

# 1. Warm up

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CoF	Comstock - Medium	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Rifle	Match-%	14.29%

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.
Starting position	Standing in the middle of table. Riflebutt touching hip
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: tape, right: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	

## 2. Sideway's

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CoF	Comstock - Medium	Points	100 p
Targets	10 paper, Total 10 targets	Min rounds	20
Firearm	Rifle	Match-%	23.81%

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	Standing in box A. Rifle option 1 at hip level facing downrange
Firearm ready condition	1
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, but max 20 degrees over horizontal when reloading
Setup notes	

### 3. Stage3

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CoF	Comstock - Medium	Points	85 p
Targets	7 paper, 3 frangible, 2 no-shoot, Total 10 targets	Min rounds	17
Firearm	Rifle	Match-%	20.24%

Procedure	On start signal in Box A, engage all targets as they become visible within the demarcated area Red/white tape = walls extending up/down to infinity. Tiremarks on ground = fault line
Starting position	Standing in box A. Rifle option 1 at hip level facing downrange
Firearm ready condition	1
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), but max 20 degrees over horizontal when reloading
Setup notes	

## 4. MOVE IT DOWN

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CoF	Comstock - Long	Points	175 p
Targets	16 paper, 3 frangible, Total 19 targets	Min rounds	35
Firearm	Rifle	Match-%	41.67%

Procedure	On start signal engage all targets as they become visible within the demarcated area Red/white tape = walls extending up/down to infinity. Tiremarks on ground = fault line
Starting position	Standing in box A. Rifle option 1 at hip level facing downrange
Firearm ready condition	1
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), but max 20 degrees over horizontal when reloading
Setup notes	