

# 1. Boko Boko

No image

CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 10 no-shoot, Total 10 targets	Min rounds	20
Firearm	Rifle	Match-%	21.51%

Procedure	
Starting position	Gun loaded & holstered
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. Lex Luthoor

No image

CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 10 no-shoot, Total 10 targets	Min rounds	20
Firearm	Rifle	Match-%	21.51%

Procedure	
Starting position	Gun loaded & holstered
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. Quick Flyer

No image

CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	10.75%

Procedure	
Starting position	Gun loaded & holstered
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. Rifle doors

No image

CoF	Comstock - Medium	Points	90 p
Targets	9 paper, Total 9 targets	Min rounds	18
Firearm	Rifle	Match-%	19.35%

Procedure	
Starting position	Gun loaded & holstered
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. Rifle swingers

No image

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Rifle	Match-%	17.20%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 6. Rifle doors single shot

No image

CoF	Comstock - Short	Points	45 p
Targets	9 popper, Total 9 targets	Min rounds	9
Firearm	Rifle	Match-%	9.68%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	