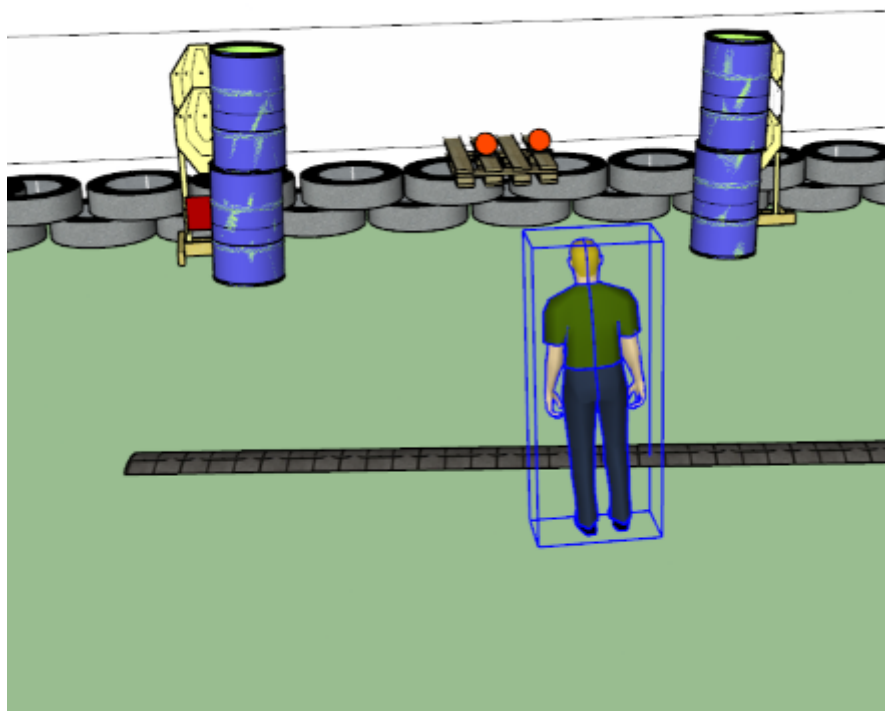


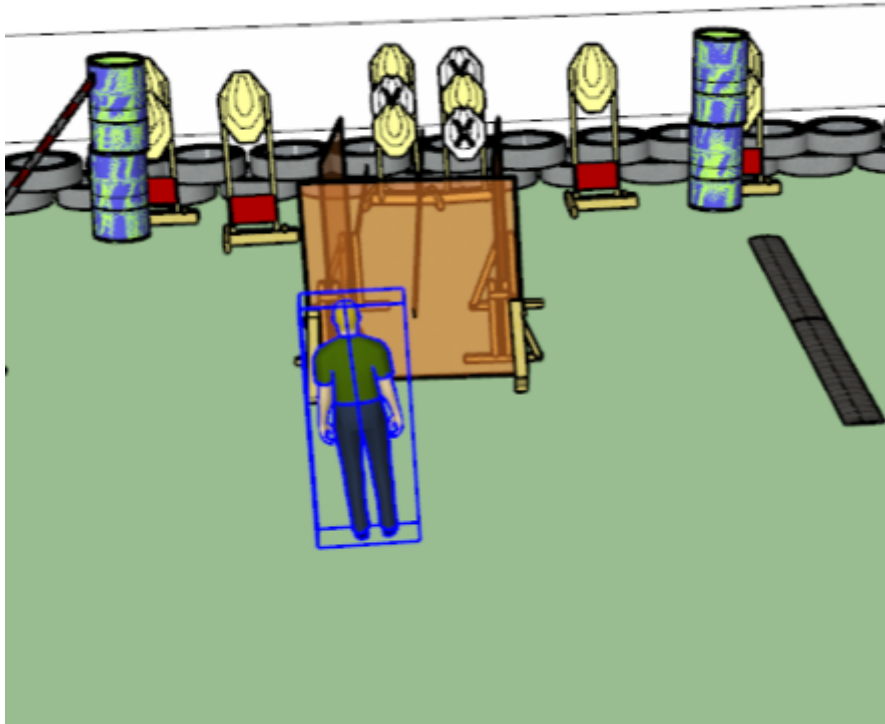
# 1. Find em



CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 plates, 1 no-shoot, Total 6 targets	Min rounds	10
Firearm	Handgun	Match-%	9.26%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline The stage will be shot in combination with stage 2 - Hotrange
Starting position	Gun UNLOADED and holstered.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: end of building, right: double tires, vertical: top of berm, horizontal when reloading
Setup notes	

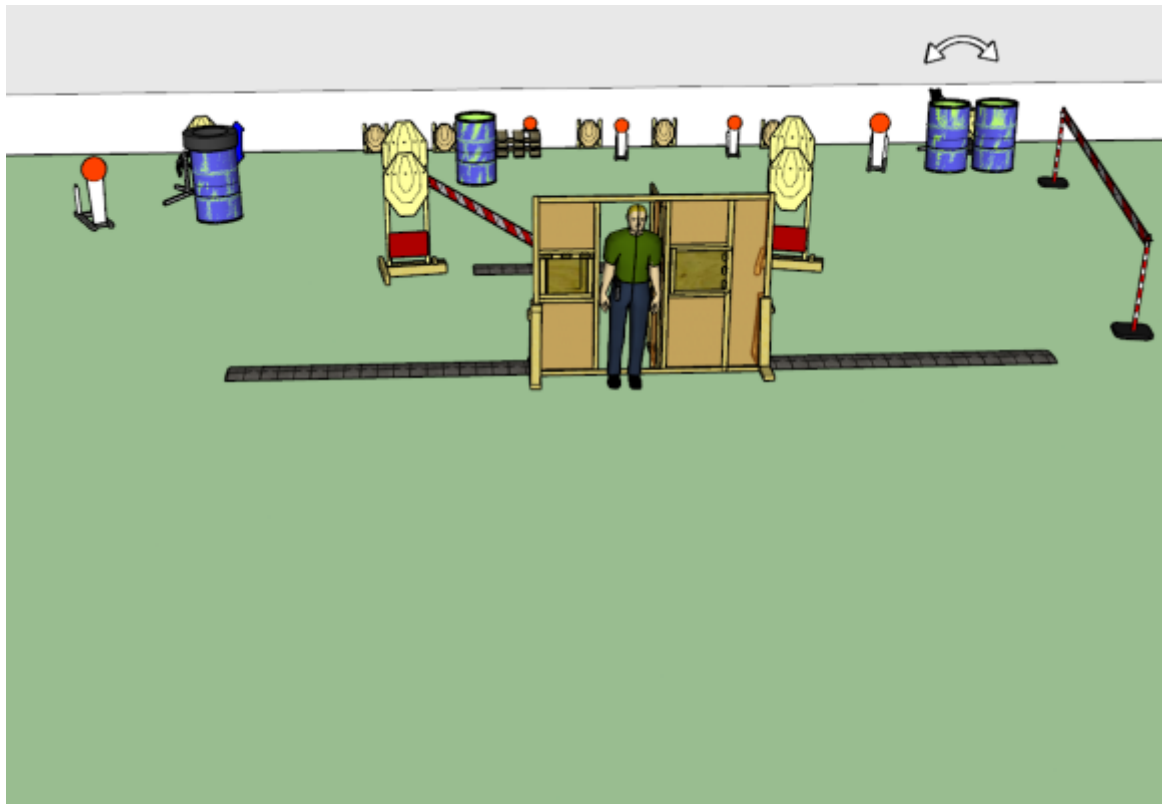
## 2. Remember



CoF	Comstock - Medium	Points	90 p
Targets	9 paper, 3 no-shoot, Total 9 targets	Min rounds	18
Firearm	Handgun	Match-%	16.67%

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 Stage will be shot in combination with stage 1 - Hotrange
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	L/R
Setup notes	Left: end of building, right: double tires, vertical: top of berm, horizontal when reloading

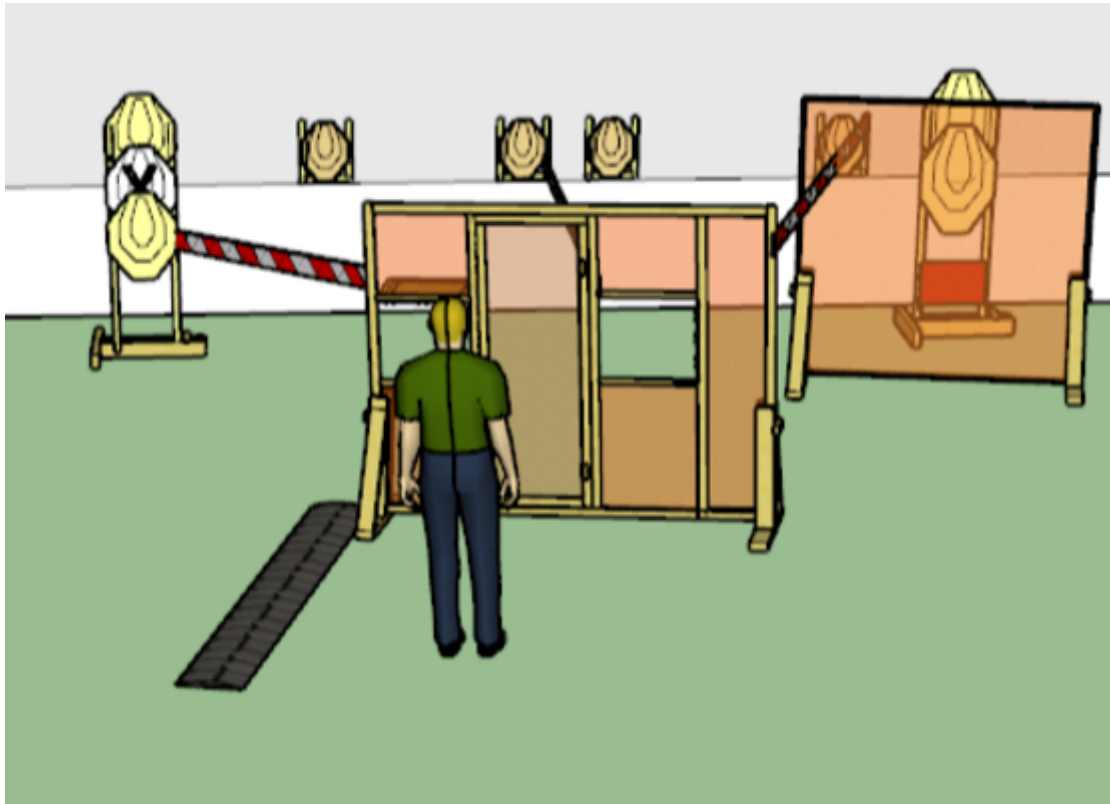
### 3. Remember to turn around



CoF	Comstock - Long	Points	130 p
Targets	11 paper, 4 popper, Total 15 targets	Min rounds	26
Firearm	Handgun	Match-%	24.07%

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 Stage will be shot in combination with stage 4 - Hotrange
Starting position	Gun loaded & holstered, facing uprange in door opening as demonstrated by RO
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: end of building, right: double tires, vertical: top of berm, horizontal when reloading
Setup notes	

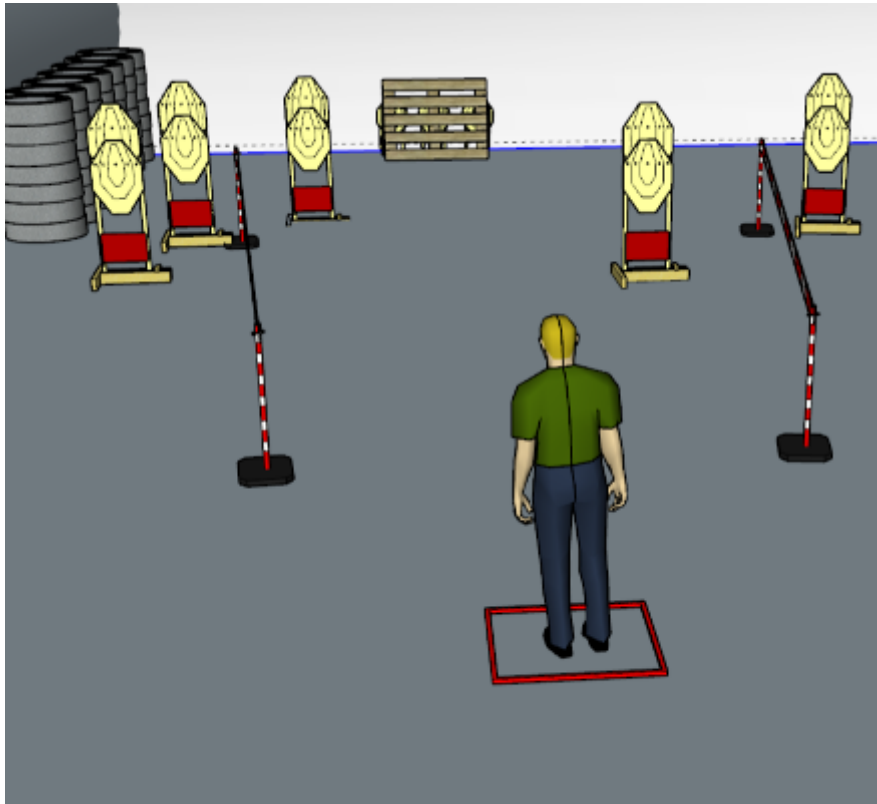
## 4. Quick and Focused



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 1 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	14.81%

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 Stage will be shot in combination with stage 3 - Hotrange
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: end of building, right: double tires, vertical: top of berm, horizontal when reloading
Setup notes	

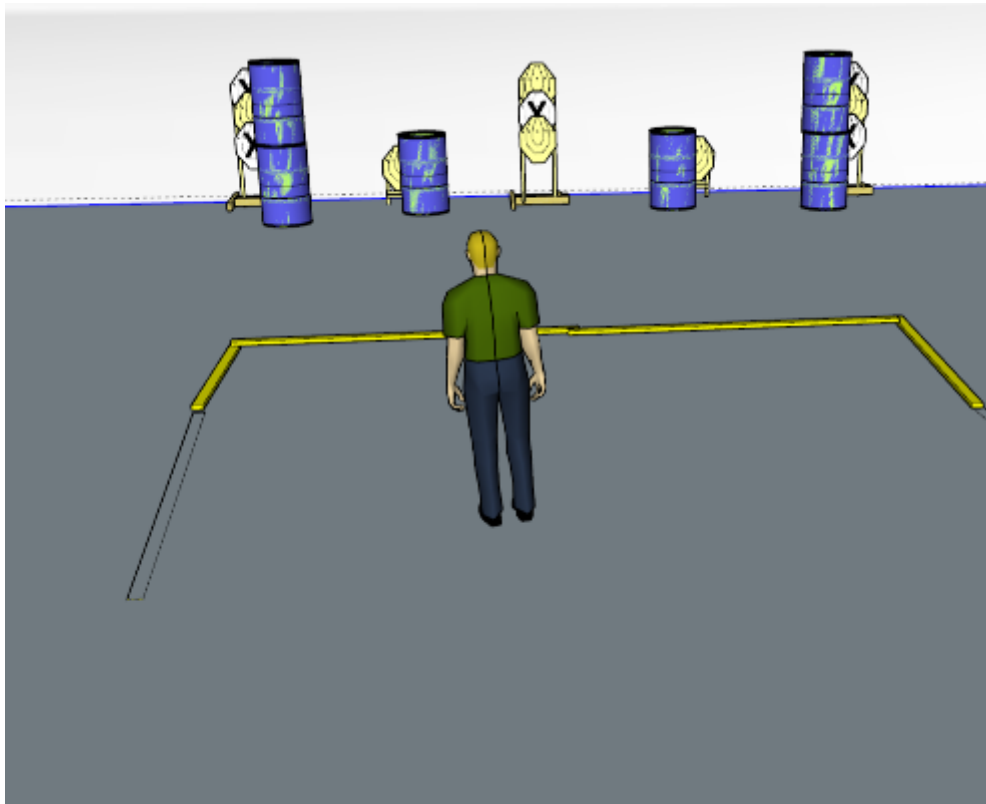
## 5. Fast and easy



CoF	Comstock - Long	Points	130 p
Targets	13 paper, Total 13 targets	Min rounds	26
Firearm	Handgun	Match-%	24.07%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Stage is to be shot in combination with stage 6 - Hotrange
Starting position	Gun UNloaded & holstered
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, horizontal when reloading
Setup notes	

## 6. Hidden targets



CoF	Comstock - Short	Points	60 p
Targets	6 paper, 5 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	11.11%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Stage is shot in combination with stage 5 - Hotrange
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	s Left/right: 90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	