CoF	Comstock - Long	Points	200 p
Targets	20 paper, 3 no-shoot, Total 20 targets	Min rounds	40
Firearm	Rifle	Match-%	38.10%

Procedure	On signal engage targets from within designated area
Starting position	Gun loaded anywhere inn designated area
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

CoF	Comstock - Medium	Points	70 p
Targets	7 paper, 2 no-shoot, Total 7 targets	Min rounds	14
Firearm	Rifle	Match-%	13.33%

Procedure	On signal engage targets from within designated area
Starting position	Gun loaded with magazin inserted, empty chamber, gun resting on top of apprature.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

CoF	Comstock - Long	Points	110 p
Targets	10 paper, 2 popper, 2 no-shoot, Total 12 targets	Min rounds	22
Firearm	Rifle	Match-%	20.95%

Procedure	On signal engage targets from within designated area
Starting position	Standing relaxed with toe touching mark, gun loaded with safety engaged, stock at hip level
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

CoF	Comstock - Short	Points	45 p
Targets	2 paper, 5 plates, Total 7 targets	Min rounds	9
Firearm	Rifle	Match-%	8.57%

Procedure	On signal engage targets from within designated area
Starting position	Gun loaded anywhere inn designated area
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

CoF	Comstock - Medium	Points	100 p
Targets	8 paper, 4 plates, Total 12 targets	Min rounds	20
Firearm	Rifle	Match-%	19.05%

Procedure	On signal engage targets from within designated area
Starting position	Gun loaded with magazin inserted, empty chamber, sitting on bench
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	