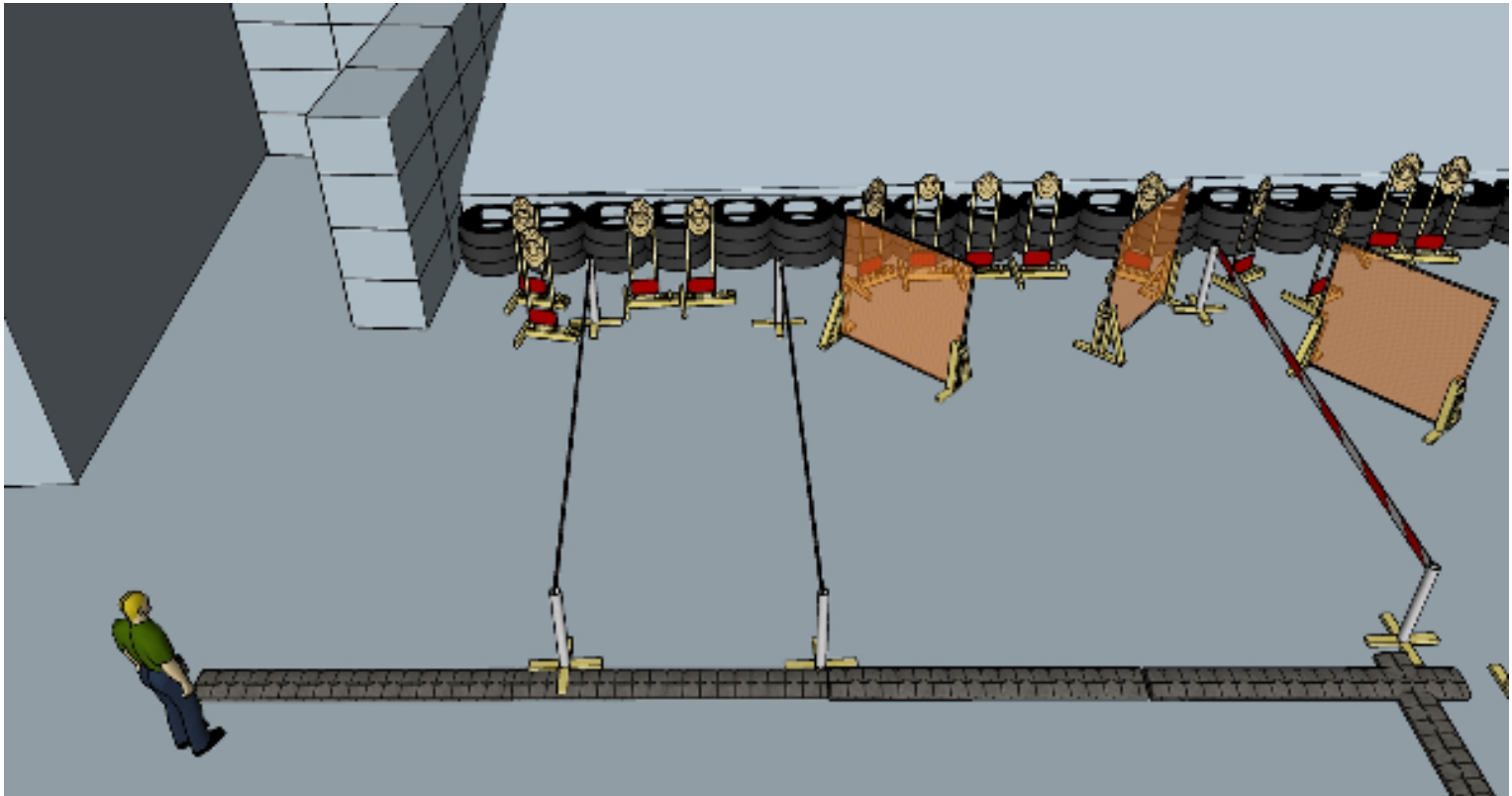


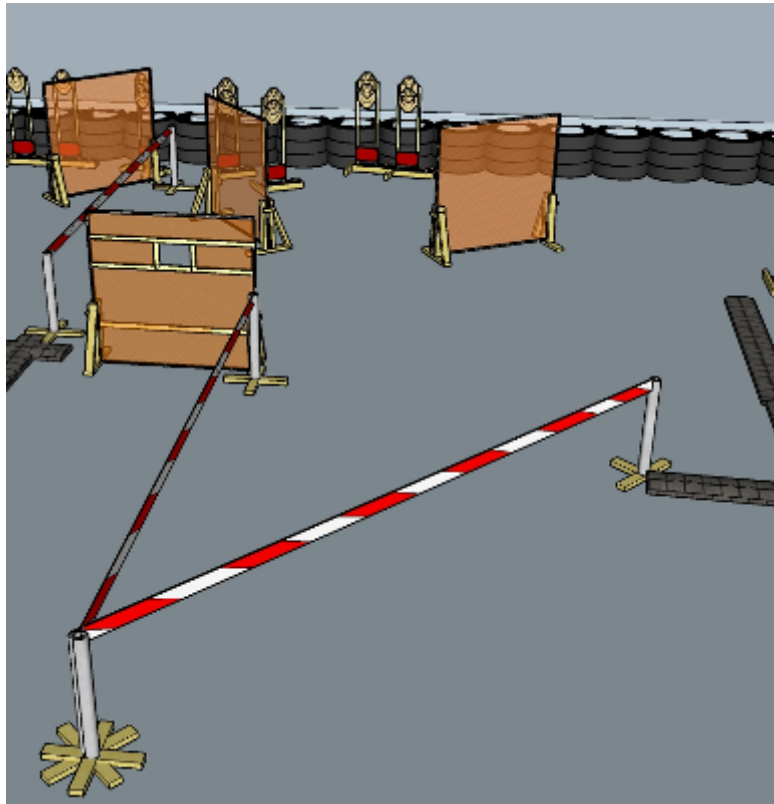
# 1. Stage 1



CoF	Comstock - Long	Points	150 p
Targets	15 paper, Total 15 targets	Min rounds	30
Firearm	Handgun	Match-%	24.00%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline, Red/white tape = walls extending up/down to infinity.
Starting position	As shown by the RO. Foot touching left corner of faultline.
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: mark, end of building, right: 90deg when facing berm - wooden box on ground, vertical: top of berm, horizontal when reloading
Setup notes	

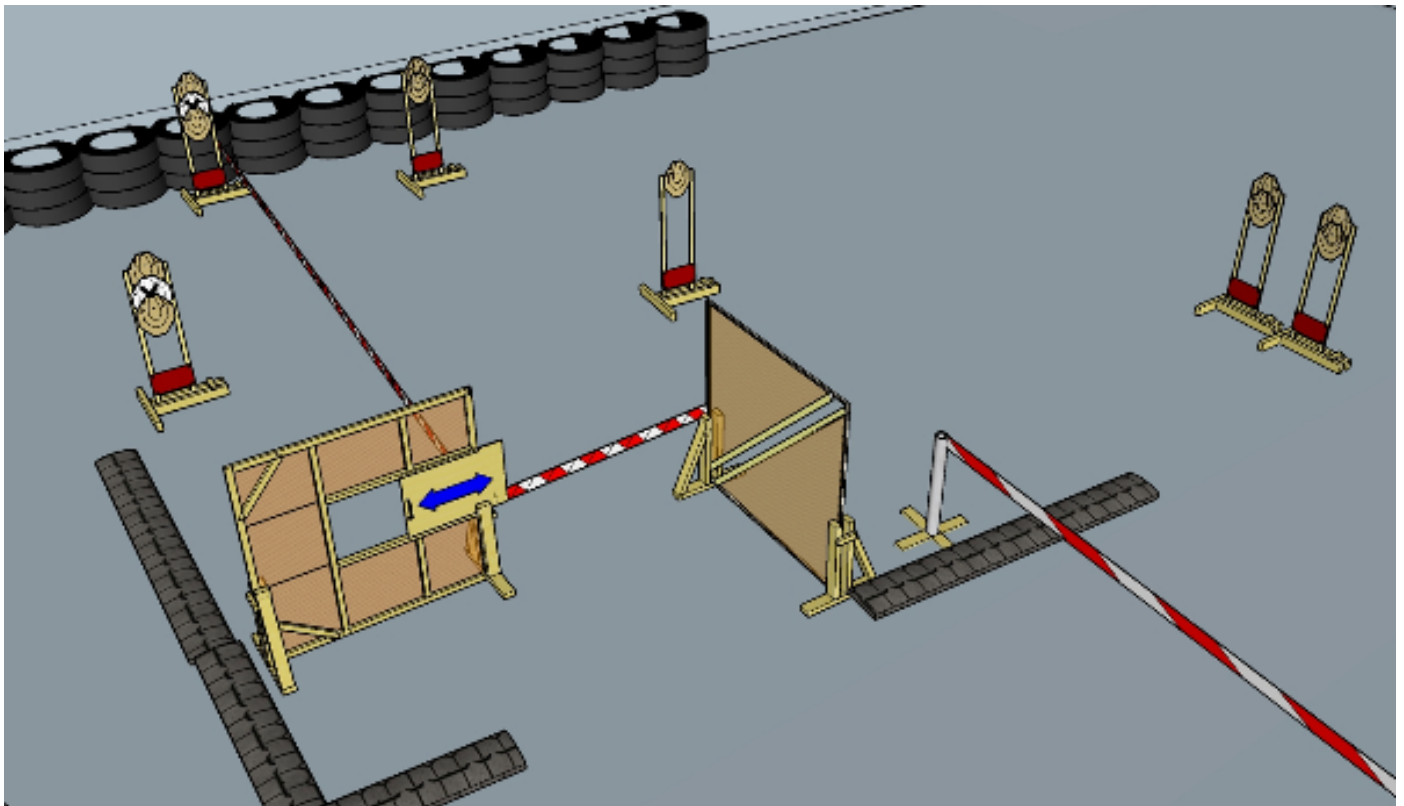
## 2. Stage 2



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	12.80%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline, Red/white tape = walls extending up/down to infinity.		
Starting position	Anywhere		
Firearm ready condition	Option 1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Left: mark, end of building, right: 90deg when facing berm - wooden box on ground, vertical: top of berm, horizontal when reloading		
Setup notes			

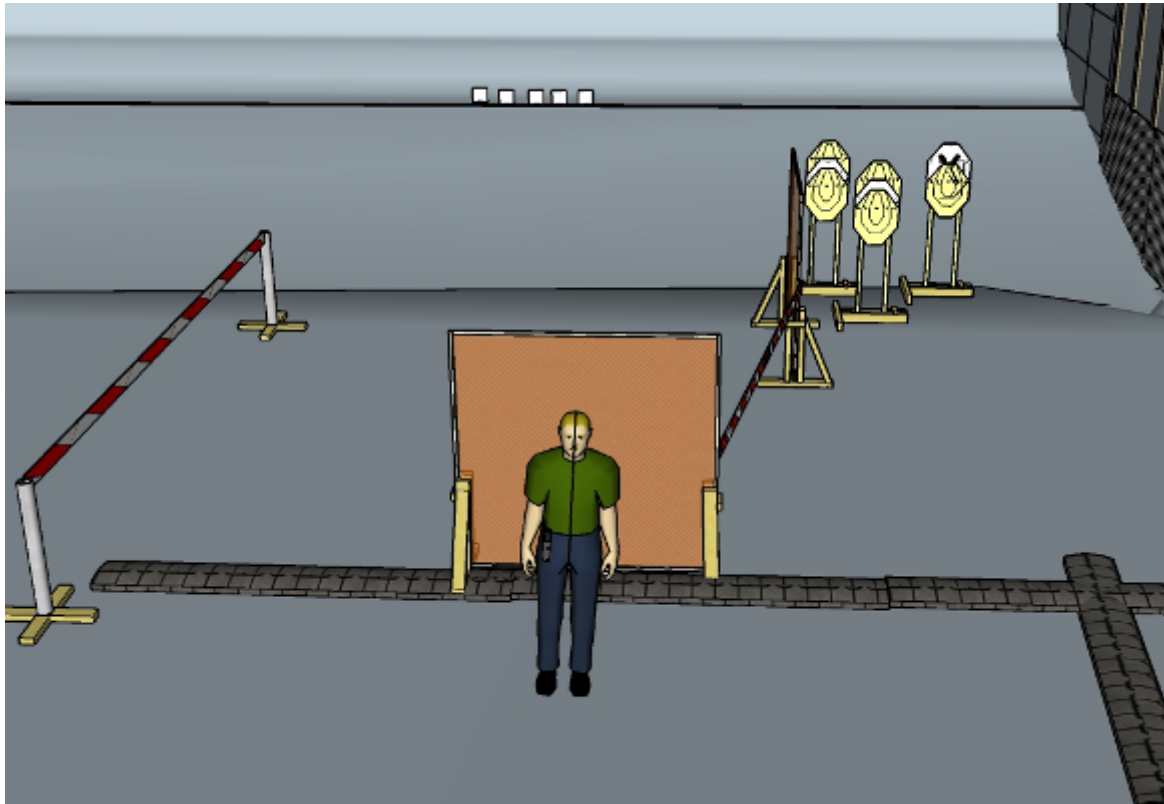
### 3. Stage 3



CoF	Comstock - Medium	Points	110 p
Targets	11 paper, 2 no-shoot, Total 11 targets	Min rounds	22
Firearm	Handgun	Match-%	17.60%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline, Red/white tape = walls extending up/down to infinity.
Starting position	Anywhere
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: mark, end of building, right: 90deg when facing berm - wooden box on ground, vertical: top of berm, horizontal when reloading. Long berm: 90deg left (wooden box) 90deg right.
Setup notes	

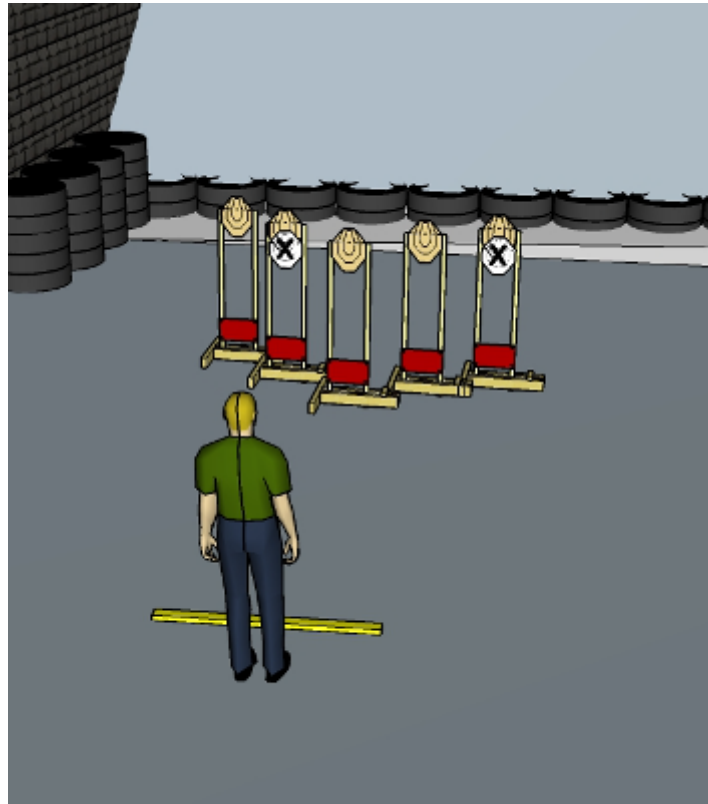
## 4. Stage 4



CoF	Comstock - Medium	Points	75 p
Targets	5 paper, 5 plates, 2 no-shoot, Total 10 targets	Min rounds	15
Firearm	Handgun	Match-%	12.00%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline, Red/white tape = walls extending up/down to infinity. Steel must fall to score		
Starting position	Center wall facing uprange as shown by the RO		
Firearm ready condition	Option 3		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Left: 90deg, wooden box on ground, right: 90deg when facing berm. vertical: top of berm, horizontal when reloading		
Setup notes			

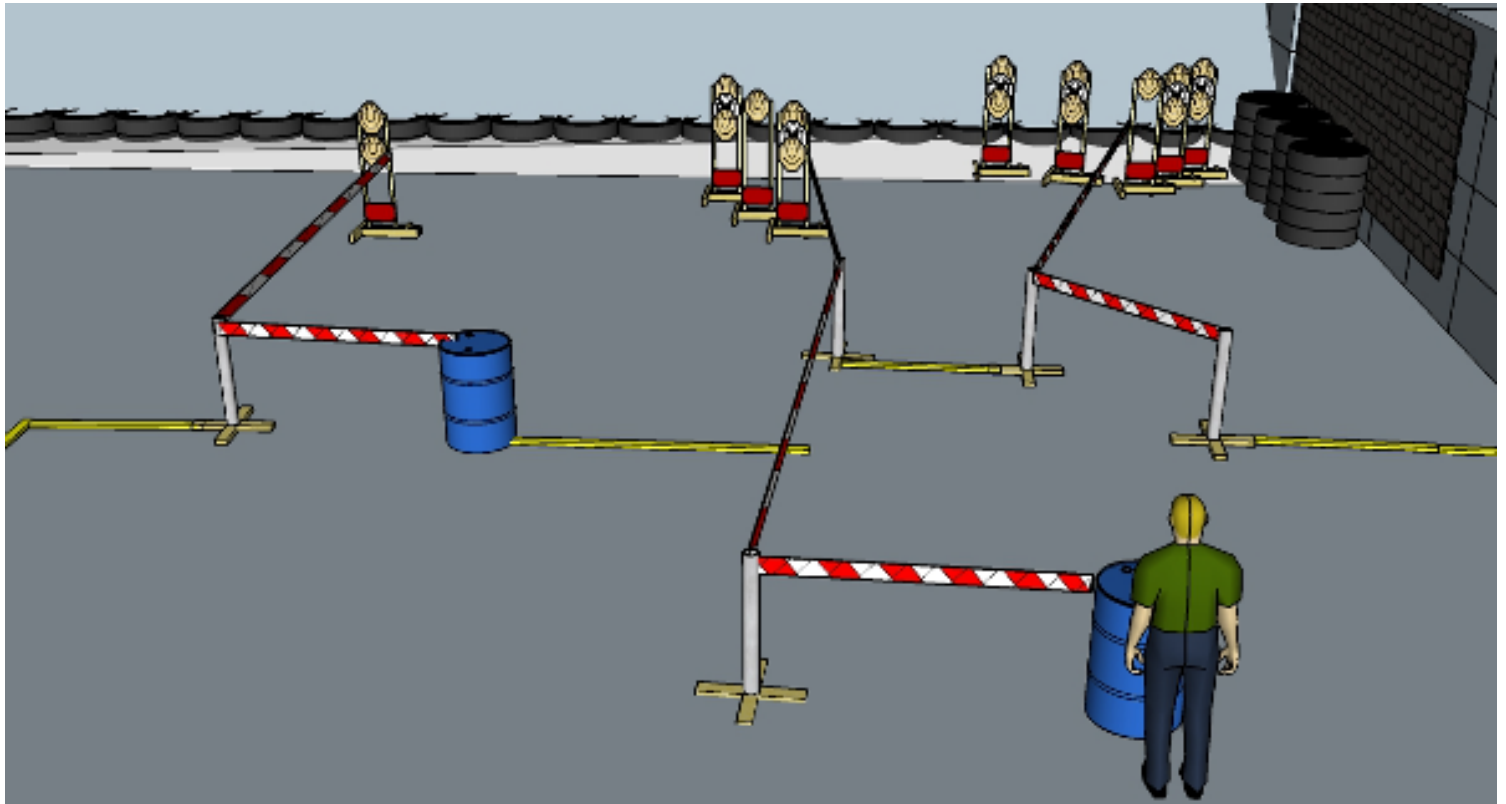
## 5. Stage 5



CoF	Comstock - Short	Points	50 p
Targets	5 paper, 2 no-shoot, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	8.00%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline, Red/white tape = walls extending up/down to infinity.		
Starting position	As shown by the RO		
Firearm ready condition	Option 1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Left/right 90deg, vertical til off berm.		
Setup notes			

## 6. Stage 6



CoF	Comstock - Long	Points	160 p
Targets	16 paper, 6 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	25.60%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline, Red/white tape = walls extending up/down to infinity.
Starting position	Behind barren as shown by the RO
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right 90deg, vertical til off berm.
Setup notes	