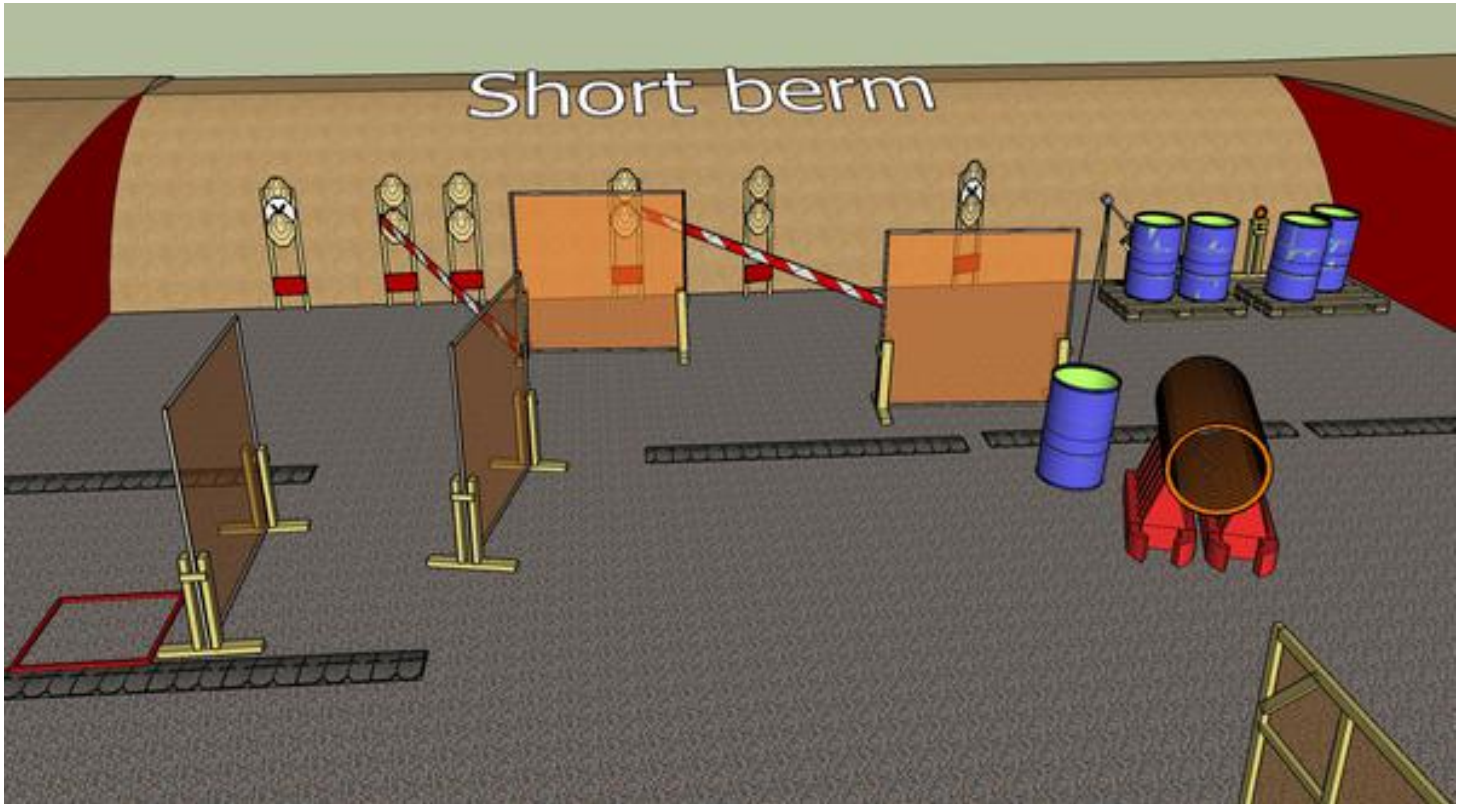


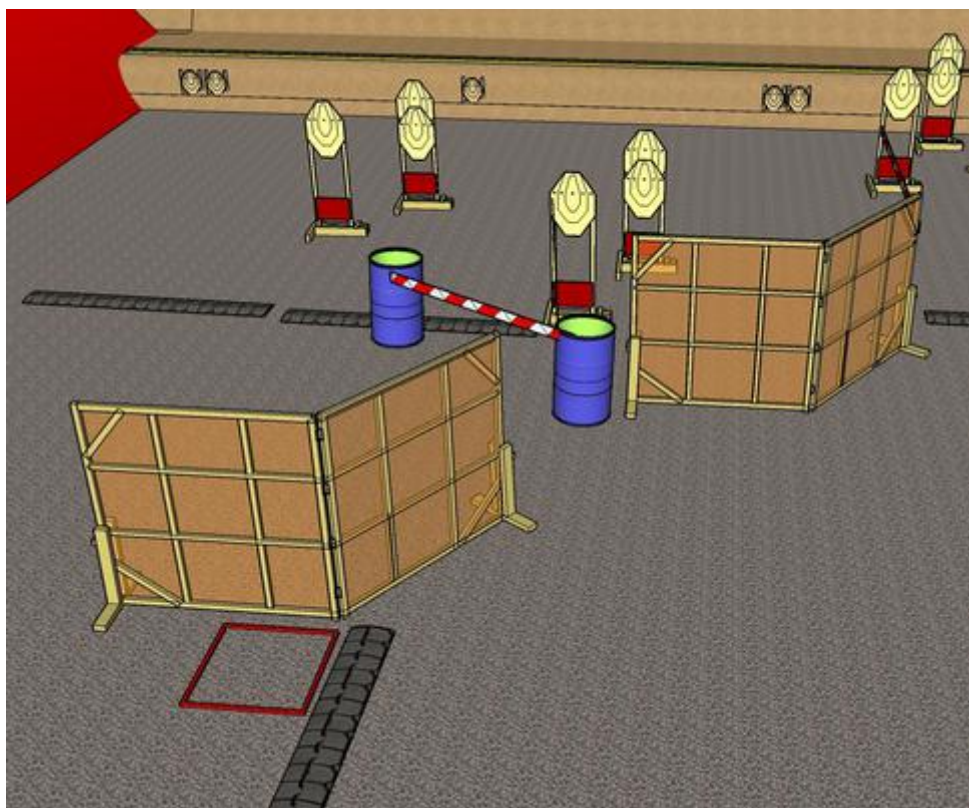
# 1. Mr Walker and Mr Runner



CoF	Comstock - Long	Points	135 p
Targets	13 paper, 1 frangible, 2 no-shoot, Total 14 targets	Min rounds	27
Firearm	Rifle	Match-%	34.18%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Frangible MUST be shot through barrel ! Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity.
Starting position	Rifle option 1 at hip level. Standing relaxed 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	

## 2. Zebbedee horizontalz



CoF	Comstock - Long	Points	140 p
Targets	14 paper, Total 14 targets	Min rounds	28
Firearm	Rifle	Match-%	35.44%

Procedure	On start signal engage all targets as they become visible within the demarcated area Tirethreads on ground = faultline Red/white tape = walls extending up/down to infinity
Starting position	Rifle option 1 at hip level. Standing relaxed 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/right: 90deg when facing berm, vertical: top of berm (logs)
Setup notes	

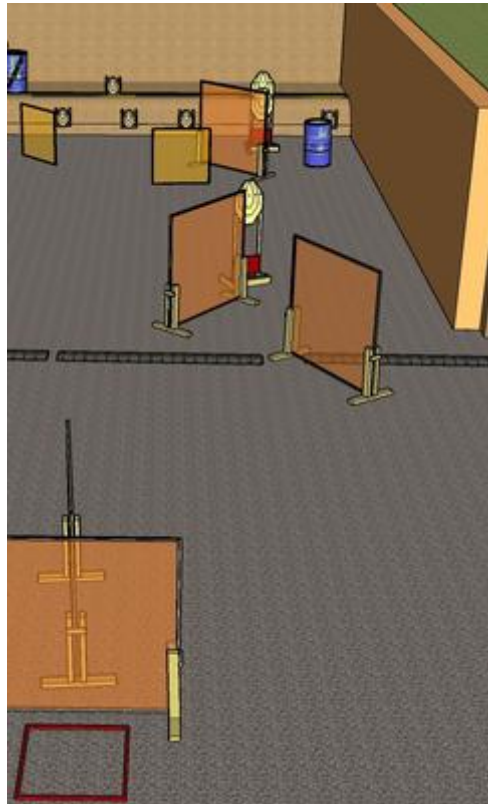
### 3. Get daown or DAOWN



CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Rifle	Match-%	10.13%

Procedure	On start signal engage all targets as they become visible within the demarcated area (behind plasticbox) Tirethreads on ground = faultline
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: 90deg when facing berm, vertical: top of berm (logs)
Setup notes	

## 4. Memory iz naiz



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Rifle	Match-%	20.25%

Procedure	On start signal engage all targets as they become visible within the demarcated area Tirethreads on ground = faultline Red/white tape = walls extending up/down to infinity
Starting position	Rifle option 1 at hip level. Standing relaxed 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/right: 90deg when facing berm, vertical: top of berm (logs)
Setup notes	