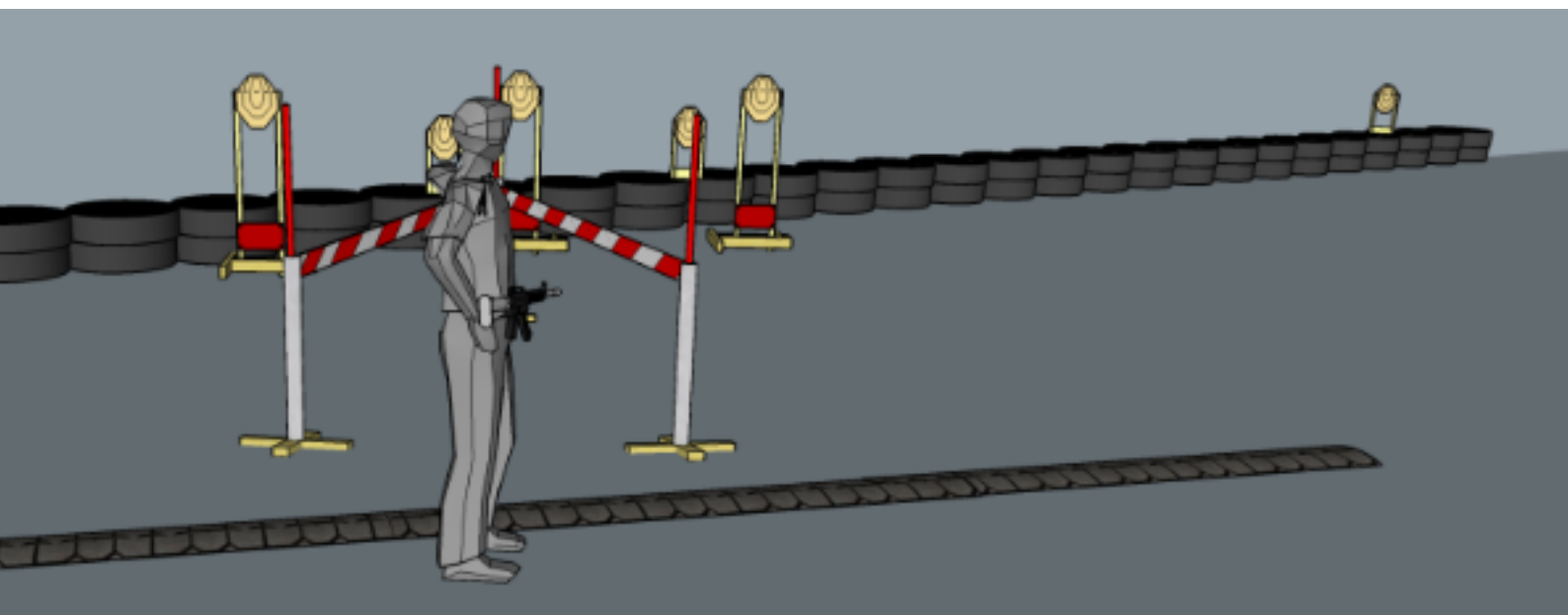


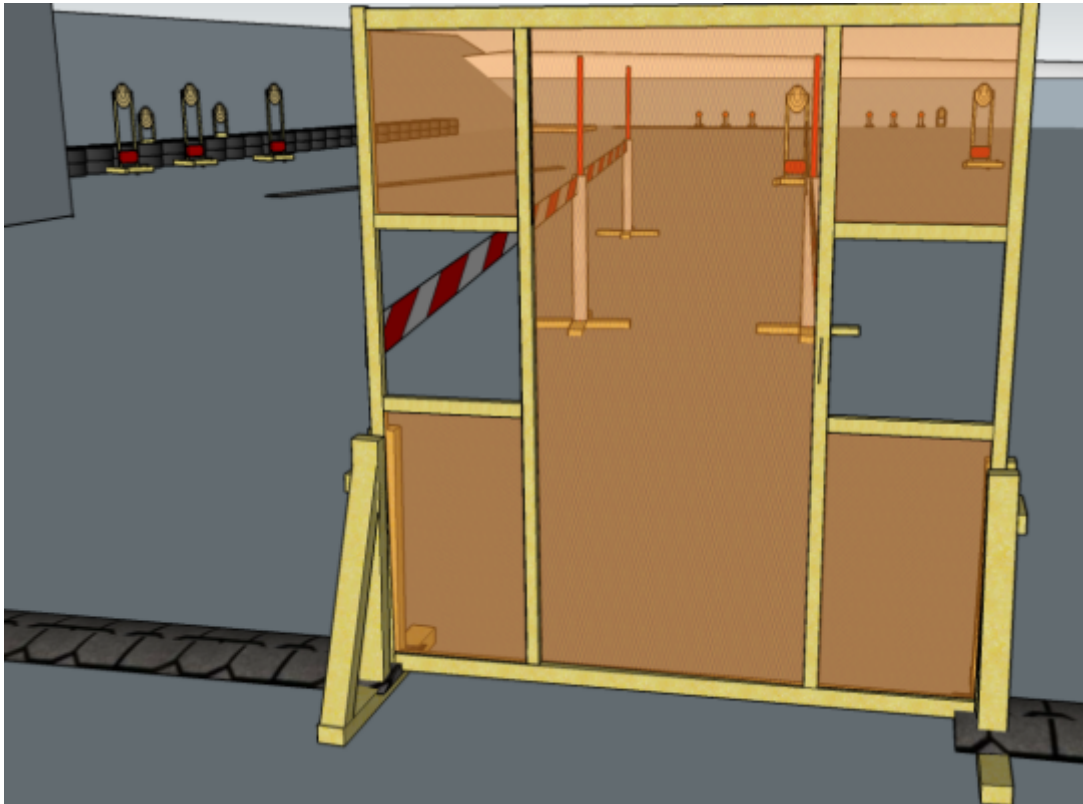
1. Up'n'Down



CoF	Comstock - Medium	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Rifle	Match-%	26.09%

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	Center of Y, RO demonstrates
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	

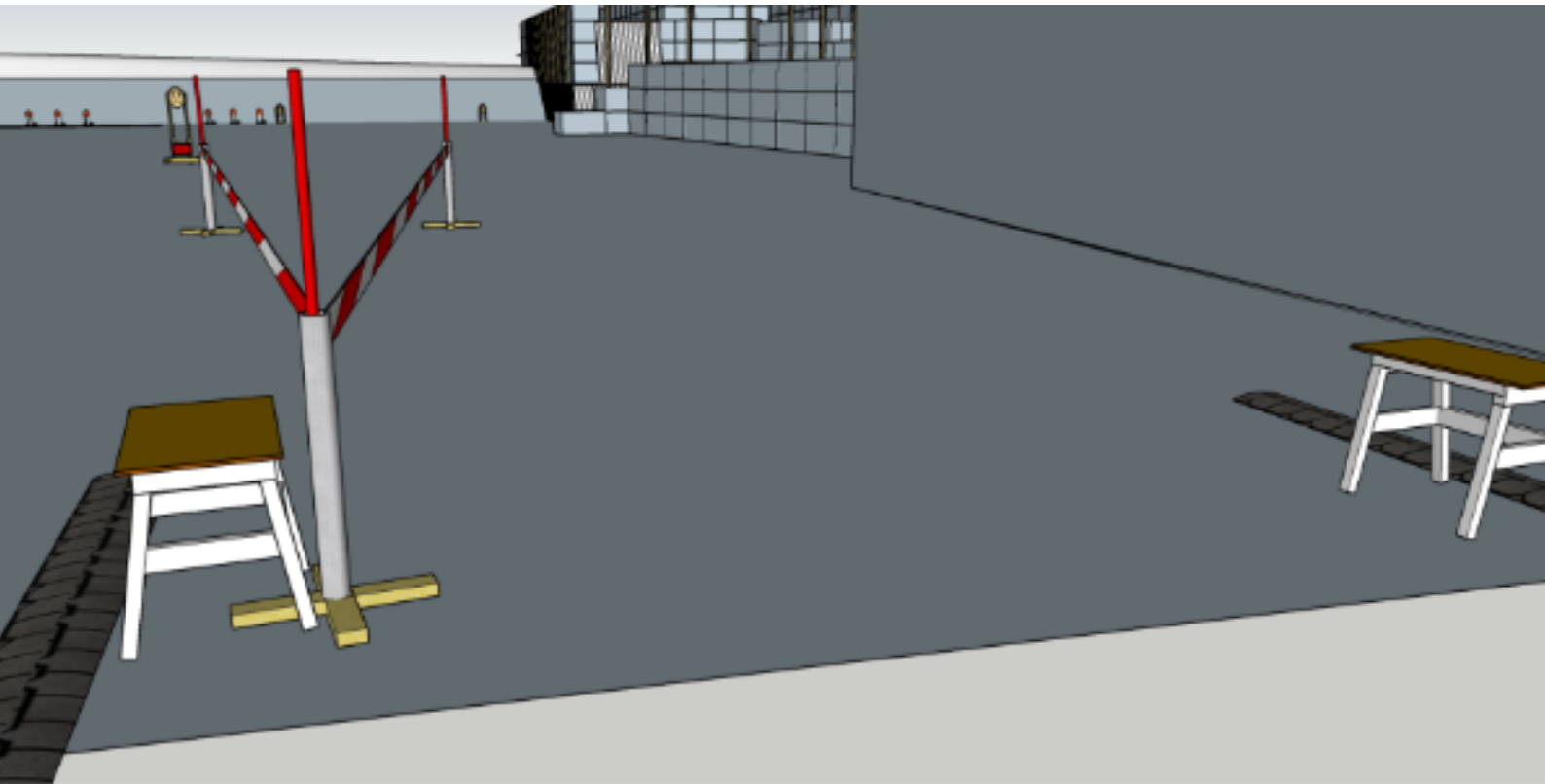
2. Sides and through



CoF	Comstock - Long	Points	110 p
Targets	8 paper, 6 popper, Total 14 targets	Min rounds	22
Firearm	Rifle	Match-%	47.83%

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 through apertures and fall to score
Starting position	Behind 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, end of building (rainpipe), right: stones where road comes down, vertical: top of berm, horizontal when reloading
Setup notes	

3. Support or not



CoF	Comstock - Medium	Points	60 p
Targets	3 paper, 6 popper, Total 9 targets	Min rounds	12
Firearm	Rifle	Match-%	26.09%

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	Point of V, RO demonstrates
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 (rainpipe), right: stones where road comes down, vertical: top of berm, horizontal when reloading
Setup notes	