1. Move that gun

CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Mini Rifle	Match-%	8.70%

Procedure	on audible signal engage all targets within the designated area.
Starting position	option 2. Standing relaxed On Platform/in Box
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. el diablo

CoF	Comstock - Short	Points	30 p
Targets	3 paper, Total 3 targets	Min rounds	6
Firearm	Mini Rifle	Match-%	6.52%

Procedure	on audible signal engage all targets within the designated area.
Starting position	option 1. gun on table facing uprange. hands above shoulders
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. Moving ahead

CoF	Comstock - Long	Points	110 p
Targets	11 paper, Total 11 targets	Min rounds	22
Firearm	Mini Rifle	Match-%	23.91%

Procedure	on audible signal engage all targets within the designated area.
Starting position	option 2. Standing relaxed in box
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

4. freestyle

CoF	Comstock - Long	Points	120 p
Targets	12 paper, Total 12 targets	Min rounds	24
Firearm	Mini Rifle	Match-%	26.09%

Procedure	on audible signal engage all targets within the designated area.
Starting position	option 2 Standing relaxed in Box
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

5. Movement required

CoF	Comstock - Long	Points	160 p
Targets	16 paper, Total 16 targets	Min rounds	32
Firearm	Mini Rifle	Match-%	34.78%

Procedure	on audible signal engage all targets within the designated area.
Starting position	condition 2 Standing relaxed in Box
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	