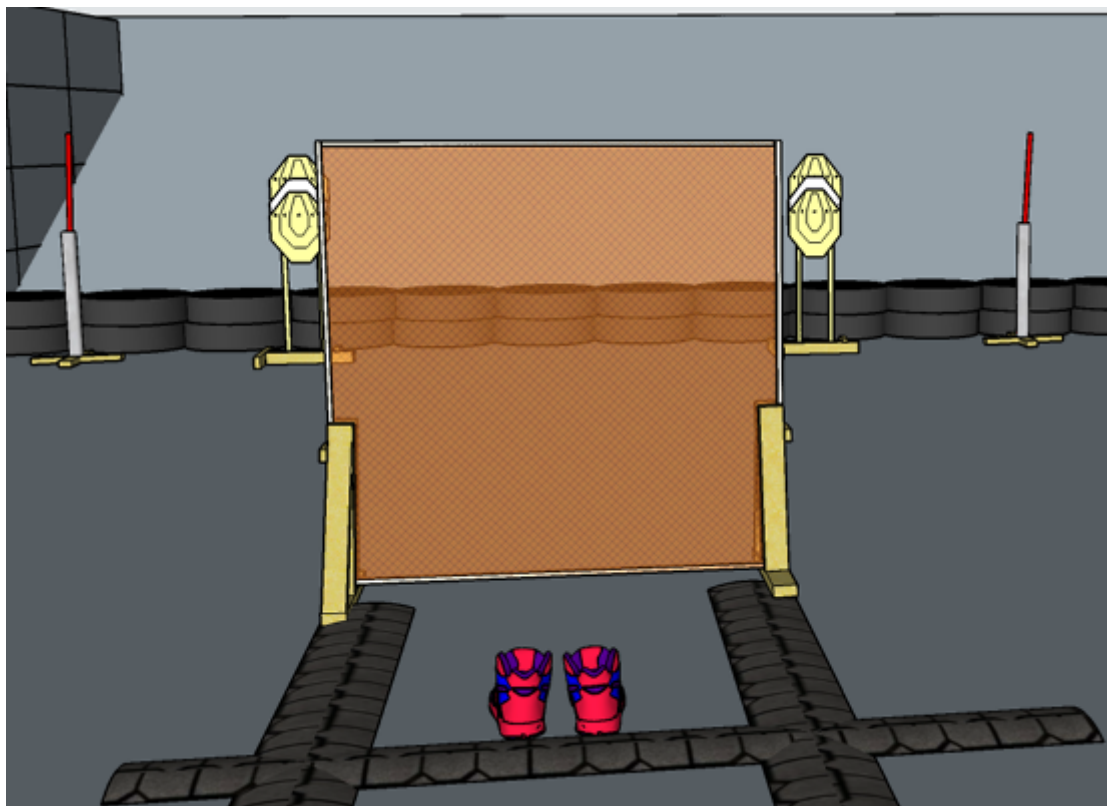


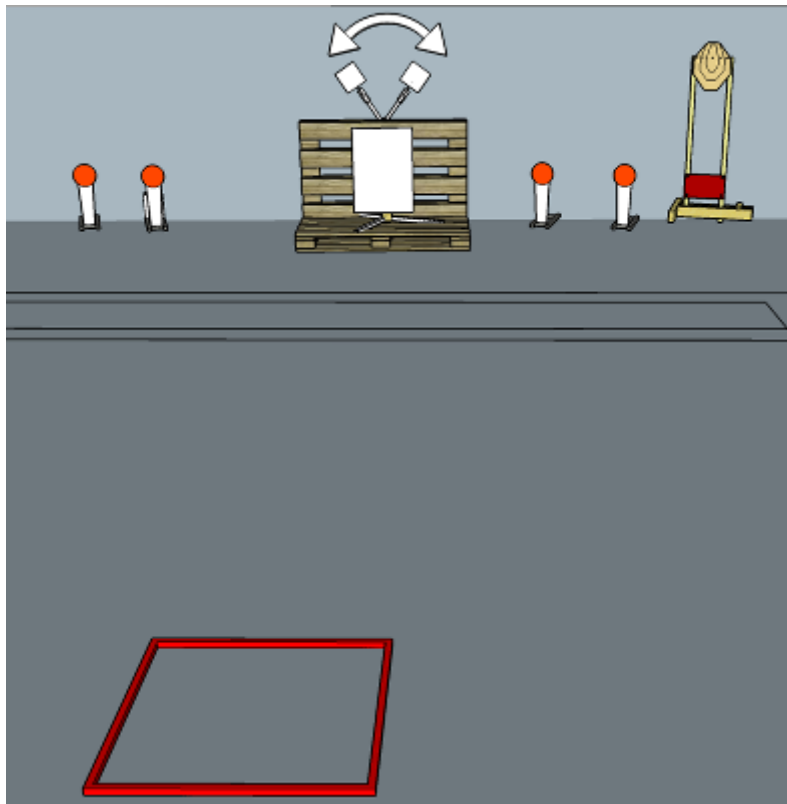
1. Peek-a-boo



CoF	Comstock - Short	Points	40 p
Targets	4 paper, 2 no-shoot, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	27.59%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. On signal engage target T1/T2, perform a mandatory reload, engage target T3/T4, or T3/T4 and T1/T2 in reversed order.
Starting position	Heel touching, RO demonstrates
Firearm ready condition	Gun loaded & holstered. Standing relaxed facing downrange
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: mark, end of building, right: box on ground/90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

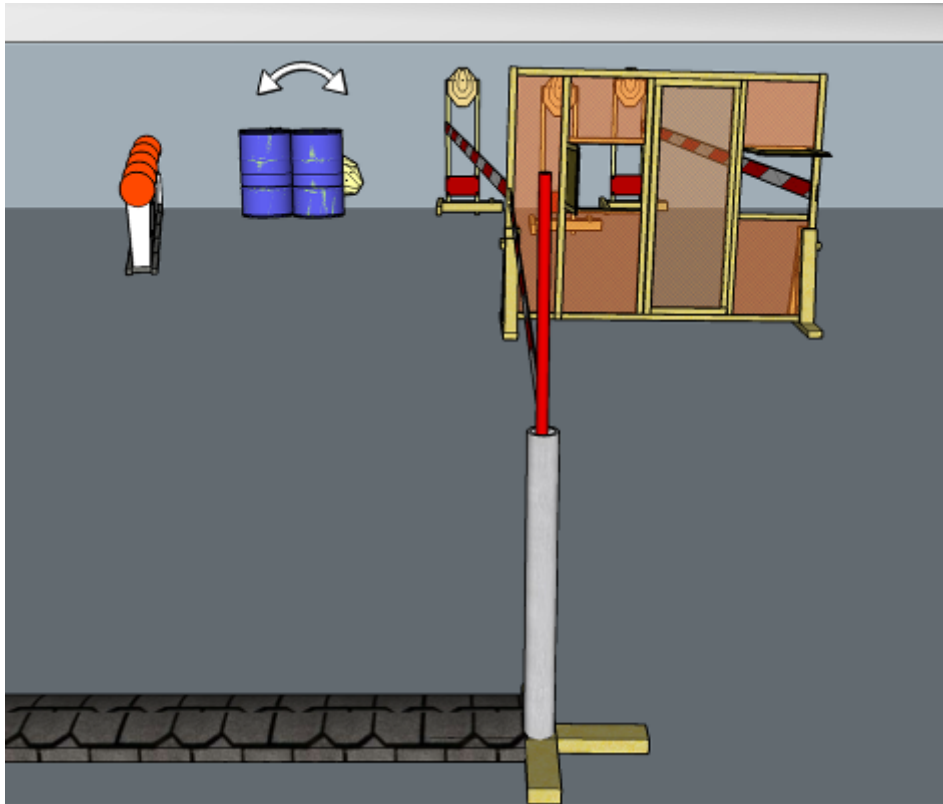
2. Ding-dong, bing-bong



CoF	Comstock - Short	Points	40 p
Targets	1 paper, 4 popper, 2 plates, Total 7 targets	Min rounds	8
Firearm	Handgun	Match-%	27.59%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. ALL SHOTS must be fired from box		
Starting position	Standing in box		
Firearm ready condition	Gun loaded and holstered		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Left: box on ground, right: mark on wall, vertical: top of berm (logs), horizontal when reloading		
Setup notes			

3. Now you see me, now you don't



CoF	Comstock - Medium	Points	65 p
Targets	4 paper, 5 popper, Total 9 targets	Min rounds	13
Firearm	Handgun	Match-%	44.83%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity		
Starting position	Anywhere in demarcated area		
Firearm ready condition	Gun empty and holstered		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Left: box on ground, right: mark on wall, vertical: top of berm (logs), horizontal when reloading		
Setup notes			