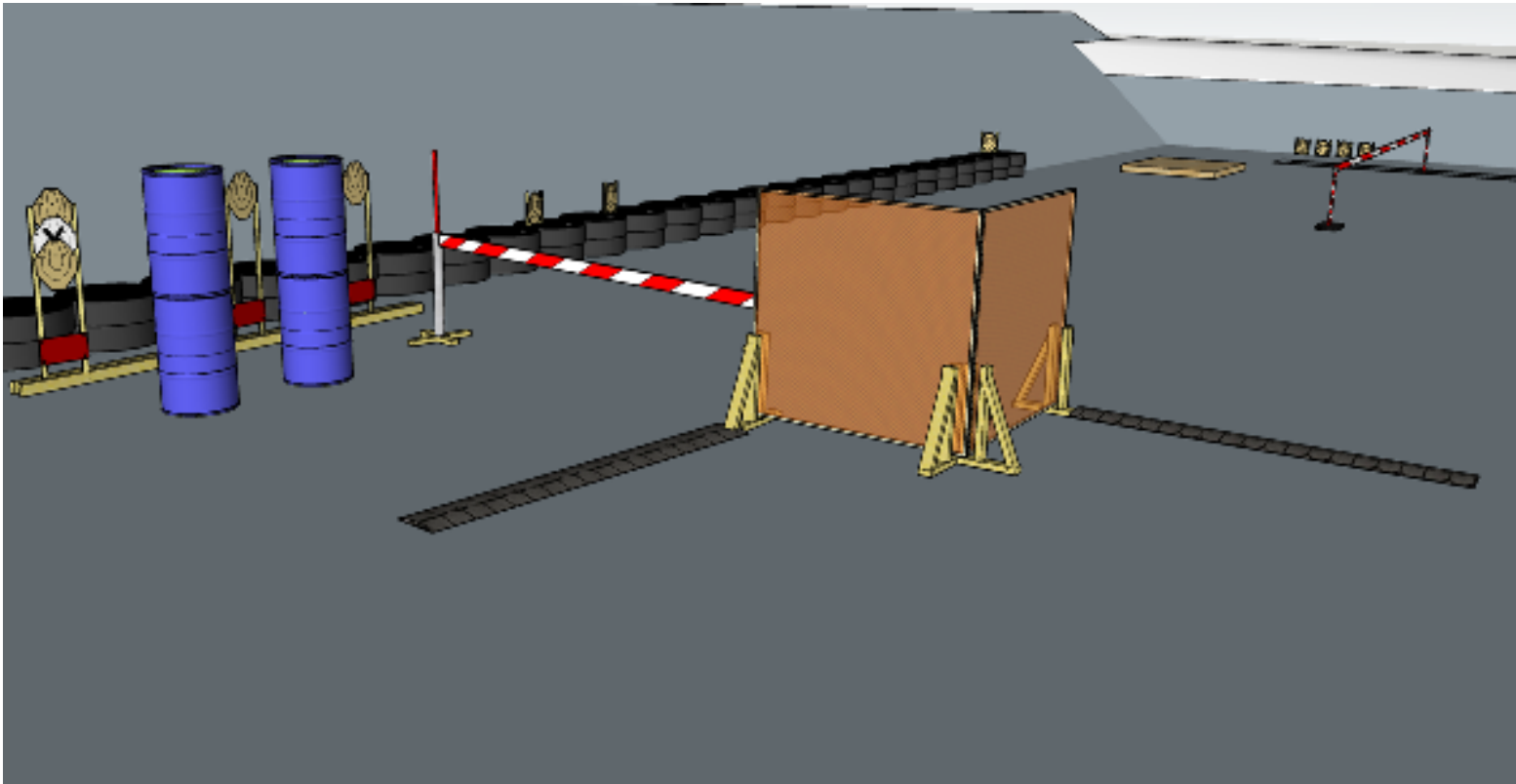


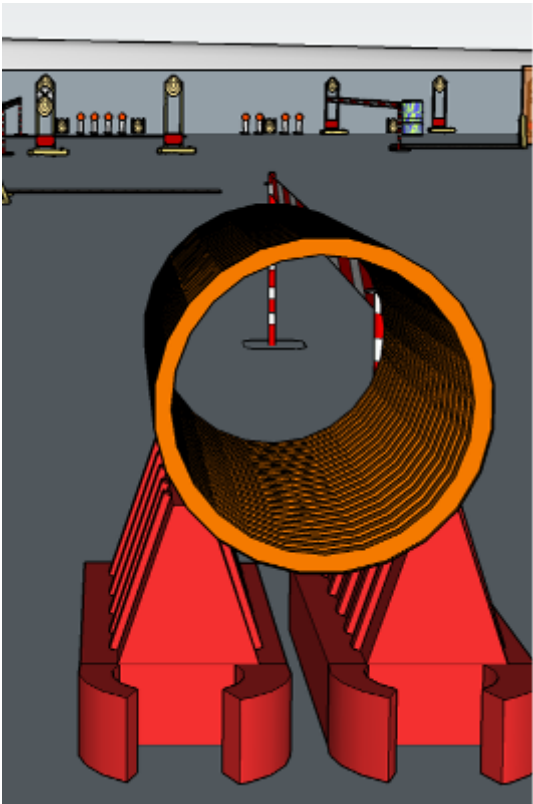
1. Twist and turn



CoF	Comstock - Long	Points	110 p
Targets	11 paper, 1 no-shoot, Total 11 targets	Min rounds	22
Firearm	Rifle	Match-%	22.45%

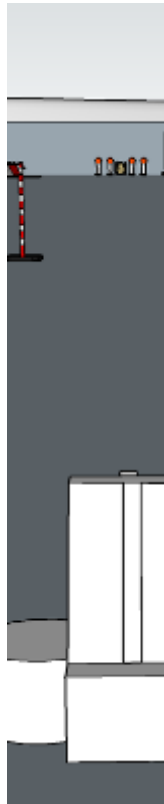
Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Anywhere in demarcated area
Firearm ready condition	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, mark on wall (in front of walking path) when turning to long berm, V: top of berm
Setup notes	

2. Making it loud



CoF	Comstock - Medium	Points	70 p
Targets	5 paper, 4 popper, 1 no-shoot, Total 9 targets	Min rounds	14
Firearm	Rifle	Match-%	14.29%
Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline		
Starting position	Behind pipe		
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			

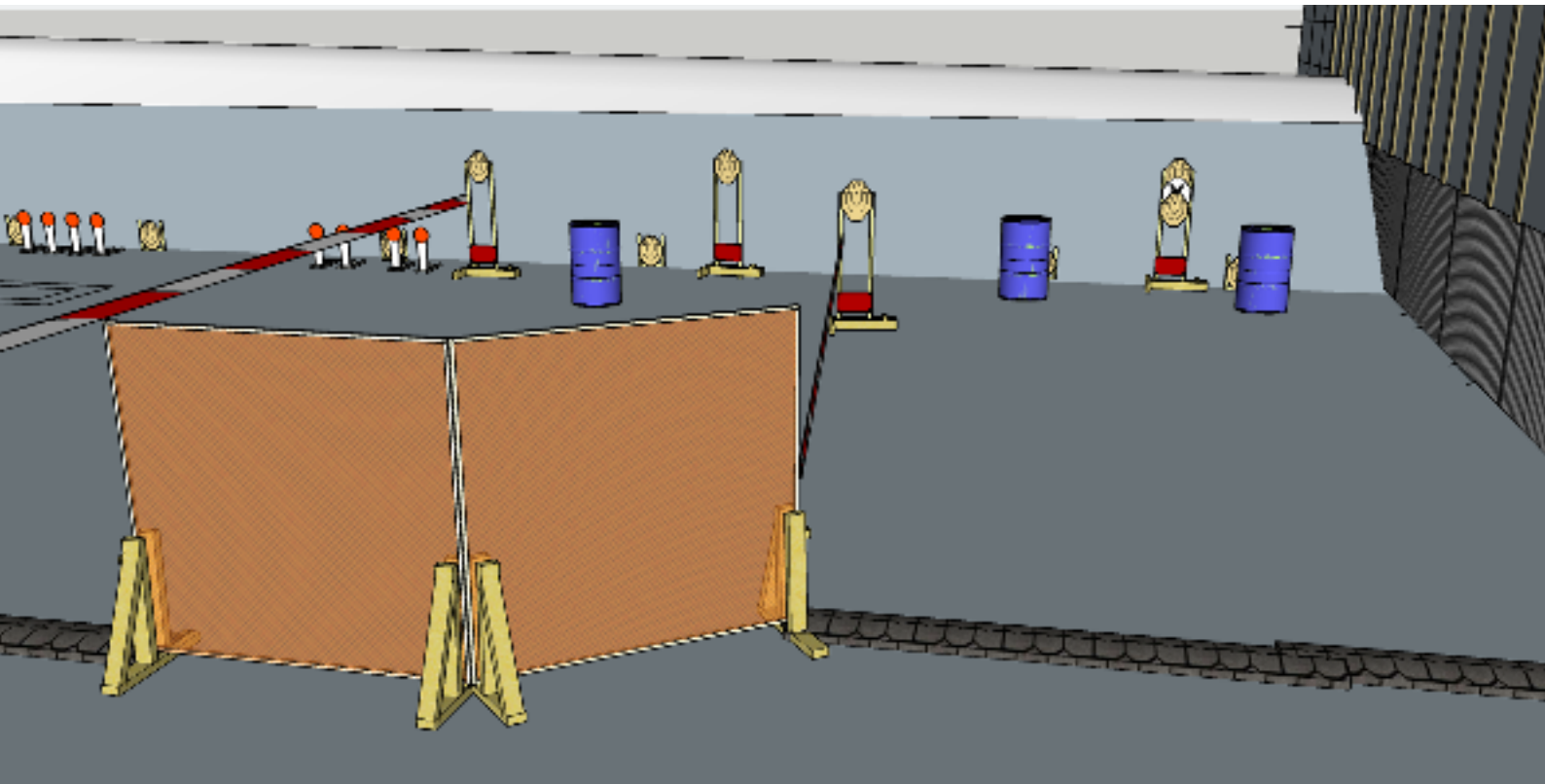
3. 4 tall 1 small



CoF	Comstock - Short	Points	30 p
Targets	1 paper, 4 popper, Total 5 targets	Min rounds	6
Firearm	Rifle	Match-%	6.12%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Behind plastic barrier
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	

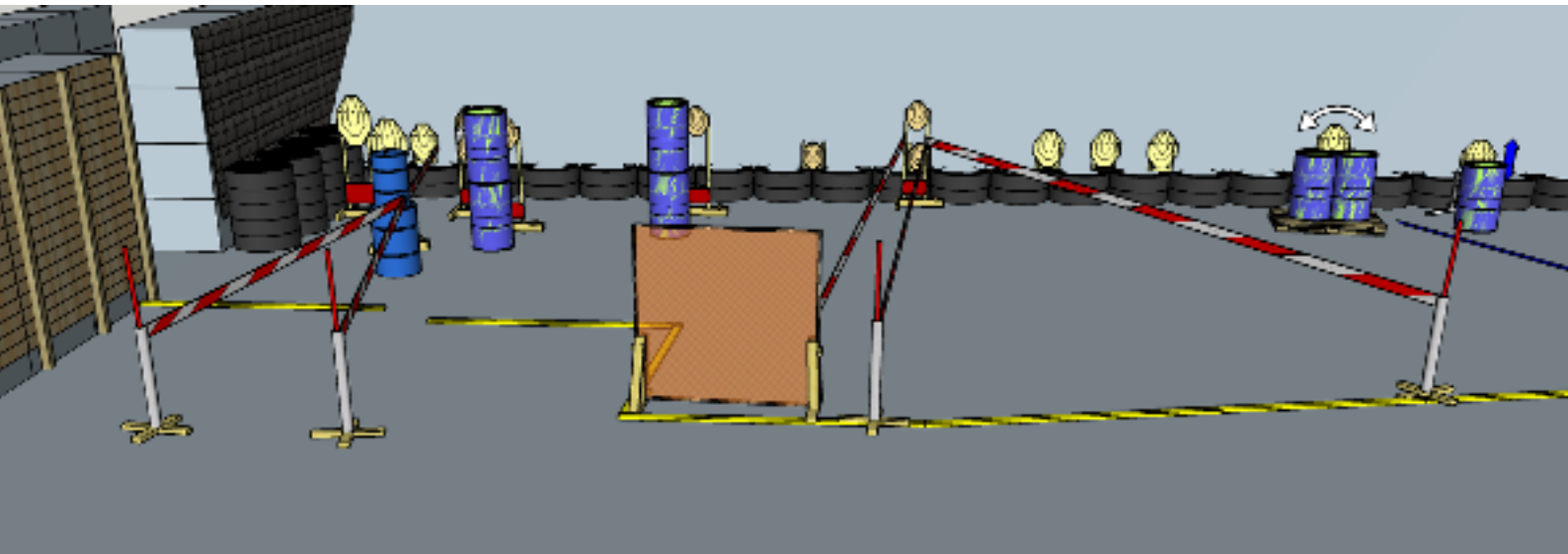
4. Hidden gems



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 1 no-shoot, Total 8 targets	Min rounds	16
Firearm	Rifle	Match-%	16.33%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline		
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: Wooden box on ground, R: Wall when facing berm to end of wall/road start, V: Top of berm		
Setup notes			

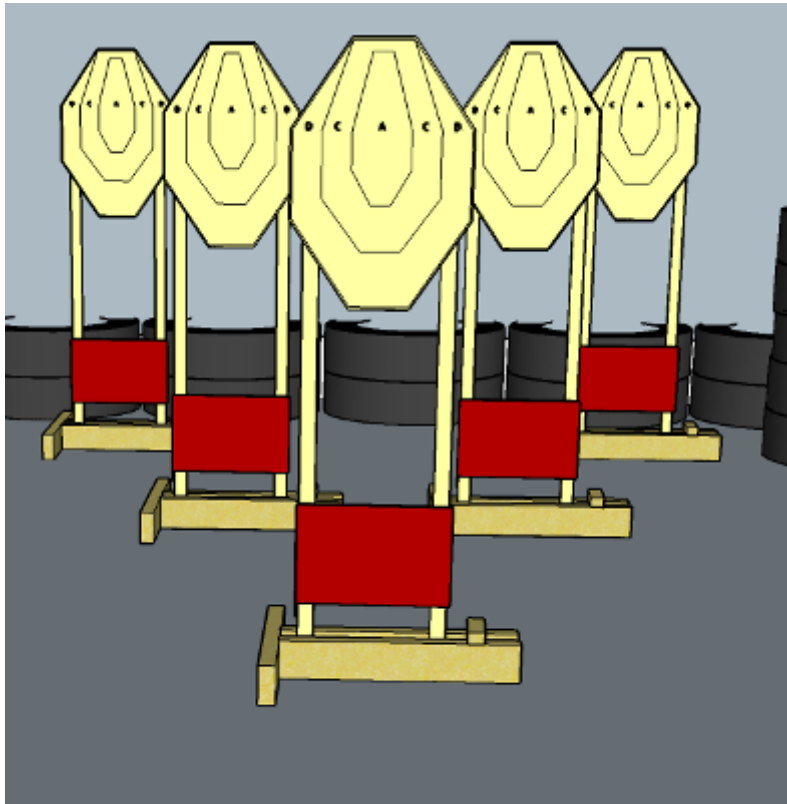
5. Narrow V, narrower, wide V



CoF	Comstock - Long	Points	150 p
Targets	15 paper, 1 no-shoot, Total 15 targets	Min rounds	30
Firearm	Rifle	Match-%	30.61%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. 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/R: 90deg when facing berm, vertical: top of berm		
Setup notes			

6. Fwoosh



CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	10.20%

Procedure	On start signal engage all targets as they become visible within the demarcated area. All shots must be fired from within 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: 90deg when facing berm, vertical: top of berm
Setup notes	