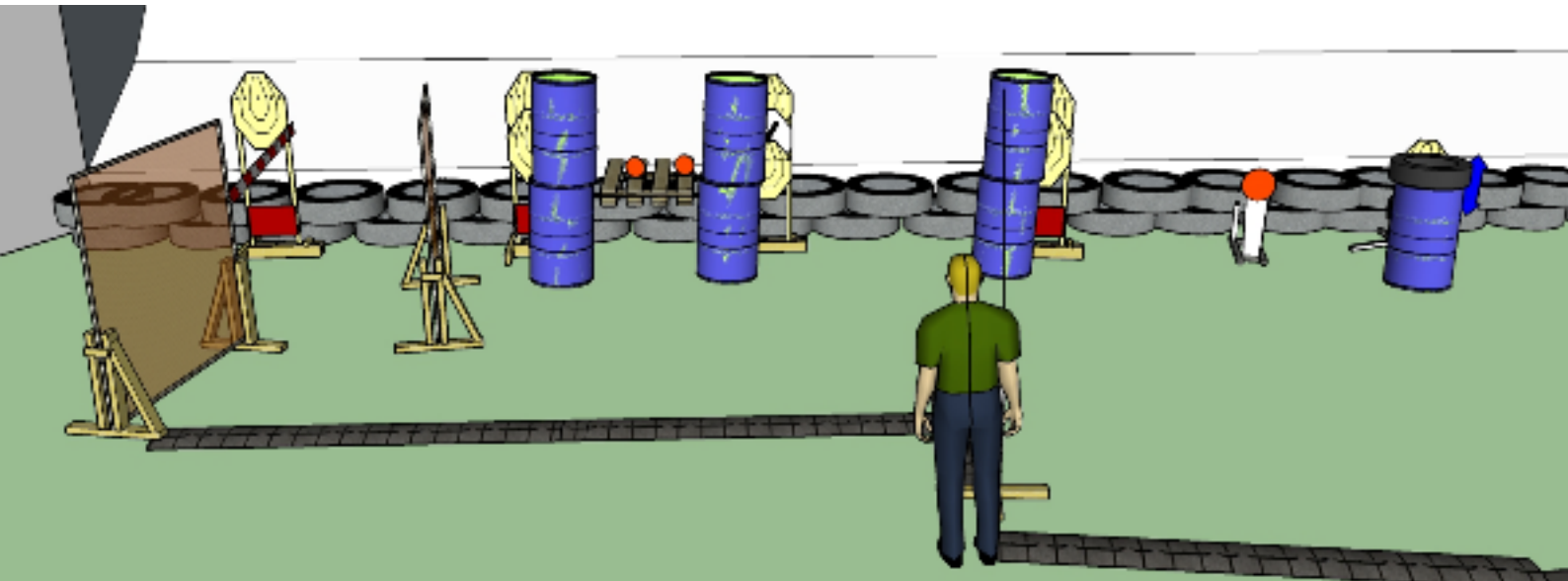


1. Bobbin' along



CoF	Comstock - Medium	Points	95 p
Targets	8 paper, 1 popper, 2 plates, 1 no-shoot, Total 11 targets	Min rounds	19
Firearm	Handgun	Match-%	16.24%

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 in angle 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	

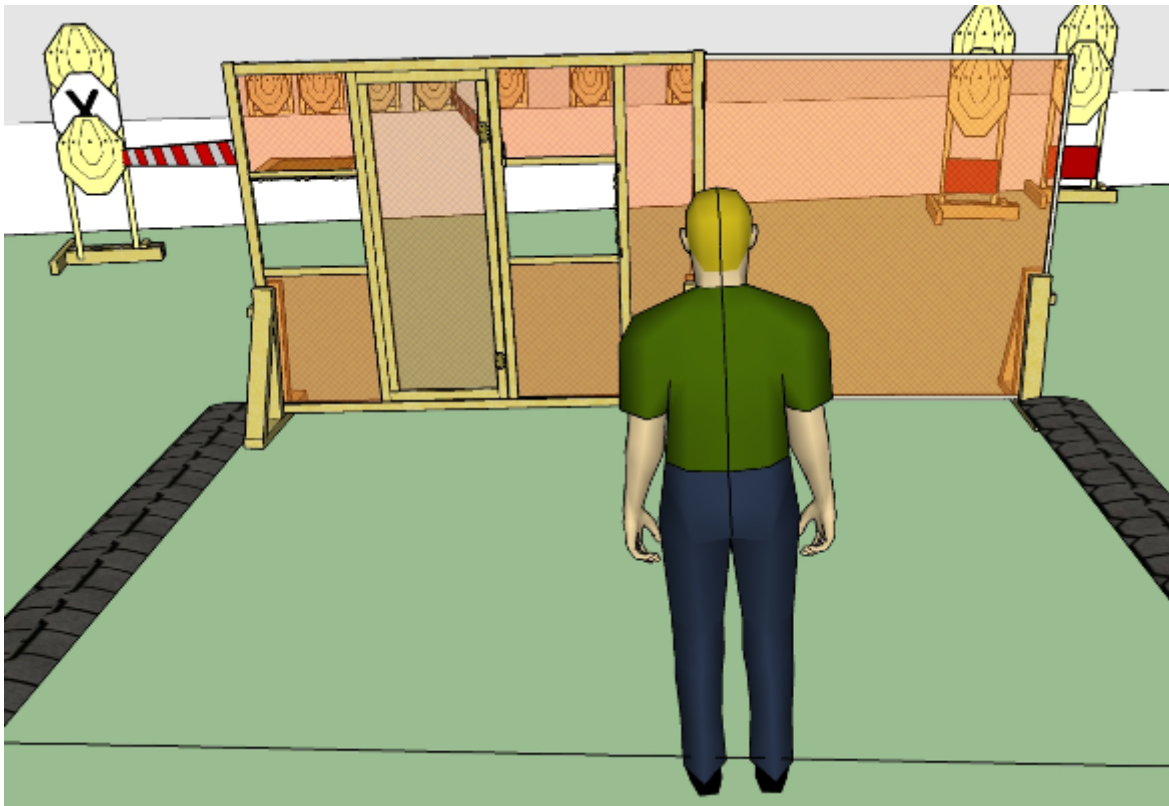
2. Side to side

No Image

CoF	Comstock - Long	Points	125 p
Targets	11 paper, 1 popper, 2 plates, Total 14 targets	Min rounds	25
Firearm	Handgun	Match-%	21.37%

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, 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: double tires when facing berm, right 90 degrees, vertical: top of berm (logs), horizontal when reloading
Setup notes	

3. Bend the knee



CoF	Comstock - Long	Points	130 p
Targets	13 paper, 1 no-shoot, Total 13 targets	Min rounds	26
Firearm	Handgun	Match-%	22.22%
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, line on ground		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Same as stage 2		
Setup notes			

4. What to do

No Image

CoF	Comstock - Short	Points	45 p
Targets	3 paper, 1 popper, 2 plates, Total 6 targets	Min rounds	9
Firearm	Handgun	Match-%	7.69%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. All shots to be fired from within box
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	Same as stage 2+3
Setup notes	

5. Just do it

No Image

CoF	Comstock - Medium	Points	110 p
Targets	10 paper, 2 plates, Total 12 targets	Min rounds	22
Firearm	Handgun	Match-%	18.80%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity.
Starting position	Gun loaded & holstered, in opening between walls
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. Arise

No Image

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 2 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	13.68%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity.
Starting position	Gun loaded & holstered, toes touching line on ground
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	