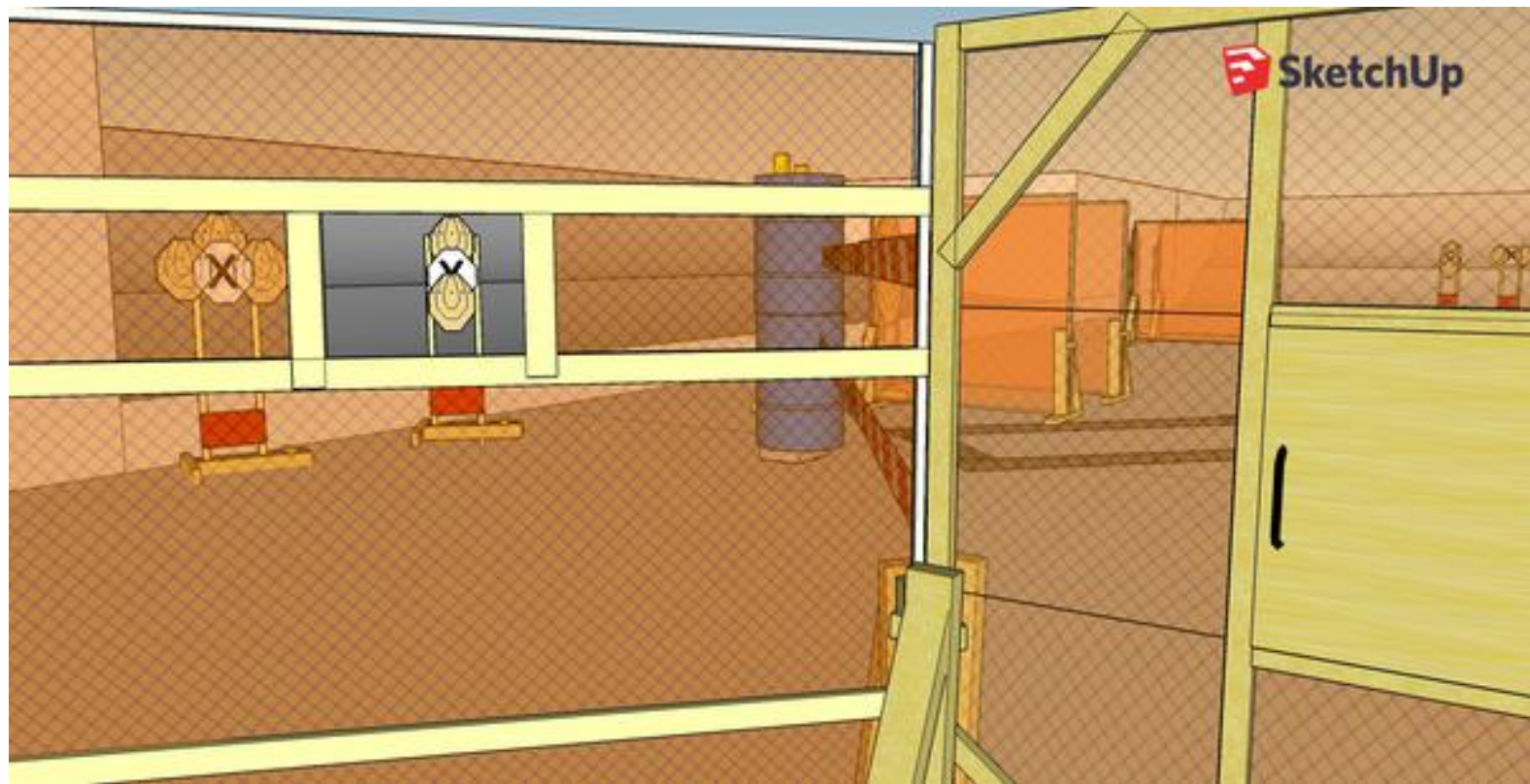


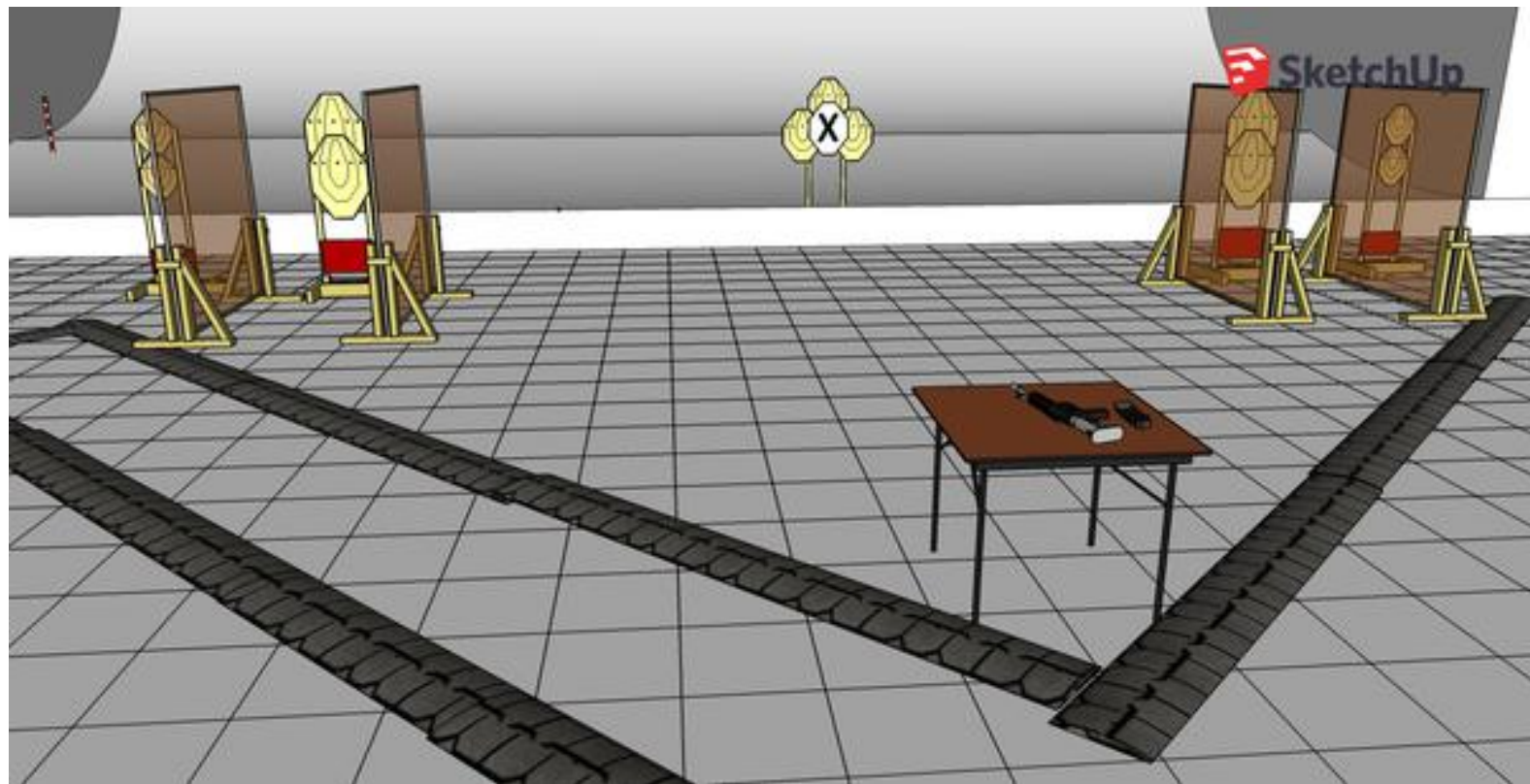
# 1. Peek-a-boo



CoF	Comstock - Medium	Points	90 p
Targets	9 paper, 4 no-shoot, Total 9 targets	Min rounds	18
Firearm	Rifle	Match-%	21.95%

Procedure	On start signal engage all targets as they become visible within the demarcated area. All shots must be fired through apertures. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Standing, rifle touching hip
Firearm ready 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: end of fence, right side, vertical: top of berm, horizontal when reloading
Setup notes	

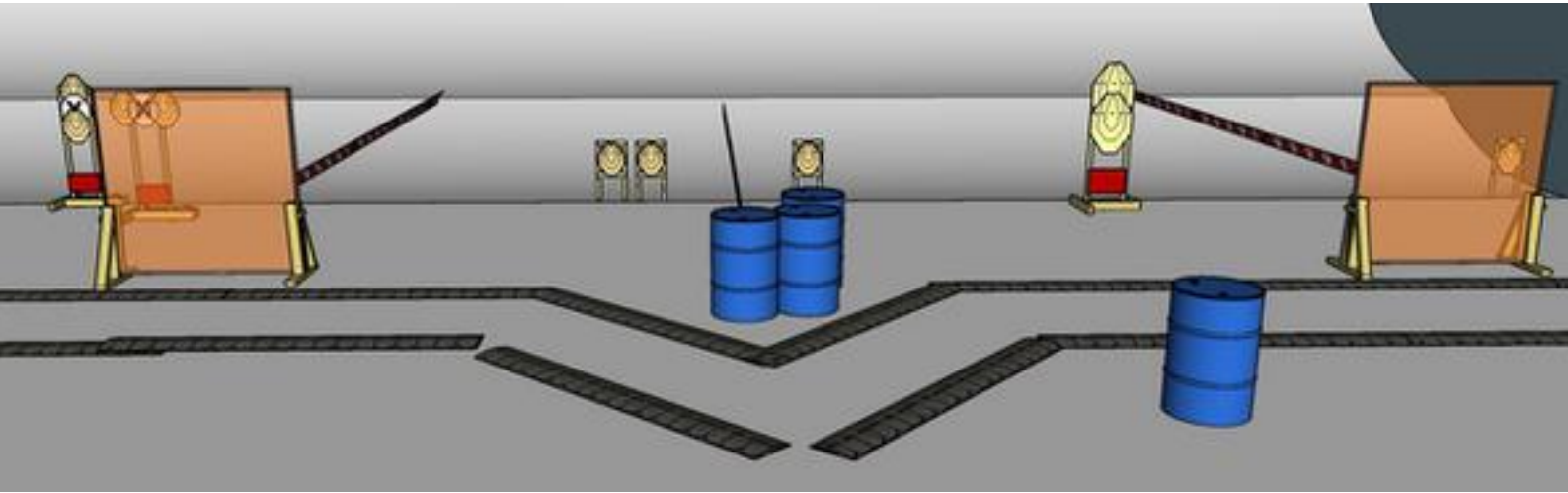
## 2. Side 2 side



CoF	Comstock - Long	Points	110 p
Targets	11 paper, 1 no-shoot, Total 11 targets	Min rounds	22
Firearm	Rifle	Match-%	26.83%

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 behind table/faultline, rifle and 1st mag to be used on table
Firearm ready condition	3
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	

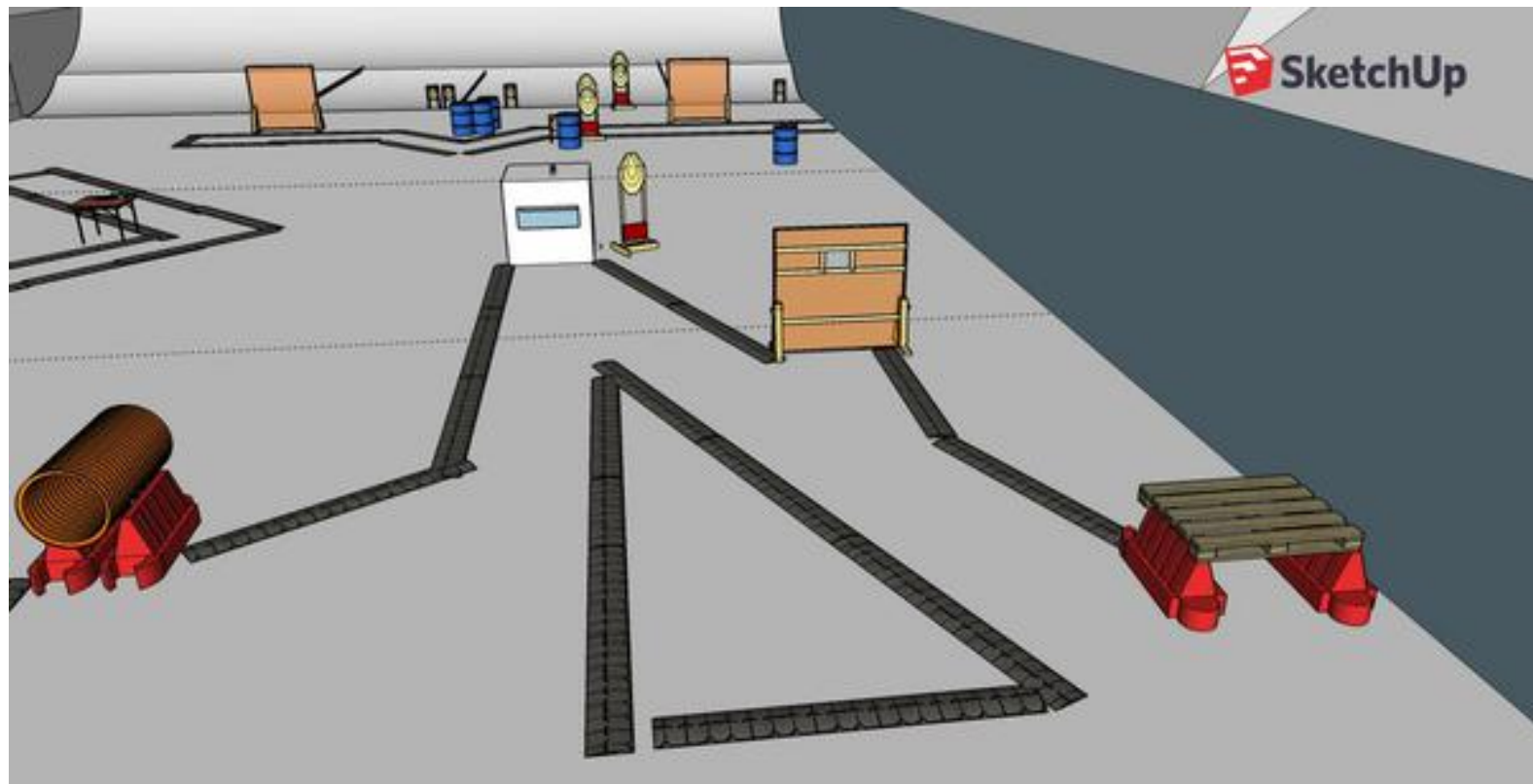
### 3. Dammit Simon



CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 2 no-shoot, Total 10 targets	Min rounds	20
Firearm	Rifle	Match-%	24.39%

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	Rifle touching hip. Standing relaxed anywhere in demarcated area
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 (logs), horizontal when reloading
Setup notes	

## 4. Up, down, turn it all around



CoF	Comstock - Long	Points	110 p
Targets	11 paper, Total 11 targets	Min rounds	22
Firearm	Rifle	Match-%	26.83%

Procedure	On start signal engage all targets as they become visible within the demarcated area. All targets must be shot through apertures. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Rifle touching hip, anywhere in demarcated area.
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 (logs), horizontal when reloading
Setup notes	