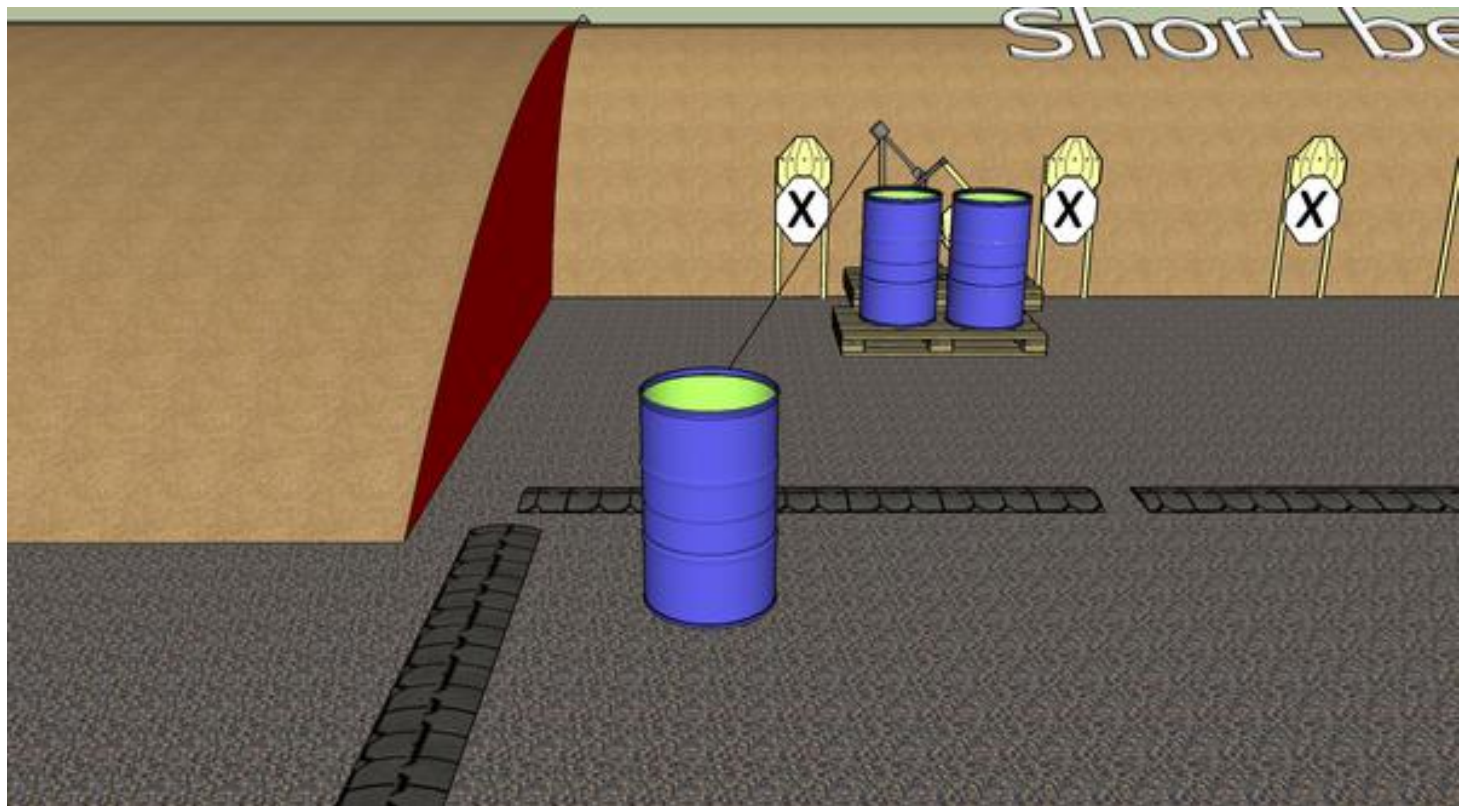


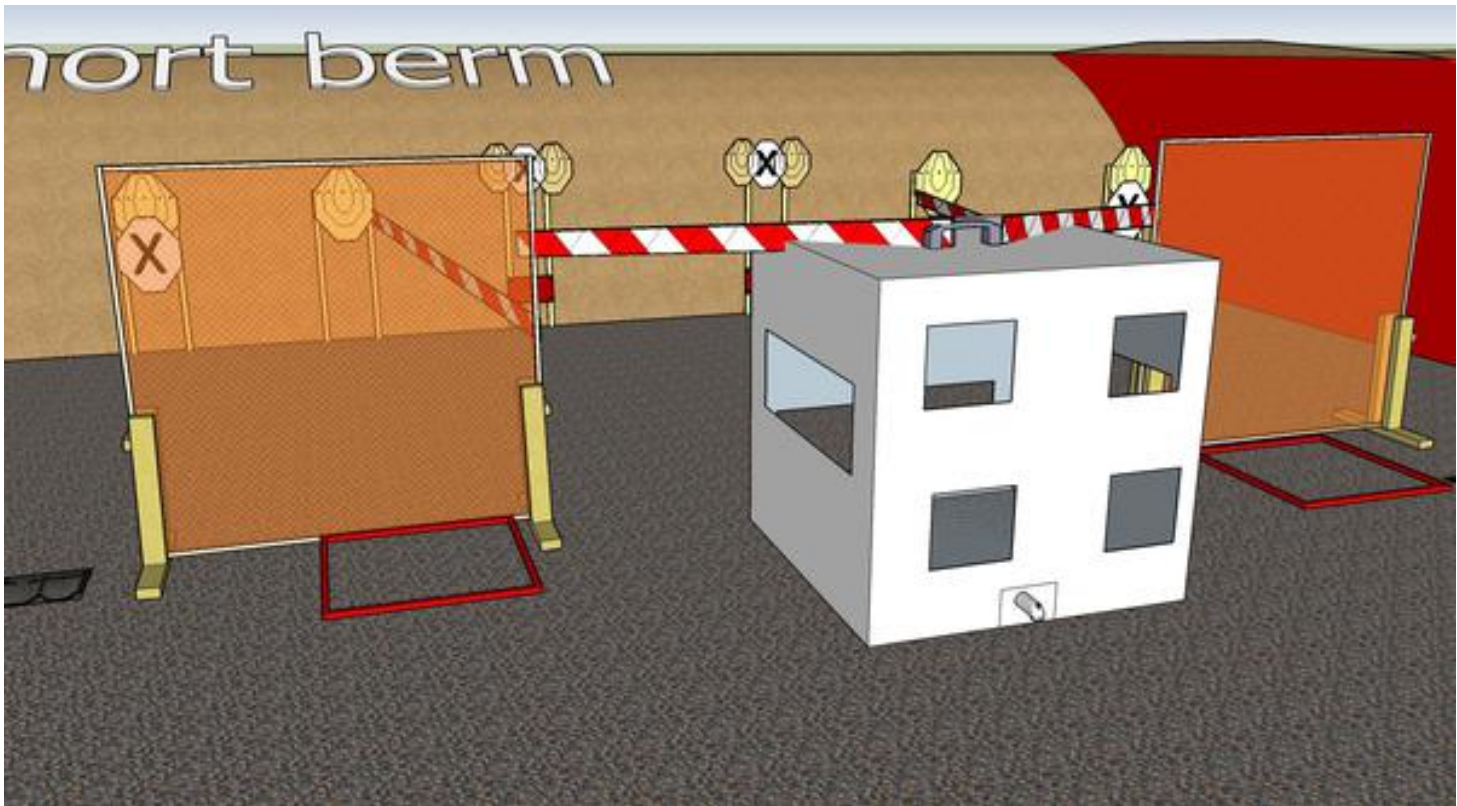
## 1. Let 'er rip



|         |                                      |            |        |
|---------|--------------------------------------|------------|--------|
| CoF     | Comstock - Short                     | Points     | 40 p   |
| Targets | 4 paper, 4 no-shoot, Total 4 targets | Min rounds | 8      |
| Firearm | Rifle                                | Match-%    | 11.76% |

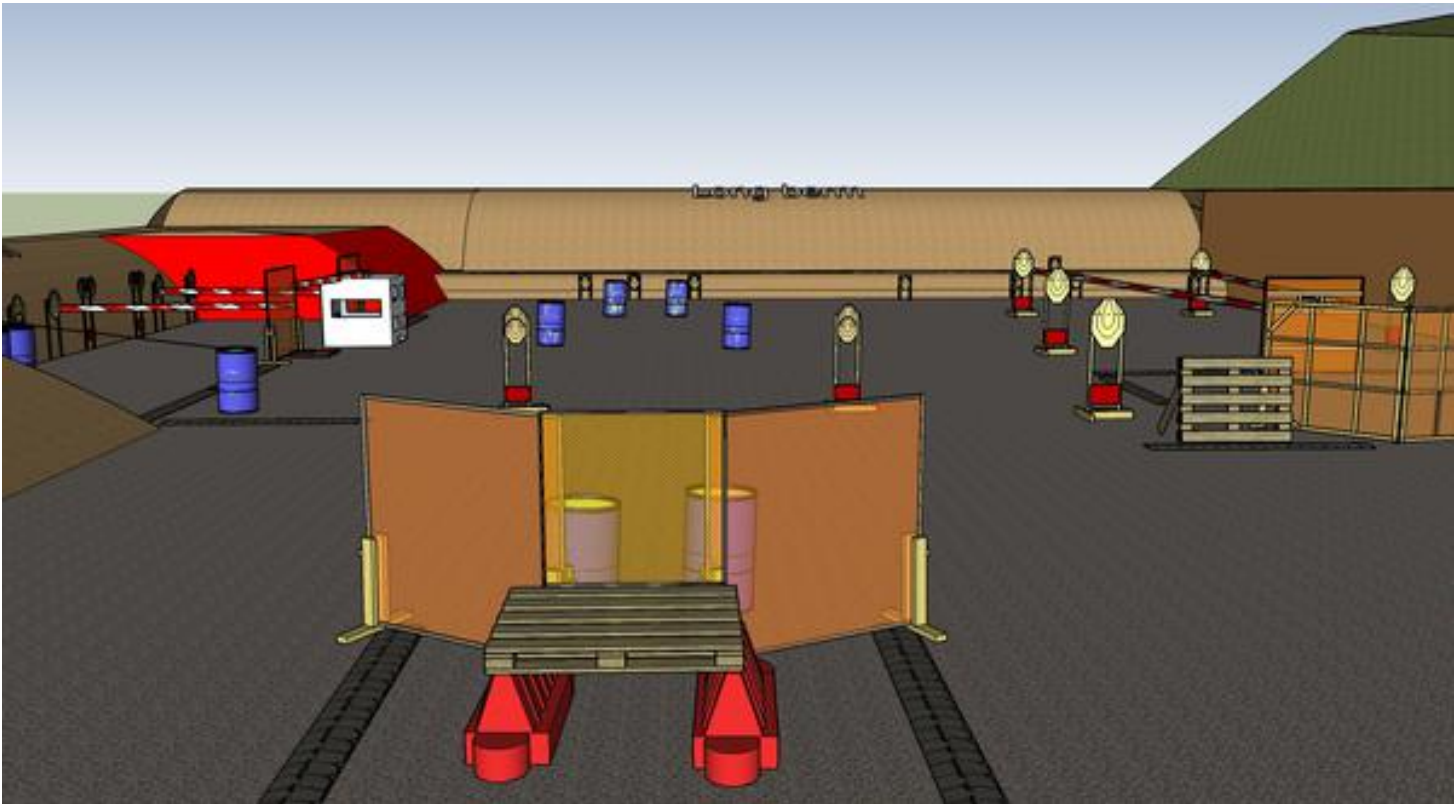
|                         |   |
|-------------------------|---|
| Procedure               | On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline |
| Starting position       | Rifle option 1 touching hip   |
| Firearm ready condition |   |
| 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. Right or left, no matter



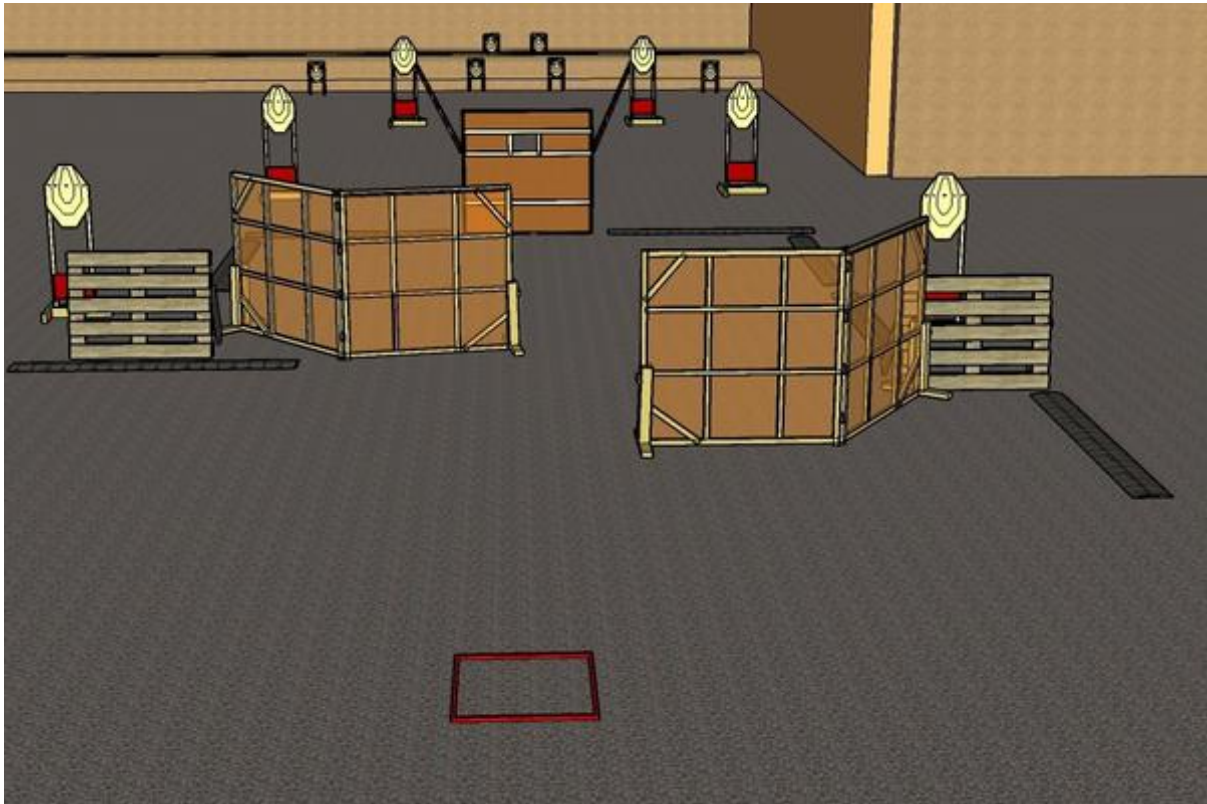
|                         |  |            |        |
|-------------------------|--|------------|--------|
| CoF                     | Comstock - Medium  | Points     | 80 p   |
| Targets                 | 8 paper, 4 no-shoot, Total 8 targets   | Min rounds | 16     |
| Firearm                 | Rifle  | Match-%    | 23.53% |
| Procedure               | On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline. Middle targets may be shot through apertures only ! |            |        |
| Starting position       | Rifle option 1 touching hip. Standing relaxed in BOX A or B 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             |  |            |        |

### 3. Up, down, side-to-side



|                         |   |            |        |
|-------------------------|---|------------|--------|
| CoF                     | Comstock - Medium   | Points     | 100 p  |
| Targets                 | 10 paper, Total 10 targets  | Min rounds | 20     |
| Firearm                 | Rifle   | Match-%    | 29.41% |
| Procedure               | On start signal engage all targets as they become visible within the demarcated area (behind walls and faultlines). Furthest back mini targets MUST be engaged under wall/pallet. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline |            |        |
| Starting position       | Rifle option 1 touching hip. Standing in center of stage behind pallet  |            |        |
| Firearm ready condition |   |            |        |
| Start on                | Audible signal  |            |        |
| Stop on                 | Last shot   |            |        |
| Penalties               | As per current edition of rules   |            |        |
| Safety angles           | Lef/right: 45deg when facing berm, vertical: top of berm  |            |        |
| Setup notes             |   |            |        |

## 4. Zig between



|         |                            |            |        |
|---------|----------------------------|------------|--------|
| CoF     | Comstock - Long            | Points     | 120 p  |
| Targets | 12 paper, Total 12 targets | Min rounds | 24     |
| Firearm | Rifle                      | Match-%    | 35.29% |

|                         |   |  |  |
|-------------------------|---|--|--|
| 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. 4 targets in center must be shot through aperture. |  |  |
| Starting position       | Rifle option 1 touching hip. 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           | Lef/right: 45deg when facing berm, vertical: top of berm  |  |  |
| Setup notes             |   |  |  |