1. On The Roof

CoF	Comstock - Medium	Points	90 p
Targets	8 paper, 2 popper, Total 10 targets	Min rounds	18
Firearm	Rifle	Match-%	22.22%

Procedure	Triple array at 130m from Roof (1) 25m from (2) 300m Left 2x IP 2x Bob from (3)
Starting position	Behind Roof
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. 300m

CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, Total 5 targets	Min rounds	9
Firearm	Rifle	Match-%	11.11%

Procedure	From (3)
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. Standing 100m

CoF	Comstock - Medium	Points	100 p
Targets	9 paper, 2 popper, Total 11 targets	Min rounds	20
Firearm	Rifle	Match-%	24.69%

Procedure	(4) 100m Left (5) 100m 4 IT 2 IP 2x swinger
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

4. 300m

CoF	Comstock - Medium	Points	70 p
Targets	6 paper, 2 popper, Total 8 targets	Min rounds	14
Firearm	Rifle	Match-%	17.28%

Procedure	(3) 300 m left (Bob) + triangle på vei
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

5. Skrå

CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	12.35%

Procedure	(6) 2 foran + 3 single på vei
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

6. Swingers

CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 popper, Total 6 targets	Min rounds	10
Firearm	Rifle	Match-%	12.35%

Procedure	100m right swingers
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	