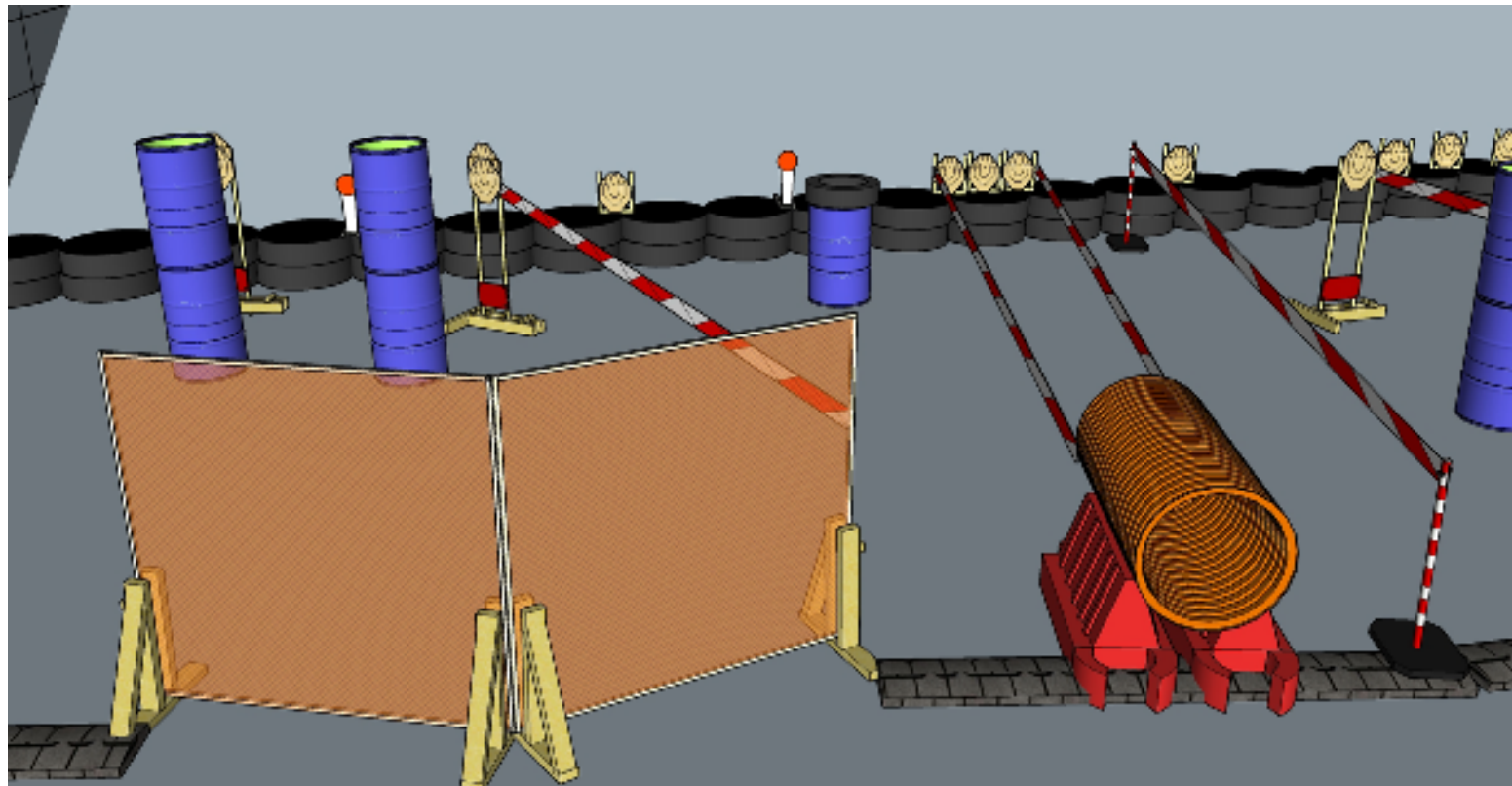


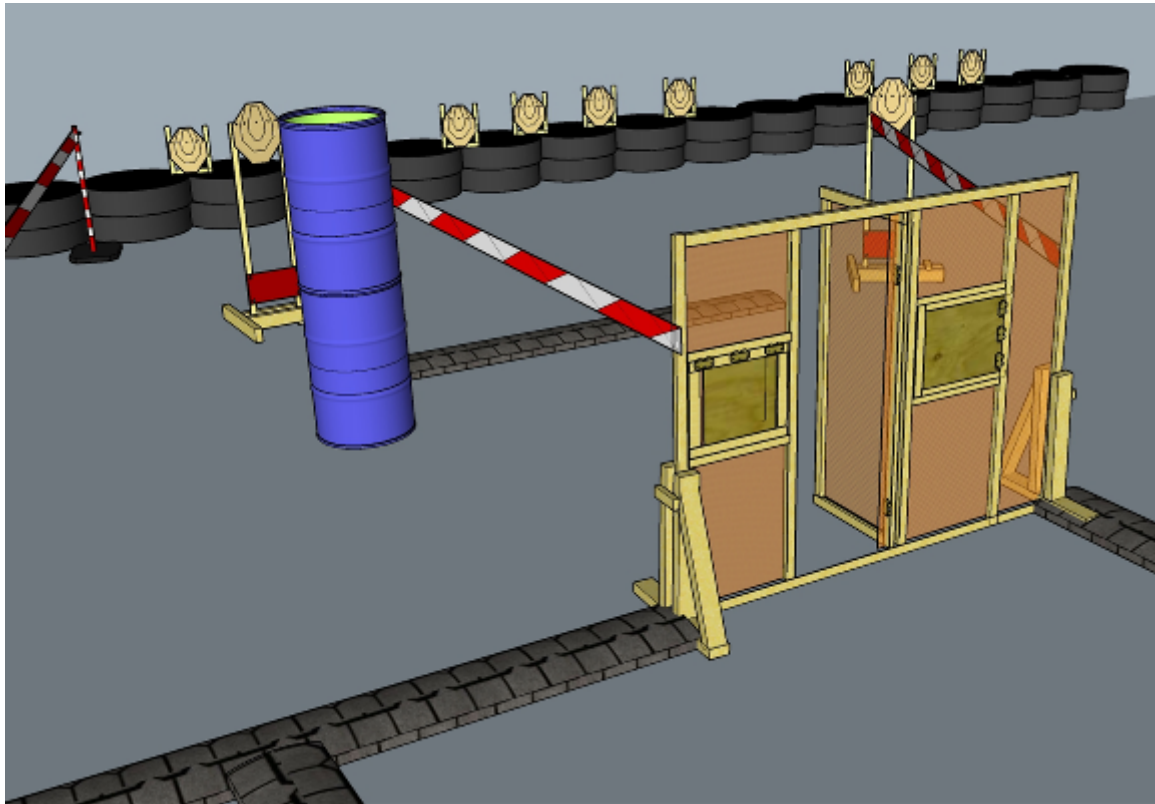
1. Stop'n'Go



| | | | |
|---------|-------------------------------------|------------|--------|
| CoF | Comstock - Medium | Points | 90 p |
| Targets | 8 paper, 2 popper, Total 10 targets | Min rounds | 18 |
| Firearm | Pistol Caliber Carbine | Match-% | 17.65% |

| | |
|-------------------------|---|
| 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 | Anywhere |
| Firearm ready condition | 1 |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | Left: mark on wall, right: wooden box on ground, vertical: top of berm, horizontal when reloading |
| Setup notes | |

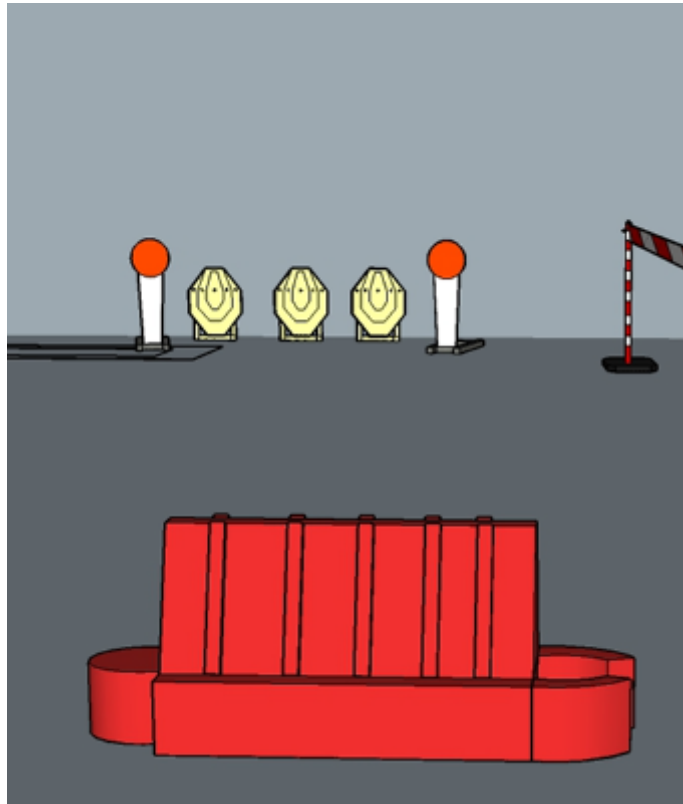
2. In'n'Out



| | | | |
|---------|----------------------------|------------|--------|
| CoF | Comstock - Medium | Points | 100 p |
| Targets | 10 paper, Total 10 targets | Min rounds | 20 |
| Firearm | Pistol Caliber Carbine | Match-% | 19.61% |

| | | | |
|-------------------------|---|--|--|
| 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 | Anywhere | | |
| Firearm ready condition | 1 | | |
| Start on | Audible signal | | |
| Stop on | Last shot | | |
| Penalties | As per current edition of rules | | |
| Safety angles | Same as stage 1 | | |
| Setup notes | | | |

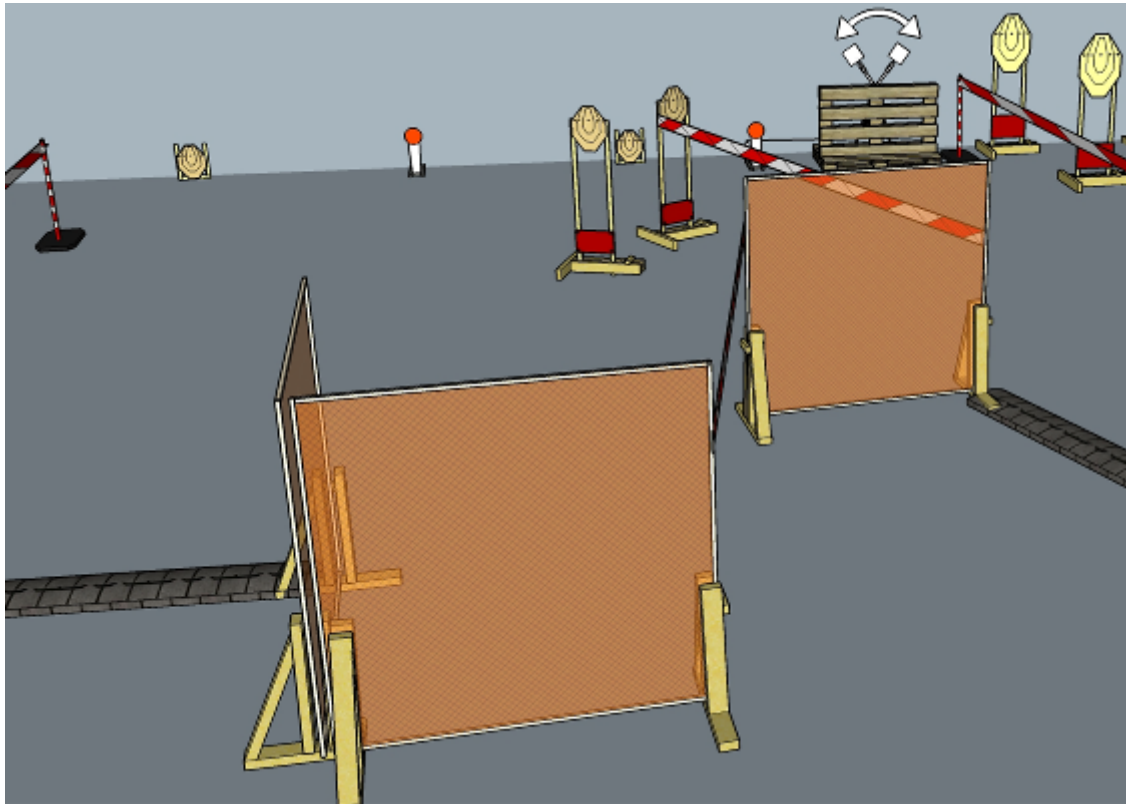
3. Le Rapide



| | | | |
|---------|------------------------------------|------------|-------|
| CoF | Comstock - Short | Points | 40 p |
| Targets | 3 paper, 2 popper, Total 5 targets | Min rounds | 8 |
| Firearm | Pistol Caliber Carbine | Match-% | 7.84% |

| | |
|-------------------------|---|
| Procedure | On start signal engage all targets as they become visible within the demarcated area. All shots must be fired from behind plastic-triangle. Support on plastic-triangle allowed |
| Starting position | Behind plastic-triangle |
| Firearm ready condition | 1 |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | Left: wooden box on ground, right: mark on wall closest to road, vertical: top of berm (logs), horizontal when reloading |
| Setup notes | |

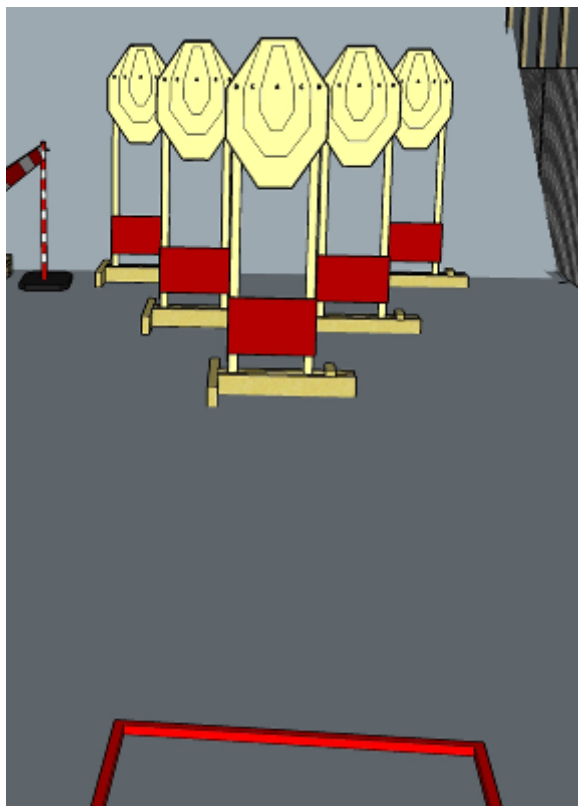
4. Pops'n'plates'n'papers oh my



| | | | |
|---------|--|------------|--------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 4 paper, 2 popper, 2 plates, Total 8 targets | Min rounds | 12 |
| Firearm | Pistol Caliber Carbine | Match-% | 11.76% |

| | |
|-------------------------|---|
| 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 | Anywhere |
| Firearm ready condition | 1 |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | Same as stage 3 |
| Setup notes | |

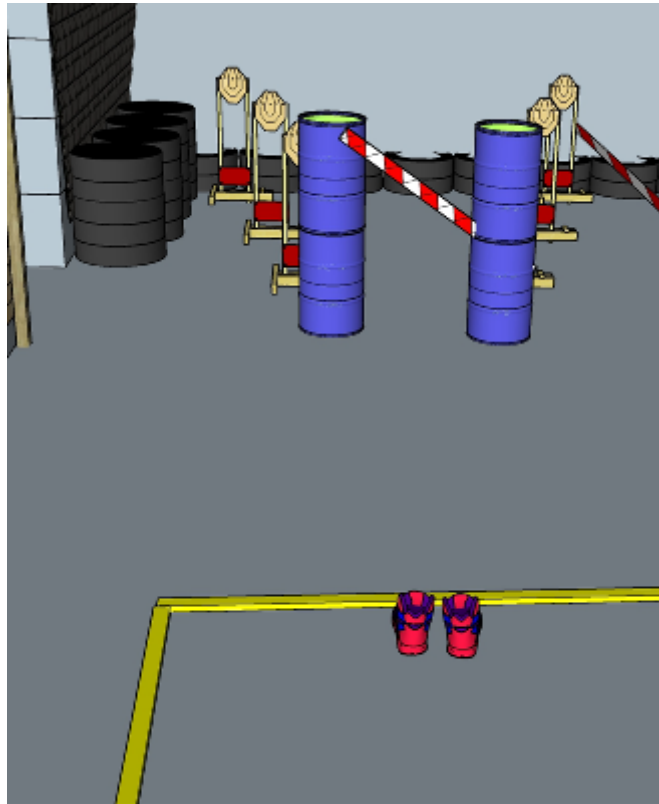
5. Il Tempo Gigante Uno



| | | | |
|---------|--------------------------|------------|-------|
| CoF | Comstock - Short | Points | 25 p |
| Targets | 5 paper, Total 5 targets | Min rounds | 5 |
| Firearm | Pistol Caliber Carbine | Match-% | 4.90% |

| | | | |
|-------------------------|---|--|--|
| Procedure | On start signal engage all targets. ALL SHOTS MUST BE FIRED FROM WITHIN BOX, ONE HIT PER TARGET (not two !) | | |
| Starting position | Standing in box | | |
| Firearm ready condition | 1 | | |
| Start on | Audible signal | | |
| Stop on | Last shot | | |
| Penalties | As per current edition of rules | | |
| Safety angles | Same as stage 3 and 4 | | |
| Setup notes | | | |

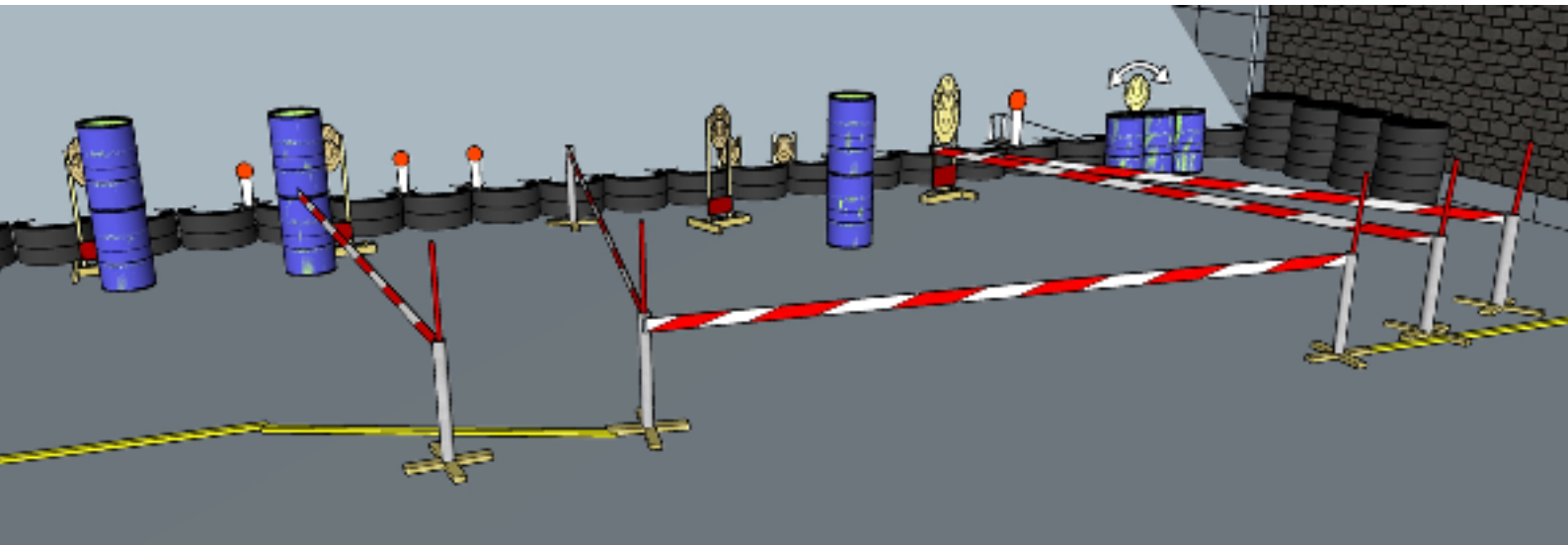
6. Backslash'n'slash



| | | | |
|---------|--------------------------|------------|--------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 6 paper, Total 6 targets | Min rounds | 12 |
| Firearm | Pistol Caliber Carbine | Match-% | 11.76% |

| | | | |
|-------------------------|---|--|--|
| Procedure | On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity.OPTION THREE (3) ! | | |
| Starting position | Center of demarcated area, toes touching faultline/mark | | |
| Firearm ready condition | 3 | | |
| 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 | | | |

7. Run'n'Stop'n'Run, repeat



| | | | |
|---------|--------------------------------------|------------|--------|
| CoF | Comstock - Long | Points | 135 p |
| Targets | 11 paper, 5 popper, Total 16 targets | Min rounds | 27 |
| Firearm | Pistol Caliber Carbine | Match-% | 26.47% |

| | |
|-------------------------|---|
| 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 | Anywhere |
| Firearm ready condition | 1 |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | Same as stage 6 |
| Setup notes | |