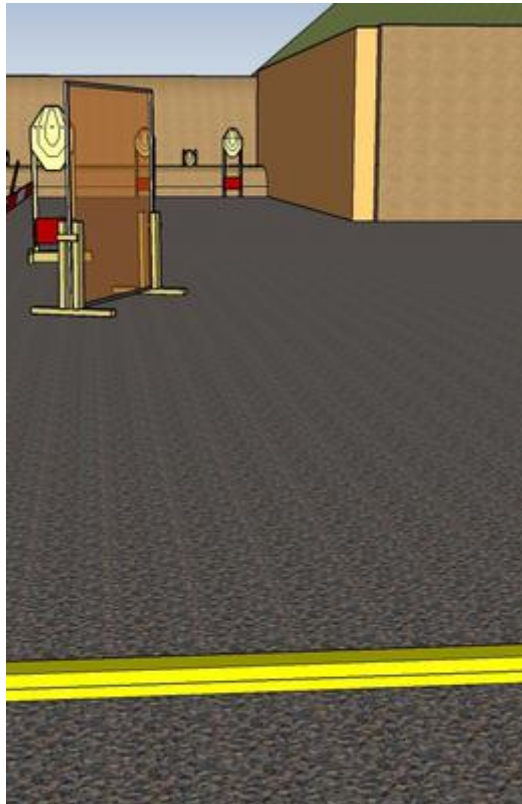


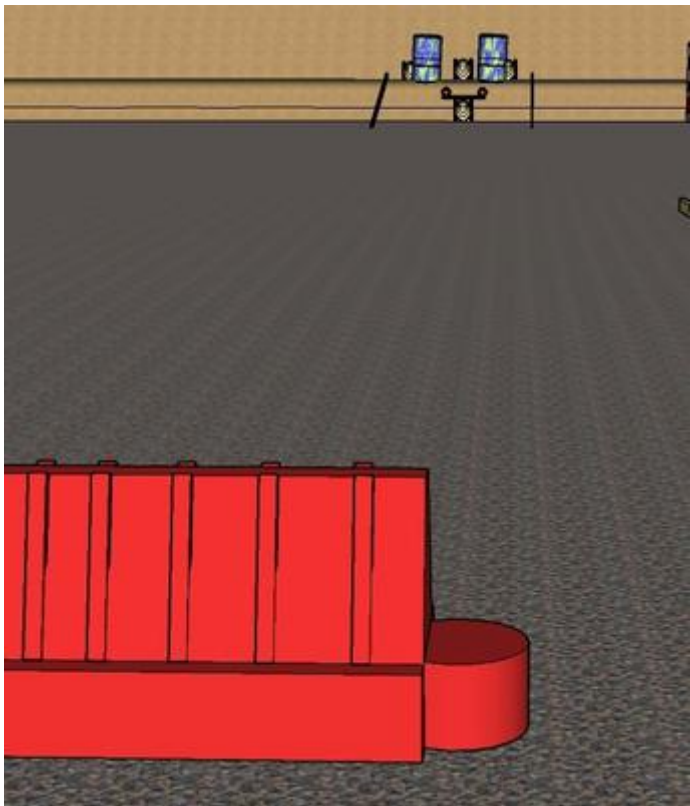
1. Behind and in front



| | | | |
|---------|--------------------------|------------|--------|
| CoF | Comstock - Short | Points | 40 p |
| Targets | 4 paper, Total 4 targets | Min rounds | 8 |
| Firearm | Rifle | Match-% | 11.59% |

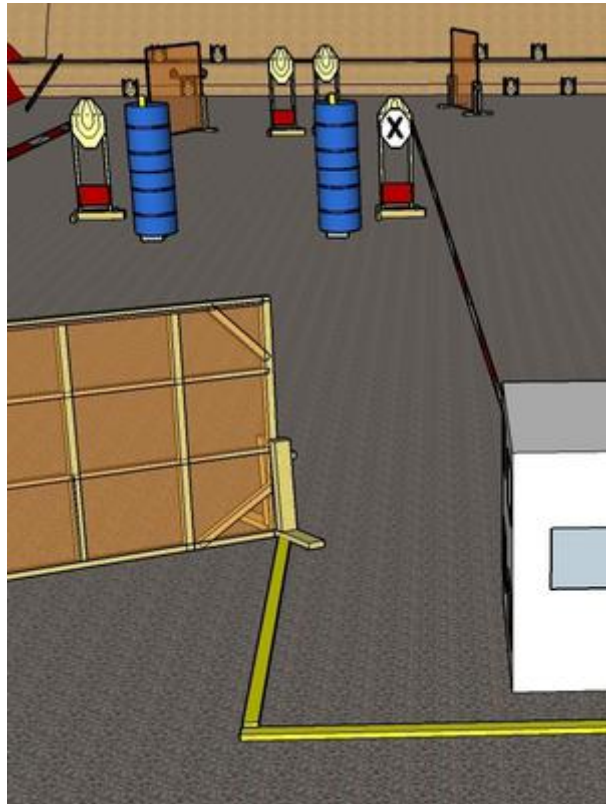
| | |
|-------------------------|--|
| Procedure | On start signal engage all targets as they become visible within the demarcated area |
| Starting position | Rifle option 1 at hip level |
| Firearm ready condition | |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | Left/right: 75deg when facing berm, vertical: top of berm (logs) |
| Setup notes | |

2. Over and under



| | | | |
|-------------------------|--|------------|--------|
| CoF | Comstock - Short | Points | 50 p |
| Targets | 4 paper, 2 frangible, Total 6 targets | Min rounds | 10 |
| Firearm | Rifle | Match-% | 14.49% |
| Procedure | On start signal engage all targets as they become visible within the demarcated area Plastic triangles are part of faultline, can be touched | | |
| Starting position | Rifle option 1 at hip level | | |
| Firearm ready condition | | | |
| Start on | Audible signal | | |
| Stop on | Last shot | | |
| Penalties | As per current edition of rules | | |
| Safety angles | Left/right: 75deg when facing berm, vertical: top of berm (logs) | | |
| Setup notes | | | |

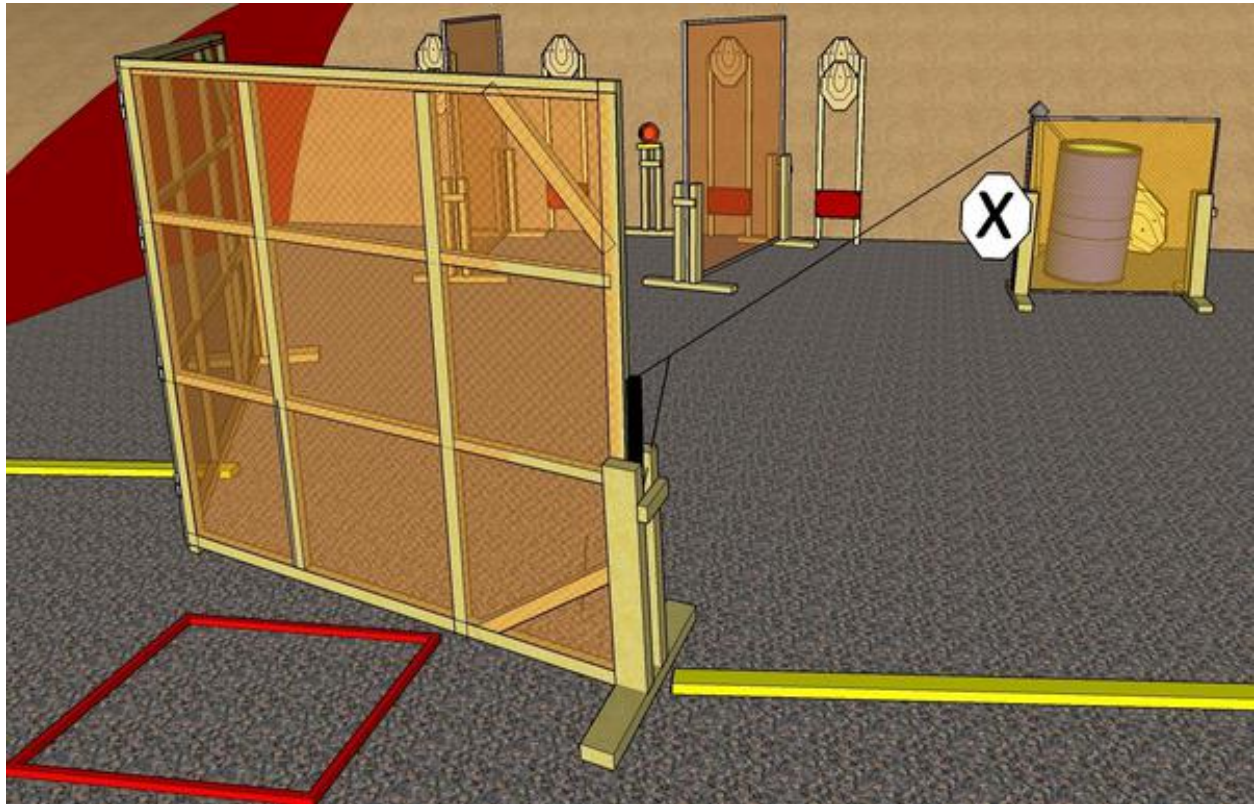
3. Get 'em all



| | | | |
|---------|---|------------|--------|
| CoF | Comstock - Long | Points | 130 p |
| Targets | 12 paper, 2 frangible, Total 14 targets | Min rounds | 26 |
| Firearm | Rifle | Match-% | 37.68% |

| | |
|-------------------------|--|
| Procedure | On start signal engage all targets as they become visible within the demarcated area |
| Starting position | Rifle option 1 at hip level anywhere in area |
| Firearm ready condition | |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | Left/right: 75deg when facing berm, vertical: top of berm (logs) |
| Setup notes | |

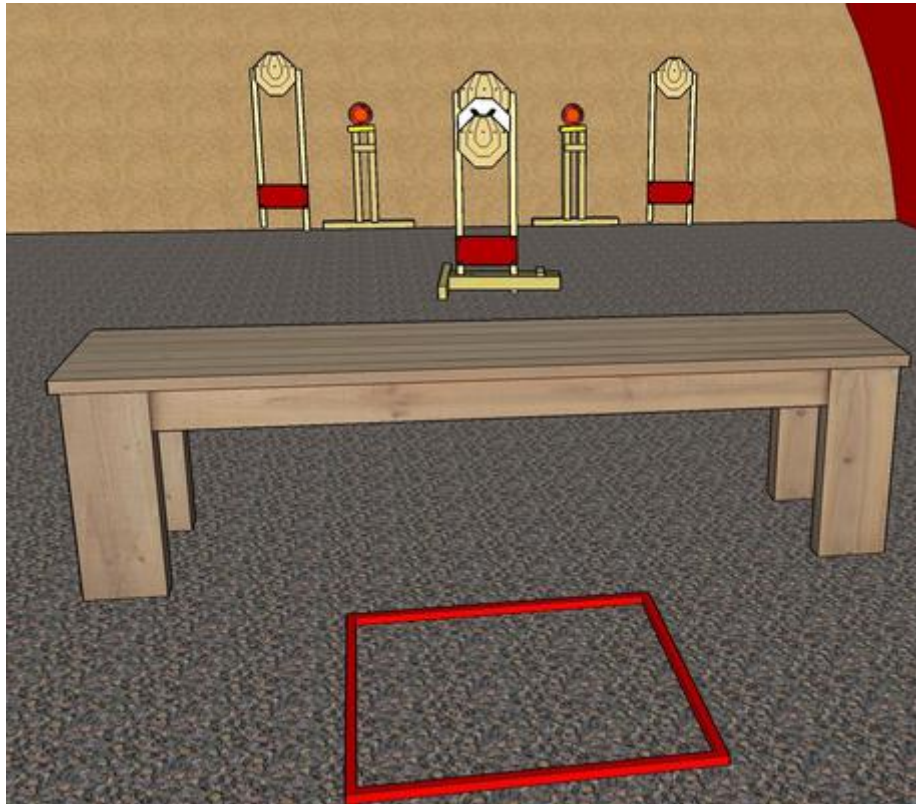
4. Serpentine



| | | | |
|---------|---------------------------------------|------------|--------|
| CoF | Comstock - Medium | Points | 75 p |
| Targets | 7 paper, 1 frangible, Total 8 targets | Min rounds | 15 |
| Firearm | Rifle | Match-% | 21.74% |

| | |
|-------------------------|--|
| Procedure | On start signal engage all targets as they become visible within the demarcated area Tirethreads on ground = faultline |
| Starting position | Rifle option 1 at hip level in BOX A facing downrange |
| Firearm ready condition | |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | Left: tape, end of building, right: 90deg when facing berm, vertical: top of berm |
| Setup notes | |

5. Quickety-quick



| | | | |
|---------|---------------------------------------|------------|--------|
| CoF | Comstock - Short | Points | 50 p |
| Targets | 4 paper, 2 frangible, Total 6 targets | Min rounds | 10 |
| Firearm | Rifle | Match-% | 14.49% |

| | |
|-------------------------|---|
| Procedure | On start signal engage all targets from within box A |
| Starting position | Rifle option 1 at hip level in BOX A facing downrange |
| Firearm ready condition | |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | Left: tape, end of building, right: 90deg when facing berm, vertical: top of berm |
| Setup notes | |