

1. MR1

No Image

CoF	Comstock - Short	Points	50 p
Targets	3 paper, 1 plates, Total 4 targets	Min rounds	10
Firearm	Mini Rifle	Match-%	10.75%

Procedure	
Starting position	Sitting relaxed at chair, hands on knee. Gun at mark on table + mag
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. MR2

No Image

CoF	Comstock - Medium	Points	70 p
Targets	6 paper, 2 plates, Total 8 targets	Min rounds	14
Firearm	Mini Rifle	Match-%	15.05%

Procedure	
Starting position	Standing relaxed anywhere in the area. Gun loaded
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. MR3

No Image

CoF	Comstock - Short	Points	50 p
Targets	2 paper, 2 disappering/bonus, 2 plates, Total 6 targets	Min rounds	6
Firearm	Mini Rifle	Match-%	10.75%

Procedure	
Starting position	Standing relaxed anywhere in the area. Gun loaded
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. MR4

No Image

CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 plates, Total 17 targets	Min rounds	32
Firearm	Mini Rifle	Match-%	34.41%

Procedure	
Starting position	Standing relaxed anywhere in the area. Gun loaded
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. MR5

No Image

CoF	Comstock - Short	Points	40 p
Targets	3 paper, 2 plates, Total 5 targets	Min rounds	8
Firearm	Mini Rifle	Match-%	8.60%

Procedure	
Starting position	Standing relaxed anywhere in the area. Gun loaded
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. MR6

No Image

CoF	Comstock - Medium	Points	95 p
Targets	6 paper, 7 plates, Total 13 targets	Min rounds	19
Firearm	Mini Rifle	Match-%	20.43%

Procedure	
Starting position	Standing relaxed anywhere in the area A. Gun loaded
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	