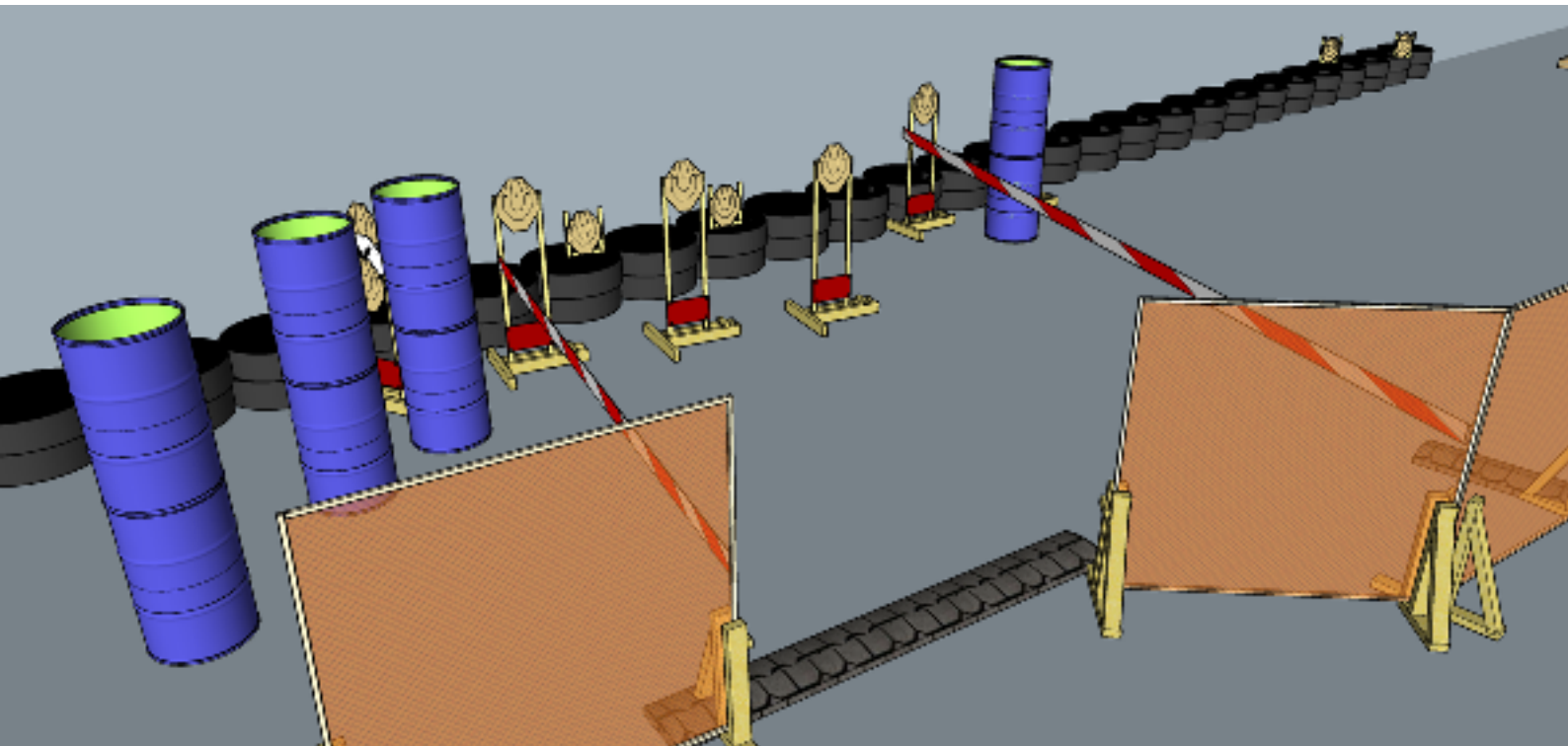


1. Around the bend



CoF	Comstock - Long	Points	110 p
Targets	11 paper, 1 no-shoot, Total 11 targets	Min rounds	22
Firearm	Rifle	Match-%	18.03%

Procedure	On start signal engage all targets within the demarcated area. 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	Left: mark, end of building, right: box on ground/90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

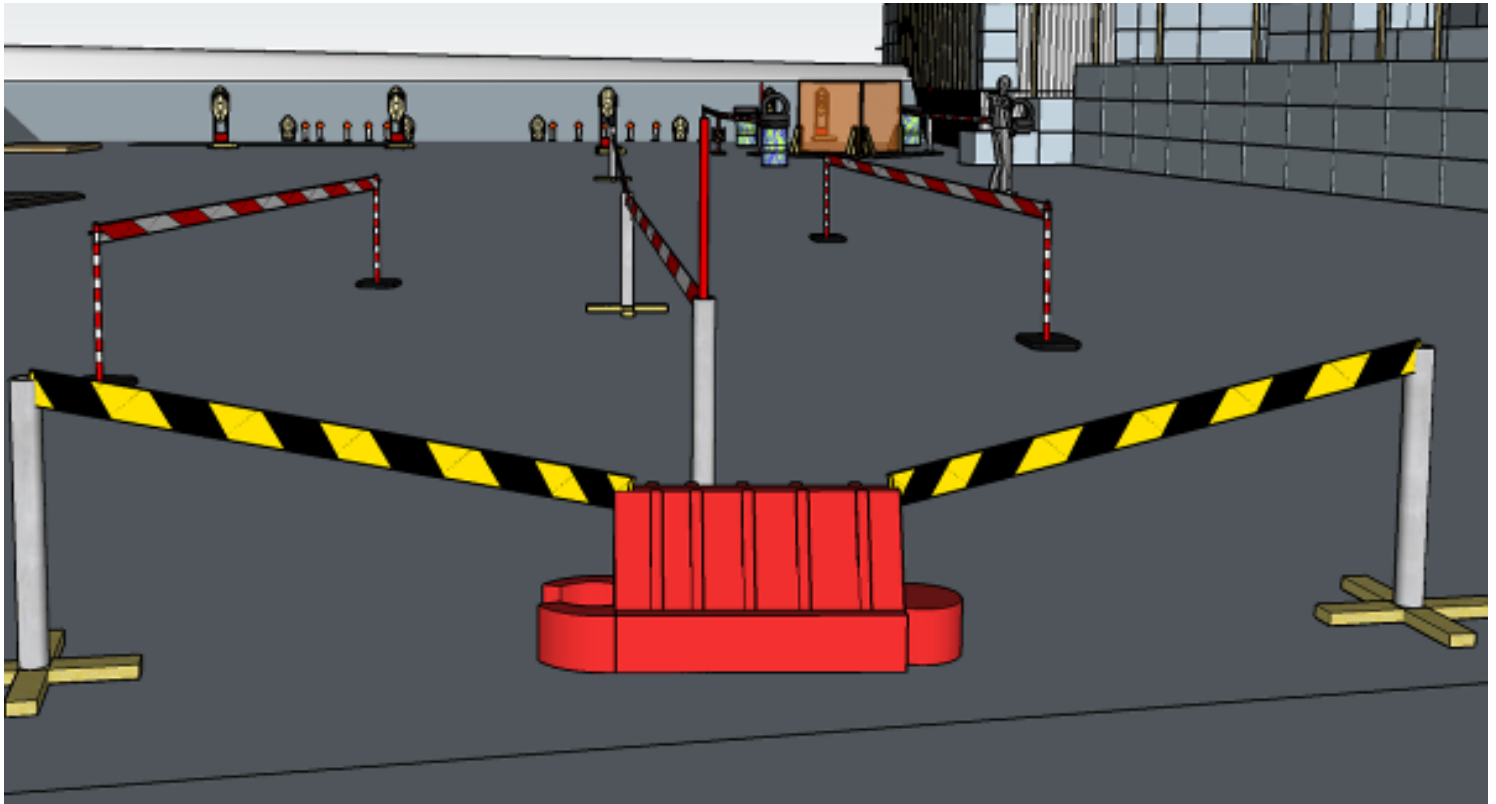
2. Symmetrical 1



CoF	Comstock - Medium	Points	85 p
Targets	6 paper, 5 popper, 2 no-shoot, Total 11 targets	Min rounds	17
Firearm	Rifle	Match-%	13.93%

Procedure	On start signal engage all targets within the demarcated area. All shots must be fired through apertures. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	2m from center of wall
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, vertical: top of berm (logs), horizontal when reloading
Setup notes	

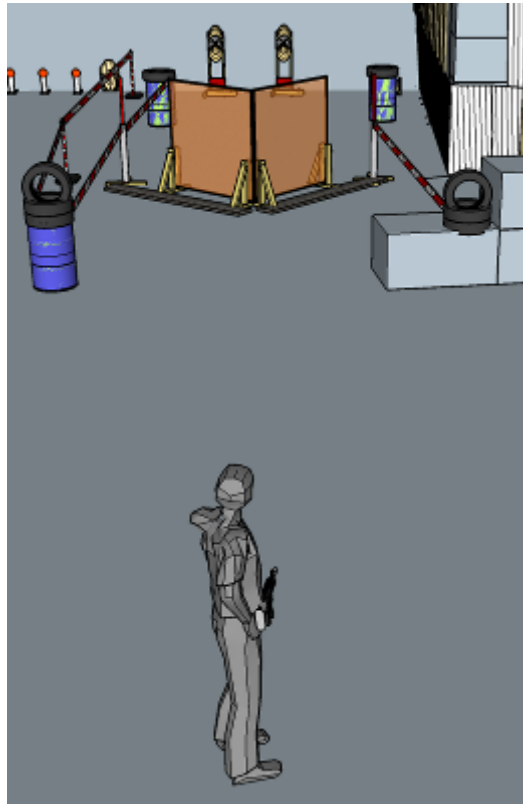
3. Symmetrical 2



CoF	Comstock - Medium	Points	55 p
Targets	3 paper, 5 popper, Total 8 targets	Min rounds	11
Firearm	Rifle	Match-%	9.02%

Procedure	On start signal engage all targets within the demarcated area. Red/white tape = walls extending up/down to infinity. Yellow/black tape = Shooting allowed UNDER tape. Tirethreads on ground = faultline
Starting position	Center of stage, 2m behind center of stage (tables)
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, vertical: top of berm (logs), horizontal when reloading
Setup notes	

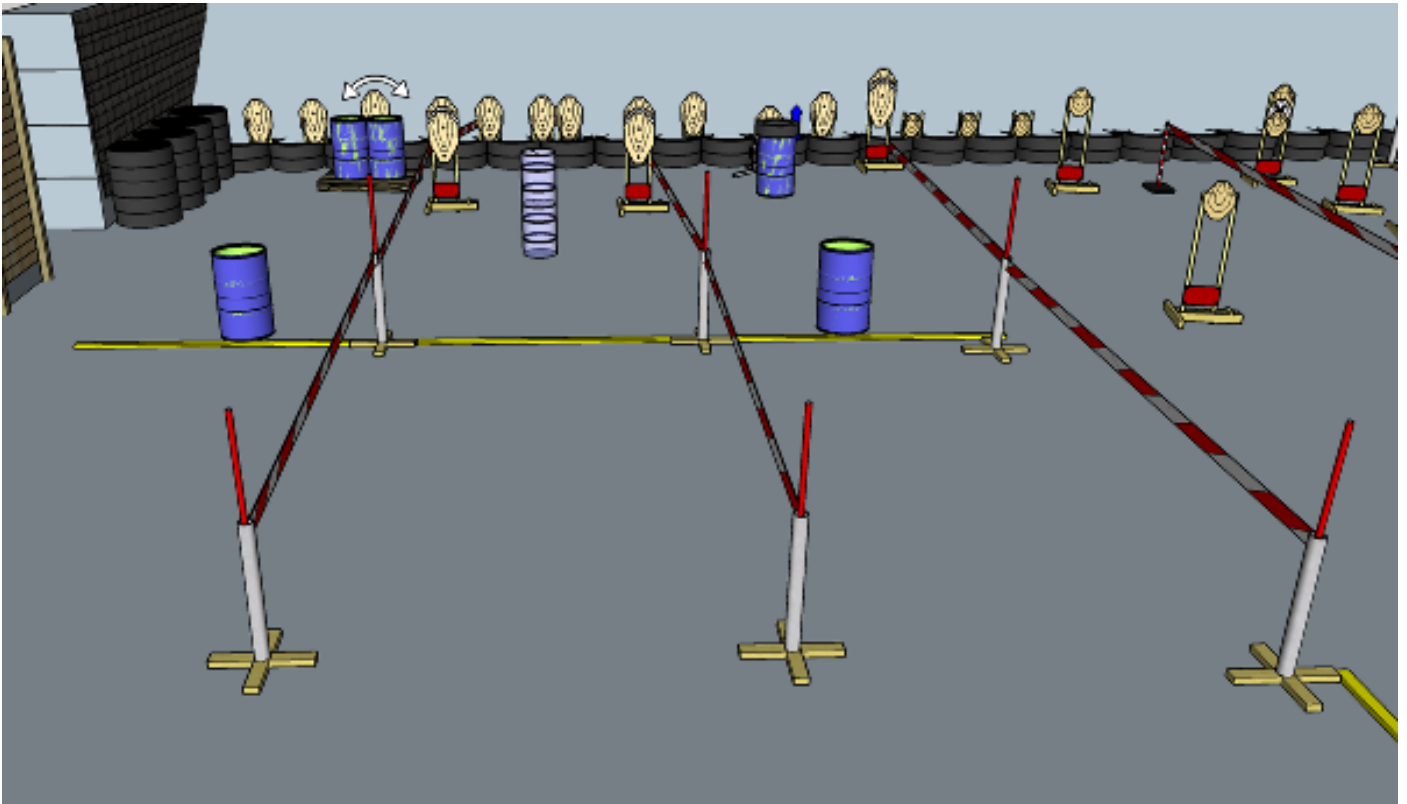
4. Symmetrical 3



CoF	Comstock - Medium	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Rifle	Match-%	9.84%

Procedure	On start signal engage all targets within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	RO demonstrates
Firearm ready condition	2
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, vertical: top of berm (logs), horizontal when reloading
Setup notes	

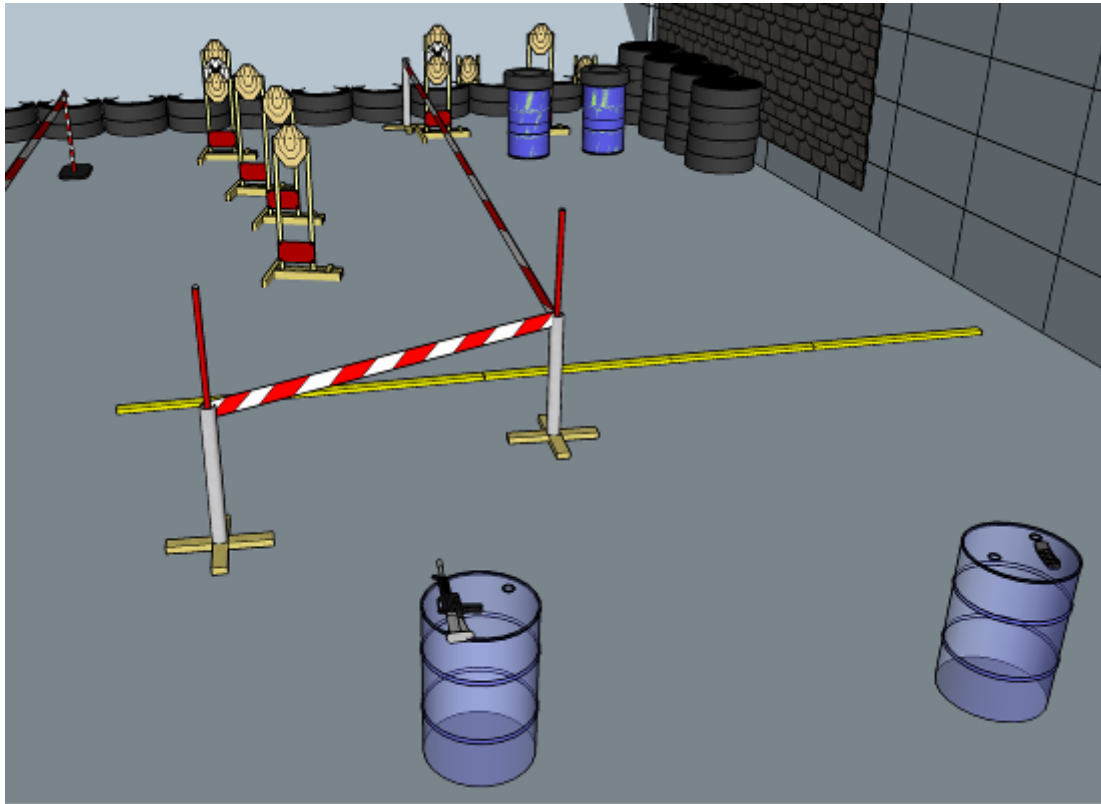
5. Grab'n'pass'n'grab'n'pass



CoF	Comstock - Long	Points	200 p
Targets	20 paper, 3 no-shoot, Total 20 targets	Min rounds	40
Firearm	Rifle	Match-%	32.79%

Procedure	On start signal engage all targets 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	Left/right: 90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

6. Remember the last one



CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 2 no-shoot, Total 10 targets	Min rounds	20
Firearm	Rifle	Match-%	16.39%

Procedure	On start signal engage all targets within the demarcated area. Red/white tape = walls extending up/down to infinity.
Starting position	Center of barrels, 2m behind, firearm on one barrel, first mag to be used on other
Firearm ready condition	3
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	