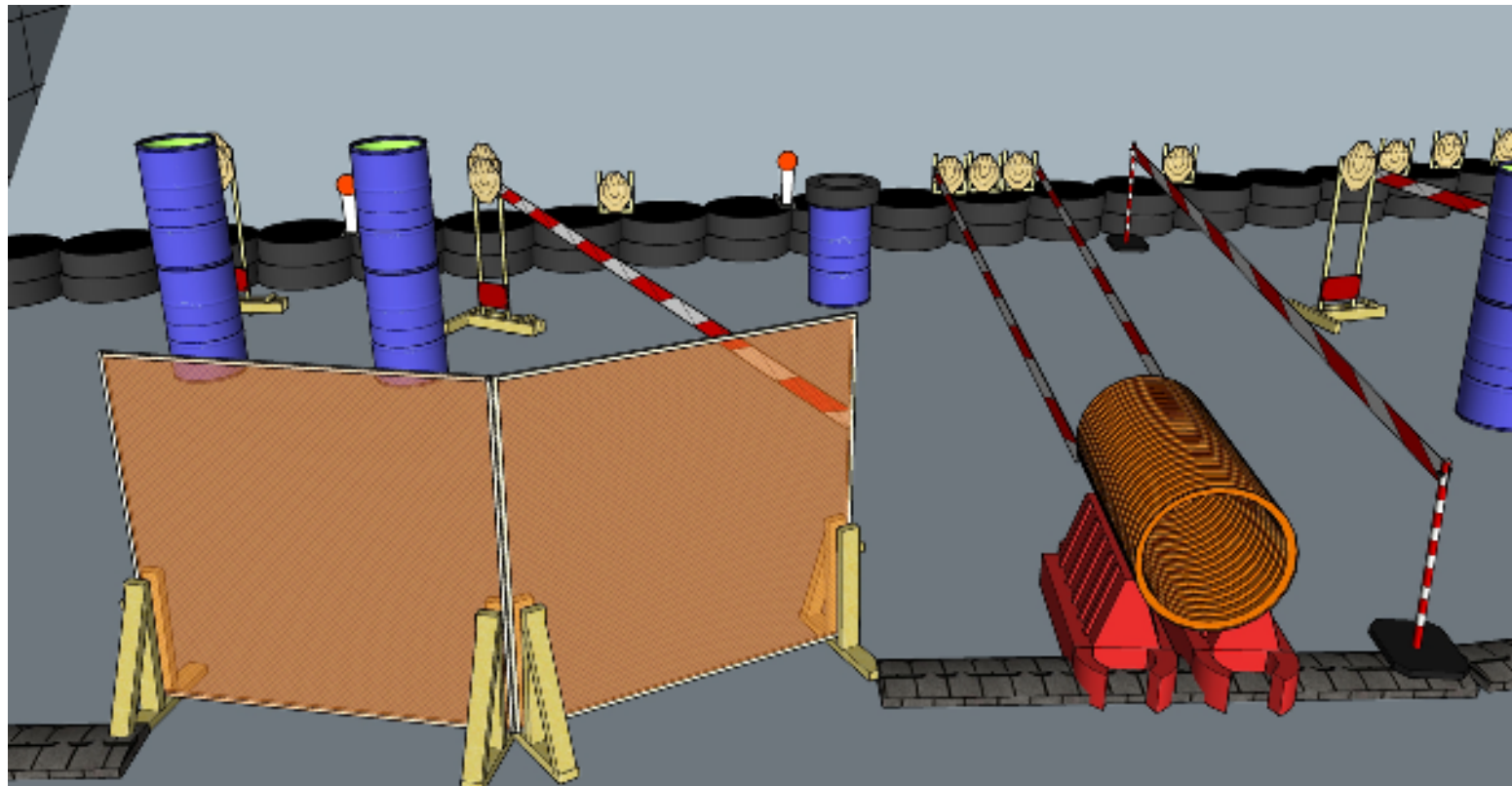


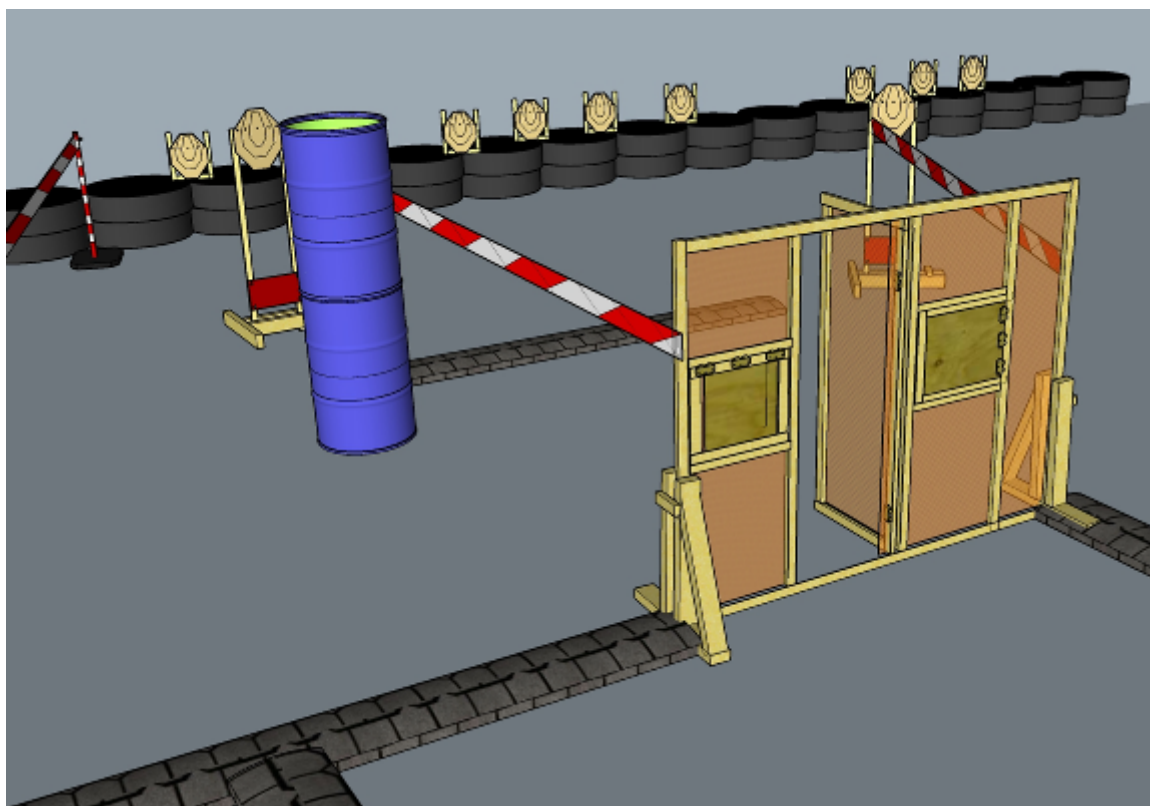
# 1. Stop'n'Go



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	

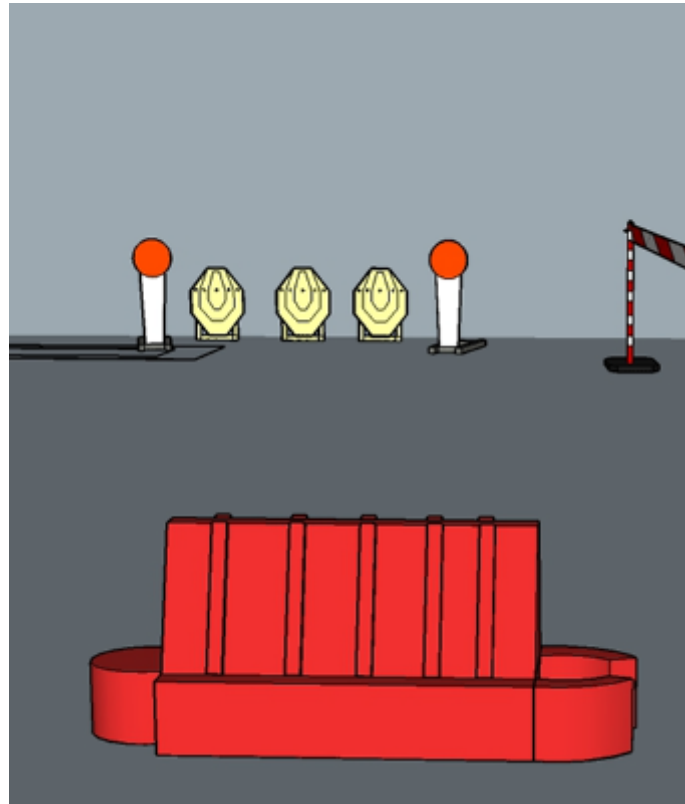
## 2. In'n'Out



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	

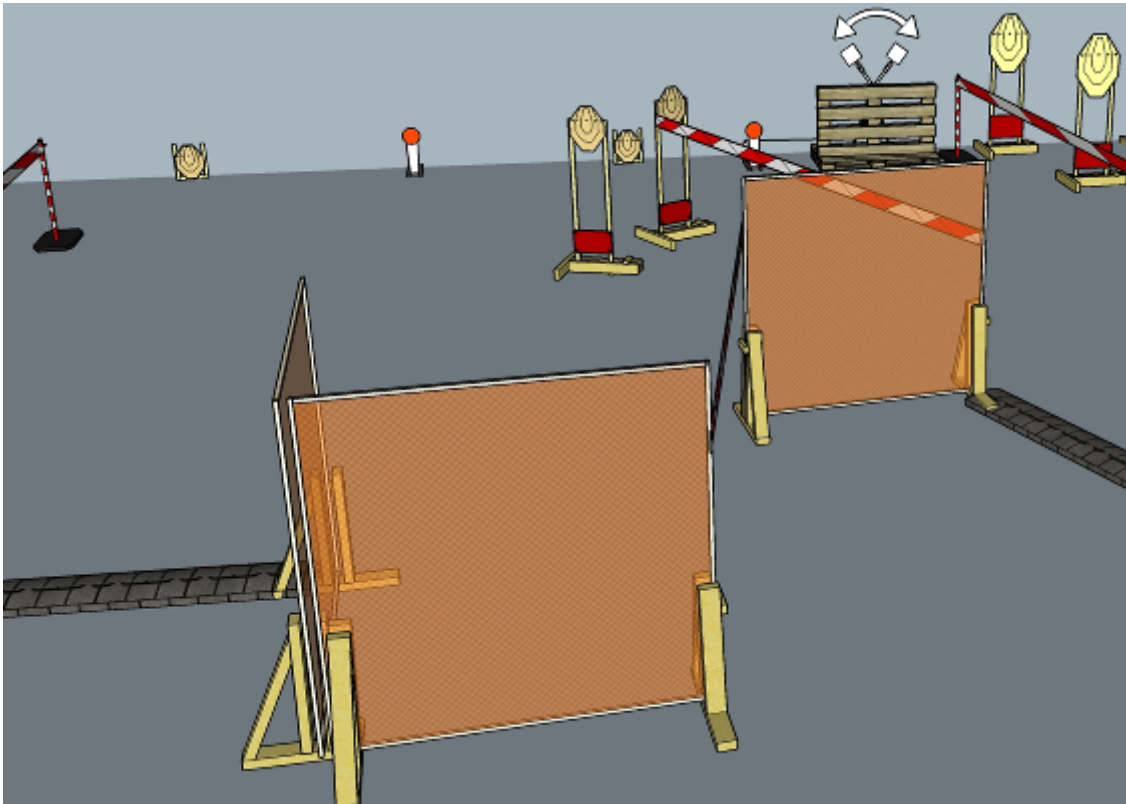
### 3. Le Rapide



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	

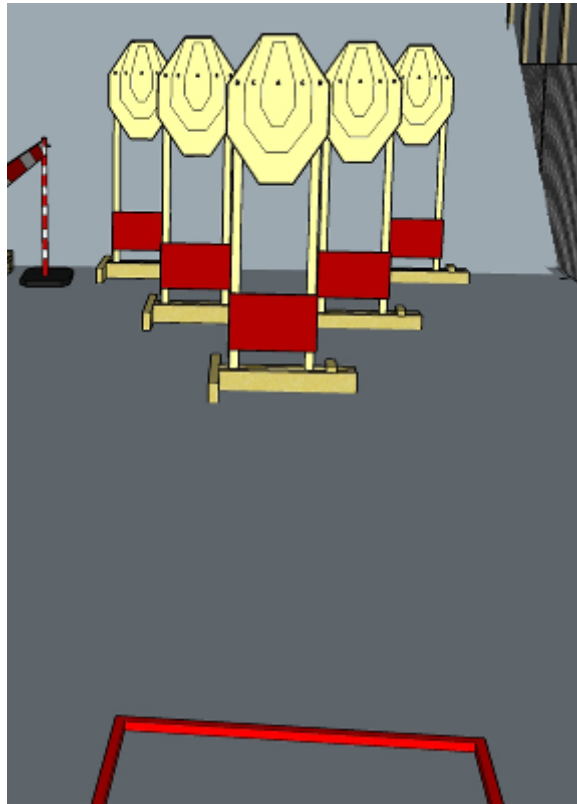
## 4. Pops'n'plates'n'papers oh my



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	

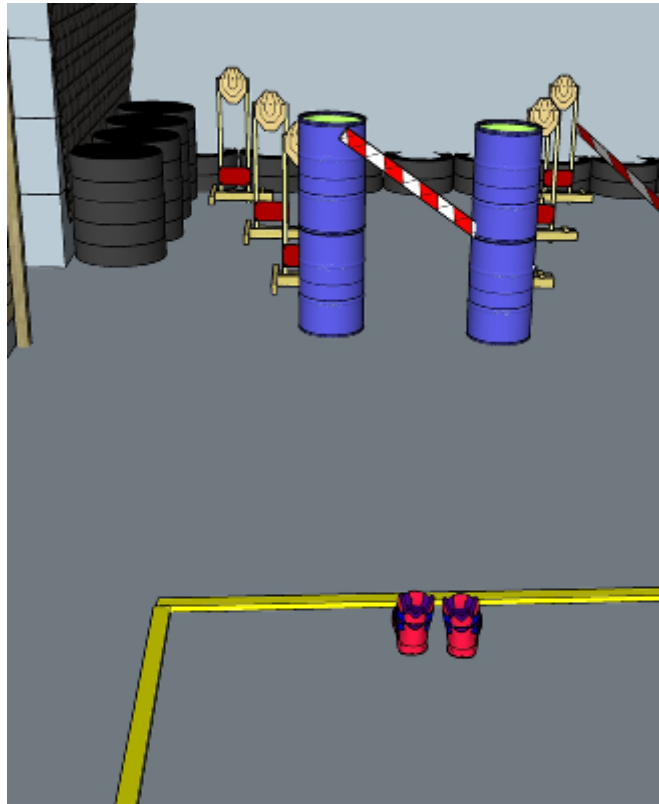
## 5. Il Tempo Gigante Uno



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	

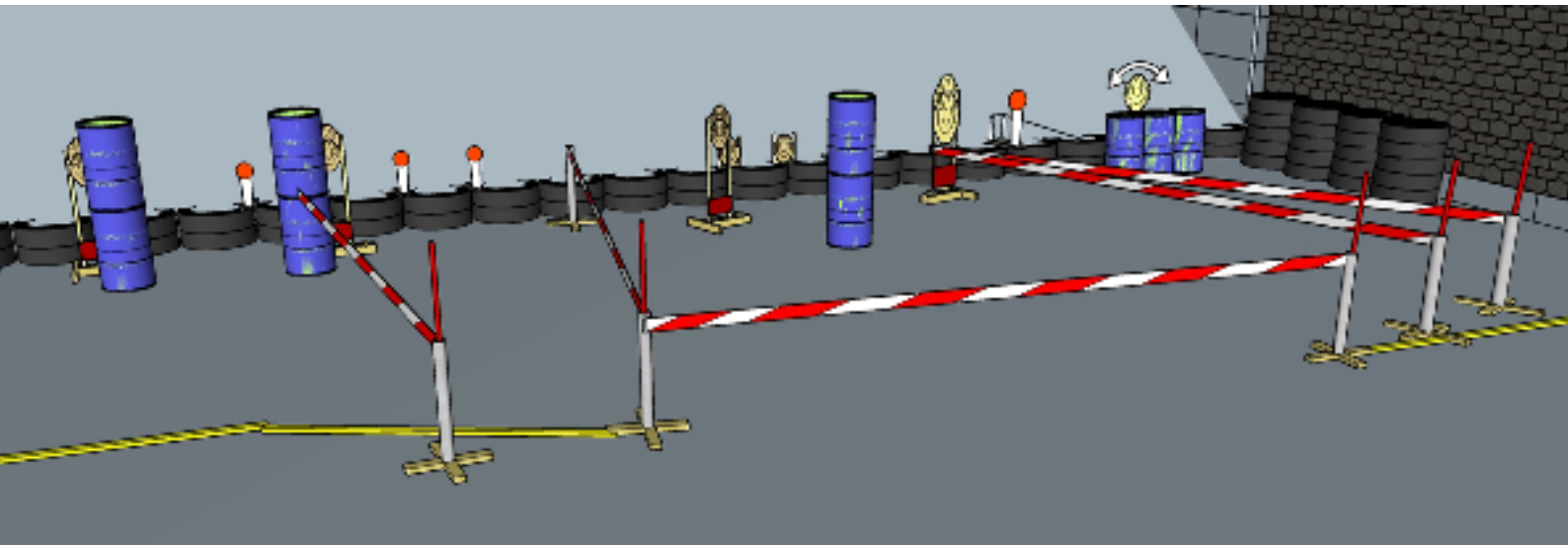
## 6. Backslash'n'slash



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	