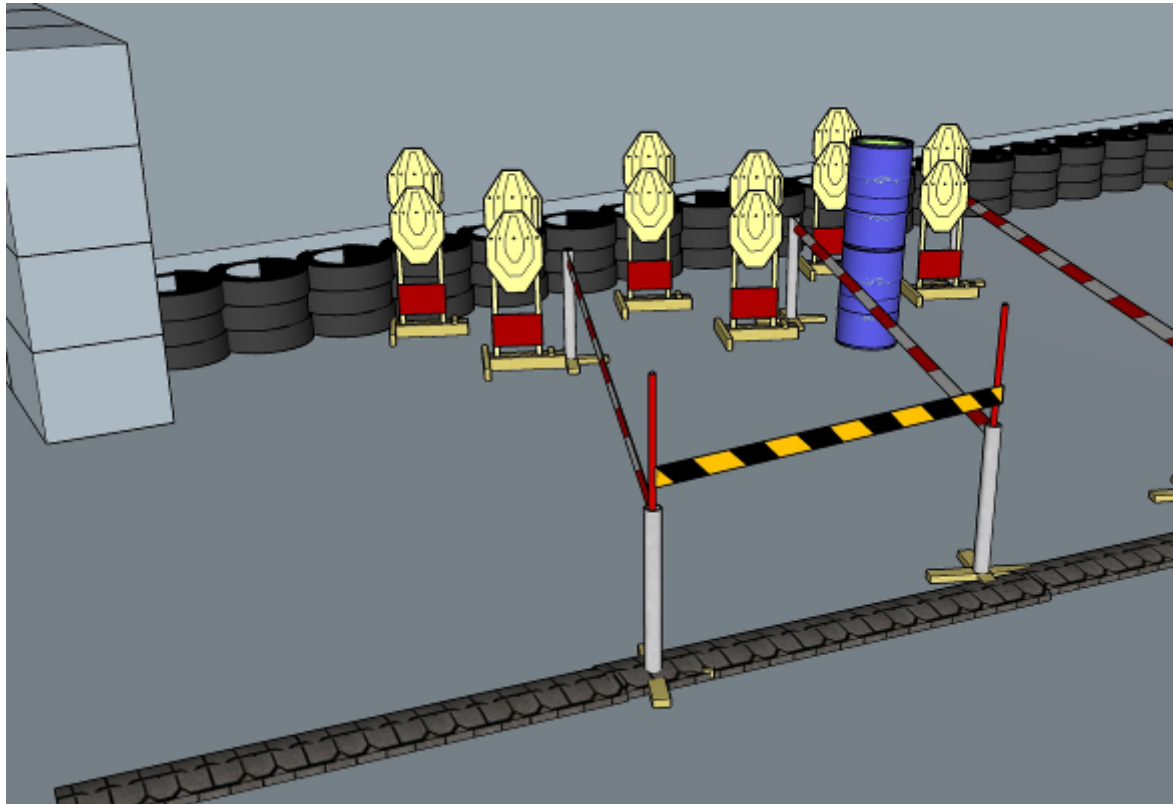


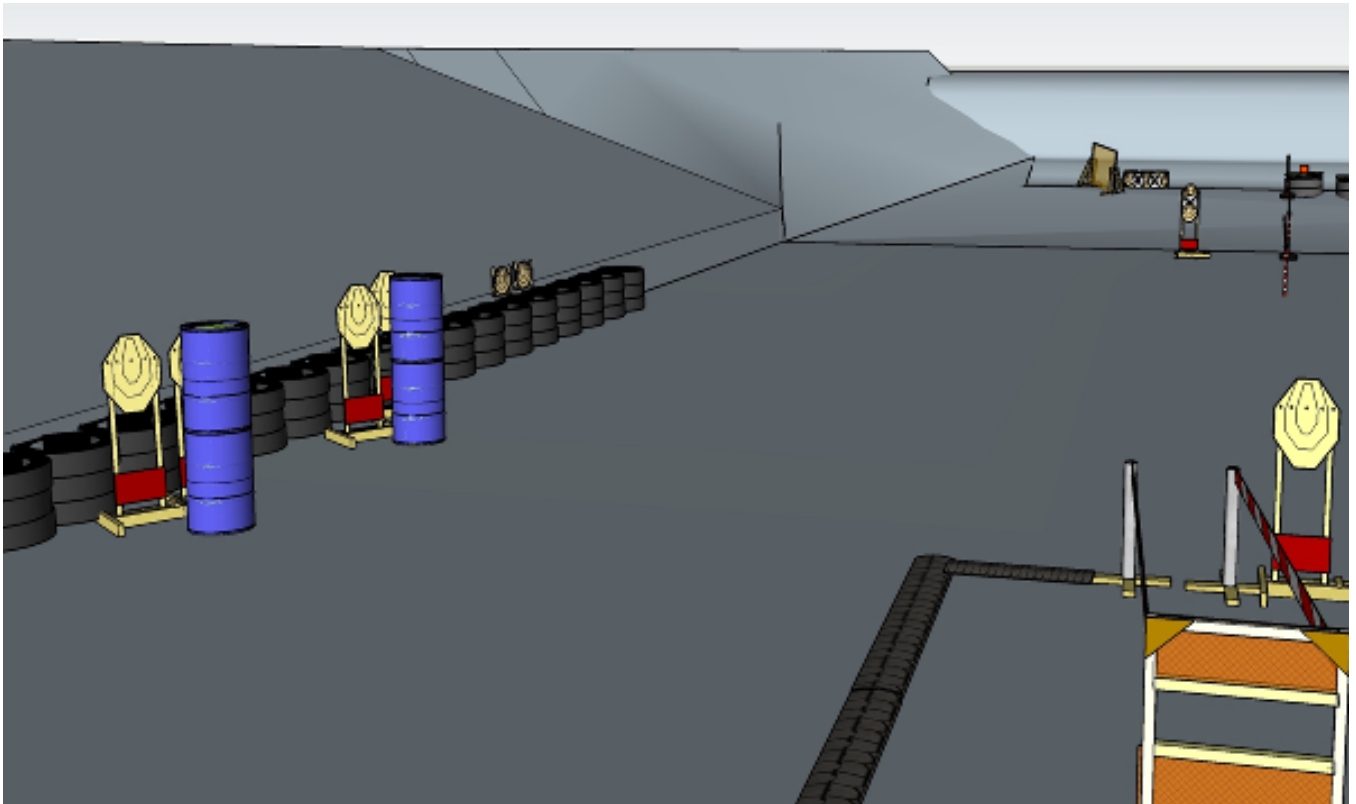
1. A New Hope



CoF	Comstock - Long	Points	120 p
Targets	12 paper, Total 12 targets	Min rounds	24
Firearm	Rifle	Match-%	18.75%

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. Yellow/black tape = Shooting ONLY allowed UNDER tape
Starting position	Loaded, butt on hip anywhere in demarcated area
Firearm ready condition	1
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, vertical: top of berm, horizontal when reloading
Setup notes	

2. The Empire Strikes Back



CoF	Comstock - Long	Points	120 p
Targets	12 paper, 3 no-shoot, Total 12 targets	Min rounds	24
Firearm	Rifle	Match-%	18.75%

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	Rifle option 1 at hip level facing downrange anywhere in demarcated area
Firearm ready condition	1
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 small berm and start of road when facing long berm, vertical: top of berm, horizontal when reloading
Setup notes	

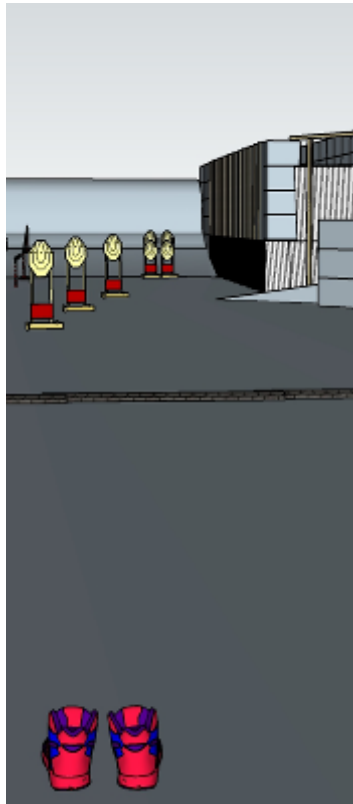
3. Return of the Jedi



CoF	Comstock - Medium	Points	60 p
Targets	3 paper, 2 popper, 4 plates, Total 9 targets	Min rounds	12
Firearm	Rifle	Match-%	9.38%

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	Rifle option 2 at hip level 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: mark on building, right where road ends (wall), vertical: top of berm (logs), horizontal when reloading
Setup notes	

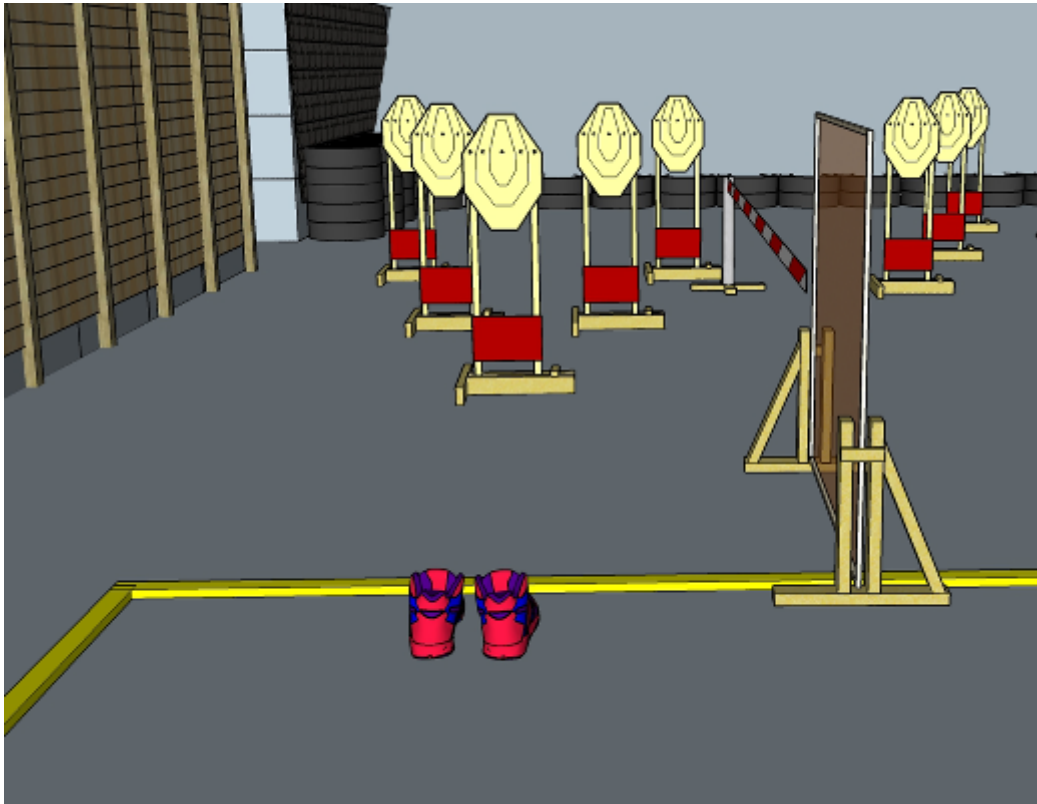
4. The Phantom Menace



CoF	Comstock - Medium	Points	70 p
Targets	7 paper, Total 7 targets	Min rounds	14
Firearm	Rifle	Match-%	10.94%

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	Rifle option 1 at hip level facing downrange next to area in stage 3 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	Same as stage 3		
Setup notes			

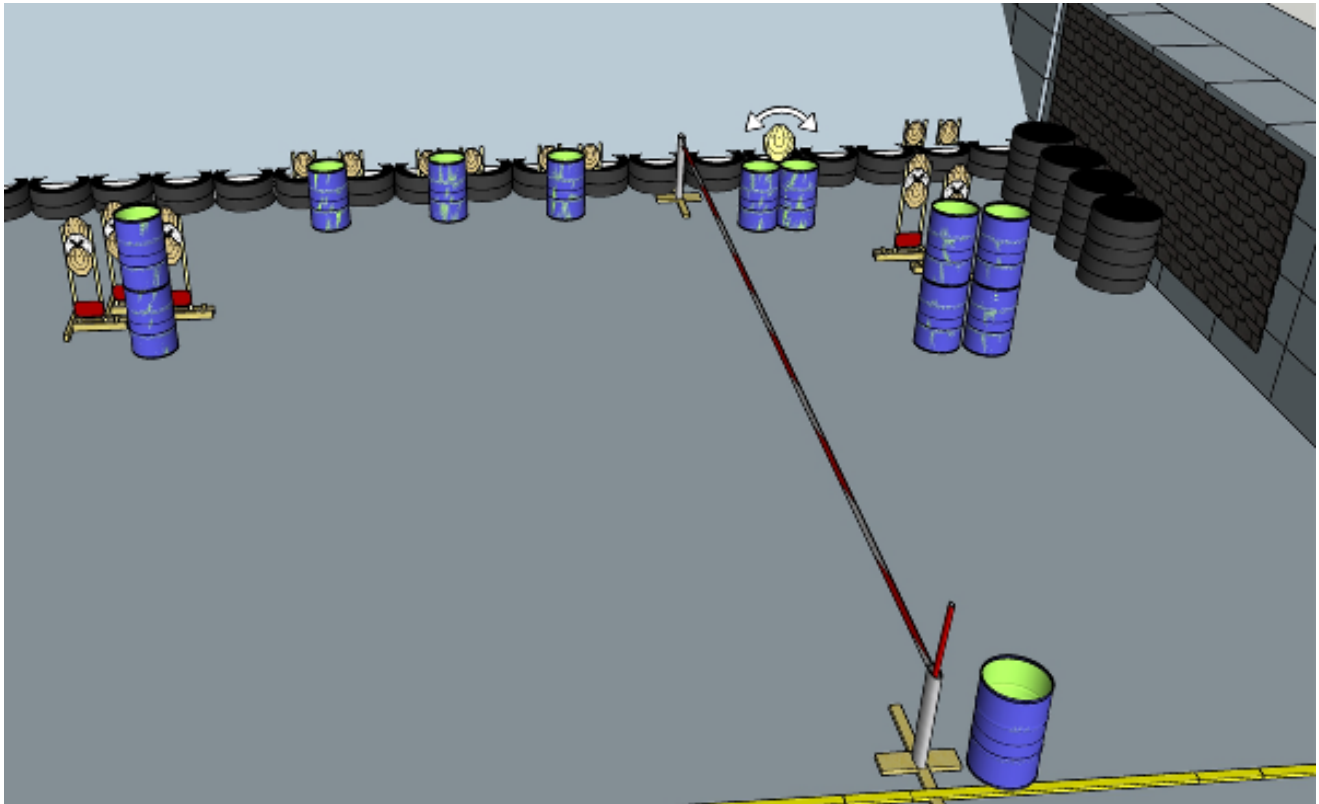
5. Attack of the Clones



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Rifle	Match-%	12.50%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity		
Starting position	Rifle option 1 at hip level facing downrange, toes touching faultline as demonstrated by RO (orange marks)		
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, horizontal when reloading		
Setup notes			

6. Revenge of the Sith



CoF	Comstock - Long	Points	190 p
Targets	19 paper, 5 no-shoot, Total 19 targets	Min rounds	38
Firearm	Rifle	Match-%	29.69%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity
Starting position	Rifle option 1 at hip level facing downrange anywhere in demarcated area
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, horizontal when reloading
Setup notes	