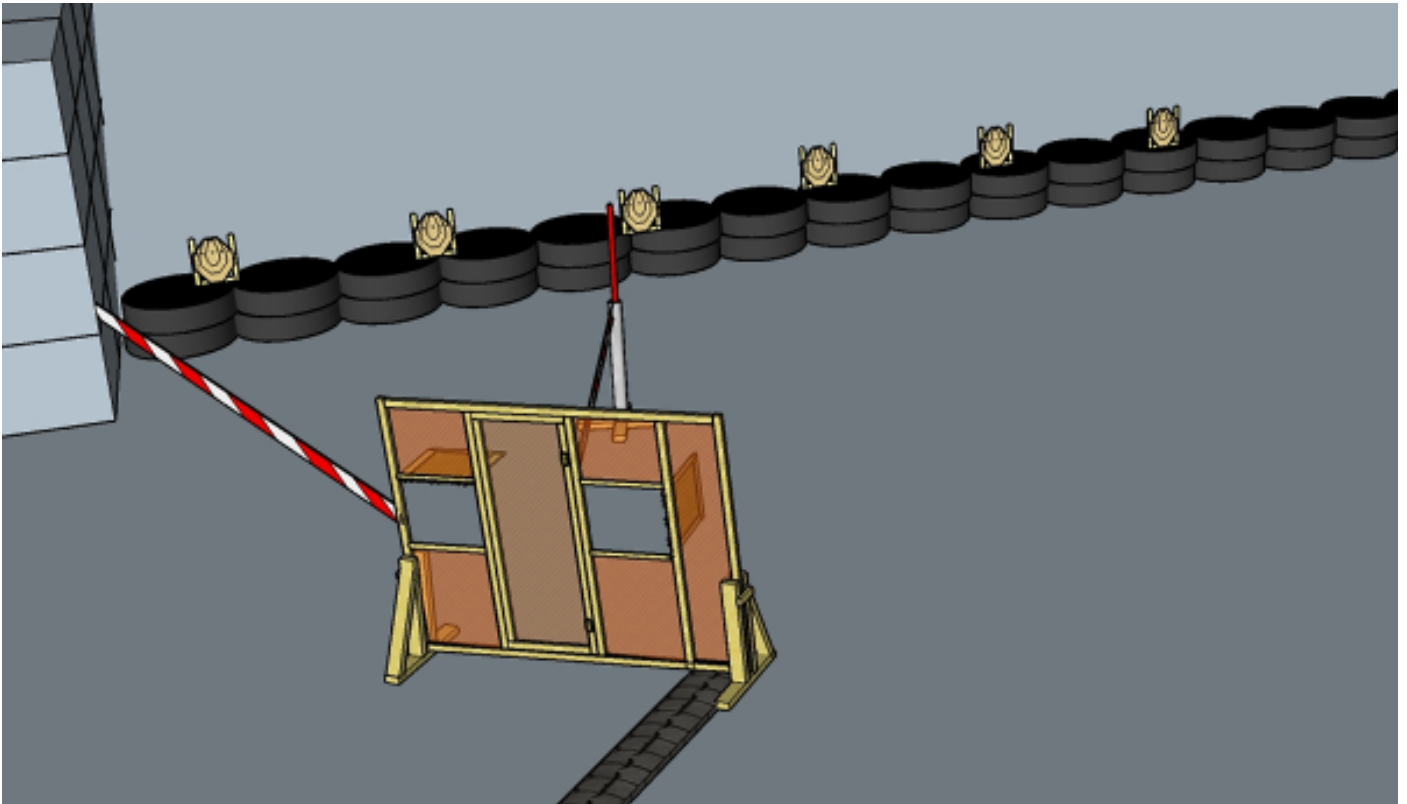


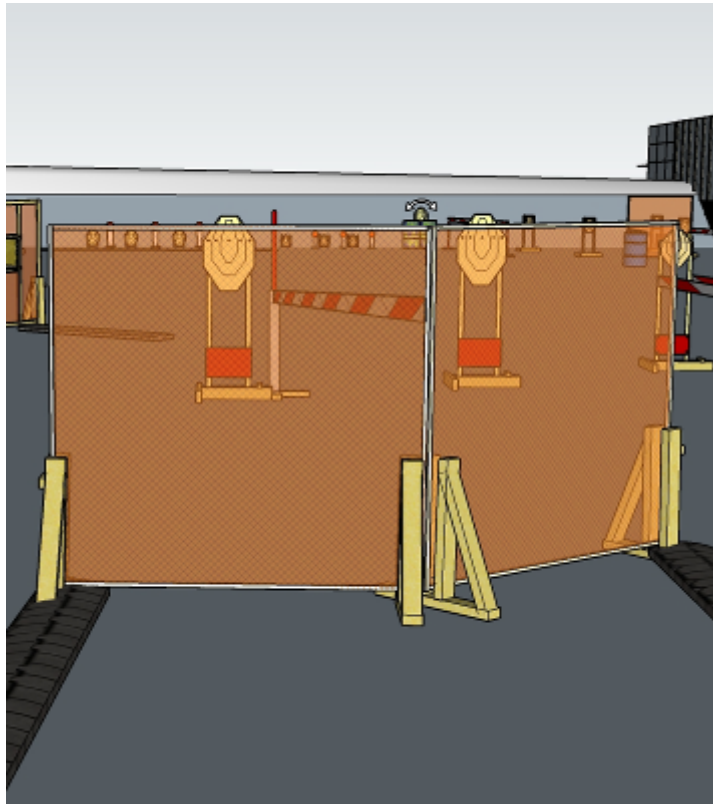
# 1. Lefts and rights



CoF	Comstock - Medium	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Rifle	Match-%	13.33%

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 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
Setup notes	

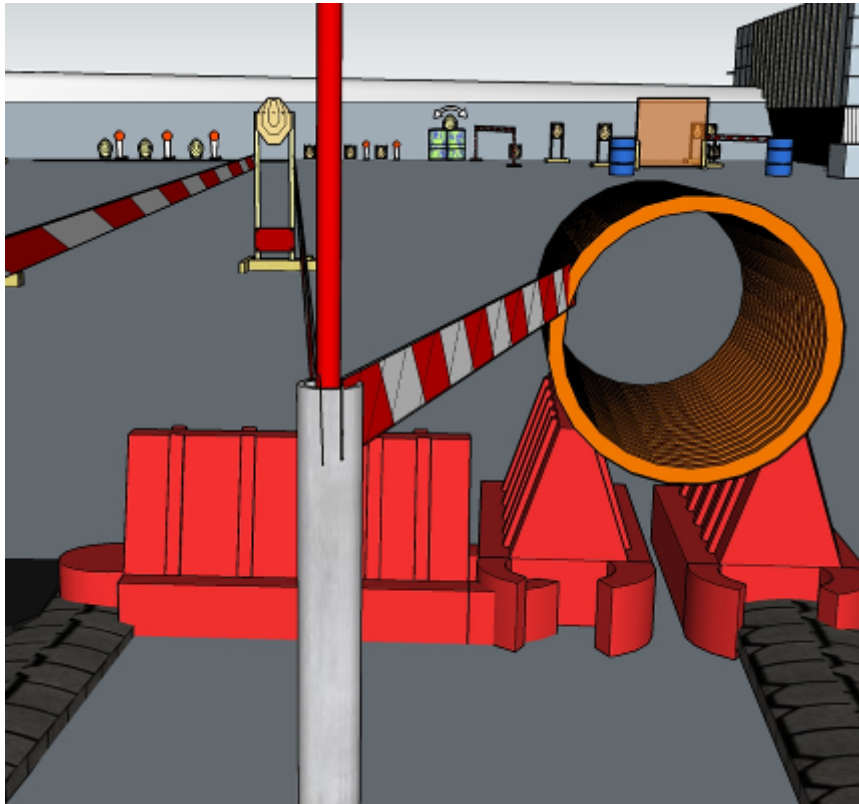
## 2. Ding ding ding



CoF	Comstock - Medium	Points	65 p
Targets	5 paper, 3 popper, Total 8 targets	Min rounds	13
Firearm	Rifle	Match-%	14.44%

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	L: Color on wall, R: mark on wall, near road, V: top of berm		
Setup notes			

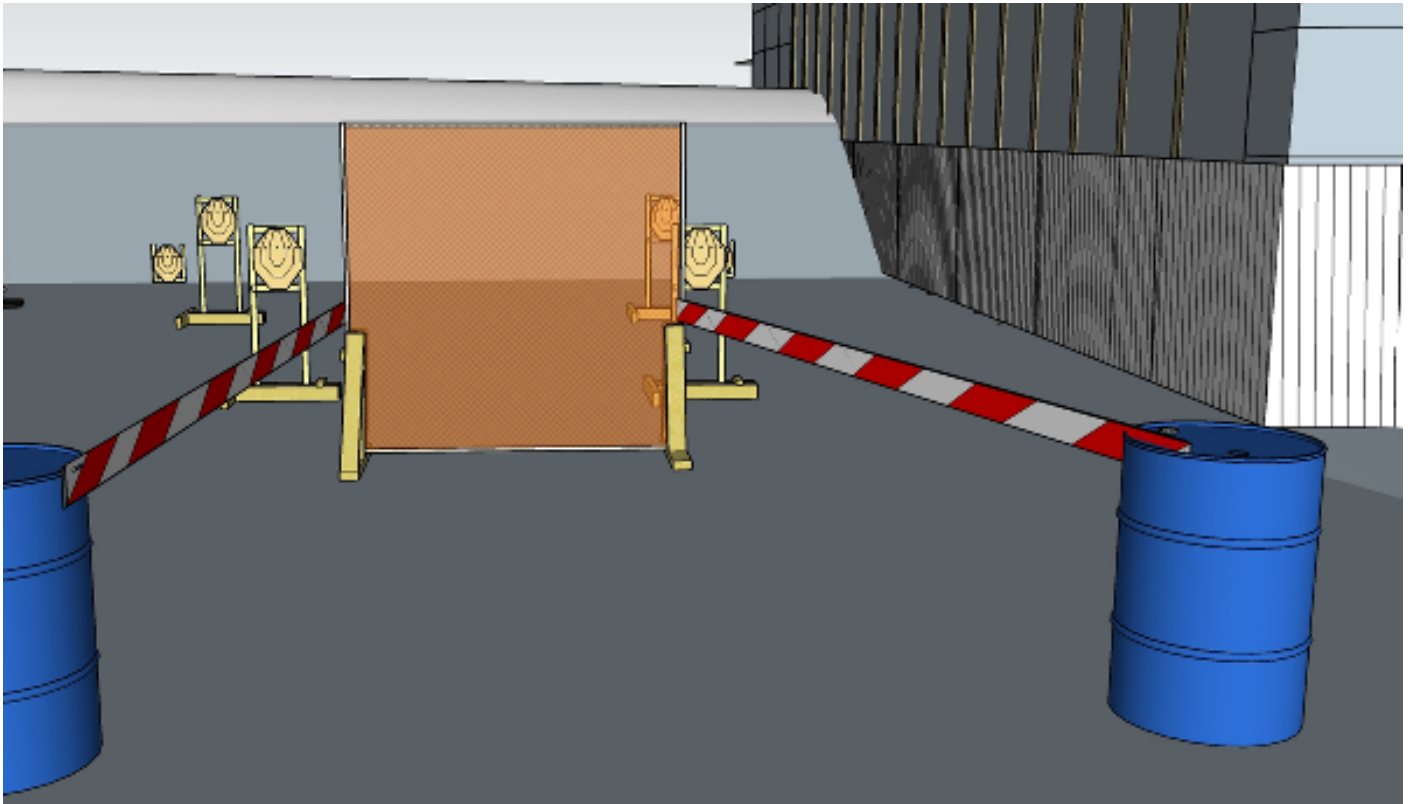
### 3. Tunnelvision



CoF	Comstock - Medium	Points	65 p
Targets	5 paper, 3 popper, Total 8 targets	Min rounds	13
Firearm	Rifle	Match-%	14.44%

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 through aperture except leftmost target		
Starting position	Anywhere		
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: mark on wall near road, V: top of berm		
Setup notes			

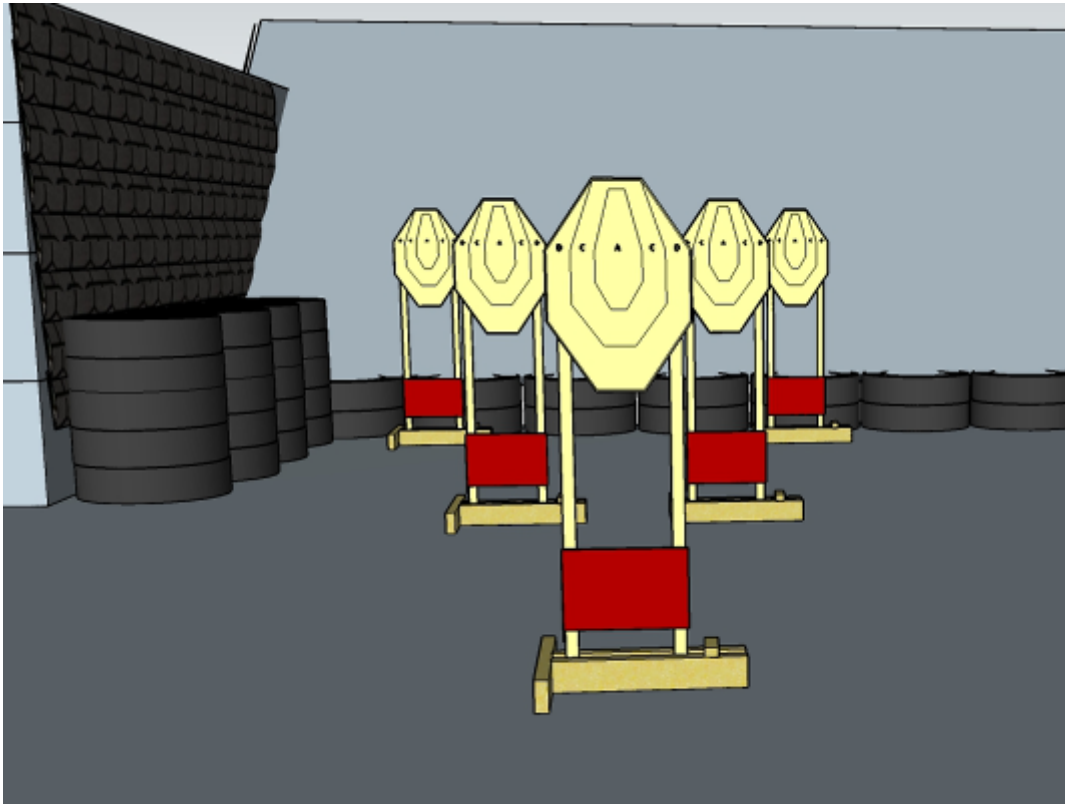
## 4. The bad touch



CoF	Comstock - Medium	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Rifle	Match-%	13.33%

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 with both elbows touching plastic-barrel
Starting position	Center of wall, rifle barrel touching wall
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
Setup notes	

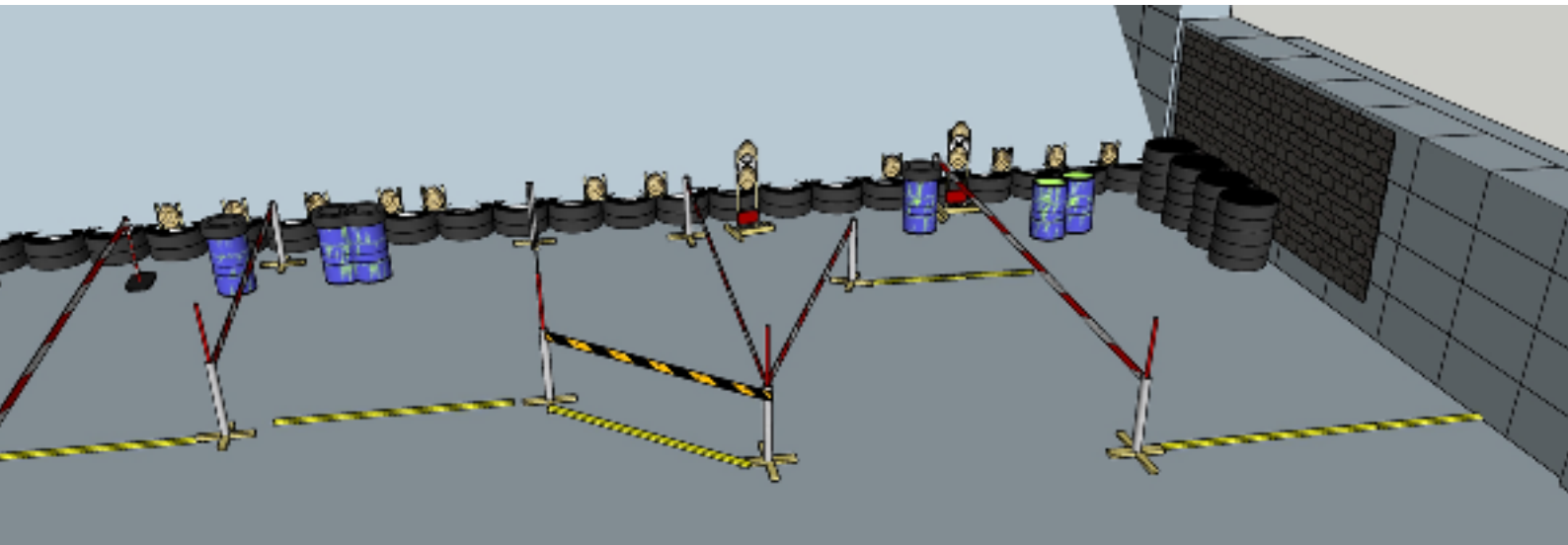
## 5. Vroom



CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	11.11%

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	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: 90deg when facing berm, vertical: top of berm		
Setup notes			

## 6. Stop'n'go



CoF	Comstock - Long	Points	150 p
Targets	15 paper, 2 no-shoot, Total 15 targets	Min rounds	30
Firearm	Rifle	Match-%	33.33%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Yellow/black tape = Shooting allowed UNDER tape		
Starting position	Anywhere		
Firearm ready condition	1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Same as stage 5		
Setup notes			