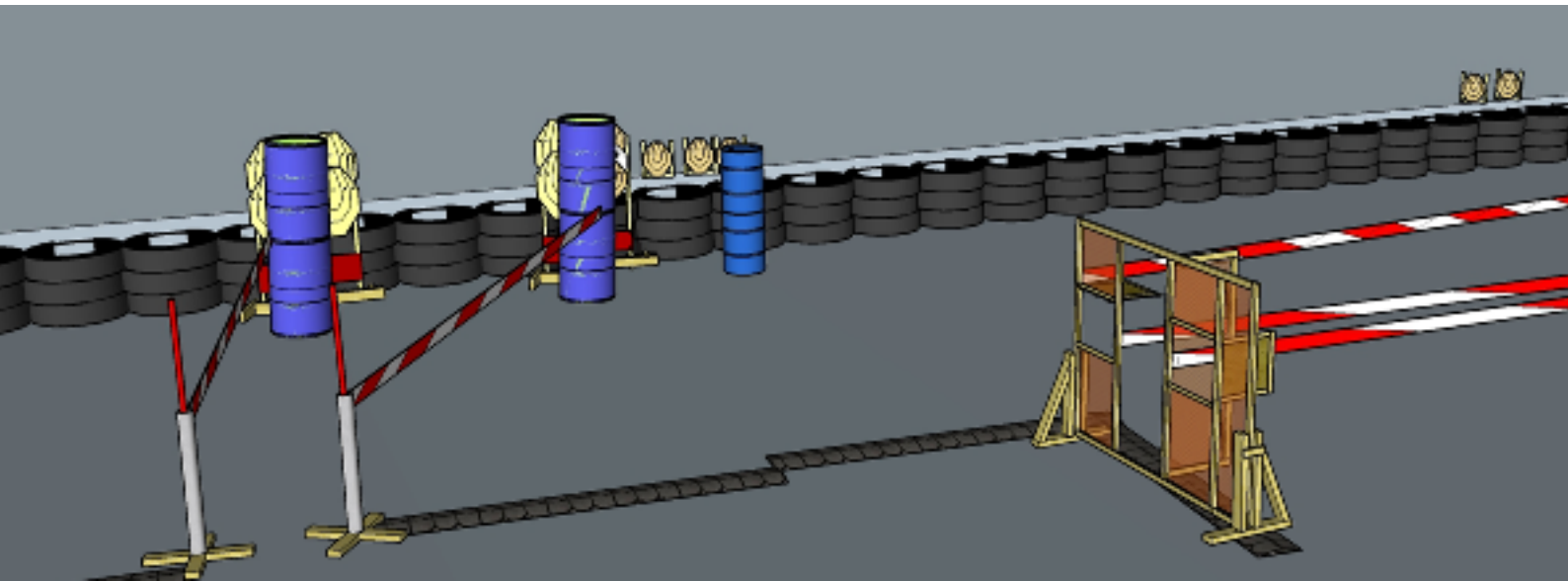


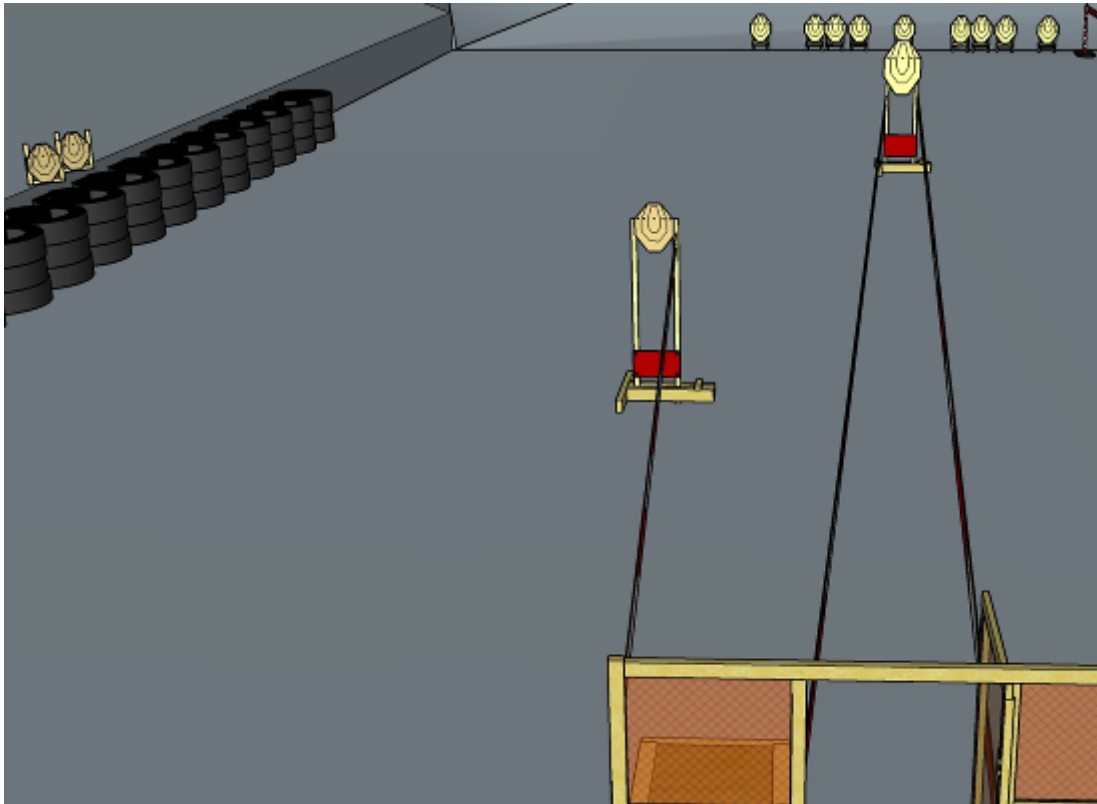
1. Do you see them



| | | | |
|---------|--|------------|--------|
| CoF | Comstock - Long | Points | 130 p |
| Targets | 13 paper, 1 no-shoot, Total 13 targets | Min rounds | 26 |
| Firearm | Rifle | Match-% | 20.80% |

| | |
|-------------------------|---|
| Procedure | On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline |
| Starting position | Standing anywhere in demarcated area, riflebutt on hip |
| Firearm ready condition | 1 |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | Left: color on wall, right: 90deg/wooden box when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading |
| Setup notes | |

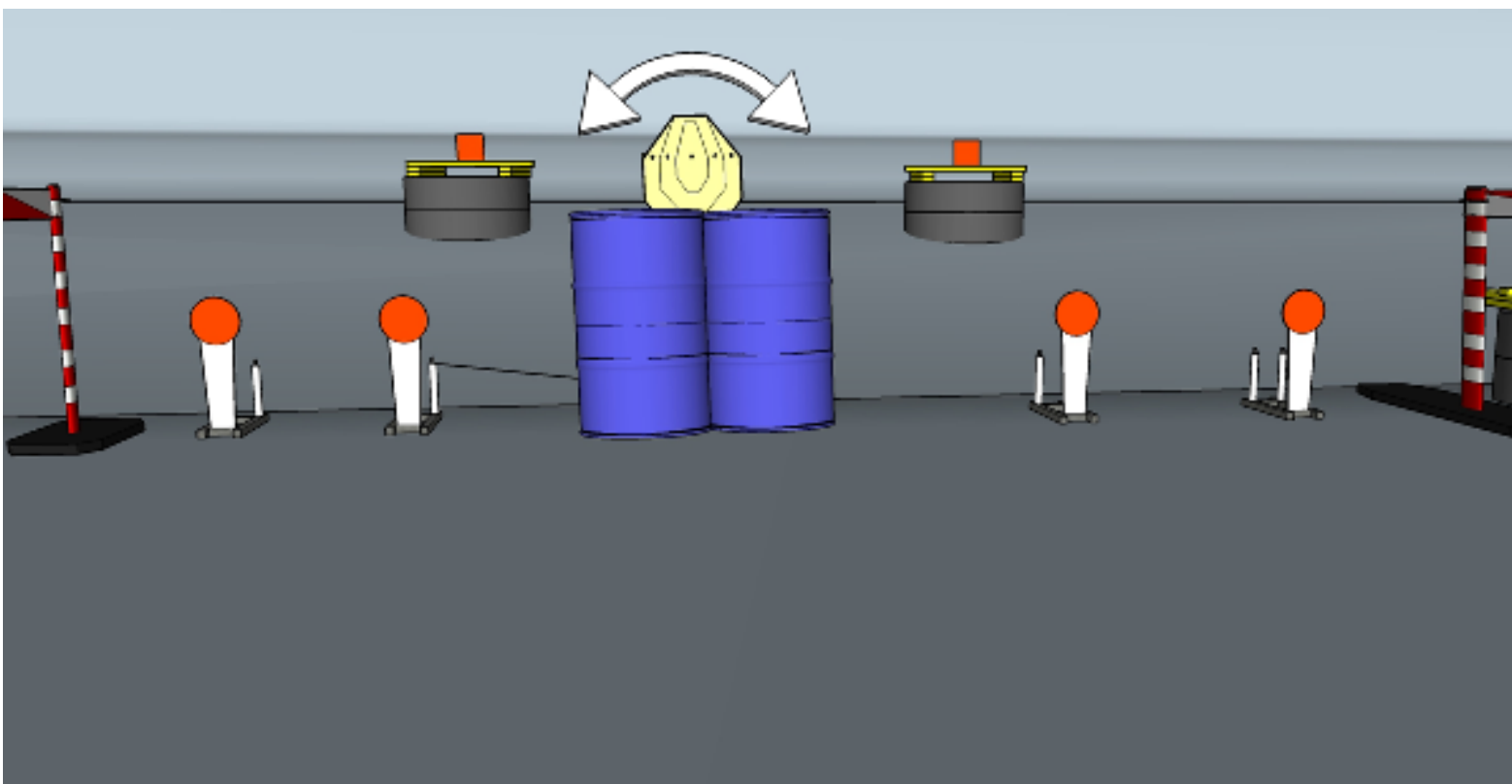
2. Holes in the wall



| | | | |
|---------|----------------------------|------------|--------|
| CoF | Comstock - Long | Points | 130 p |
| Targets | 13 paper, Total 13 targets | Min rounds | 26 |
| Firearm | Rifle | Match-% | 20.80% |

| | |
|-------------------------|---|
| Procedure | On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline |
| Starting position | Facing (open) door, riflebutt on hip |
| Firearm ready condition | 1 |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | Left: 90degrees when facing long berm, Right: When facing berm end of wall/road start, vertical: top of berm , but max 20 degrees over horizontal when reloading |
| Setup notes | |

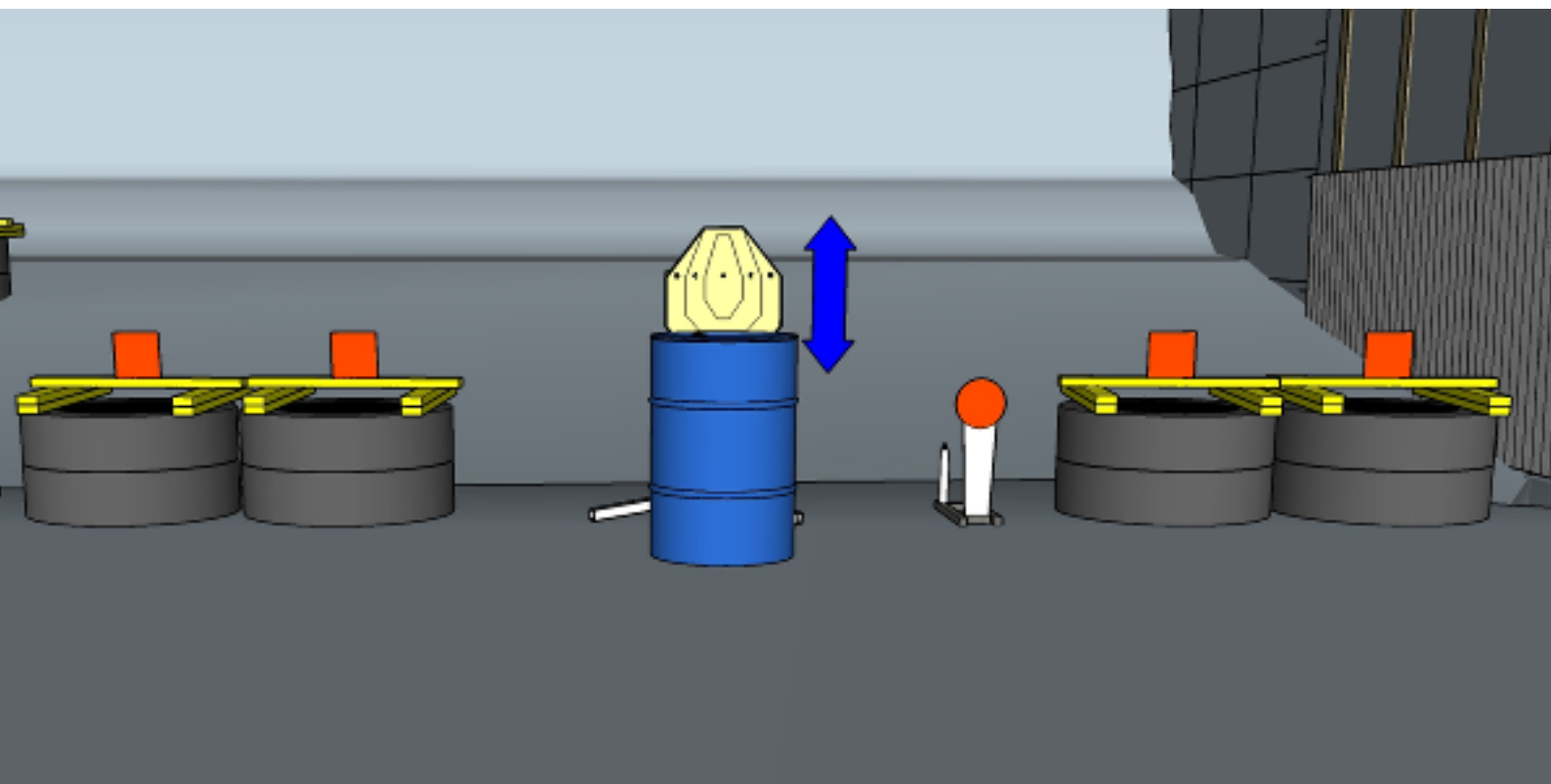
3. The under, not over



| | | | |
|---------|--|------------|-------|
| CoF | Comstock - Short | Points | 40 p |
| Targets | 1 paper, 4 popper, 2 plates, Total 7 targets | Min rounds | 8 |
| Firearm | Rifle | Match-% | 6.40% |

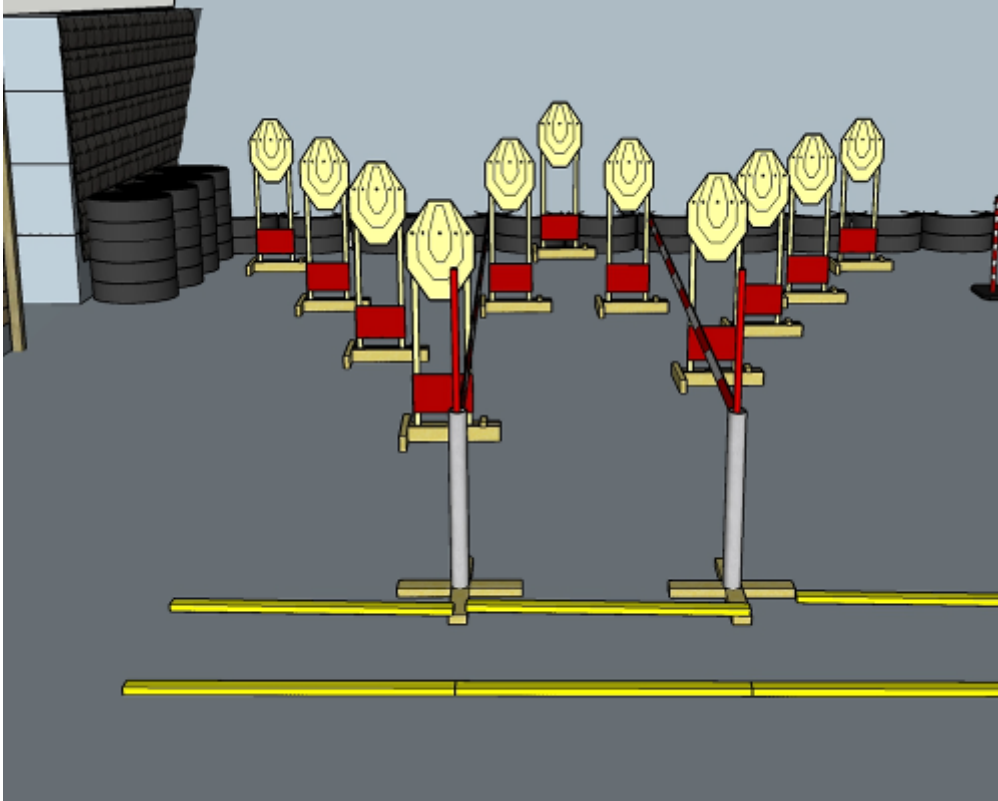
| | |
|-------------------------|--|
| Procedure | On start signal engage all targets as they become visible within the demarcated area. Black/yellow tape = shooting permitted UNDER only. Tirethreads on ground = faultline. All shots must be fired from within demarcated area (distance) |
| Starting position | Standing relaxed facing downrange, riflebutt on hip |
| Firearm ready condition | 1 |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | Left: Wooden box on ground, Right: End of wall/road start, vertical: top of berm , but max 20 degrees over horizontal when reloading |
| Setup notes | |

4. Zebedee



| | | | |
|-------------------------|---|------------|-------|
| CoF | Comstock - Medium | Points | 55 p |
| Targets | 3 paper, 1 popper, 4 plates, Total 8 targets | Min rounds | 11 |
| Firearm | Rifle | Match-% | 8.80% |
| Procedure | On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline | | |
| Starting position | Standing relaxed anywhere in demarcated area, riflebutt on hip | | |
| Firearm ready condition | 1 | | |
| Start on | Audible signal | | |
| Stop on | Last shot | | |
| Penalties | As per current edition of rules | | |
| Safety angles | Left: Wooden box on ground, Right: Wall when facing berm to end of wall/road start, vertical: top of berm , but max 20 degrees over horizontal when reloading | | |
| Setup notes | | | |

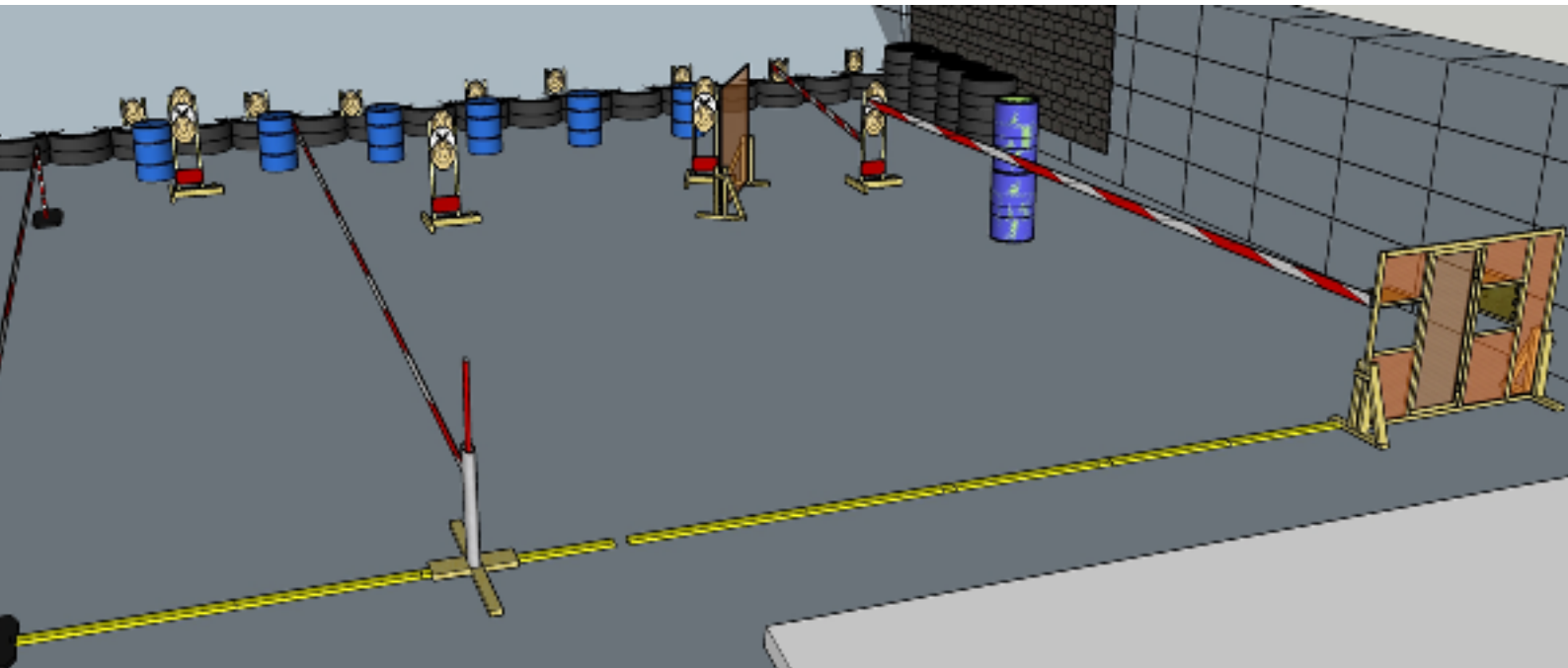
5. Formula 1



| | | | |
|---------|----------------------------|------------|--------|
| CoF | Comstock - Long | Points | 110 p |
| Targets | 11 paper, Total 11 targets | Min rounds | 22 |
| Firearm | Rifle | Match-% | 17.60% |

| | | | |
|-------------------------|---|--|--|
| 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 anywhere in demarcated area, riflebutt on hip | | |
| 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, but max 20 degrees over horizontal when reloading | | |
| Setup notes | | | |

6. Labyrinth



| | | | |
|---------|--|------------|--------|
| CoF | Comstock - Long | Points | 160 p |
| Targets | 16 paper, 4 no-shoot, Total 16 targets | Min rounds | 32 |
| Firearm | Rifle | Match-% | 25.60% |

| | |
|-------------------------|---|
| 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 | Anywhere in demarcated area, riflebutt on hip |
| 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, but max 20 degrees over horizontal when reloading |
| Setup notes | |