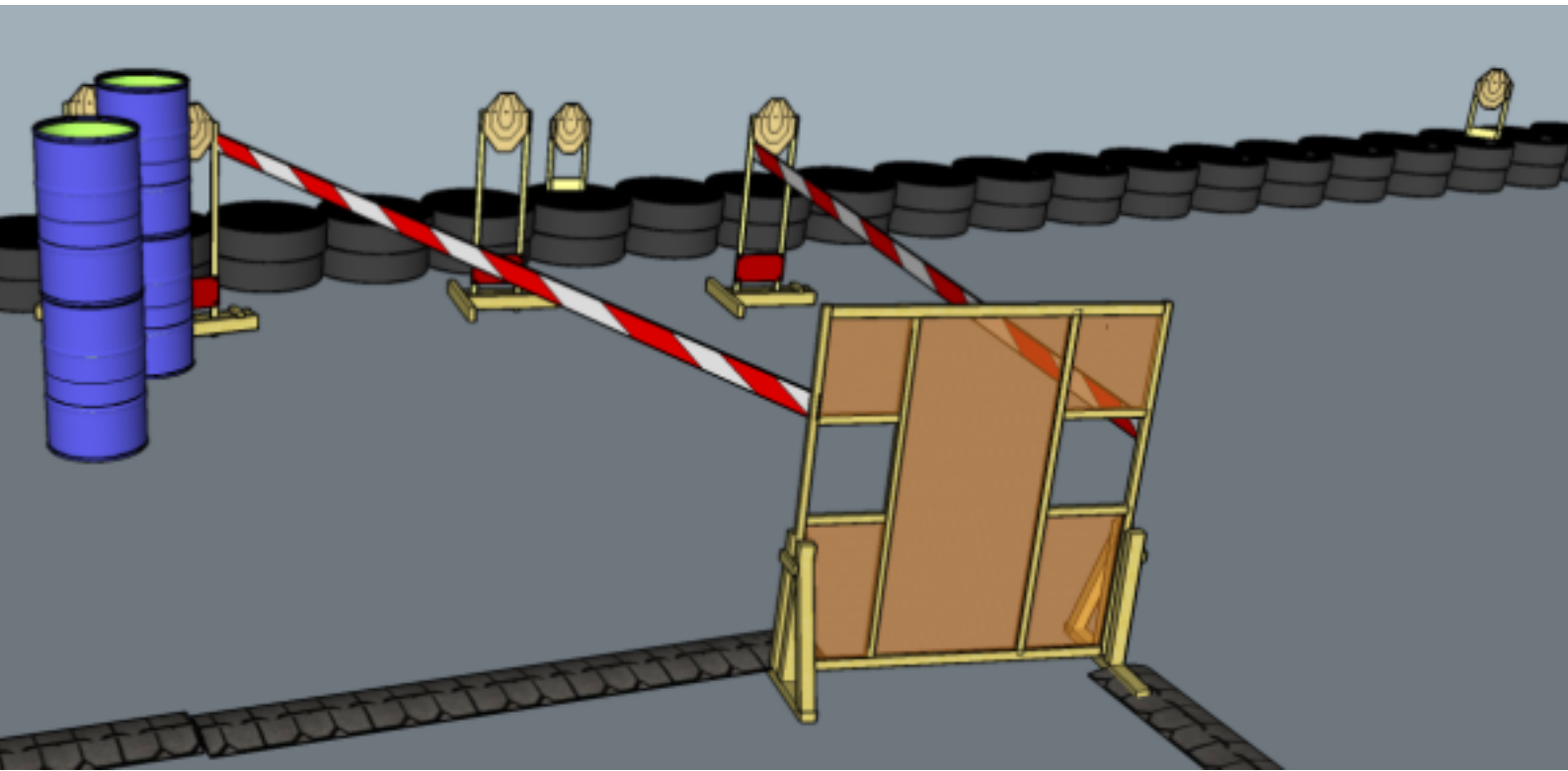


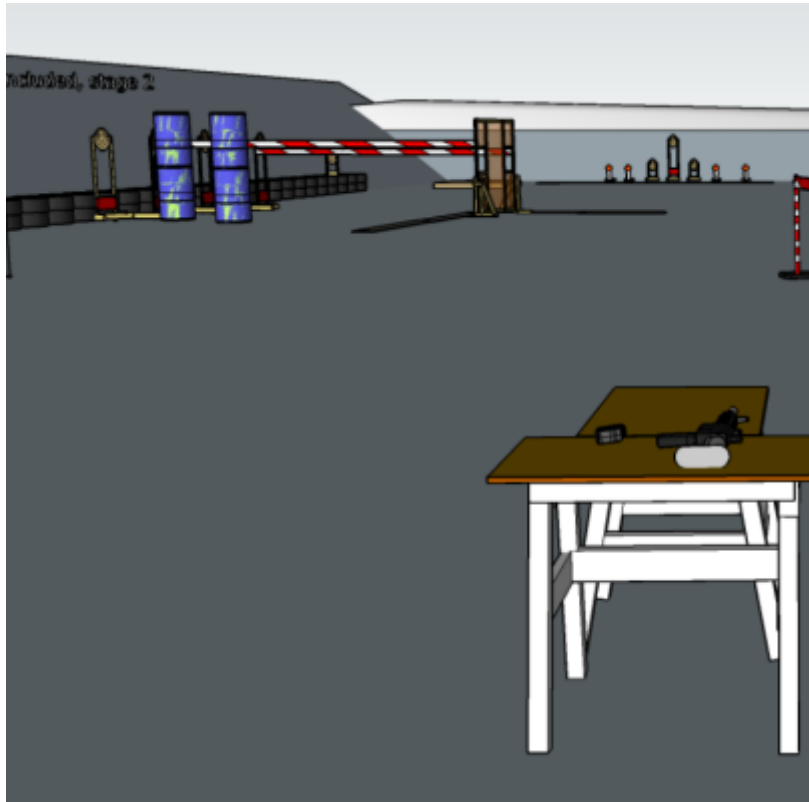
1. Peaks and valleys



CoF	Comstock - Medium	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Rifle	Match-%	15.38%

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 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			

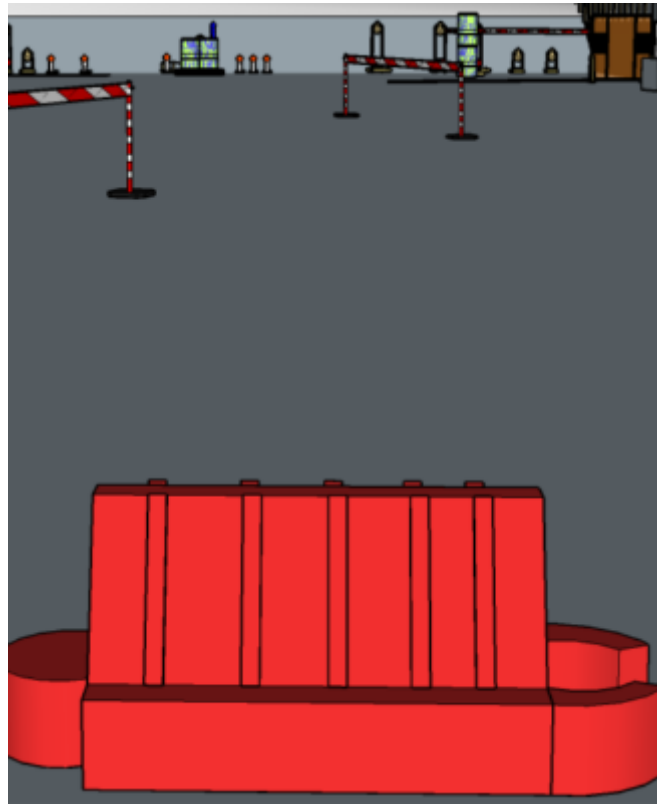
2. Rise and fall



CoF	Comstock - Medium	Points	60 p
Targets	4 paper, 4 popper, Total 8 targets	Min rounds	12
Firearm	Rifle	Match-%	15.38%

Procedure	On start signal engage all targets within the demarcated area. All shots must be fired from behind tables
Starting position	Standing relaxed behind table, rifle and first mag on table
Firearm ready condition	3
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	

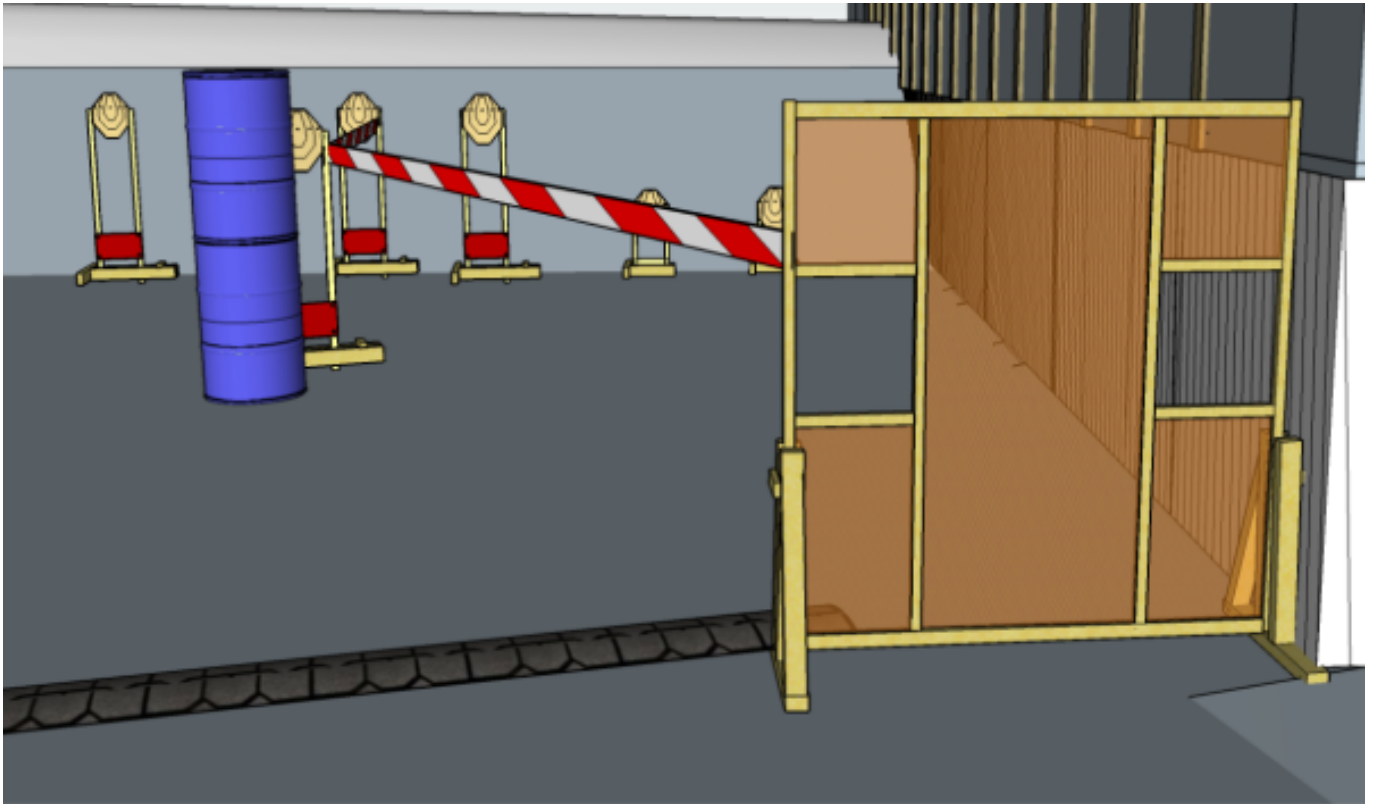
3. Low but also high



CoF	Comstock - Short	Points	30 p
Targets	1 paper, 4 popper, Total 5 targets	Min rounds	6
Firearm	Rifle	Match-%	7.69%

Procedure	On start signal engage all targets within the demarcated area. Shooter must be behind or next to plastic triangle at all times. Plastic triangle can be used		
Starting position	Standing relaxed, buttstock on hip		
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			

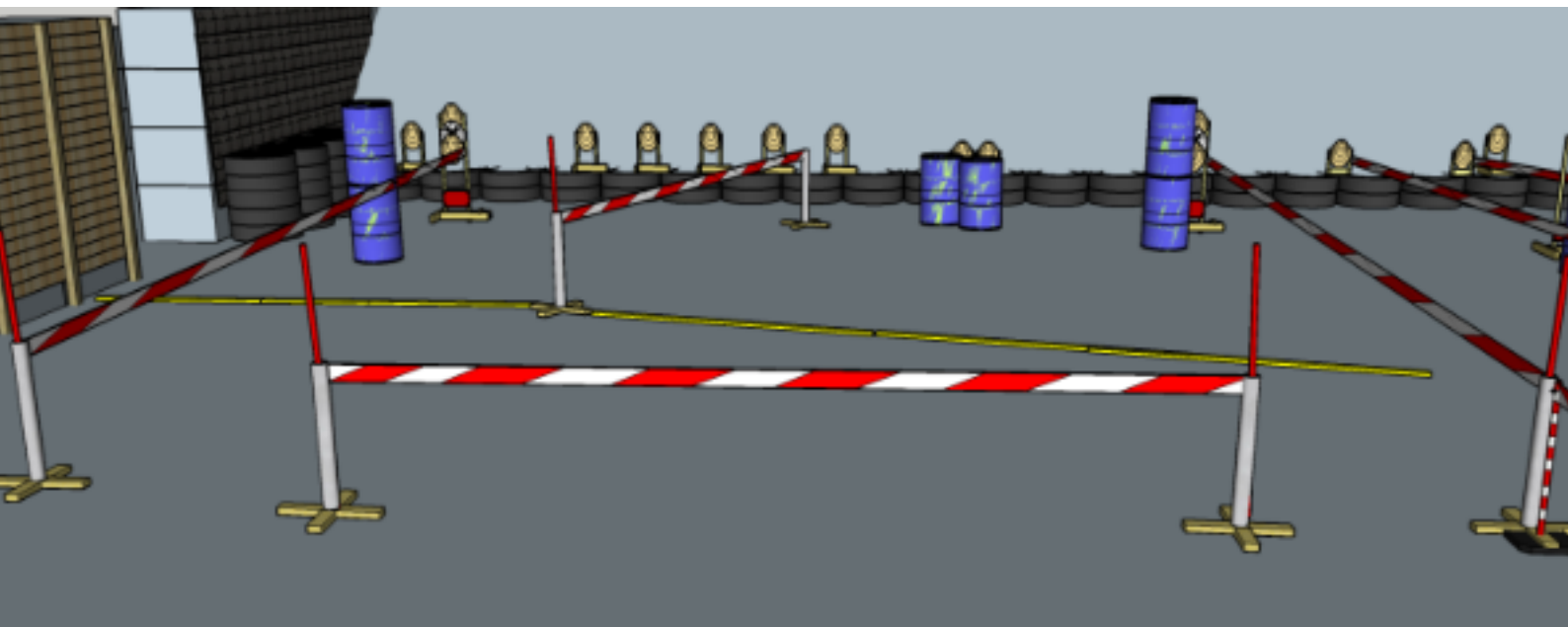
4. High low



CoF	Comstock - Medium	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Rifle	Match-%	15.38%

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 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: Leftmost part of stage 2, right: mark on wall, vertical: top of berm (logs), horizontal when reloading		
Setup notes			

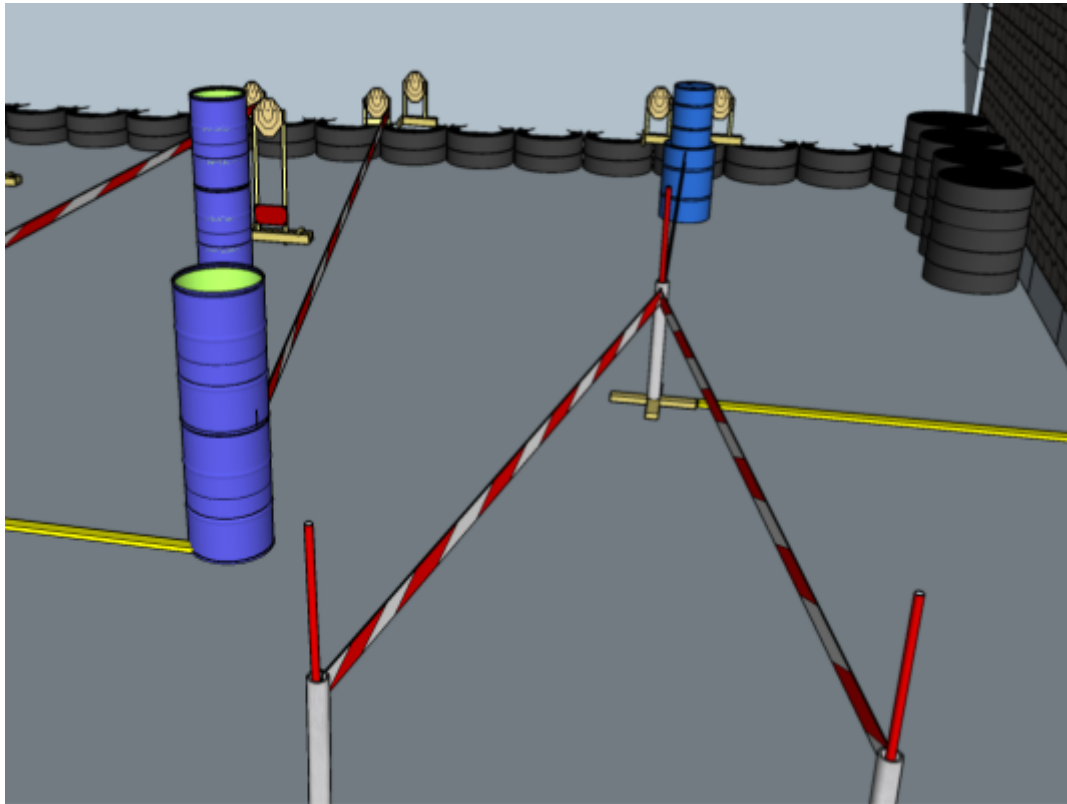
5. Mostly low, but some highs



CoF	Comstock - Long	Points	120 p
Targets	12 paper, Total 12 targets	Min rounds	24
Firearm	Rifle	Match-%	30.77%

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. Quick down and up



CoF	Comstock - Medium	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Rifle	Match-%	15.38%

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	