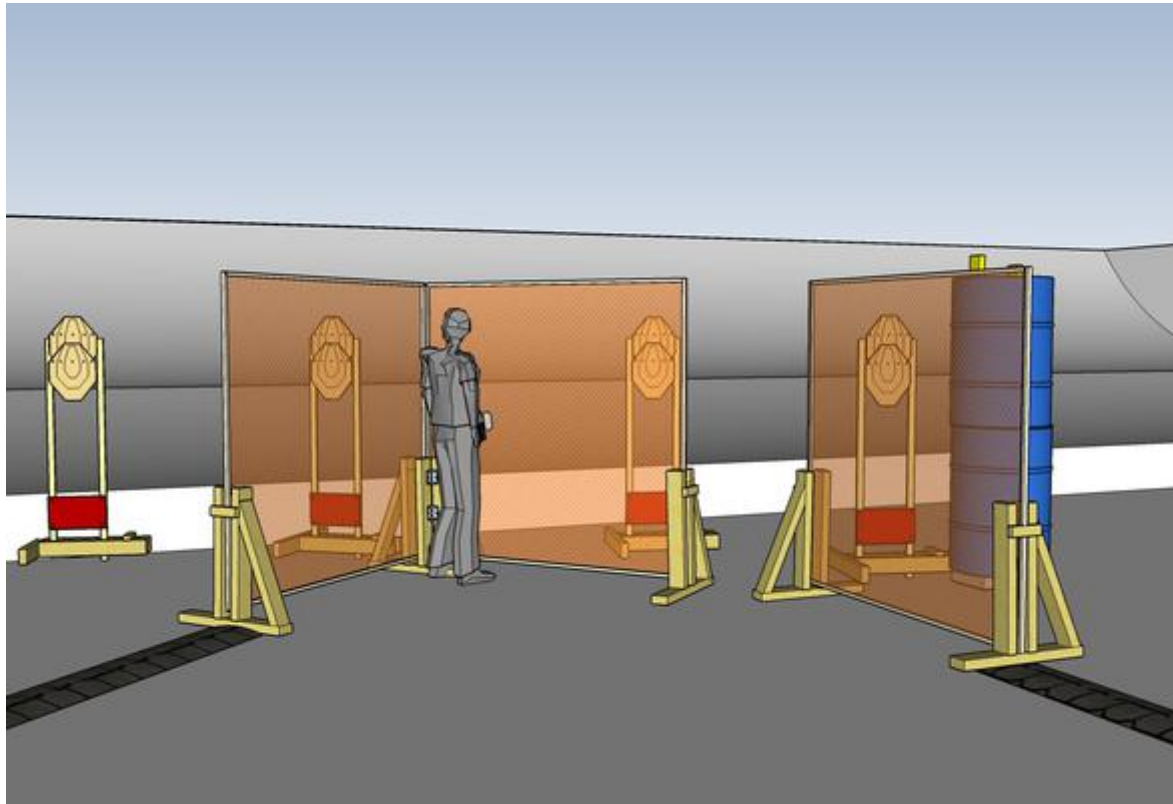


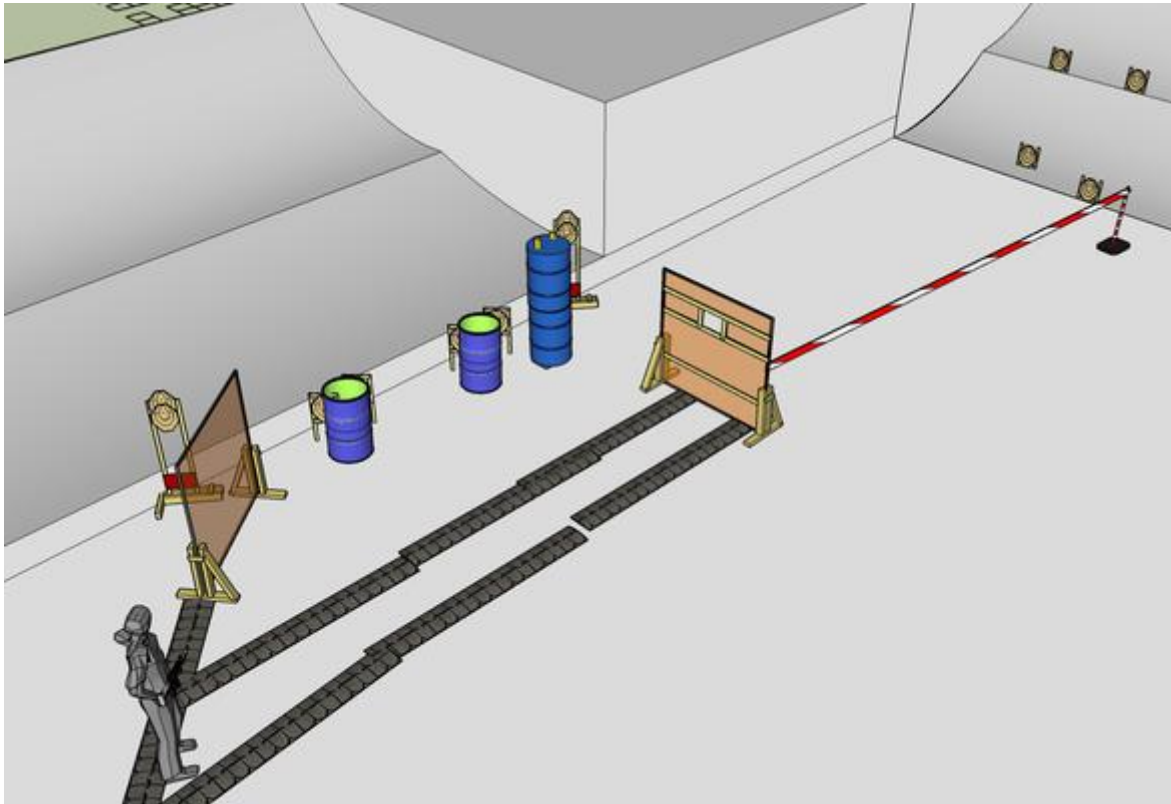
1. Triangle



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Rifle	Match-%	19.51%

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	Facing into angle downrange, RO demonstrates
Firearm ready condition	Condition 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: stick, end of building, right: 90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

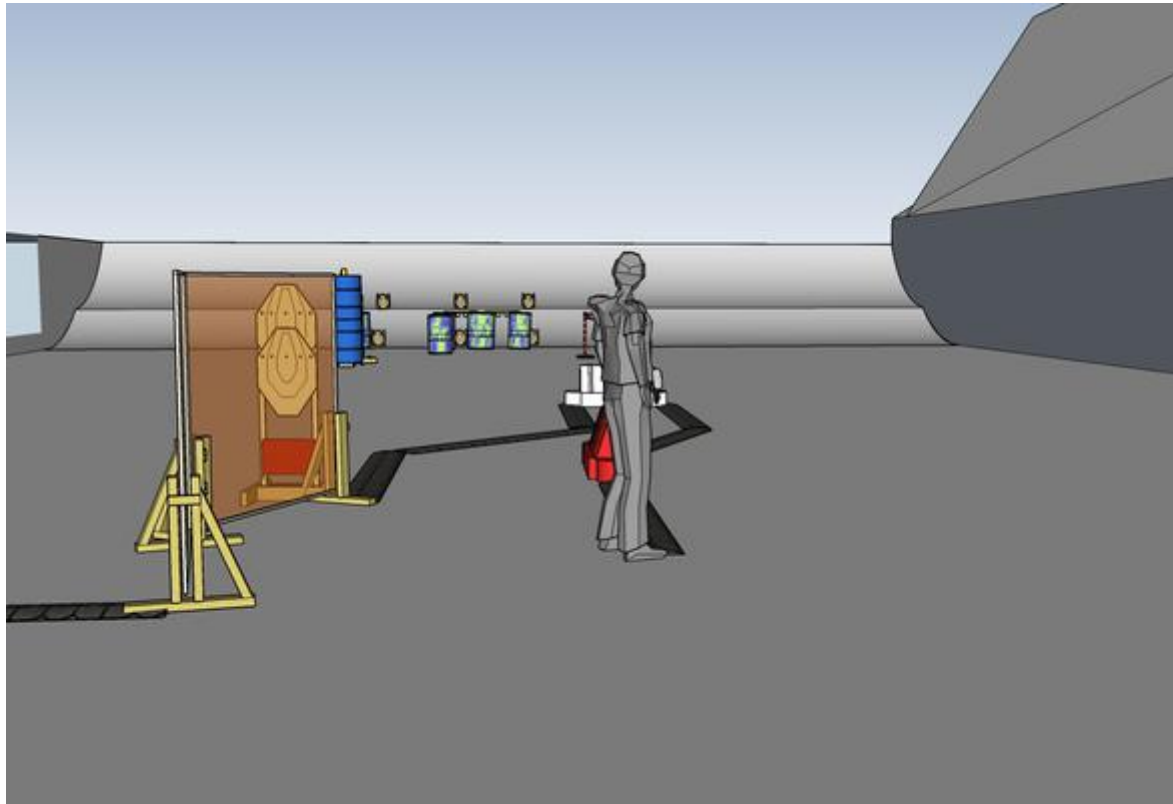
2. Walking down the street



CoF	Comstock - Long	Points	120 p
Targets	12 paper, Total 12 targets	Min rounds	24
Firearm	Rifle	Match-%	29.27%

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	Far left side of stage when facing downrange		
Firearm ready condition	Condition 1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Left: stick, end of building, right: 90deg when facing berm, vertical: top of berm, but horizontal when reloading		
Setup notes			

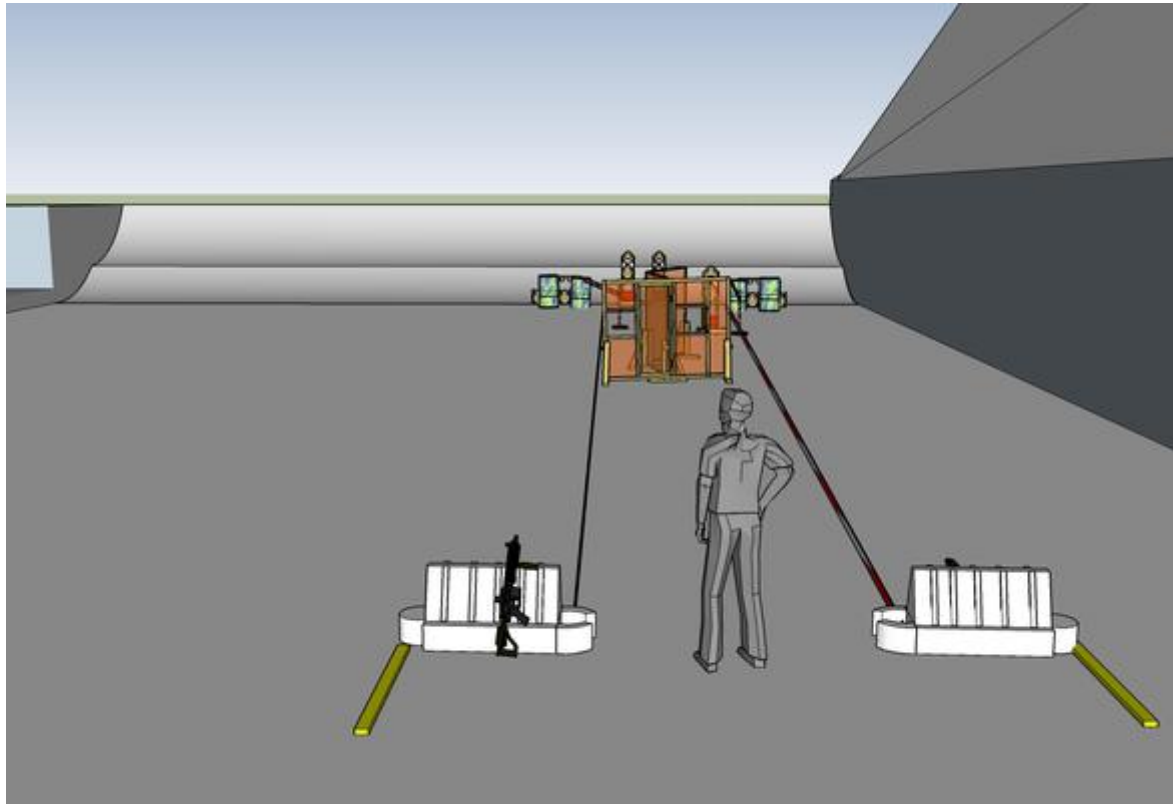
3. Zigzag and a twist



CoF	Comstock - Medium	Points	100 p
Targets	9 paper, 2 frangible, Total 11 targets	Min rounds	20
Firearm	Rifle	Match-%	24.39%

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	Toes touching far right faultline
Firearm ready condition	Condition 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 70deg towards left berm right, end of wall/fence, vertical: top of berm (logs), horizontal when reloading
Setup notes	

4. Side to side and peek-a-boo



CoF	Comstock - Long	Points	110 p
Targets	10 paper, 2 frangible, 2 no-shoot, Total 12 targets	Min rounds	22
Firearm	Rifle	Match-%	26.83%

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 center between molars, 1st. mag on one, rifle standing/leaning vertical on other as demo
Firearm ready condition	Condition 3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left, 70deg (berm) when facing downrange, right, end of fence, vertical: top of berm (logs), but horizontal when reloading
Setup notes	