## 1. Tripple Trouble



| CoF | Comstock - Medium | Points | 100 p |
| :---: | :--- | :---: | :---: |
| Targets | 10 paper, Total 10 targets | Min rounds | 20 |
| Firearm | Rifle | Match- $\%$ | $19.61 \%$ |


|  |  |
| ---: | :--- | :--- |
| Procedure | On audible signal, engage all targets within the designated area. Targets $1-3$ can only be shot from area 1 Targets $4-7$ <br> can only be shot from area 2 Targets $8-10$ can only be shot from area 3 |
| Starting position | Anywhere in area 1, 2 or 3 |
| Firearm ready |  |
| condition | Option 1 |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | Flag to the right and flag to the left. |
| Setup notes |  |

## 2. Mayhem



| CoF | Comstock - Long | Points | 160 p |
| :---: | :--- | :---: | :---: |
| Targets | 16 paper, 12 no-shoot, Total 16 targets | Min rounds | 32 |
| Firearm | Rifle | Match- $\%$ | $31.37 \%$ |


| Procedure | On audible signal, engage all targets within the designated area. |
| :--- | :--- |
| Starting position | Anywhere in area. |
| Firearm ready <br> condition <br> Start on <br> Stop on | Option 1. |
| Audible signal |  |
| Penalties | As per current edition of rules |
| Safety angles | Flag to the right and flag to the left. |
| Setup notes |  |

## 3. Spray \& Pray



| CoF | Comstock - Medium | Points | 100 p |
| :---: | :--- | :---: | :---: |
| Targets | 10 paper, 1 no-shoot, Total 10 targets | Min rounds | 20 |
| Firearm | Rifle | Match- $\%$ | $19.61 \%$ |


|  |  |
| :--- | :--- |
| Procedure | On audible signal, engage all targets within the designated area. |
| Starting position | Standing on mark |
| Firearm ready |  |
| condition | Option 3 |
| Start on | Audible signal |
| Senalties on | Last shot |
| As per current edition of rules |  |
| Safety angles | Flag to the right and flag to the right |
| Setup notes |  |

## 4. Run for Fun



| CoF | Comstock - Long | Points | 150 p |
| :---: | :--- | :---: | :---: |
| Targets | 15 paper, 6 no-shoot, Total 15 targets | Min rounds | 30 |
| Firearm | Rifle | Match- $\%$ | $29.41 \%$ |


|  |  |
| :--- | :--- |
| Procedure | On audible signal, engage all targets within the designated area. Targets 1-3 can only be shot from "The Roof". <br> Targets 4-11 can be shot from anywhere. Targets 12-15 can only be shot from holes in barricade, only one target in <br> each hole. |
| Starting position <br> Firearm ready <br> condition <br> Start on <br> Stop on | Anywhere in area |
| Option 2. |  |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes |  |

