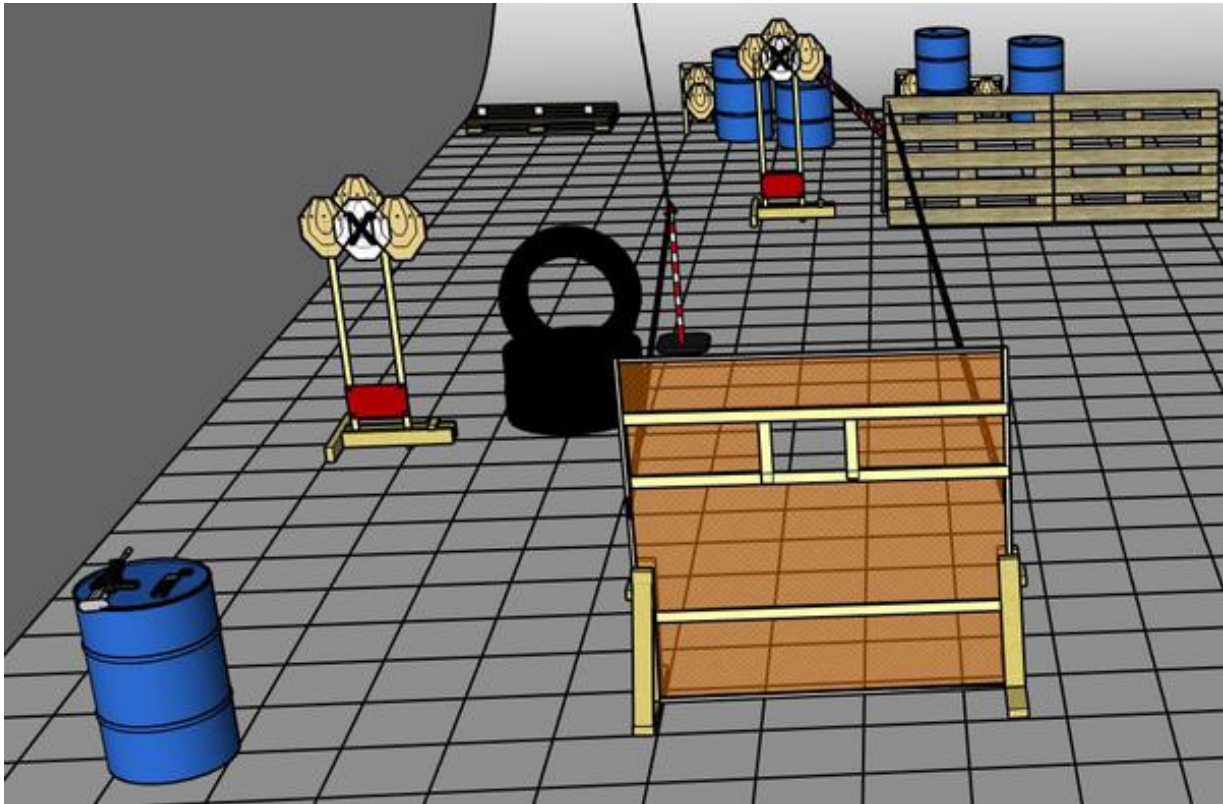


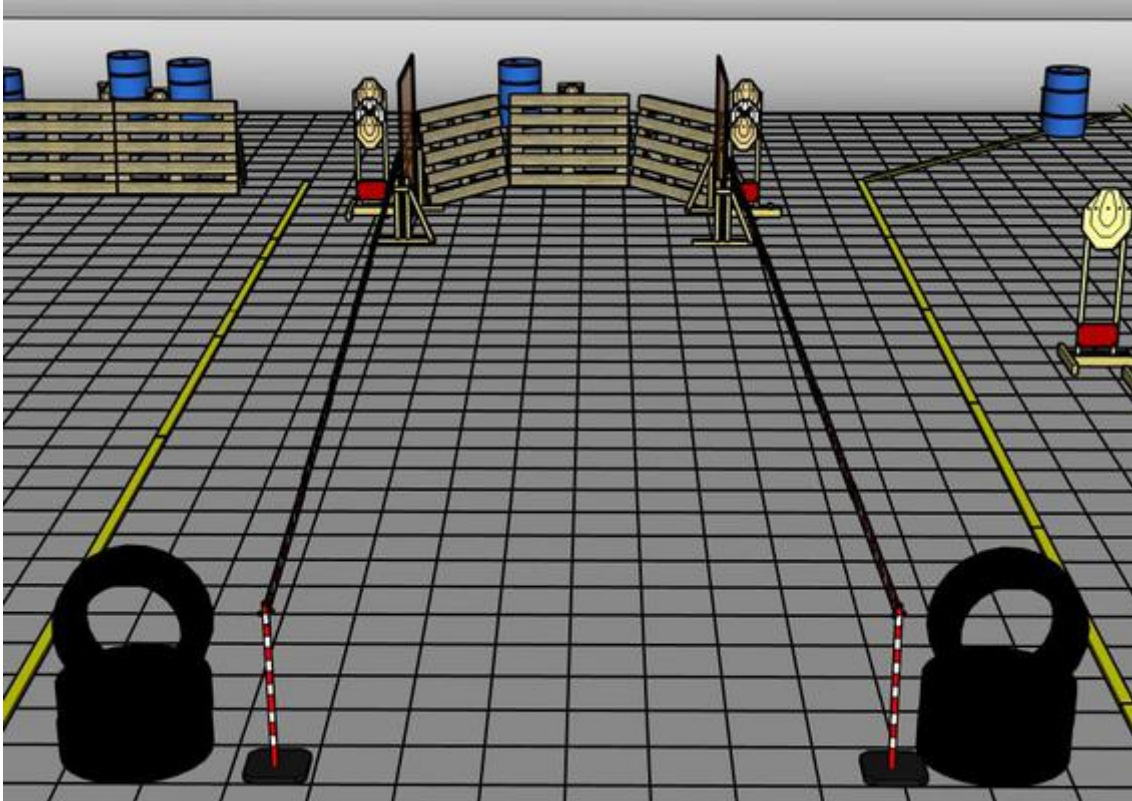
# 1. Peek and run



CoF	Comstock - Long	Points	115 p
Targets	10 paper, 3 frangible, 2 no-shoot, Total 13 targets	Min rounds	23
Firearm	Mini Rifle	Match-%	35.38%

Procedure	On signal, engage all targets as they come visible within the demarkaded area. Red/white tape=walls extending up/down to infinity. Frangibles must be shot through tire.
Starting position	Standing relaxed anywhere.
Firearm ready condition	Option 3 Gun and first magazine to be used on barrel.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: Orange stick in end of berm. Right: End of concrete wall. Up: Top of berm.
Setup notes	

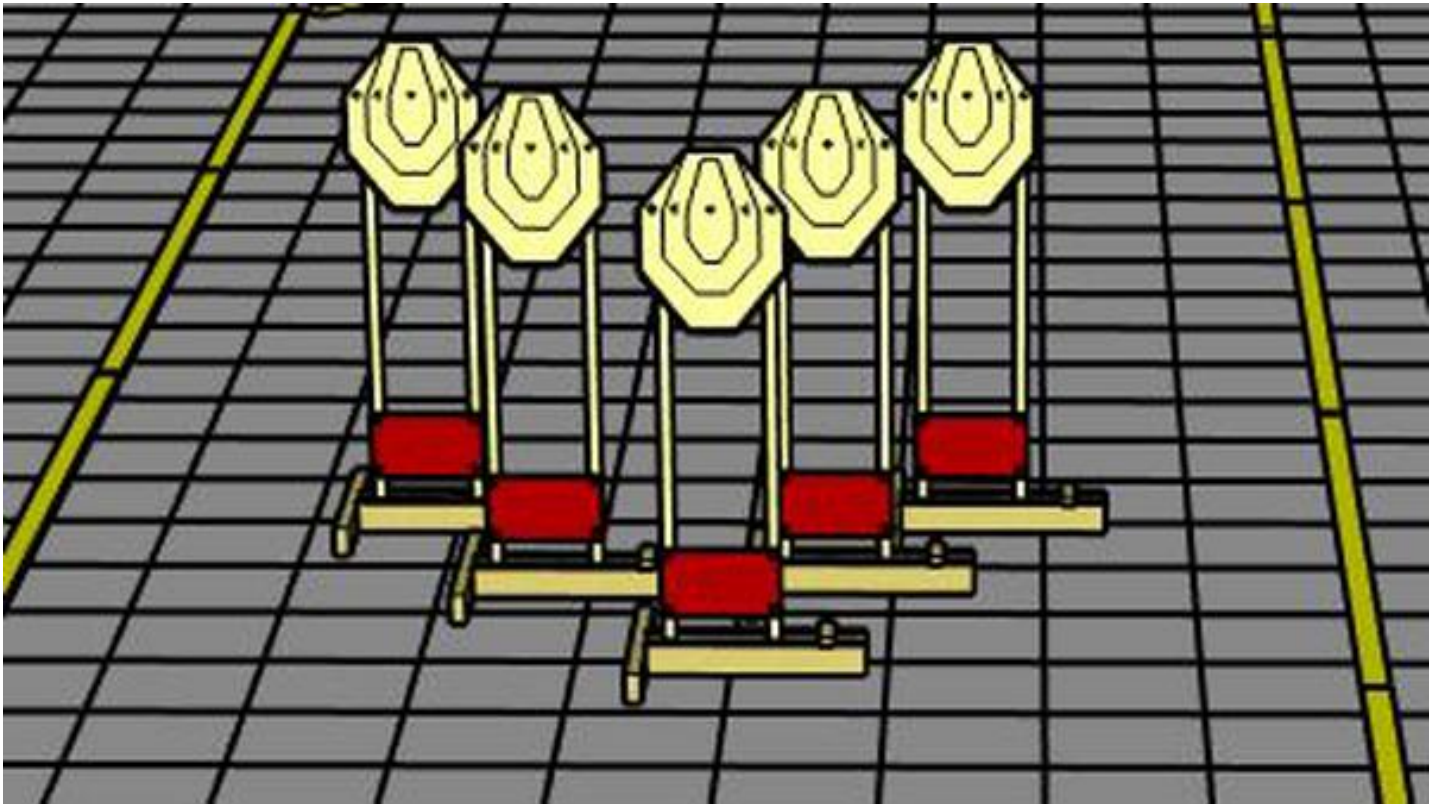
## 2. Tired of tires



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 2 no-shoot, Total 8 targets	Min rounds	16
Firearm	Mini Rifle	Match-%	24.62%

Procedure	On start signal, engage all targets as they become visible within the demarkaded area. Outer targets must be shot thru apertures. Red/white tape=Walls extending up/down to infinity.
Starting position	Rifle butt at hip level. Anywhere.
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: Orange sick in end of berm. Right: End of concrete wall. Up: Top of berm.
Setup notes	

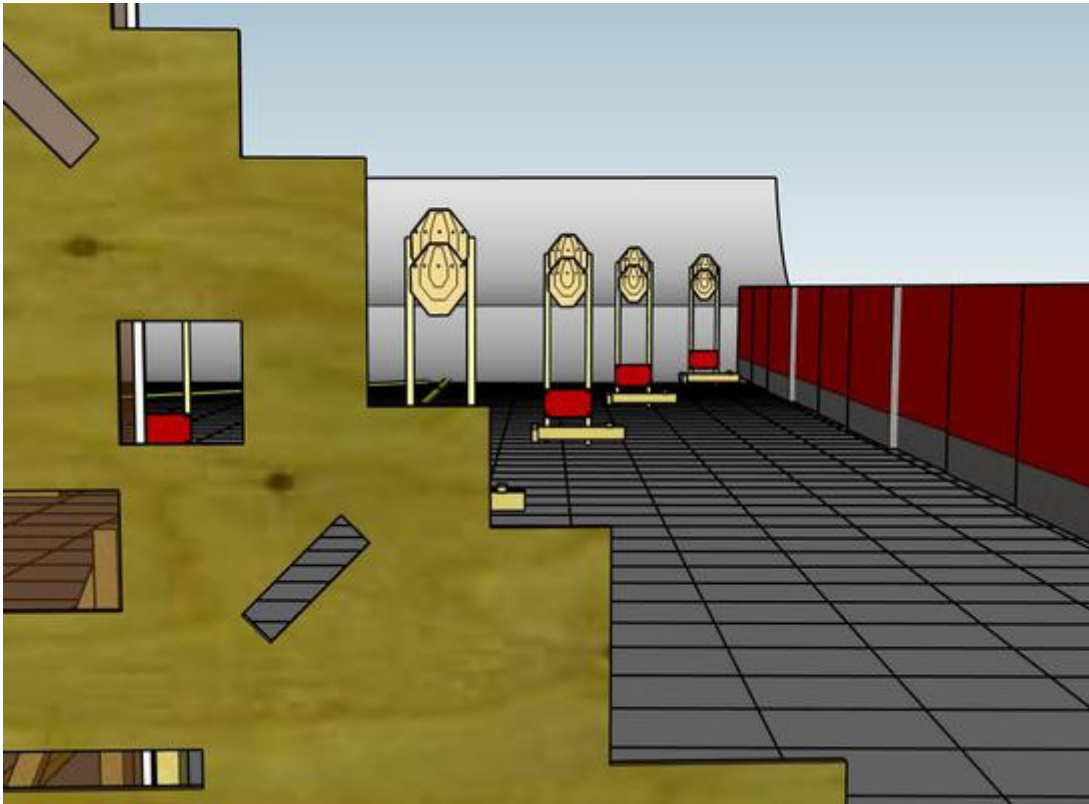
### 3. Fast but not furious



CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Mini Rifle	Match-%	15.38%

Procedure	On signal, engage all targets from box.
Starting position	
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: Orange stick at end of berm. Right: End of concrete wall. UP: Top of berm.
Setup notes	

## 4. The Wall



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Mini Rifle	Match-%	24.62%

Procedure	On signal, engage all targets from behind wall. Target array 1 from opening 1, target array 2 from opening 2, target array 3 from opening 3 and target array 4 from opening 4.
Starting position	
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: Orange stick in end of berm. Right: End of concrete wall. Up: TTop of berm.
Setup notes	