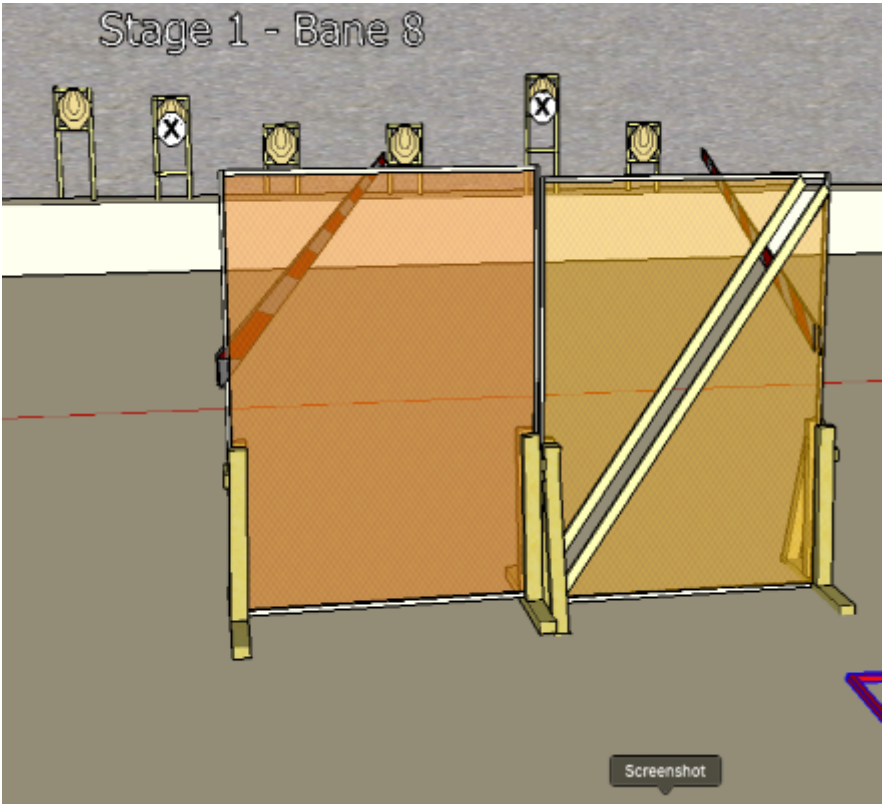
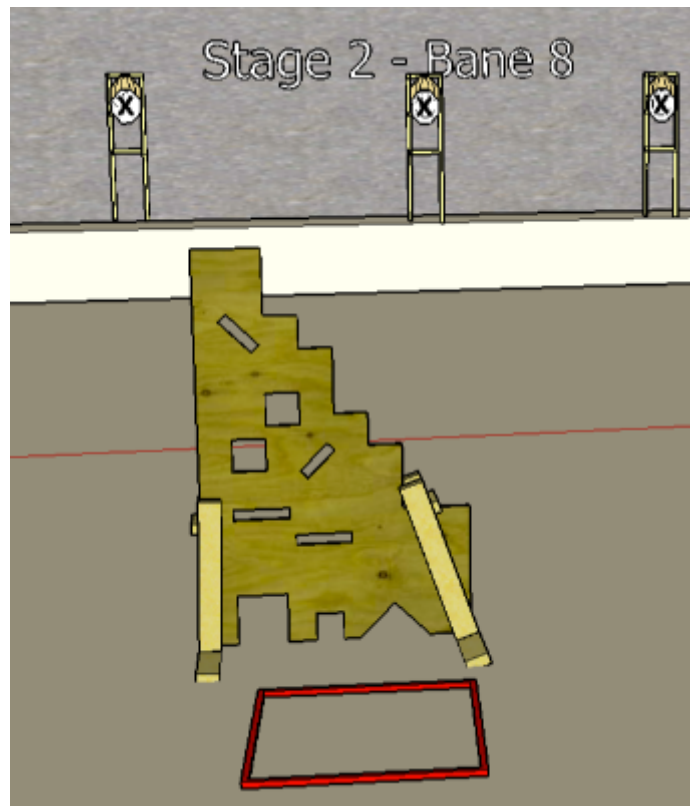


1. Enter The Wolf's Lair



CoF	Comstock - Medium	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Rifle	Match-%	13.64%
Procedure	Engage targets as they become visible within the remarked area. Red and white tape = walls extending up to infinity.		
Starting position	Start in box facing downrange		
Firearm ready condition	Option 3		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R markers on range, TOP - below top of berm		
Setup notes			

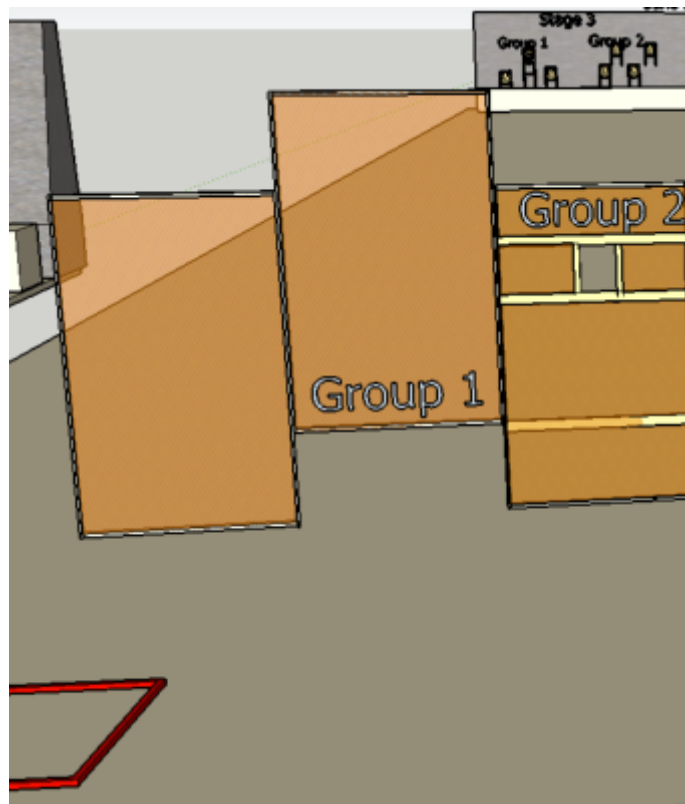
2. Close Encounter Of The Wolf Kind



CoF	Comstock - Short	Points	30 p
Targets	3 paper, 3 no-shoot, Total 3 targets	Min rounds	6
Firearm	Rifle	Match-%	6.82%

Procedure	Engage targets as they become visible within the remarked area. only allowed to engage one target pr hole in the wall. Red and white tape = walls extending up to infinity.		
Starting position	Start in box facing downrange		
Firearm ready condition	Option 1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R markers on range, TOP - below top of berm		
Setup notes			

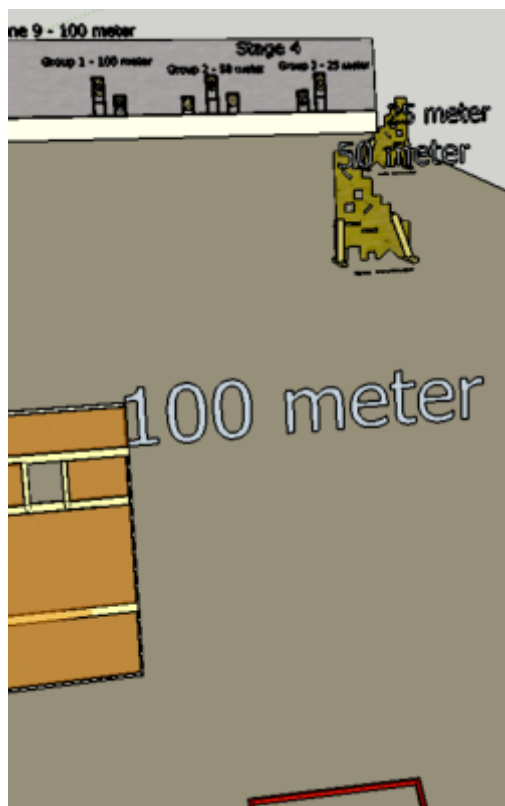
3. Full Moon And Silver Bullets Requir



CoF	Comstock - Medium	Points	70 p
Targets	7 paper, 1 no-shoot, Total 7 targets	Min rounds	14
Firearm	Rifle	Match-%	15.91%

Procedure	Engage targets as they become visible within the remarked area. Target group 1 from position 1, target group 2 from position 2. Red and white tape = walls extending up to infinity.		
Starting position	Start in box facing downrange		
Firearm ready condition	Option 1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R markers on range, TOP - below top of berm		
Setup notes			

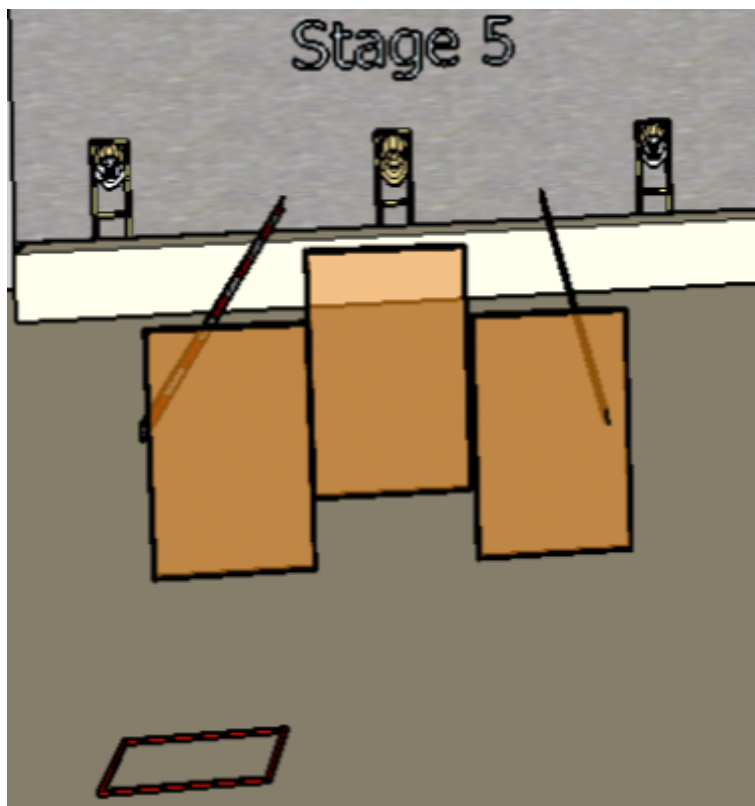
4. The Werewolf Is Coming



CoF	Comstock - Medium	Points	90 p
Targets	9 paper, 3 no-shoot, Total 9 targets	Min rounds	18
Firearm	Rifle	Match-%	20.45%

Procedure	Engage targets as they become visible within the remarked area. target group 1 at 100 meters, target group 2 at 50 meters and Target group 3 and 25 meters. The targets must be shot thru the aperture's. Red and white tape = walls extending up to infinity.
Starting position	Start in box facing downrange
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R markers on range, TOP - below top of berm
Setup notes	

5. The Wolves Are Howling In The Night



CoF	Comstock - Short	Points	40 p
Targets	4 paper, 2 no-shoot, Total 4 targets	Min rounds	8
Firearm	Rifle	Match-%	9.09%

Procedure	Engage targets as they become visible within the remarked area. Red and white tape = walls extending up to infinity.
Starting position	Start in box facing downrange
Firearm ready condition	Option 3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R markers on range, TOP - below top of berm
Setup notes	

6. Exit the Wolf's Lair



CoF	Comstock - Long	Points	150 p
Targets	15 paper, 5 no-shoot, Total 15 targets	Min rounds	30
Firearm	Rifle	Match-%	34.09%

Procedure	Engage targets as they become visible within the remarked area. Targets outside of the tree boxes must be shot from box A. After leaving box A targets outside of boxes can not be engaged. Red and white tape = walls extending up to infinity.		
Starting position	Start in box facing downrange		
Firearm ready condition	Option 1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R markers on range, TOP - below top of berm		
Setup notes			