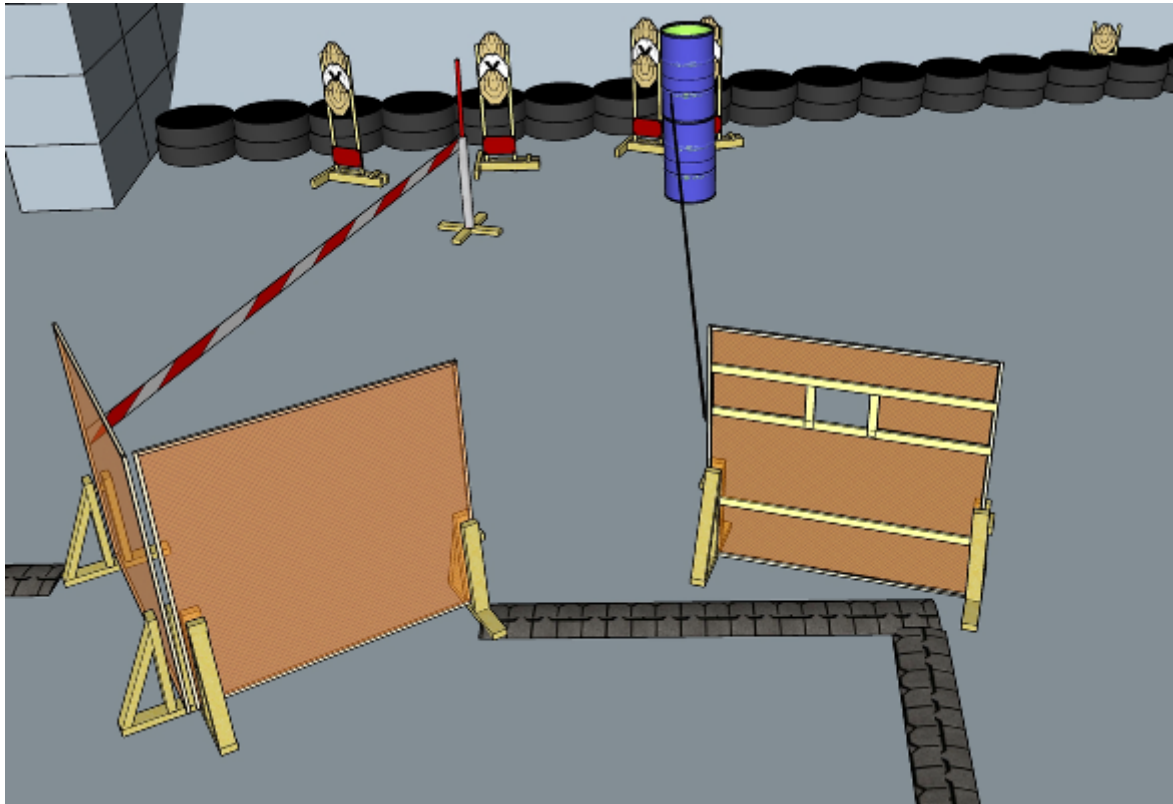


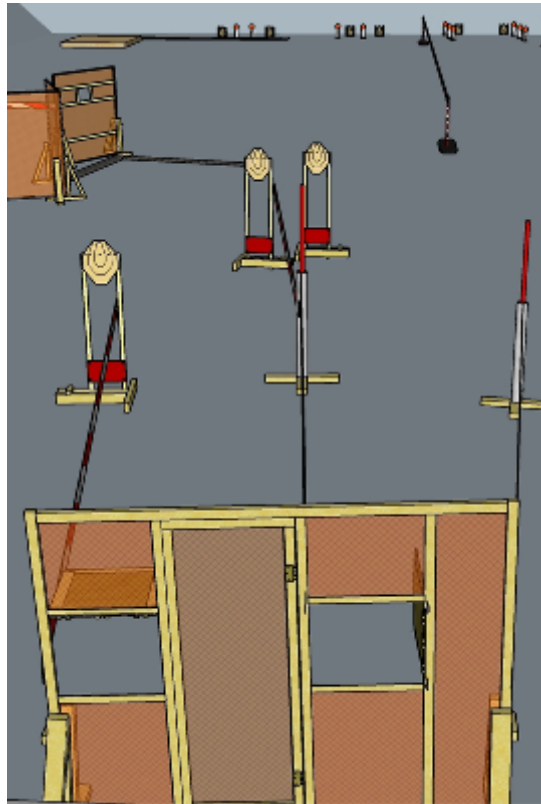
1. Choose well



CoF	Comstock - Medium	Points	90 p
Targets	9 paper, 4 no-shoot, Total 9 targets	Min rounds	18
Firearm	Rifle	Match-%	17.65%

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	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			

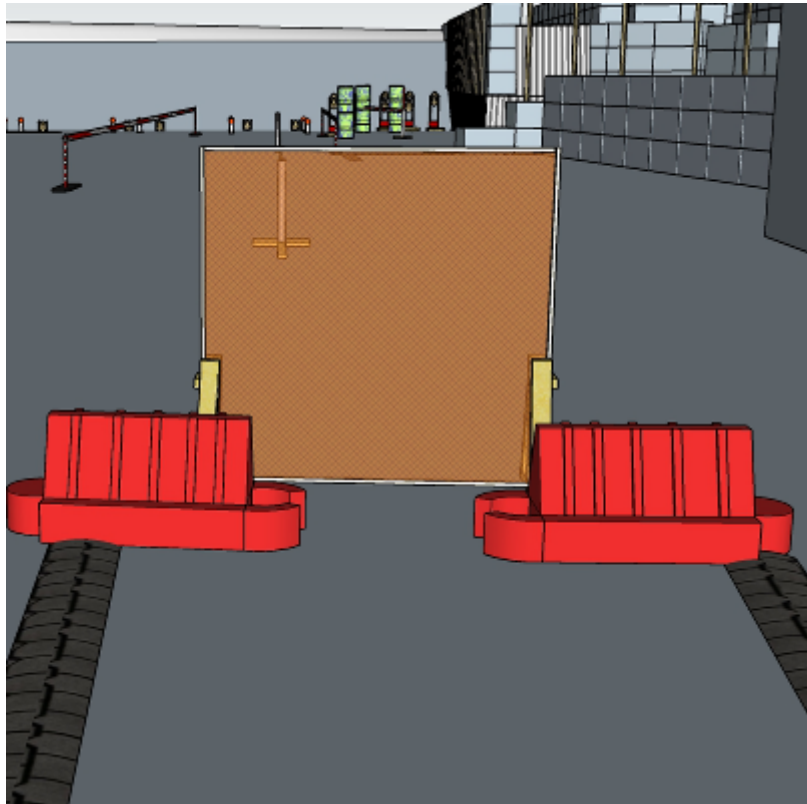
2. Outside and inside



CoF	Comstock - Medium	Points	90 p
Targets	7 paper, 4 popper, Total 11 targets	Min rounds	18
Firearm	Rifle	Match-%	17.65%

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	Center of wall/behind door		
Firearm ready condition	1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Left/right: edge of building when facing berm, vertical, back mark on wall (right): top of berm (logs), horizontal when reloading		
Setup notes			

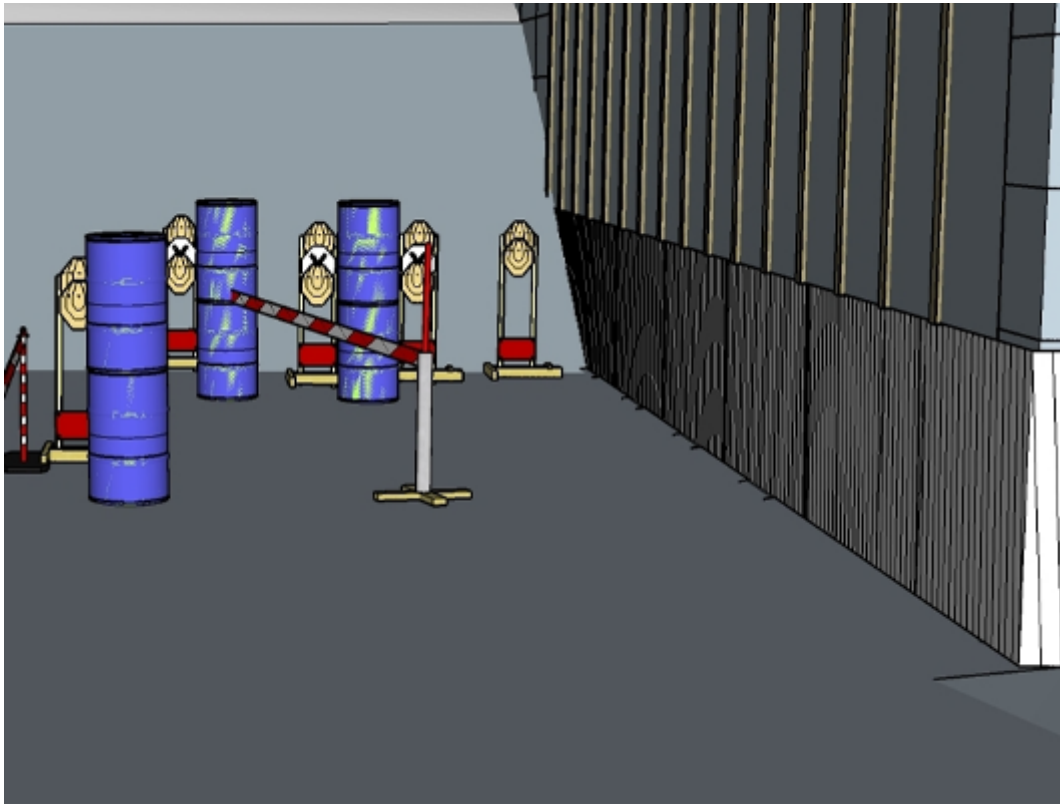
3. Get down or stand up



CoF	Comstock - Short	Points	50 p
Targets	2 paper, 6 popper, Total 8 targets	Min rounds	10
Firearm	Rifle	Match-%	9.80%

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. Allowed to rest rifle on barriers
Starting position	Between barriers
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: edge of building, mark on wall when facing berm, vertical: top of berm (logs), horizontal when reloading
Setup notes	

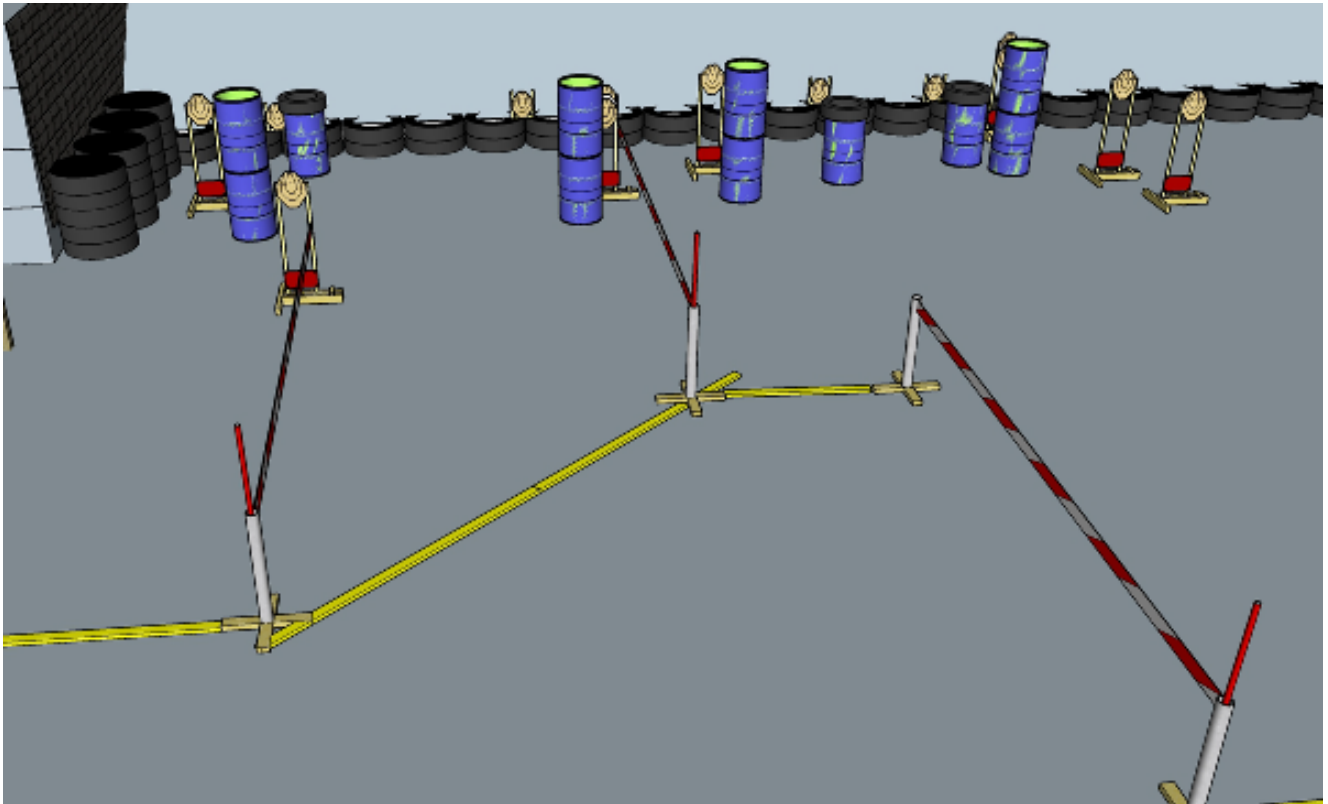
4. Yeah, you see it from both sides



CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 3 no-shoot, Total 10 targets	Min rounds	20
Firearm	Rifle	Match-%	19.61%

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	2		
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), horizontal when reloading		
Setup notes			

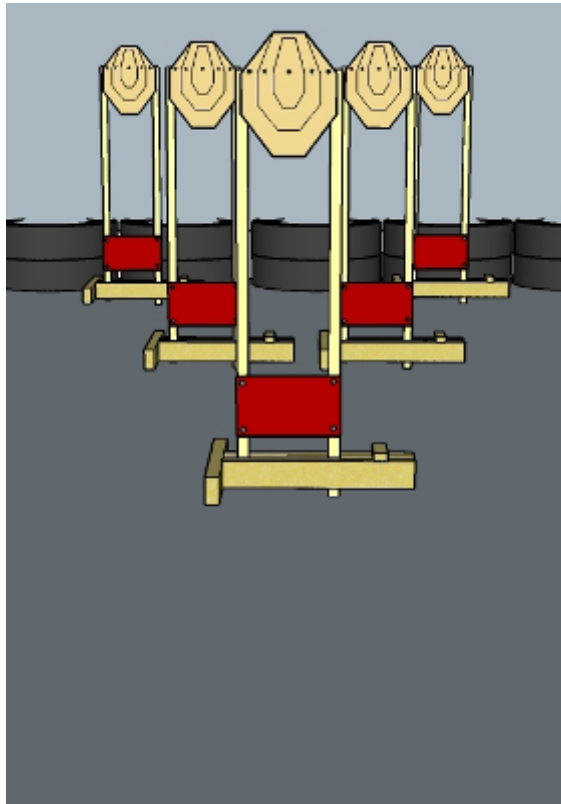
5. Inside, outside, livin la vida loca



CoF	Comstock - Long	Points	130 p
Targets	13 paper, 2 no-shoot, Total 13 targets	Min rounds	26
Firearm	Rifle	Match-%	25.49%

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	Anywhere
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. II Tempo Gigante



CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	9.80%

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 box		
Starting position	Standing in box		
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			