1. Stage 1

CoF	Comstock - Long	Points	150 p
Targets	15 paper, Total 15 targets	Min rounds	30
Firearm	Rifle	Match-%	23.26%

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Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline, Red/white tape = walls extending up/down to infinity.
Starting position	Left corner as shown by the RO
Firearm ready condition	Rifle option 1 at hip level facing downrange
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: mark, end of building, right: 90deg when facing berm - wooden box on ground, vertical: top of berm, horizontal when reloading
Setup notes	

2. Stage 2
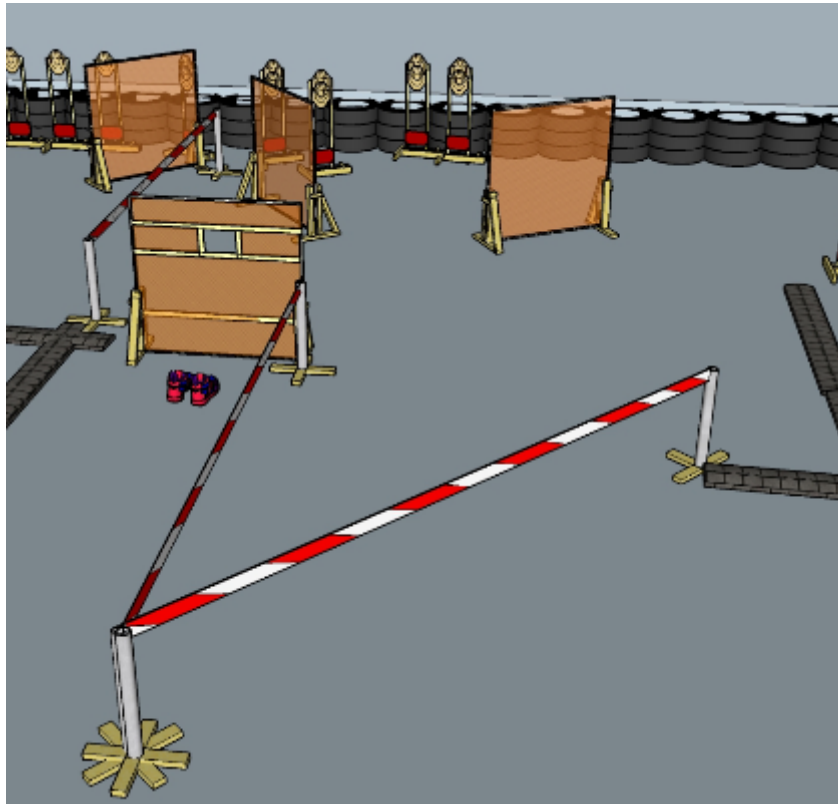
CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Rifle	Match-%	12.40%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline, Red/white tape = walls extending up/down to infinity.
Starting position	As shown by the RO
Firearm ready condition	Rifle option 1 at hip level facing downrange
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: mark, end of building, right: 90deg when facing berm - wooden box on ground, vertical: top of berm, horizontal when reloading
Setup notes	

3. Stage 3
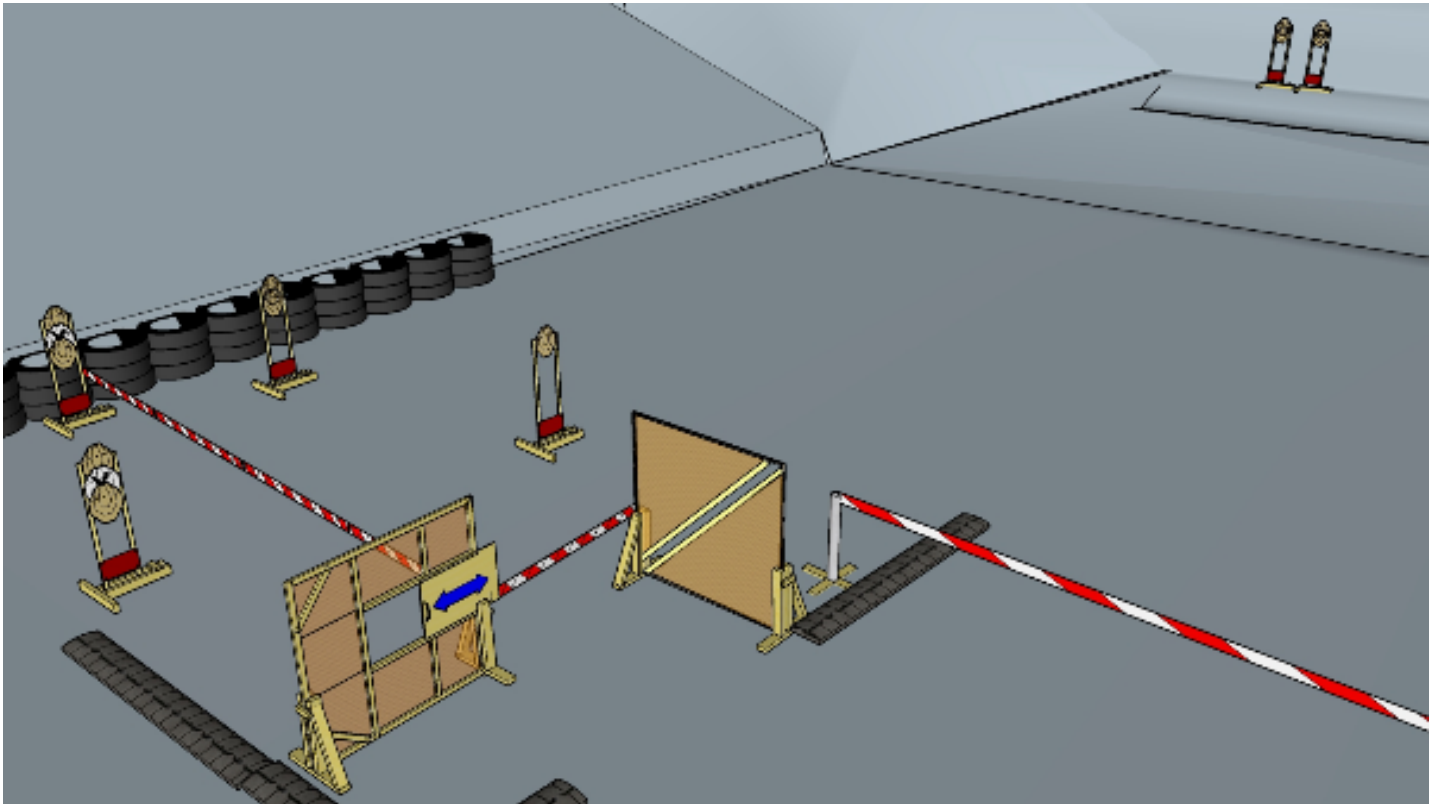
CoF	Comstock - Long	Points	110 p
Targets	11 paper, 2 no-shoot, Total 11 targets	Min rounds	22
Firearm	Rifle	Match-%	17.05%

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Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline, Red/white tape = walls extending up/down to infinity.
Starting position	Anywhere
Firearm ready condition	Rifle option 1 at hip level facing downrange
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: mark, end of building, right: 90deg when facing berm - wooden box on ground, vertical: top of berm, horizontal when reloading. Left/right 90 degree when facing long berm.
Setup notes	

4. Stage 4

CoF	Comstock - Medium	Points	75 p
Targets	5 paper, 5 plates, 2 no-shoot, Total 10 targets	Min rounds	15
Firearm	Rifle	Match-%	11.63%

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Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline, Red/white tape = walls extending up/down to infinity. Steel must fall to score
Starting position	As shown by the RO
Firearm ready condition	Rifle option 3 on table.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left corner (wodden box), right 90 deg, vertical: top of berm (logs), horizontal when reloading
Setup notes	

5. Stage 5
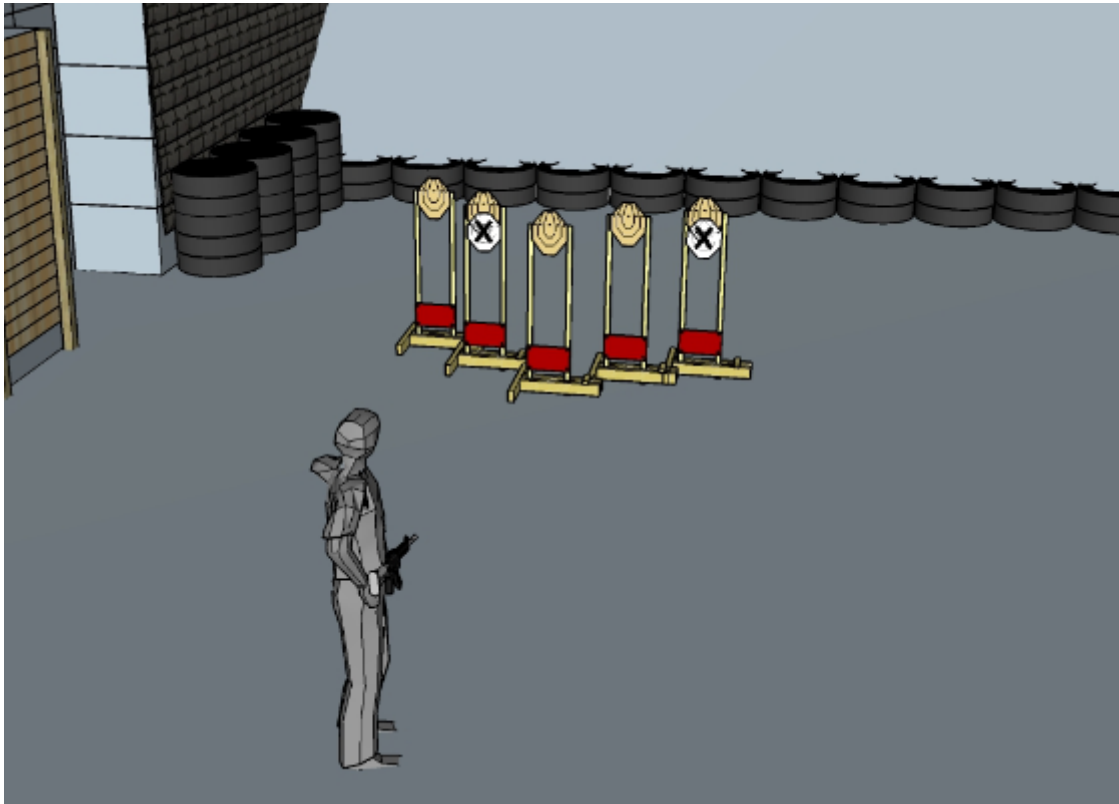
CoF	Comstock - Short	Points	50 p
Targets	5 paper, 2 no-shoot, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	7.75%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline, Red/white tape = walls extending up/down to infinity.
Starting position	As shown by the RO
Firearm ready condition	Rifle option 1 at hip level facing downrange
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, horizontal when reloading
Setup notes	

6. Stage 6
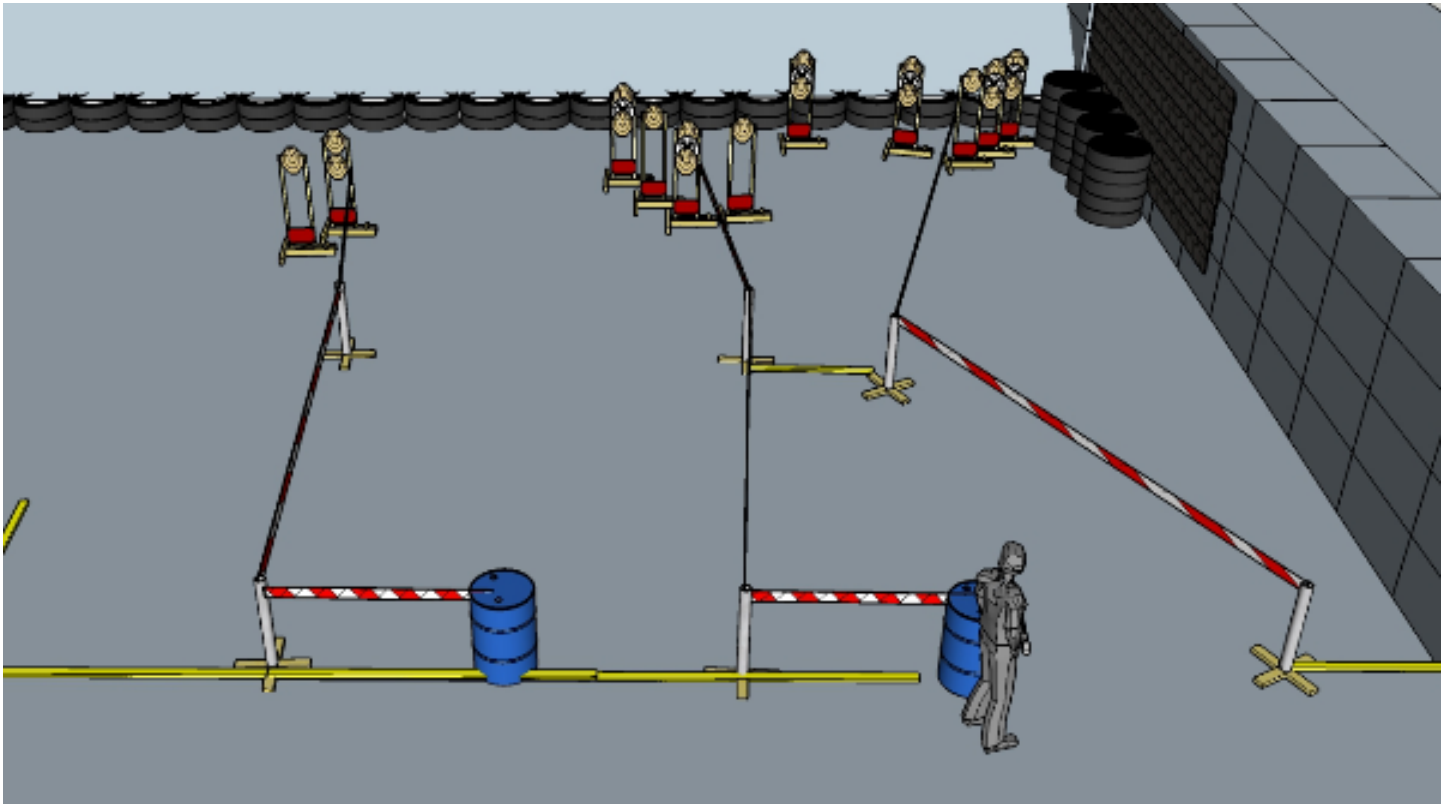
CoF	Comstock - Long	Points	180 p
Targets	18 paper, 6 no-shoot, Total 18 targets	Min rounds	36
Firearm	Rifle	Match-%	27.91%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline, Red/white tape = walls extending up/down to infinity.
Starting position	As shown by the RO
Firearm ready condition	Rifle option 1 at hip level facing downrange
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, horizontal when reloading
Setup notes	