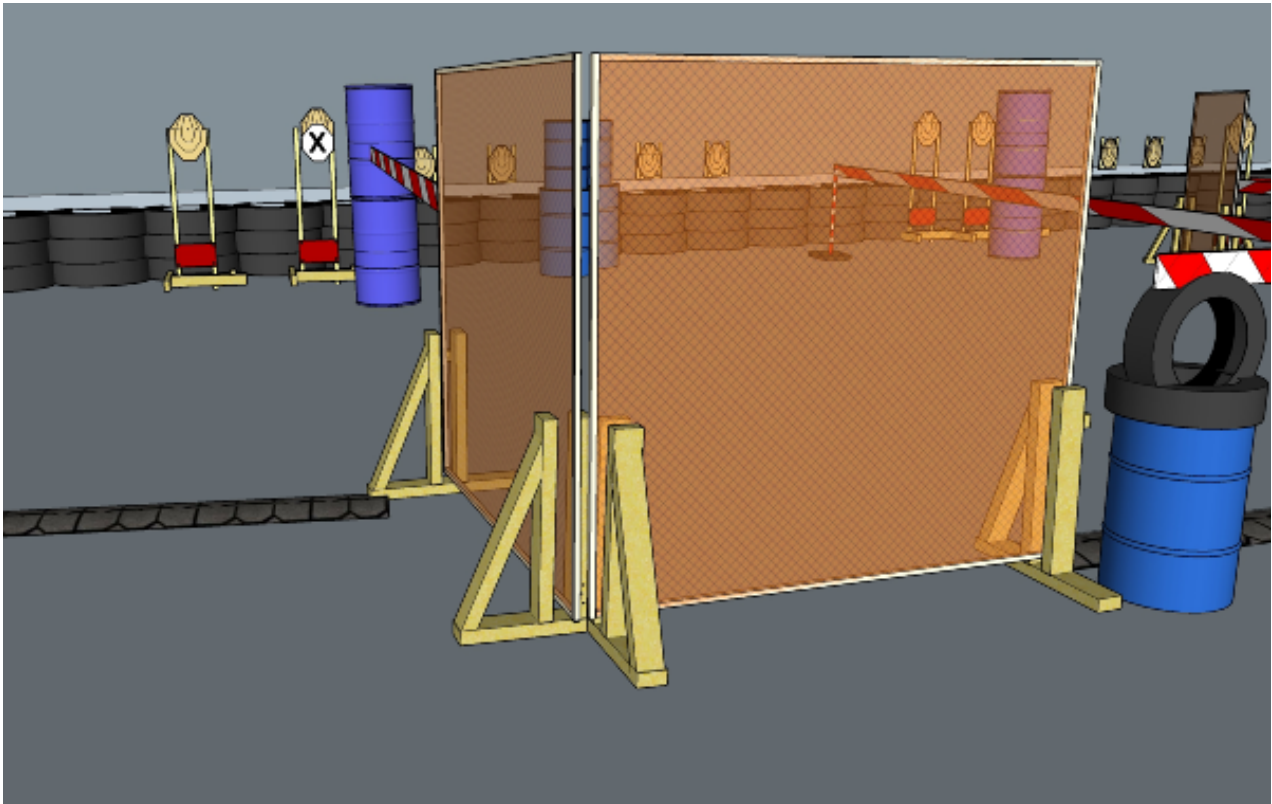


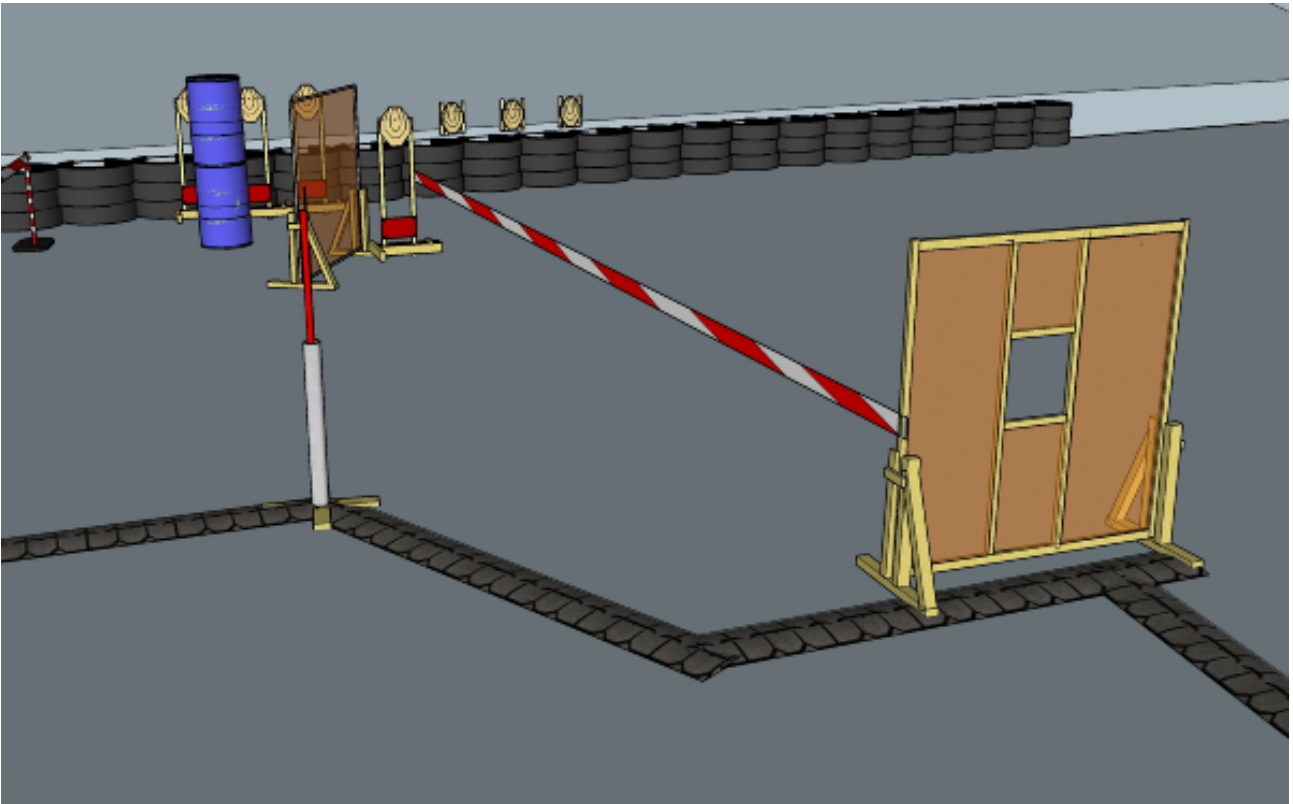
# 1. Through and through



CoF	Comstock - Medium	Points	70 p
Targets	7 paper, 1 no-shoot, Total 7 targets	Min rounds	14
Firearm	Rifle	Match-%	15.38%

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. Shots to right of wall must be fired through apertures
Starting position	Standing anywhere in demarcated area, butt of rifle on hip
Firearm ready condition	2
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Color on wall, R: 90deg when facing berm/wooden box, V: top of berm, but 20 degrees over horizontal when reloading
Setup notes	

## 2. The inbetween



CoF	Comstock - Medium	Points	70 p
Targets	7 paper, Total 7 targets	Min rounds	14
Firearm	Rifle	Match-%	15.38%

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. Tirethreads on ground = faultline
Starting position	Standing 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	L: Color on wall, R: 90deg when facing berm/wooden box, V: top of berm, but 20 degrees over horizontal when reloading
Setup notes	

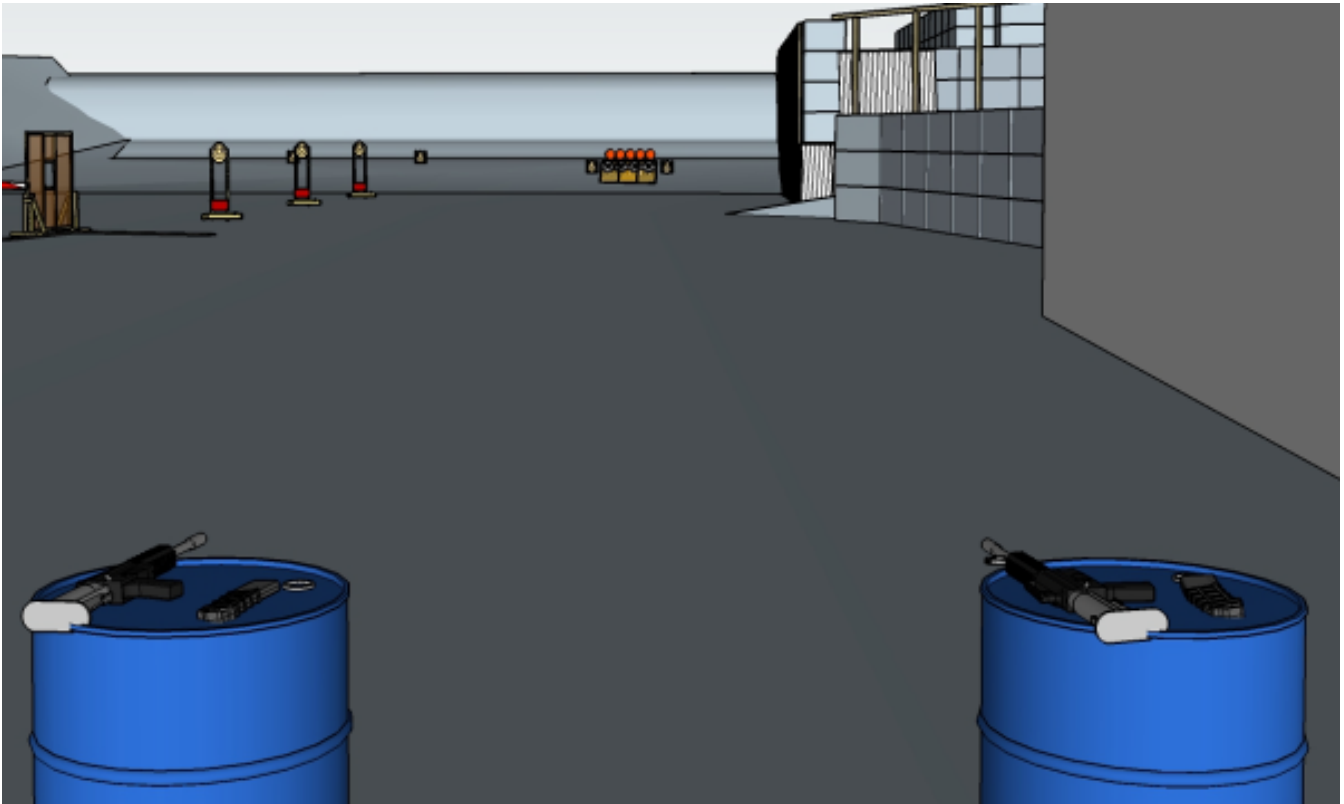
### 3. 3 in a row, 2 across



CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	10.99%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. All shots must be fired from within box
Starting position	Standing in box, butt of rifle on hip
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Wooden box on ground, R: Wall when facing berm to end of wall/road start, V: Top of berm, 20 degrees over horizontal when reloading
Setup notes	

## 4. Rack 'em down



CoF	Comstock - Short	Points	45 p
Targets	2 paper, 5 popper, 5 no-shoot, Total 7 targets	Min rounds	9
Firearm	Rifle	Match-%	9.89%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Rifle and first magazine to be used on opposite barrels
Starting position	Standing between barrels
Firearm ready condition	3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Wooden box on ground, R: Wall when facing berm to end of wall/road start, V: Top of berm, 20 degrees over horizontal when reloading
Setup notes	

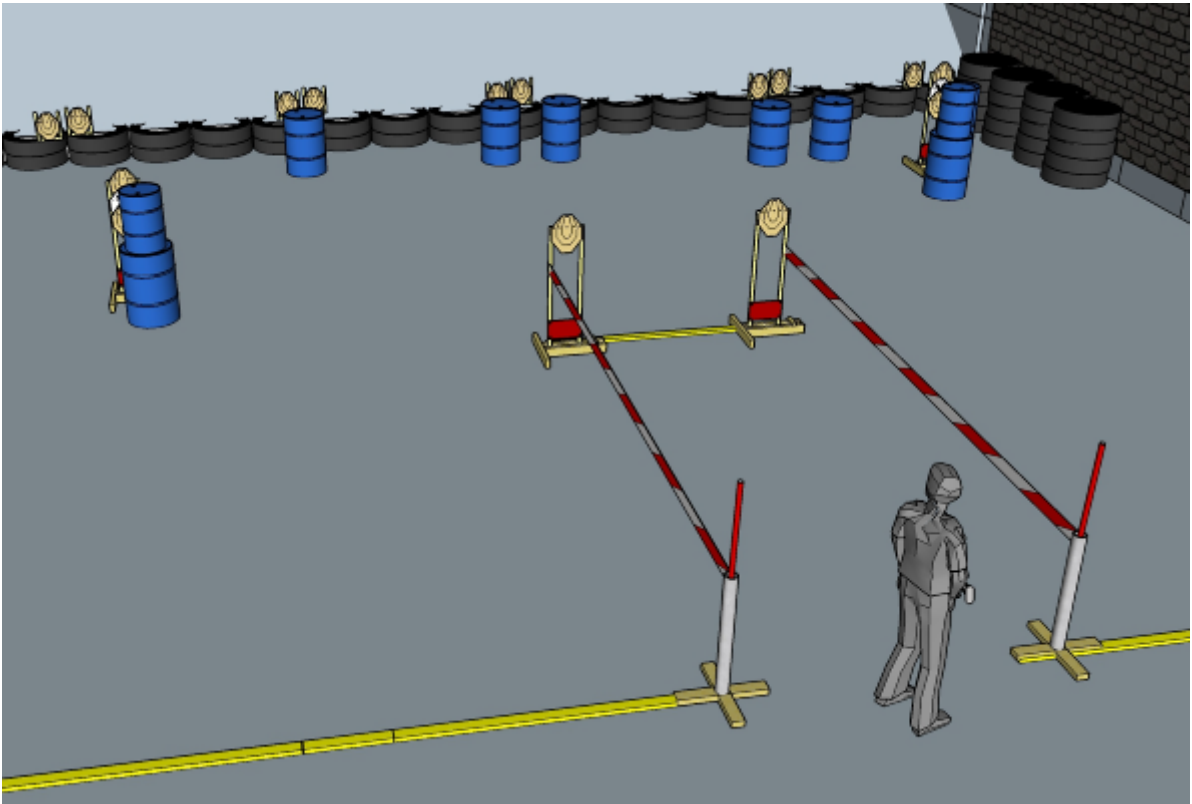
## 5. Step to the side



CoF	Comstock - Medium	Points	70 p
Targets	7 paper, 2 no-shoot, Total 7 targets	Min rounds	14
Firearm	Rifle	Match-%	15.38%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity.
Starting position	Standing anywhere in demarcated area, butt of rifle on hip
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	

## 6. Walk, run or jog



CoF	Comstock - Long	Points	150 p
Targets	15 paper, 2 no-shoot, Total 15 targets	Min rounds	30
Firearm	Rifle	Match-%	32.97%

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	In center between tape-wall-sticks (as demoed by RO)
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	