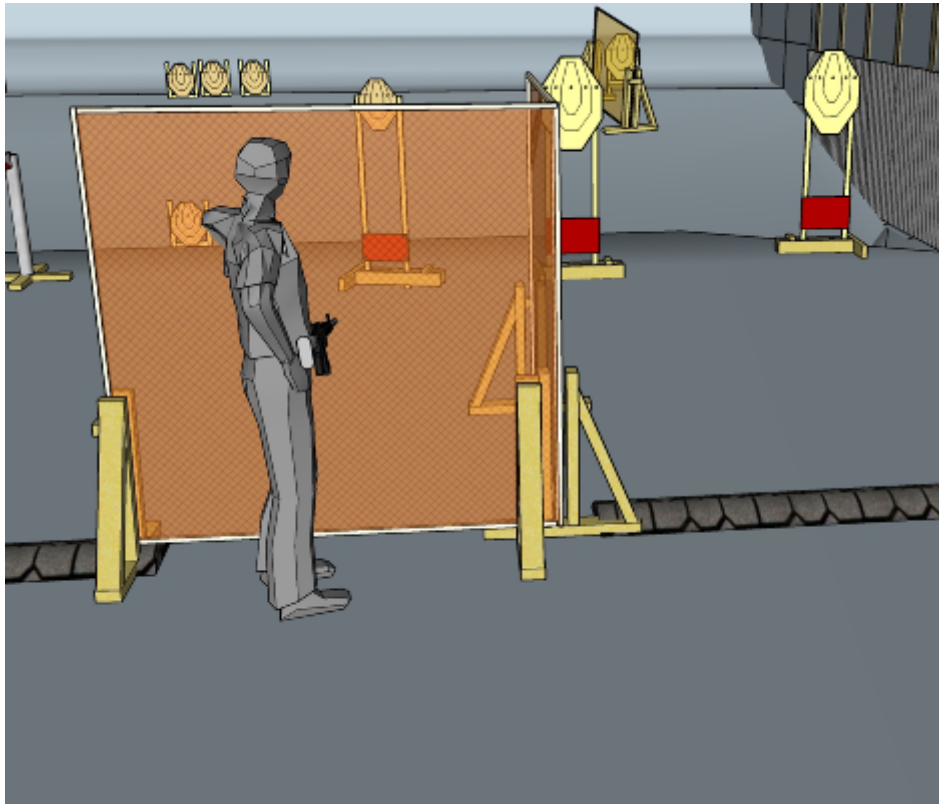
### 3. Geet daown



CoF	Comstock - Medium	Points	120 p
Targets	6 paper, 4 disappearing/bonus, (with 4 10p), Total 10 targets	Min rounds	12
Firearm	Rifle	Match-%	19.35%

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. 4 steel, must fall to score, ALL 4 BONUS POINT
Starting position	Facing downrange anywhere in demarcated area
Firearm ready condition	2
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: Color on wall when facing berm, right: end of wall/road start, vertical: top of berm , but max 20 degrees over horizontal when reloading
Setup notes	

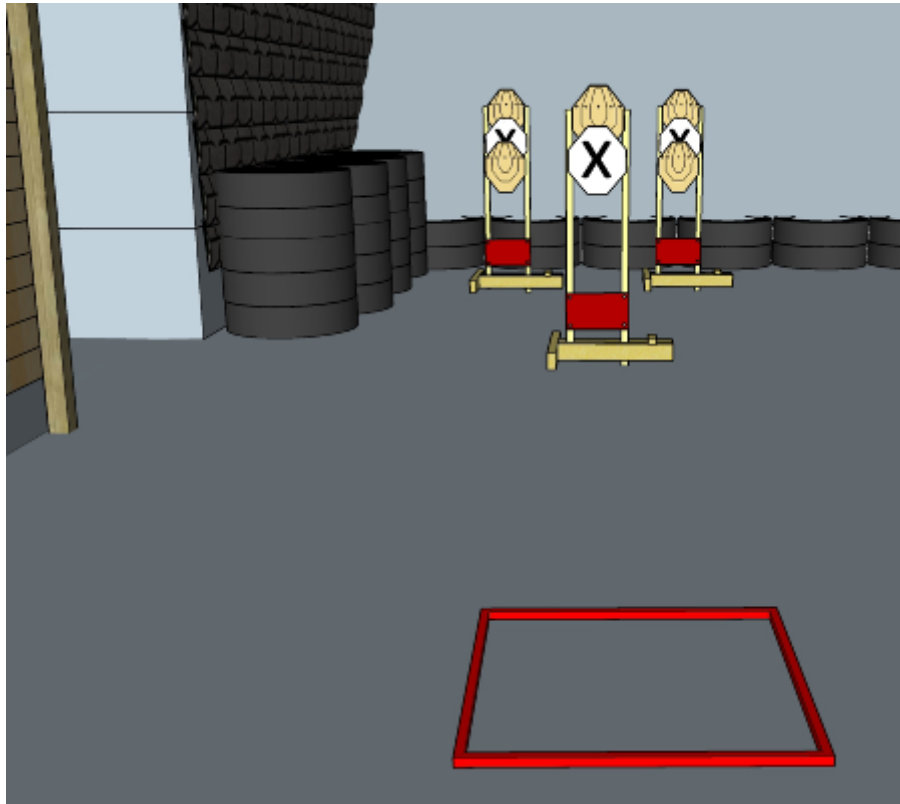
## 4. Gotta git' em' all



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Rifle	Match-%	12.90%

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 at center of wall as as demonstrated by RO
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 90 degrees , vertical: top of berm , but max 20 degrees over horizontal when reloading
Setup notes	

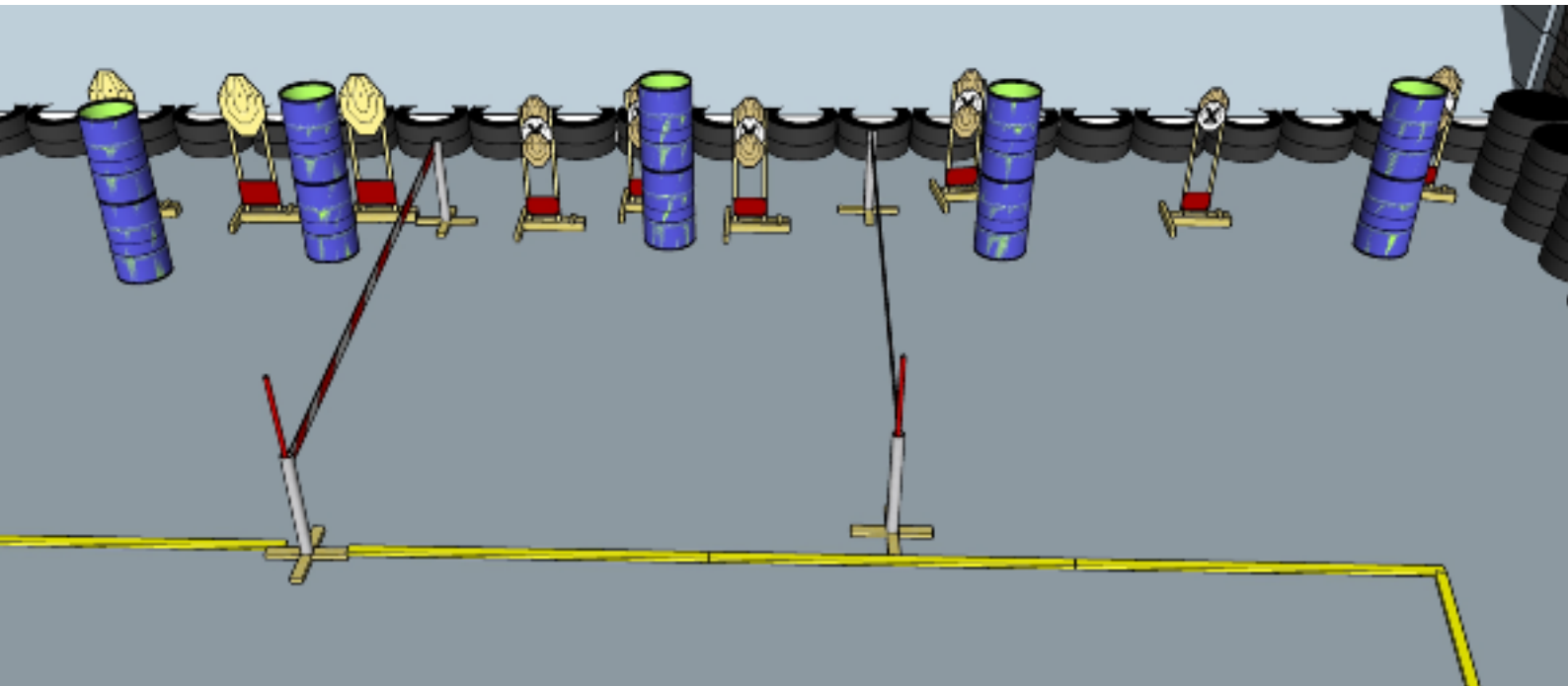
## 5. Don't be hasty



CoF	Comstock - Short	Points	50 p
Targets	5 paper, 3 no-shoot, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	8.06%

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. All shots must be fired from within box
Starting position	Standing in box A, riflebutt touching hip
Firearm ready condition	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, but max 20 degrees over horizontal when reloading
Setup notes	

## 6. Out of sight



CoF	Comstock - Long	Points	140 p
Targets	14 paper, 6 no-shoot, Total 14 targets	Min rounds	28
Firearm	Rifle	Match-%	22.58%

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 anywhere in demarcated area, riflebutt touching hip
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Left/right: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading