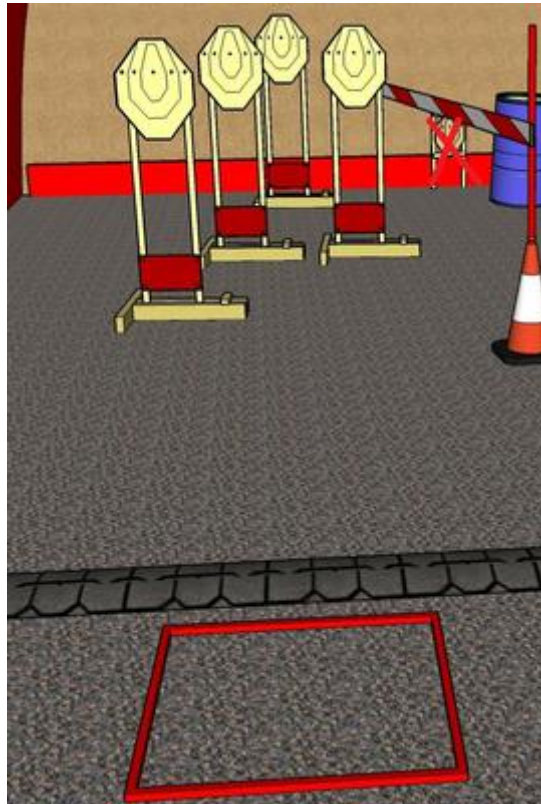


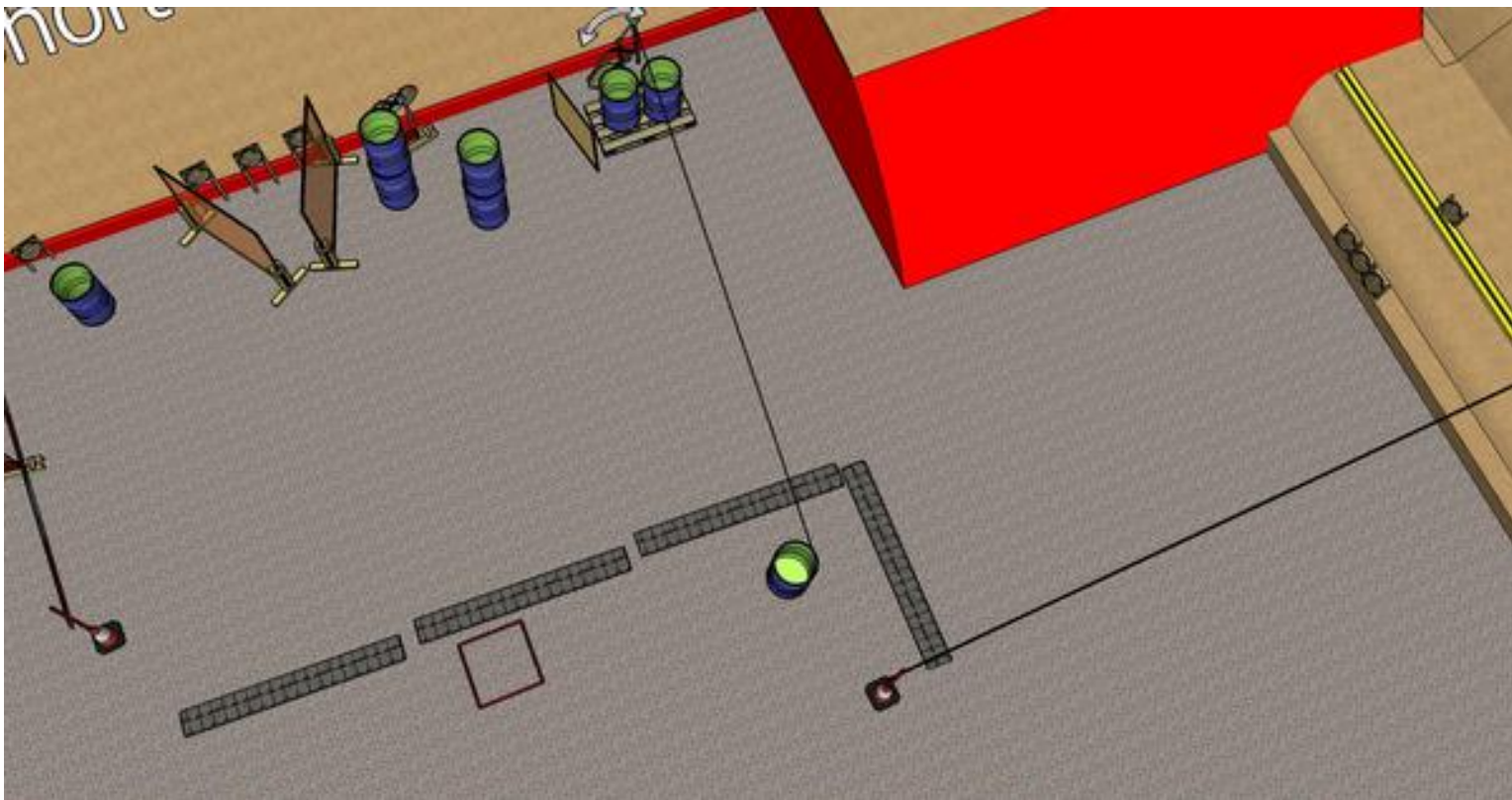
1. Brrt



CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Rifle	Match-%	6.61%

Procedure	On start signal engage all targets as they become visible from within box A. Red/white tape = walls extending up/down to infinity. HOTRANGE with stage 2 (bring magazine as needed, RO order "reload if necessary", "Safety on", "Move", move to stage 2 with rifle HORIZONTAL towards berm !)
Starting position	Rifle option 1 at hip level facing downrange
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current rules
Safety angles	Left: tape, end of building, right: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	

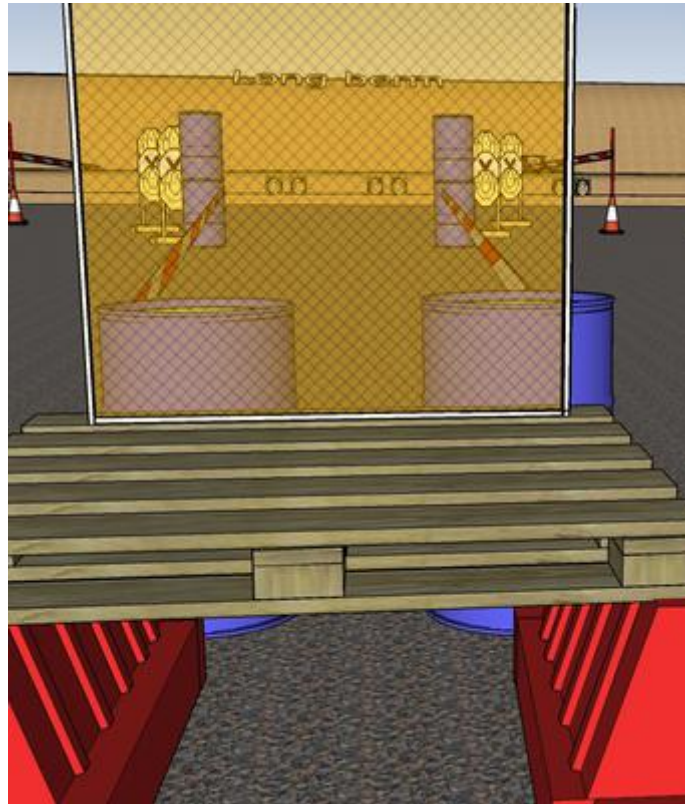
2. Now you don't see 'em



CoF	Comstock - Long	Points	110 p
Targets	11 paper, 1 no-shoot, Total 11 targets	Min rounds	22
Firearm	Rifle	Match-%	18.18%

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 facing downrange
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current rules
Safety angles	Left: tape, end of building, right: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	

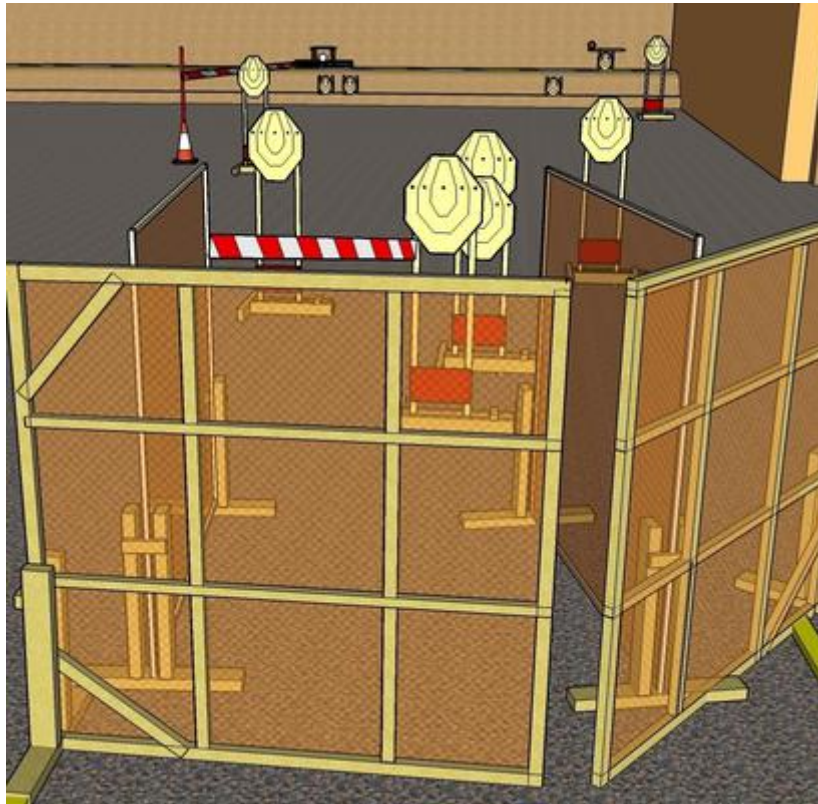
3. Up and down, side to side



CoF	Comstock - Long	Points	120 p
Targets	12 paper, 2 no-shoot, Total 12 targets	Min rounds	24
Firearm	Rifle	Match-%	19.83%

Procedure	On start signal engage all targets as they become visible within the demarcated area Red/white tape = walls extending up/down to infinity
Starting position	Rifle option 1 at hip level facing downrange
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current rules
Safety angles	Left/right: 45deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

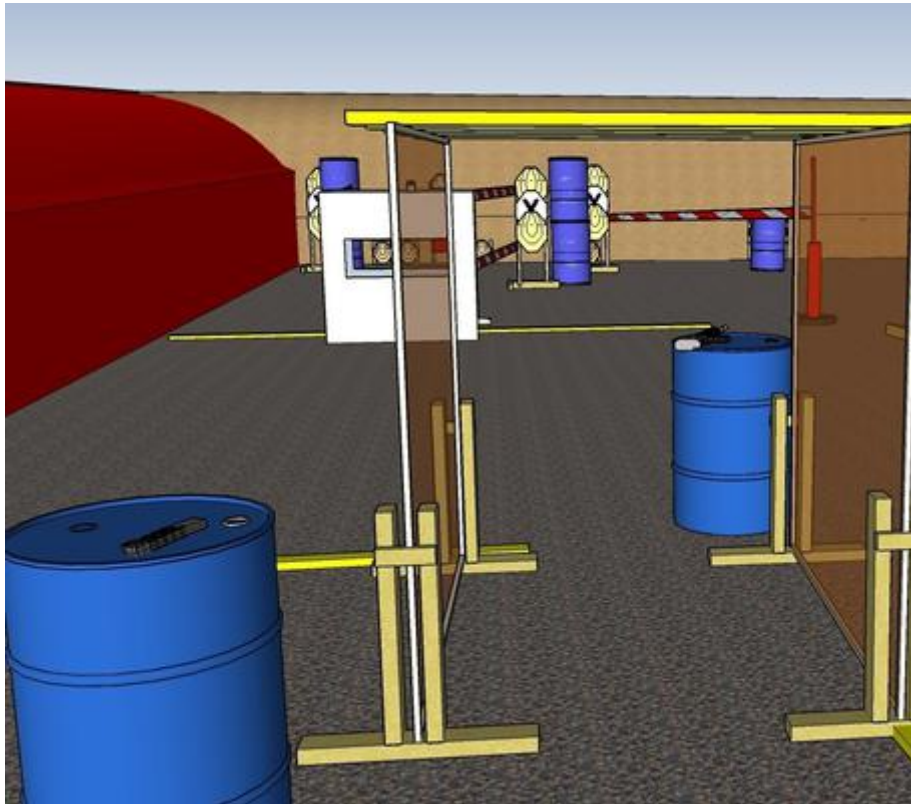
4. Don't forget any



CoF	Comstock - Long	Points	115 p
Targets	11 paper, 1 frangible, Total 12 targets	Min rounds	23
Firearm	Rifle	Match-%	19.01%

Procedure	On start signal engage all targets as they become visible within the demarcated area Red/white tape = walls extending up/down to infinity
Starting position	Rifle option 1 at hip level facing downrange
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current rules
Safety angles	Left/right: 45deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

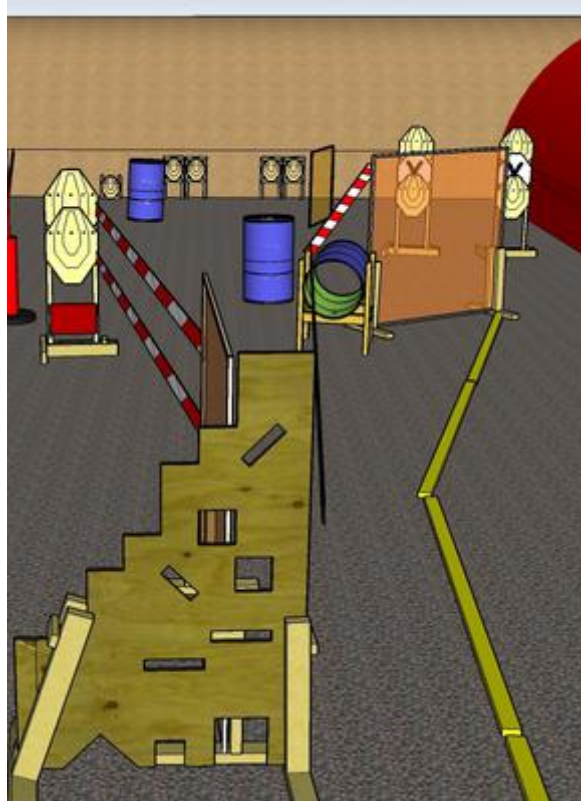
5. Watch your head



CoF	Comstock - Long	Points	110 p
Targets	11 paper, 3 no-shoot, Total 11 targets	Min rounds	22
Firearm	Rifle	Match-%	18.18%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Yellow/black tape = Shooting allowed UNDER tape (ie. through aperture in 1000L)
Starting position	Standing relaxed behind Cooper-tunnel, 1st mag to be use on closest barrel, rifle on barrel #2
Firearm ready condition	3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current rules
Safety angles	Left: tape, end of building, right: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	

6. Looking glass(es)



CoF	Comstock - Long	Points	110 p
Targets	11 paper, 2 no-shoot, Total 11 targets	Min rounds	22
Firearm	Rifle	Match-%	18.18%

Procedure	On start signal engage all targets as they become visible within the demarcated area .ALL SHOTS must be fired through apertures except for tall arrays on far right		
Starting position	Rifle option 1 at hip level facing downrange		
Firearm ready condition	1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current rules		
Safety angles	Left: tape, end of building, right: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading		
Setup notes			