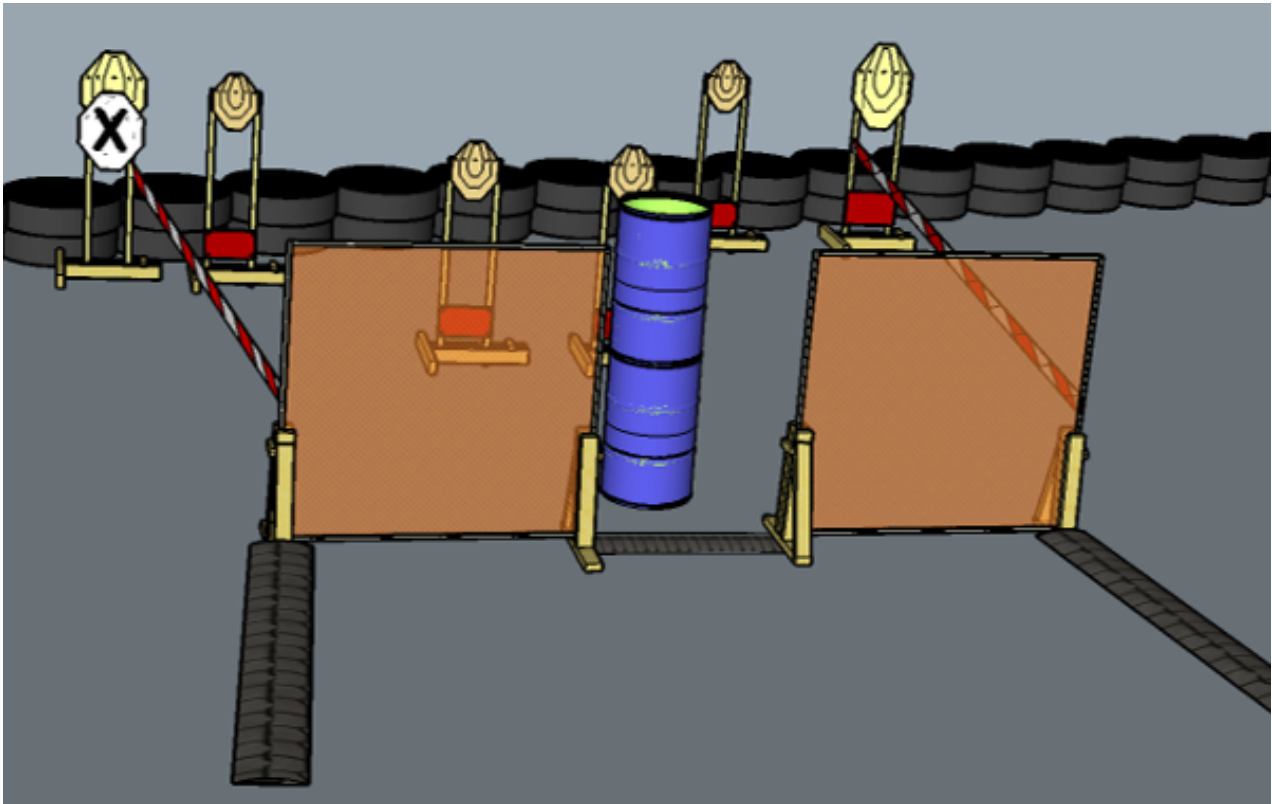


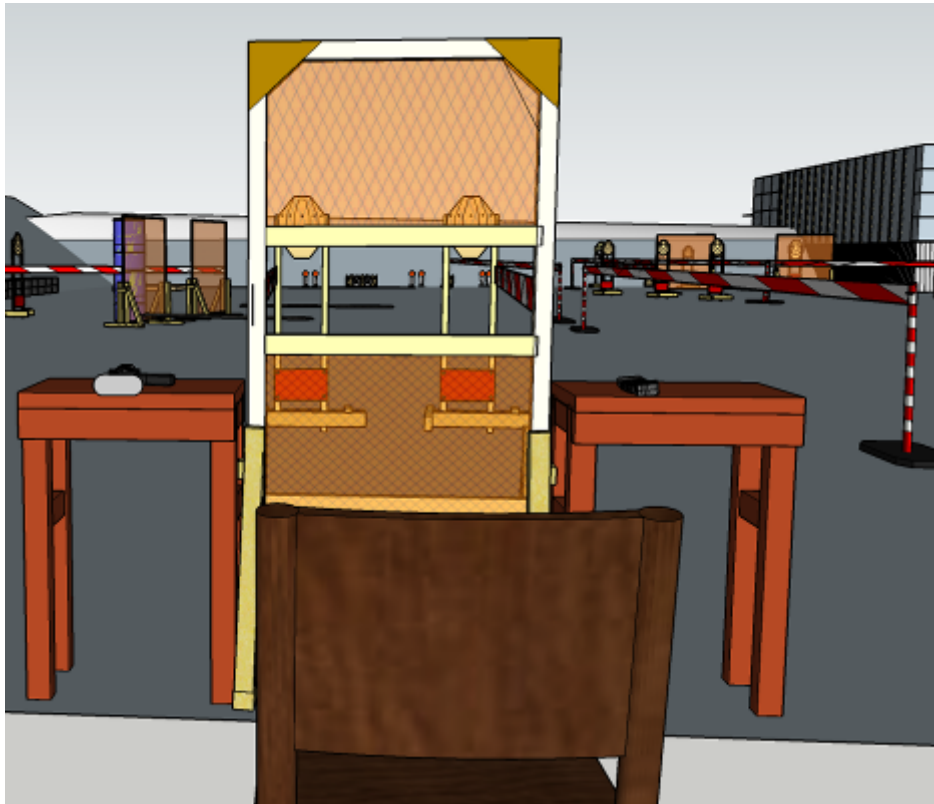
1. The angles



CoF	Comstock - Medium	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Rifle	Match-%	11.01%

Procedure	On start signal engage all targets 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: box on ground/90deg when facing berm, vertical: 90deg		
Setup notes			

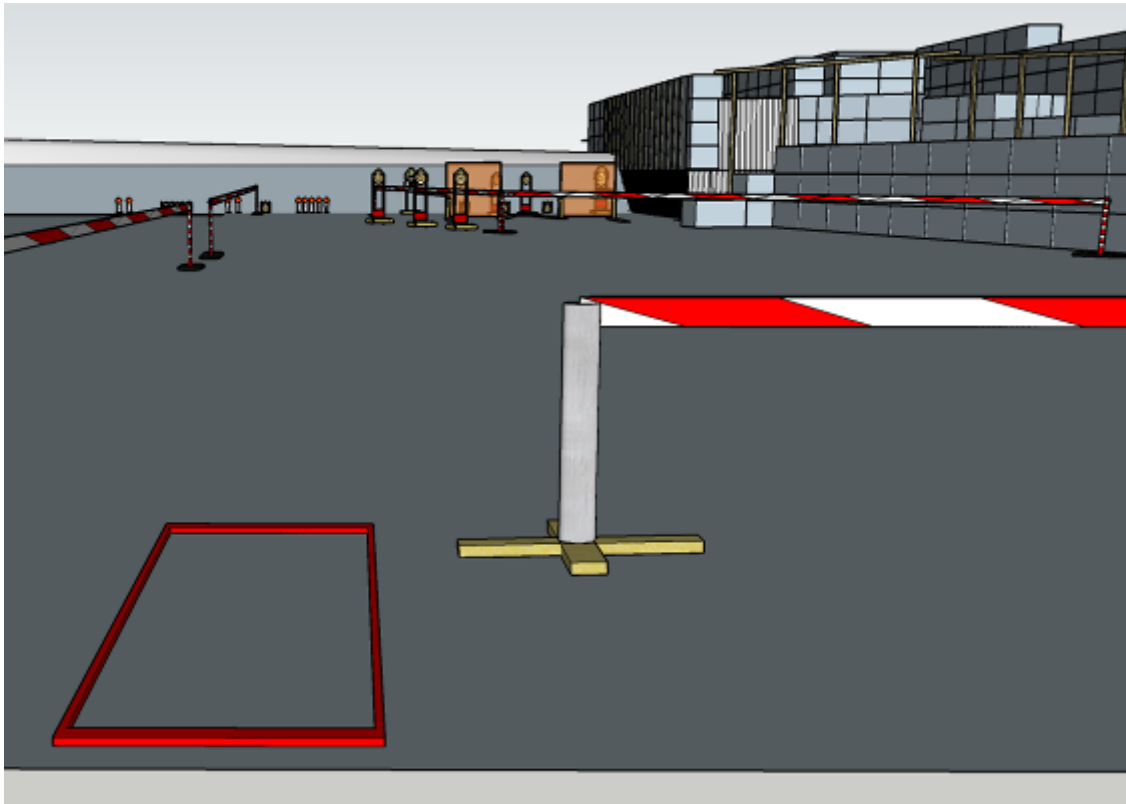
2. Hole in the wall



CoF	Comstock - Medium	Points	70 p
Targets	5 paper, 4 popper, Total 9 targets	Min rounds	14
Firearm	Rifle	Match-%	12.84%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. All shots must be fired through aperture		
Starting position	Sitting, palms on knees, rifle/1st mag on opposite tables		
Firearm ready condition	3		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Left: mark on wall, right: mark on wall (closest to road) vertical: 90 deg		
Setup notes			

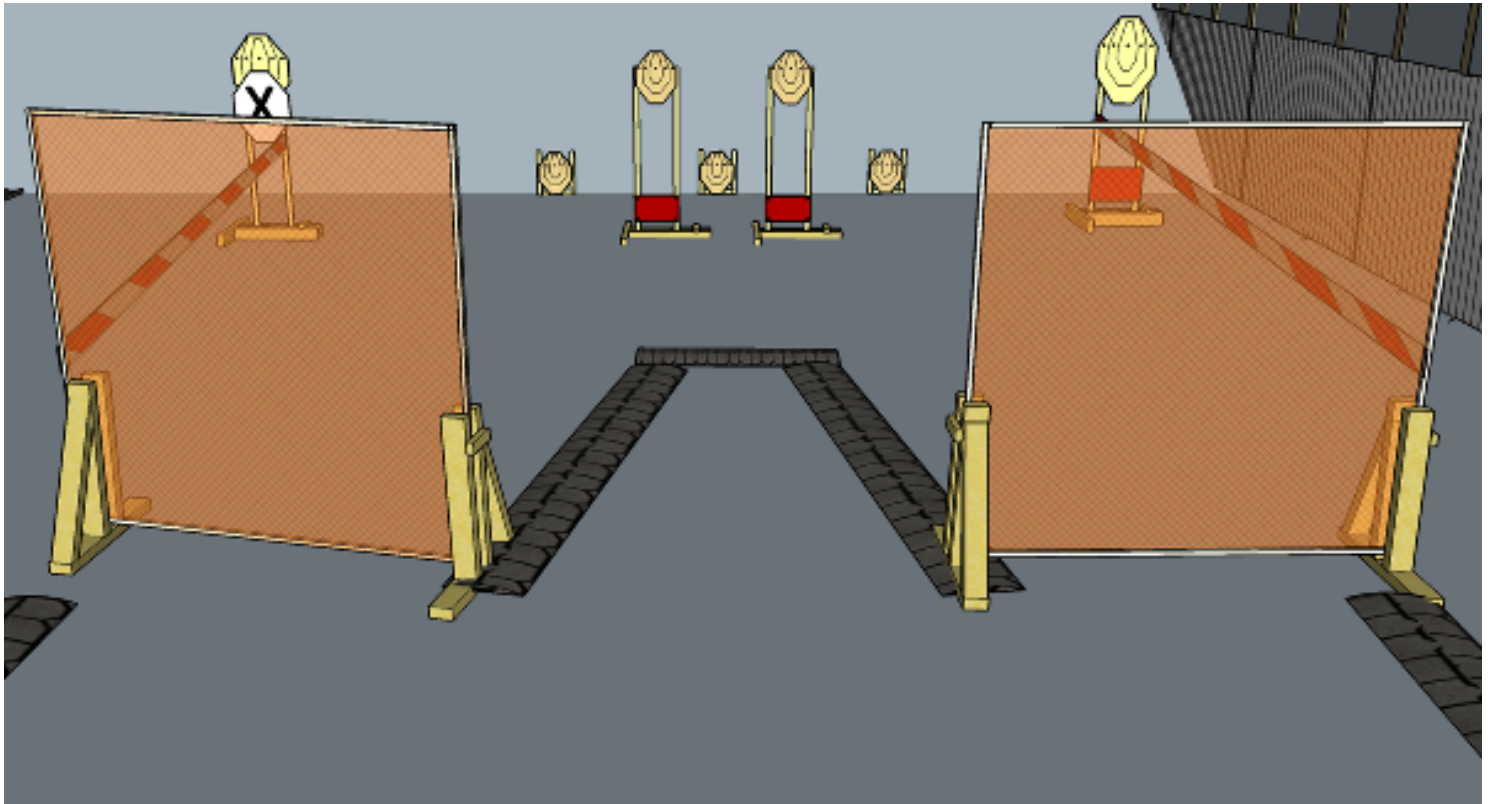
3. Hard on the left, soft on the right



CoF	Comstock - Medium	Points	65 p
Targets	4 paper, 5 popper, Total 9 targets	Min rounds	13
Firearm	Rifle	Match-%	11.93%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Steel MUST be shot from left side, paper MUST be shot on right side (failure = procedure)
Starting position	Either right or left side
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: mark on wall, right: mark on wall (closest to road) vertical: 90 deg
Setup notes	

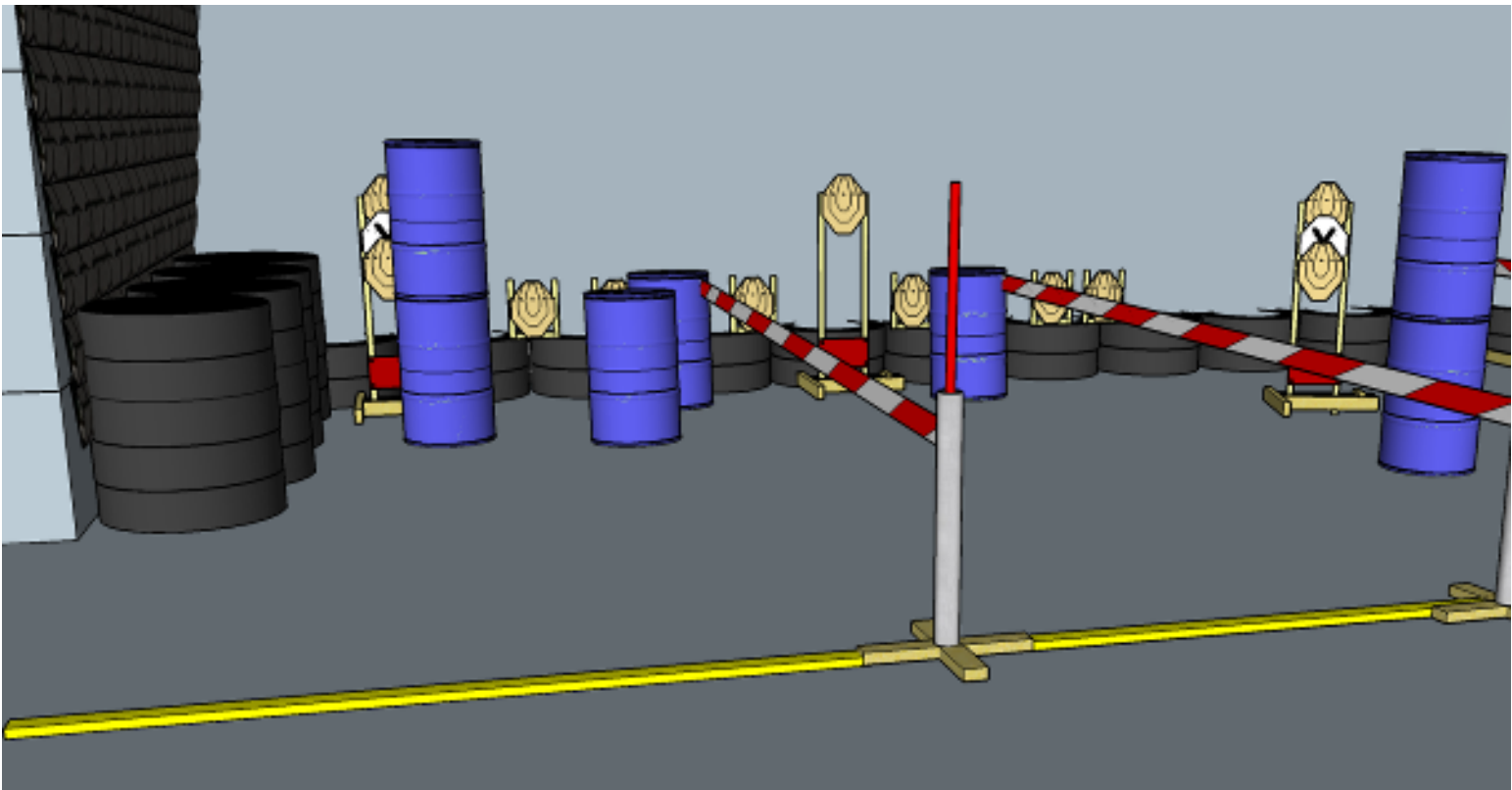
4. W



CoF	Comstock - Medium	Points	70 p
Targets	7 paper, Total 7 targets	Min rounds	14
Firearm	Rifle	Match-%	12.84%

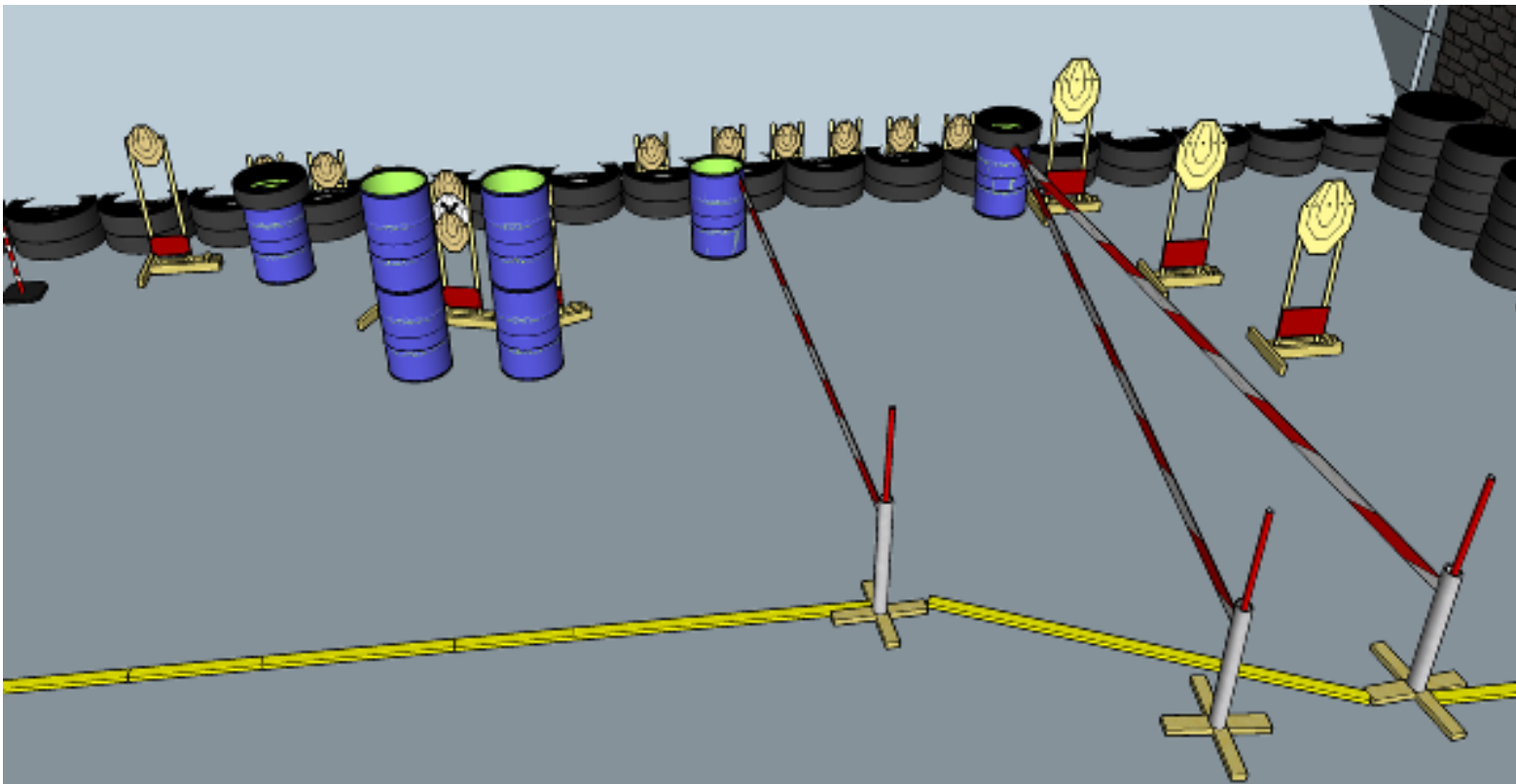
Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity.
Starting position	Toes touching tirethread in center of W, RO demonstrates
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: box on ground, right: mark on wall (closest to road) vertical: 90 deg
Setup notes	

5. 3 booths



CoF	Comstock - Long	Points	110 p
Targets	11 paper, Total 11 targets	Min rounds	22
Firearm	Rifle	Match-%	20.18%
Procedure	On start signal engage all targets 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		
Setup notes			

6. Runny gunny bunny



CoF	Comstock - Long	Points	170 p
Targets	17 paper, Total 17 targets	Min rounds	34
Firearm	Rifle	Match-%	31.19%

Procedure	On start signal engage all targets 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	