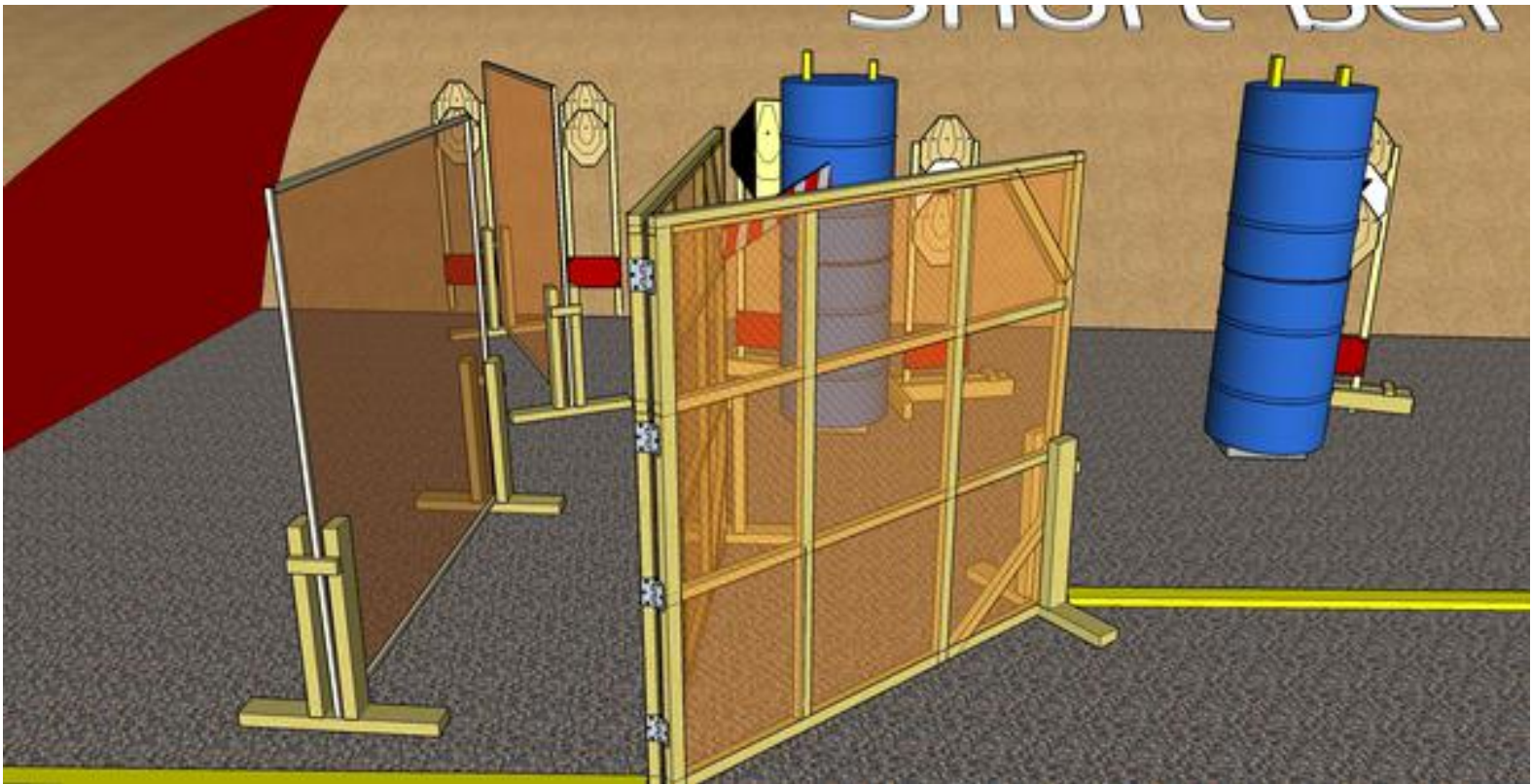


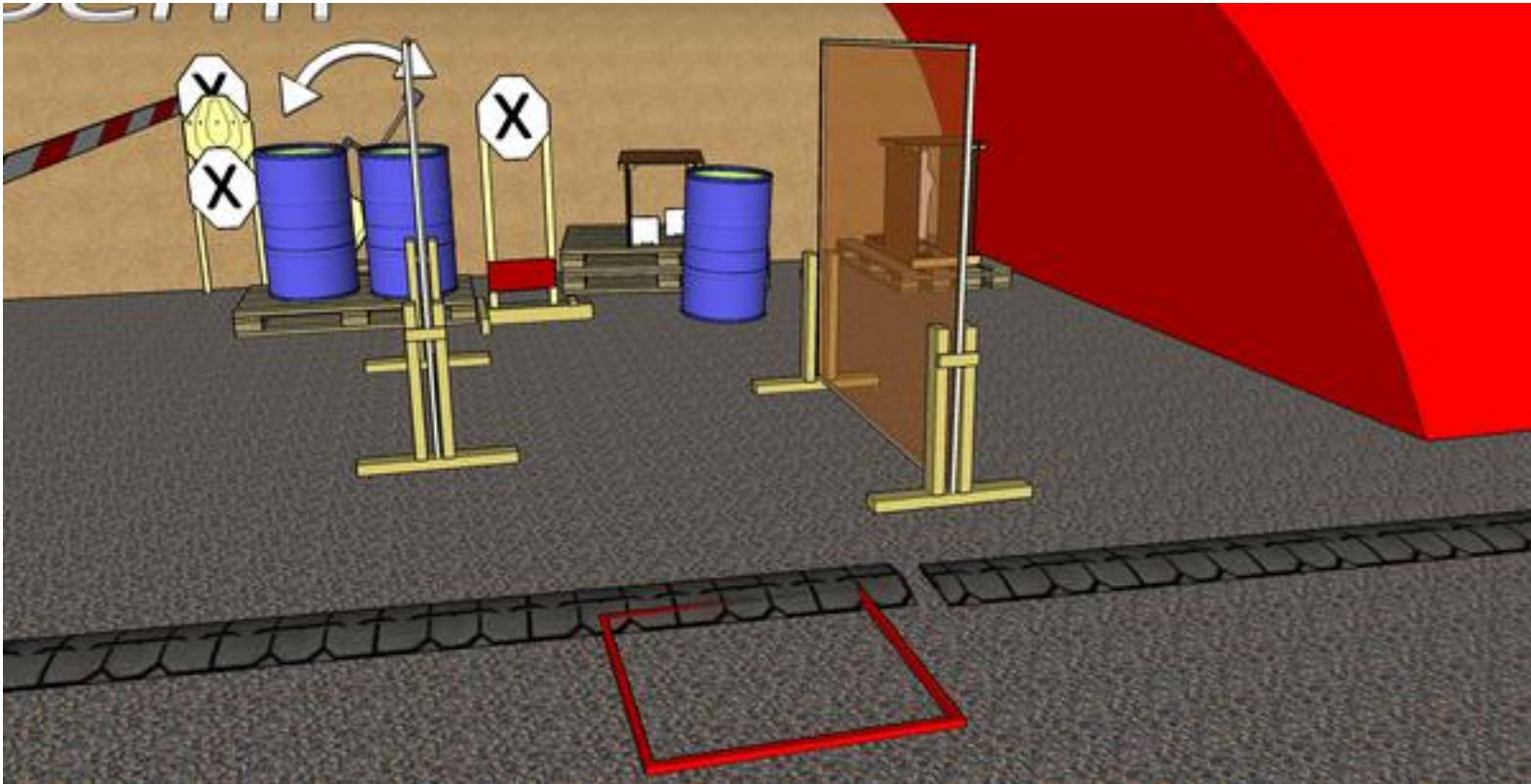
1. Peek-a-boo



CoF	Comstock - Medium	Points	90 p
Targets	9 paper, 2 no-shoot, Total 9 targets	Min rounds	18
Firearm	Handgun	Match-%	30.51%

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	Gun loaded & holstered anywhere in stage-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, but max 20 degrees over horizontal when reloading
Setup notes	

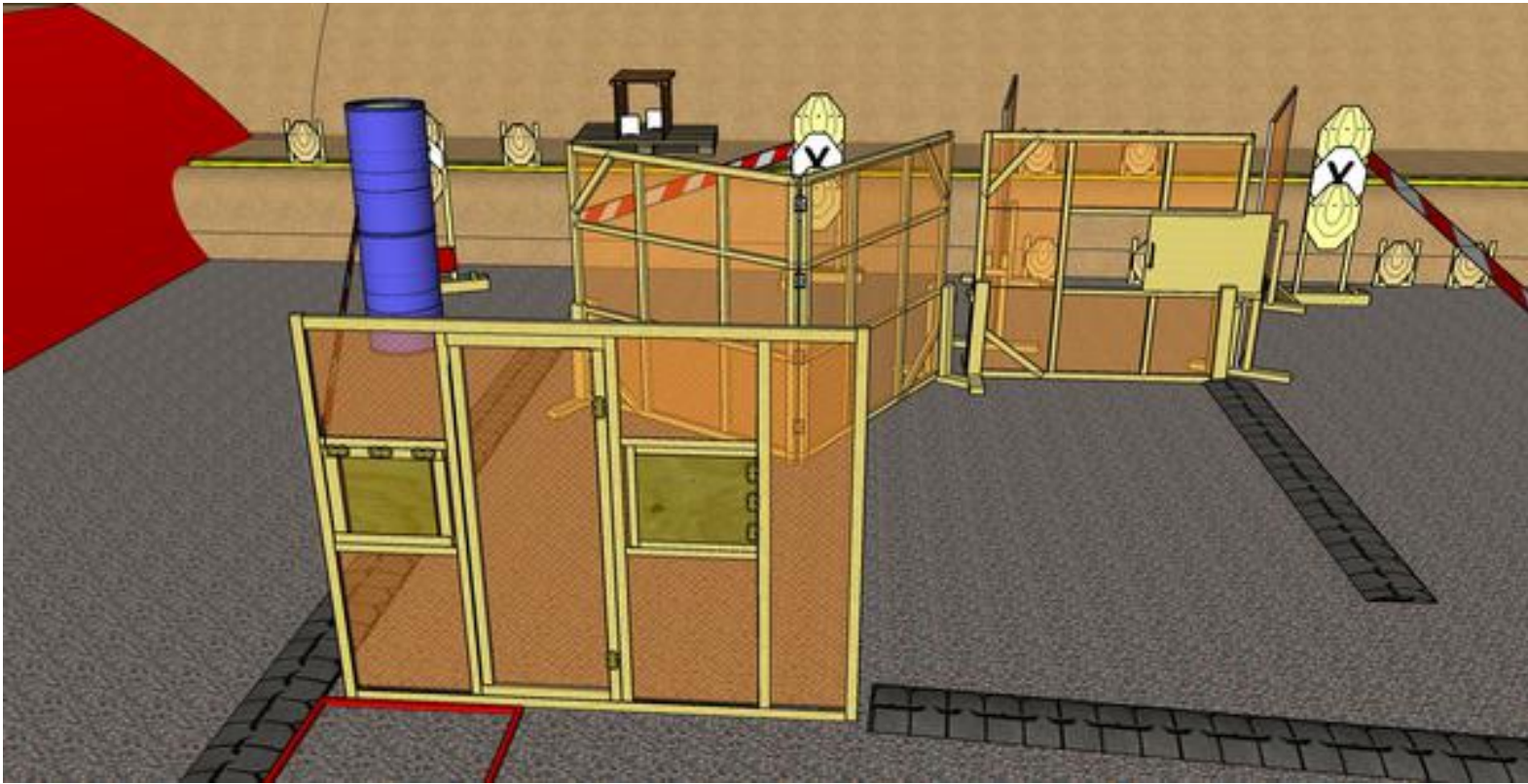
2. Sch-wing, ding-dong



CoF	Comstock - Short	Points	35 p
Targets	2 paper, 1 popper, 2 plates, 3 no-shoot, Total 5 targets	Min rounds	7
Firearm	Handgun	Match-%	11.86%

Procedure	On start signal engage all targets as they become visible within the demarcated area Tirethreads on ground = faultline, remember minimum distance to metal-targets Red/white tape = walls extending up/down to infinity
Starting position	Gun loaded & holstered
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, but max 20 degrees over horizontal when reloading
Setup notes	

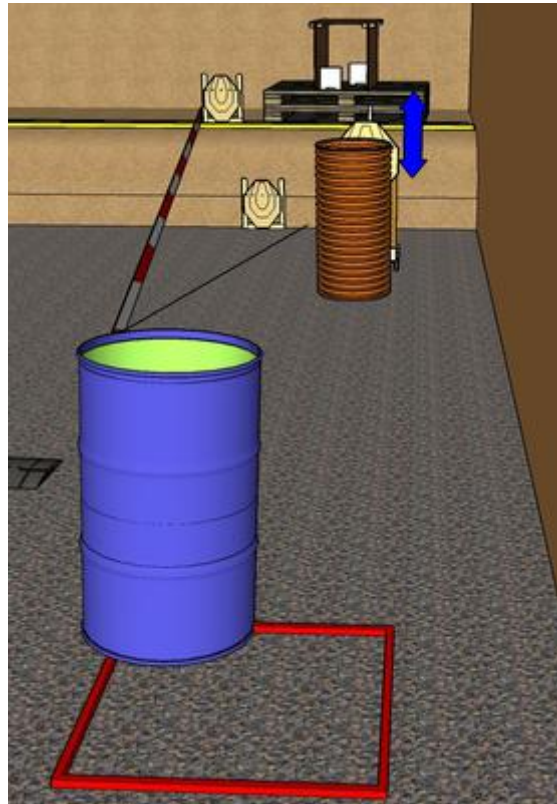
3. Git in dhere



CoF	Comstock - Long	Points	130 p
Targets	12 paper, 2 plates, 3 no-shoot, Total 14 targets	Min rounds	26
Firearm	Handgun	Match-%	44.07%

Procedure	On start signal engage all targets as they become visible within the demarcated area Walk through door to engage targets inside Tirethreads on ground = faultline Red/white tape = walls extending up/down to infinity
Starting position	Gun loaded & holstered, standing relaxed in BOX A facing downrange
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 (logs), but max 20 degrees over horizontal when reloading
Setup notes	

5. Bippedi boppedi



CoF	Comstock - Short	Points	40 p
Targets	3 paper, 2 plates, Total 5 targets	Min rounds	8
Firearm	Handgun	Match-%	13.56%

Procedure	On start signal engage all targets as they become visible from within box A
Starting position	Gun loaded & holstered. Standing relaxed in BOX A facing downrange
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 (logs), but max 20 degrees over horizontal when reloading
Setup notes	