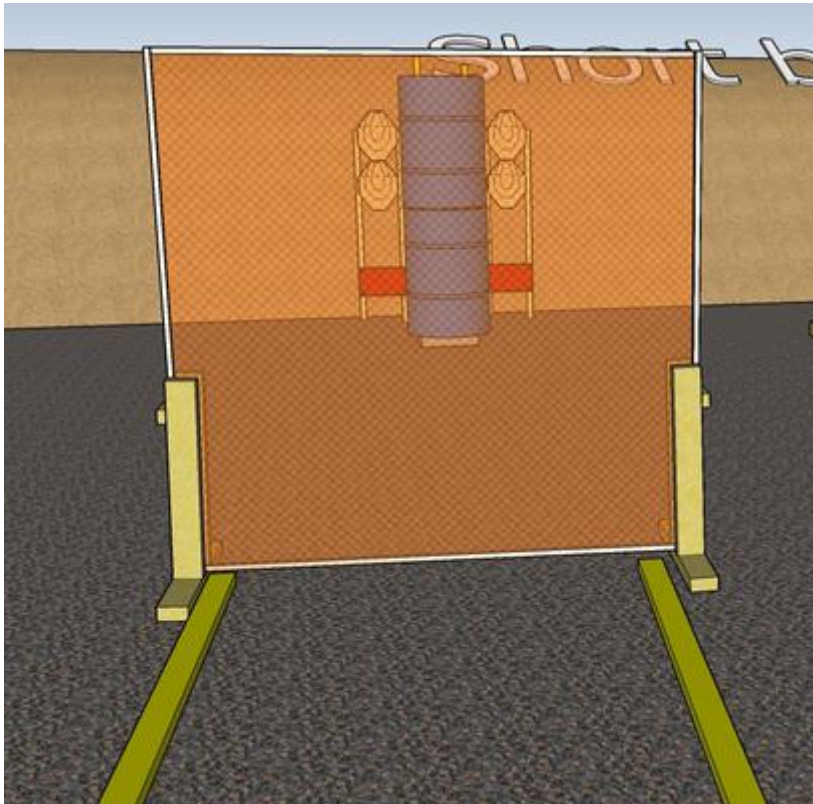


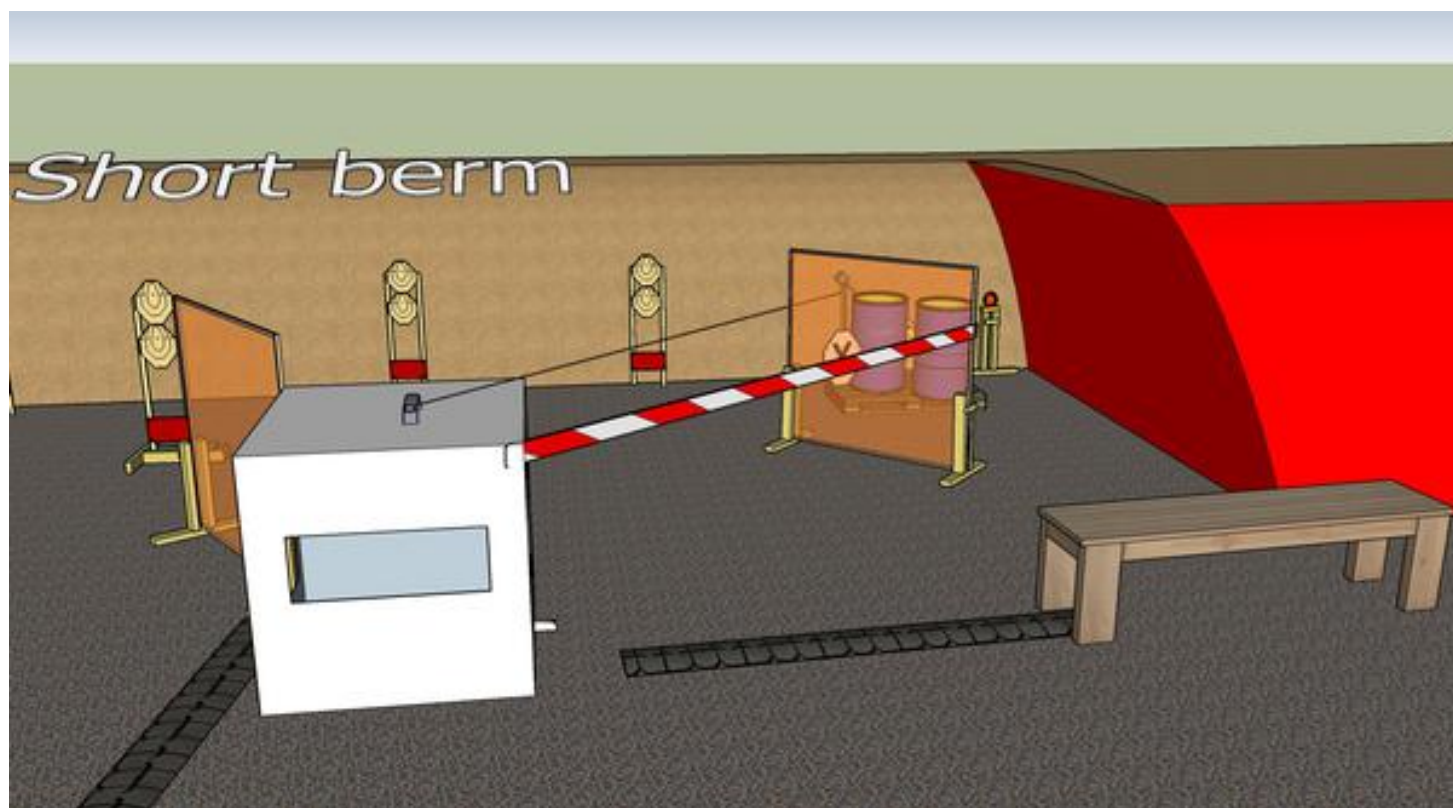
# 1. Peek-a-boo



CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Rifle	Match-%	9.20%

Procedure	On start signal engage all targets as they become visible within the demarcated area
Starting position	Standing relaxed behind center of wall facing downrange. Rifle option 1 at hip level
Firearm ready condition	
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
Setup notes	

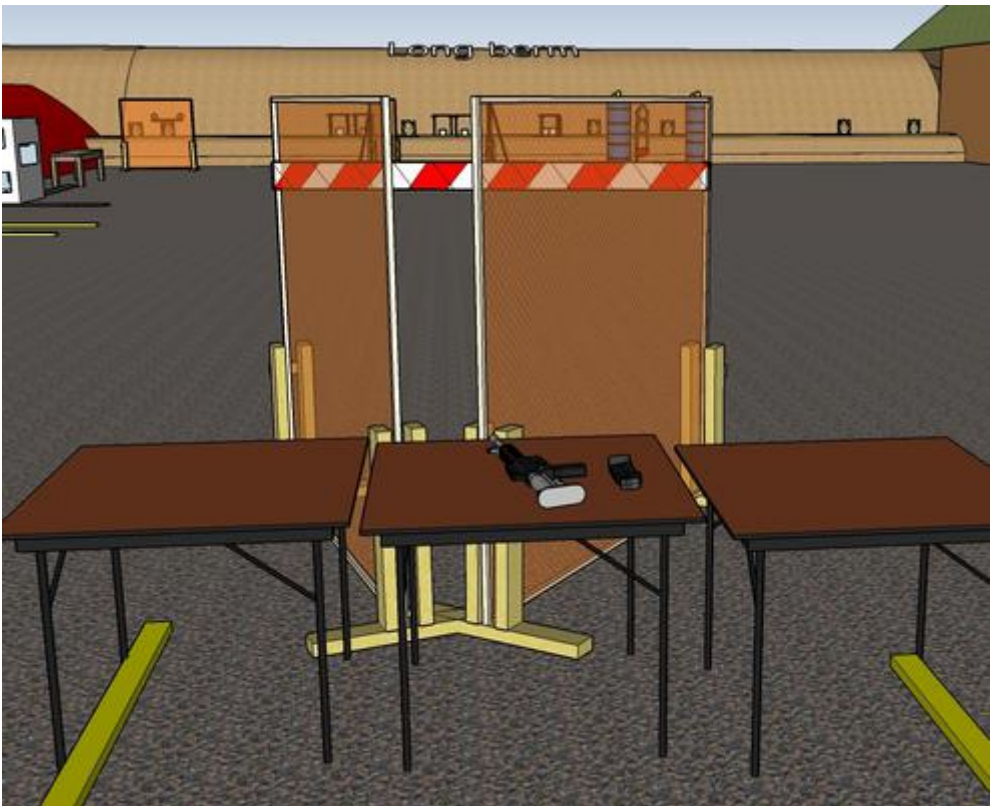
## 2. See-saw, side-to-side



CoF	Comstock - Medium	Points	75 p
Targets	7 paper, 1 frangible, Total 8 targets	Min rounds	15
Firearm	Rifle	Match-%	17.24%

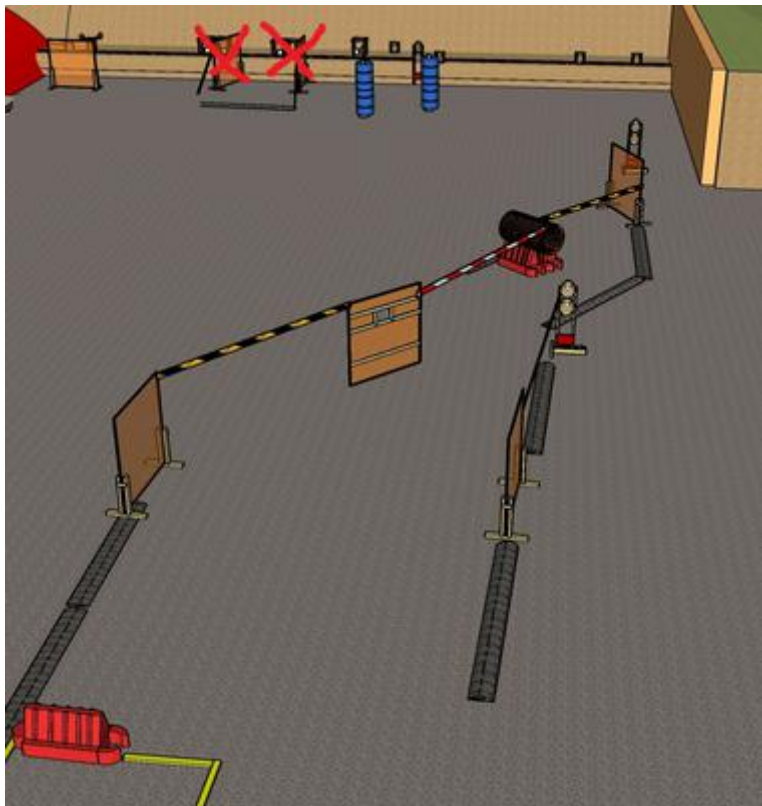
Procedure	On start signal engage all targets as they become visible within the demarcated area Tirethreads on ground = faultline Red/white tape = walls extending up/down to infinity
Starting position	Rifle option 1 at hip level anywhere in demarcated area
Firearm ready condition	
Start on	Audible signal
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
Setup notes	

### 3. Take your time, quickly



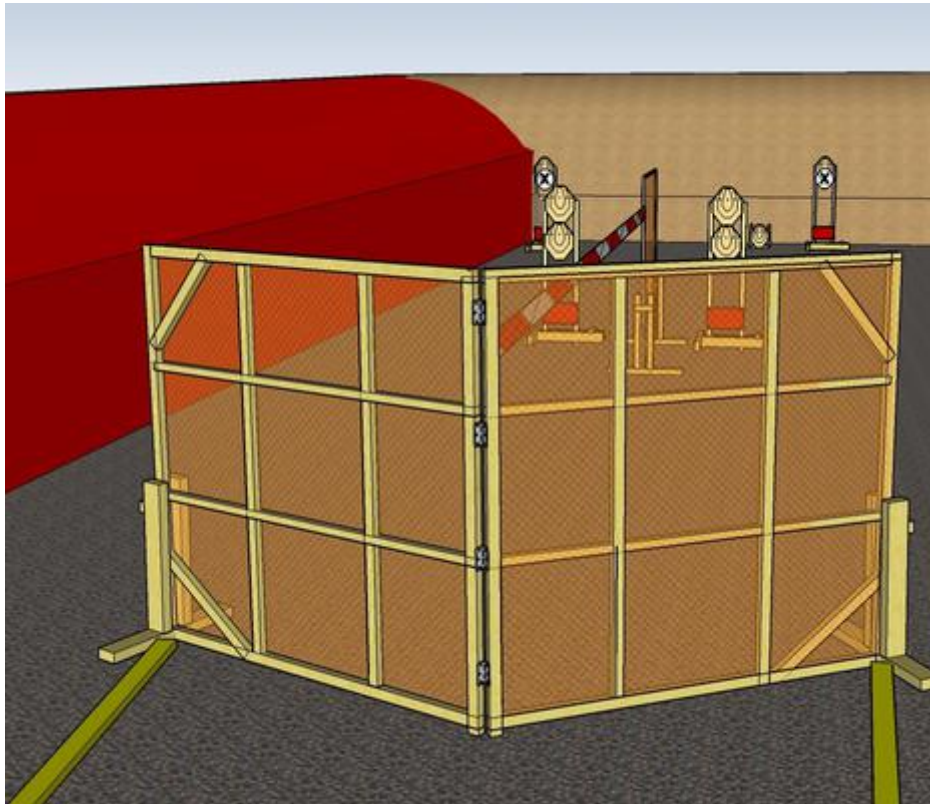
CoF	Comstock - Short	Points	30 p
Targets	1 paper, 4 plates, Total 5 targets	Min rounds	6
Firearm	Rifle	Match-%	6.90%
Procedure	On start signal engage all targets as they become visible within the demarcated area Red/white tape = walls extending up/down to infinity		
Starting position	Standing relaxed facing downrange in V of wall. Rifle option 3 on table with 1st magazine to be used		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Left/right: 60/70deg when facing berm, vertical: top of berm (logs)		
Setup notes			

## 4. Across the range



CoF	Comstock - Long	Points	130 p
Targets	12 paper, 2 plates, Total 14 targets	Min rounds	26
Firearm	Rifle	Match-%	29.89%
Procedure	On start signal engage all targets as they become visible within the demarcated area Plates (steel) MUST be shot from within starting square (safety, minimum distance) Tirethreads on ground = faultline Red/white tape = walls extending up/down to infinity Yellow/black tape = Shooting allowed UNDER tape		
Starting position	Standing relaxed facing downrange. Rifle option 1 at hip level		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Left/right: 60/70deg when facing berm, beware right ! Vertical: top of berm (logs)		
Setup notes			

## 5. Old Spice

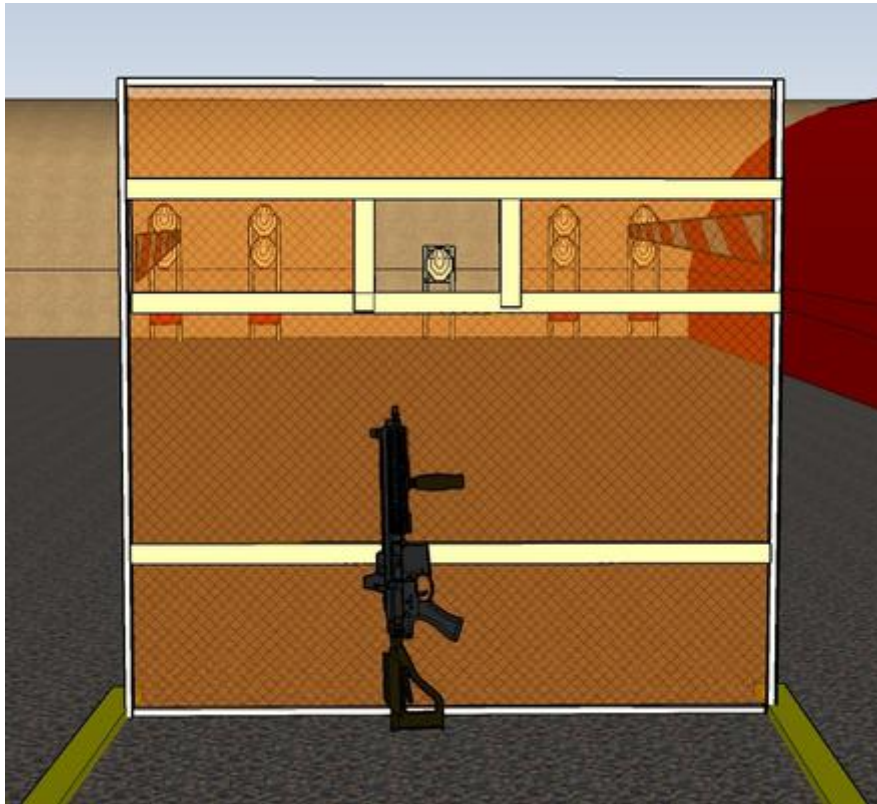


CoF	Comstock - Medium	Points	70 p
Targets	7 paper, 1 no-shoot, Total 7 targets	Min rounds	14
Firearm	Rifle	Match-%	16.09%

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	Standing relaxed in V of wall facing downrange. Rifle option 1 at hip level
Firearm ready condition	
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
Setup notes	



## 6. Spice rack



CoF	Comstock - Medium	Points	90 p
Targets	9 paper, Total 9 targets	Min rounds	18
Firearm	Rifle	Match-%	20.69%

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	Standing relaxed facing downrange. Rifle option 3, leaning on wall
Firearm ready condition	
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
Setup notes	