

# 1. Area 1 - Stage 1

No image

CoF	Comstock - Short	Points	40 p
Targets	4 paper, 4 no-shoot, Total 4 targets	Min rounds	8
Firearm	Rifle	Match-%	10.00%

Procedure	On audible signal, engage all targets from within the demarcated area.
Starting position	Standing in the demarcated area, rifle held at hip-level
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Uses array 1-1. Wall (hard cover with opening at the bottom ahead of the starting position), fault line about 25 meters to the right, offering the shooter two shooting positions. Wall at the left and right of the array.

## 2. Area 1 - Stage 2

No image

CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Rifle	Match-%	10.00%

Procedure	On audible signal, engage all targets from within the demarcated area
Starting position	Standing in the demarcated area, rifle held at hip-level
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Uses arrays 1-2

### 3. Area 1 - Stage 3

No image

CoF	Comstock - Long	Points	110 p
Targets	11 paper, 4 no-shoot, Total 11 targets	Min rounds	22
Firearm	Rifle	Match-%	27.50%

Procedure	On audible signal, engage all targets from within the demarcated area
Starting position	Standing in the demarcated area, rifle held at hip-level
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Uses arrays 1-1 to 1-3. Wall between Arrays 1-1 and 1-2. Fault line running along the lane to the right.

## 4. Area 2 - Stage 1

No image

CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	12.50%

Procedure	On audible signal, engage each target, one target per position. Mandatory position change between each target. All positions must be used. All shooting must happen while the competitor physically touches a barricade.
Starting position	Rifle held at hip level, one foot touching the rear-most barricade from which one shoots
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Uses array 2-1. Four wooden czech hedgehogs, set up in a diamond pattern, five meters between hedgehog. Distance to array from closest barricade 50 meters

## 5. Area 2 - Stage 2

No image

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 3 no-shoot, Total 8 targets	Min rounds	16
Firearm	Rifle	Match-%	20.00%

Procedure	On audible signal, engage all targets from within the demarcated area. Wall going down range is sky high. Array 2-2 to be shot from behind barricade.
Starting position	Standing in the demarcated area, rifle held at hip-level
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Uses arrays 2-1 and 2-2. Wall in front of array 2-1.

## 6. Area 2 - Stage 3

No image

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 3 no-shoot, Total 8 targets	Min rounds	16
Firearm	Rifle	Match-%	20.00%

Procedure	On audible signal, engage all targets from within the demarcated area. Array 2-2 to be shot from behind barricade.
Starting position	Standing at forward fault line, heels touching mark
Firearm ready condition	Option 3 - all magazines to be placed on the concrete slab., rifle placed at the frontmost barricade (tank trap)
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Uses arrays 2-1 and 2-2