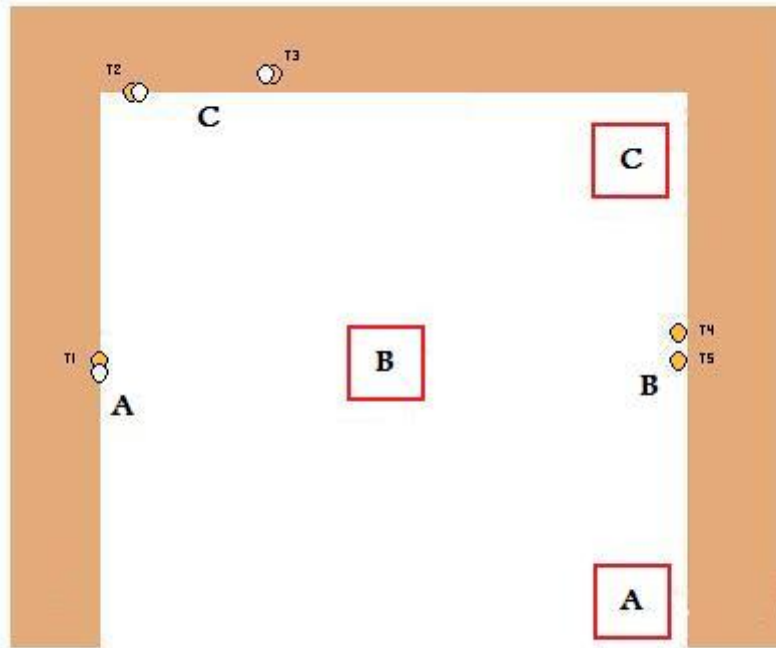


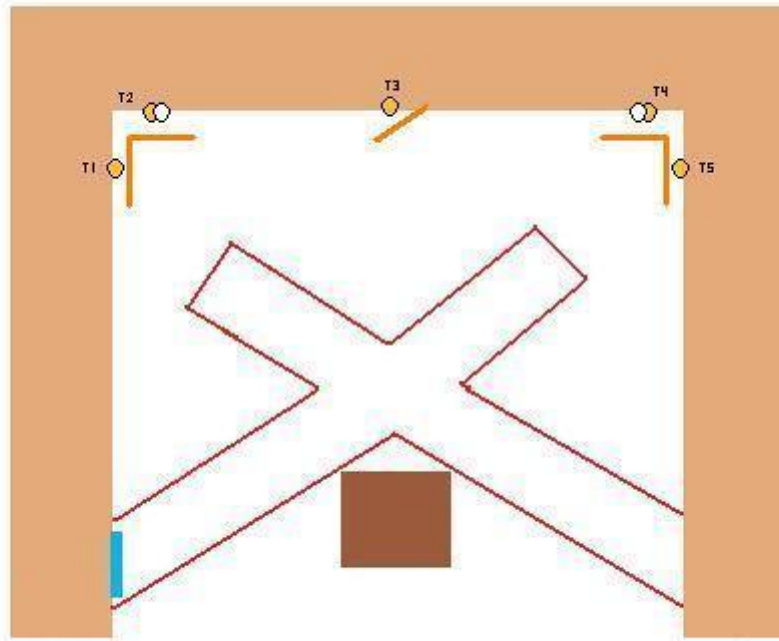
1. Station 1 Short



CoF	Comstock - Short	Points	50 p
Targets	5 paper, 3 no-shoot, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	12.82%

Procedure	
Starting position	Box A, Weapon ready condition 3, Target arrays A, B, C shot from corresponding box A, B, C
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L&R; 90°
Setup notes	

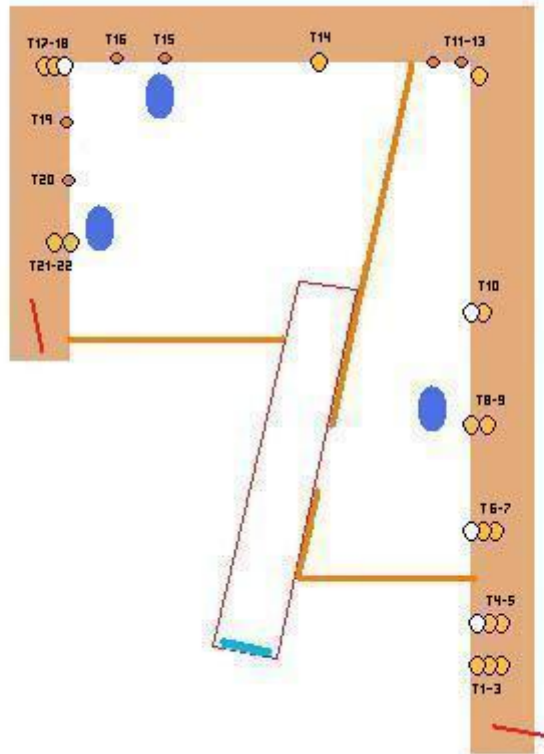
2. Station 2 Short



CoF	Comstock - Short	Points	50 p
Targets	5 paper, 2 no-shoot, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	12.82%

Procedure	
Starting position	Heals touching mark, Weapon ready condition 1
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L&R; 90°
Setup notes	

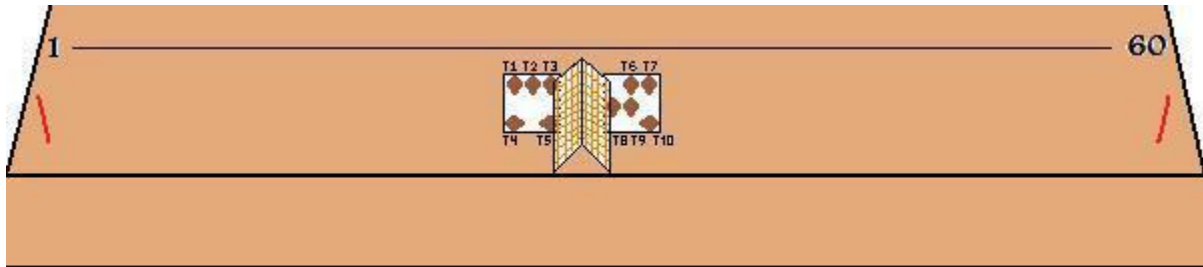
3. Station 3 Long



CoF	Comstock - Long	Points	190 p
Targets	16 paper, 6 frangible, 4 no-shoot, Total 22 targets	Min rounds	38
Firearm	Rifle	Match-%	48.72%

Procedure	
Starting position	Heals touching mark, Weapon ready condition 1
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L red stick /R red stick
Setup notes	

4. Station 4 Medium



CoF	Comstock - Medium	Points	100 p
Targets	10 paper, Total 10 targets	Min rounds	20
Firearm	Rifle	Match-%	25.64%

Procedure	
Starting position	Anywhere on concrete, Weapon ready condition 1, Mandatory reload between first and last shot.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L number 1 /R number 60
Setup notes	