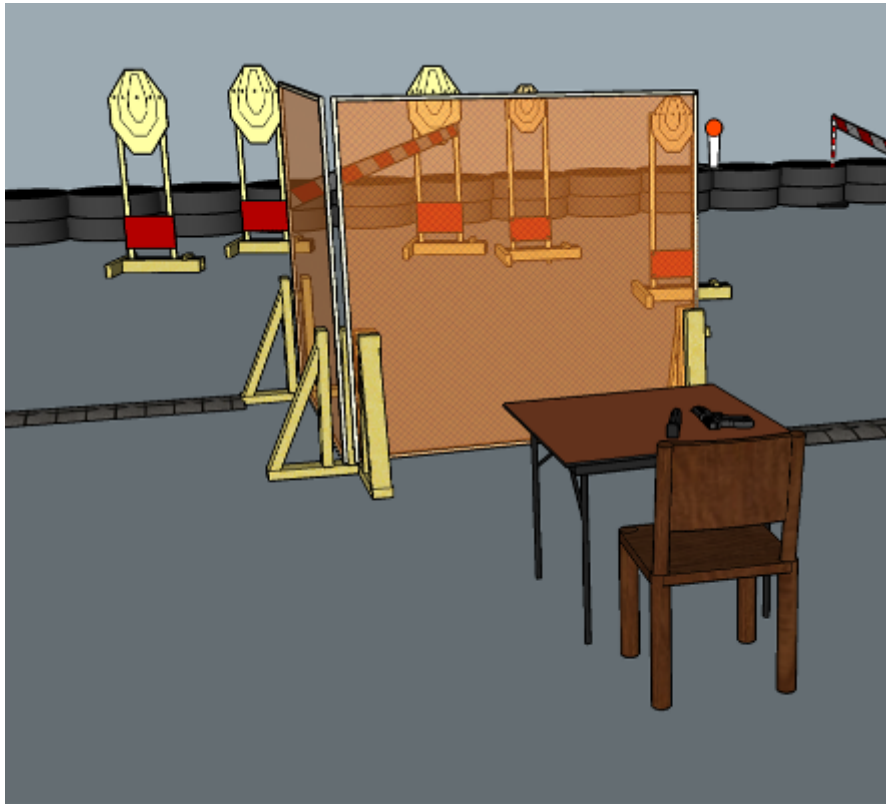


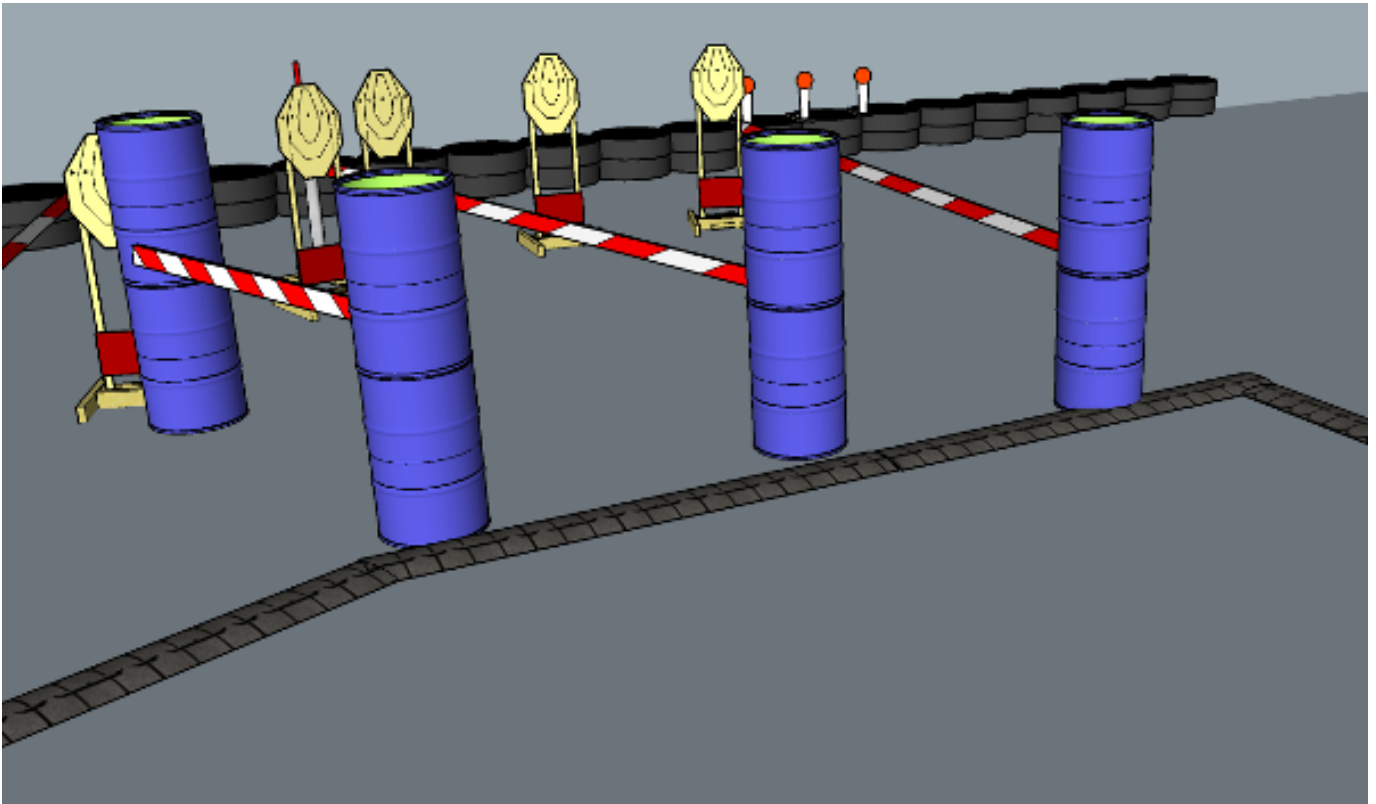
1. Get up



CoF	Comstock - Short	Points	55 p
Targets	5 paper, 1 popper, Total 6 targets	Min rounds	11
Firearm	Handgun	Match-%	13.10%

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	Sitting on chair, arms/elbows resting on table, gun and 1st mag on table
Firearm ready condition	3, unloaded
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, vertical: top of berm, horizontal when reloading
Setup notes	

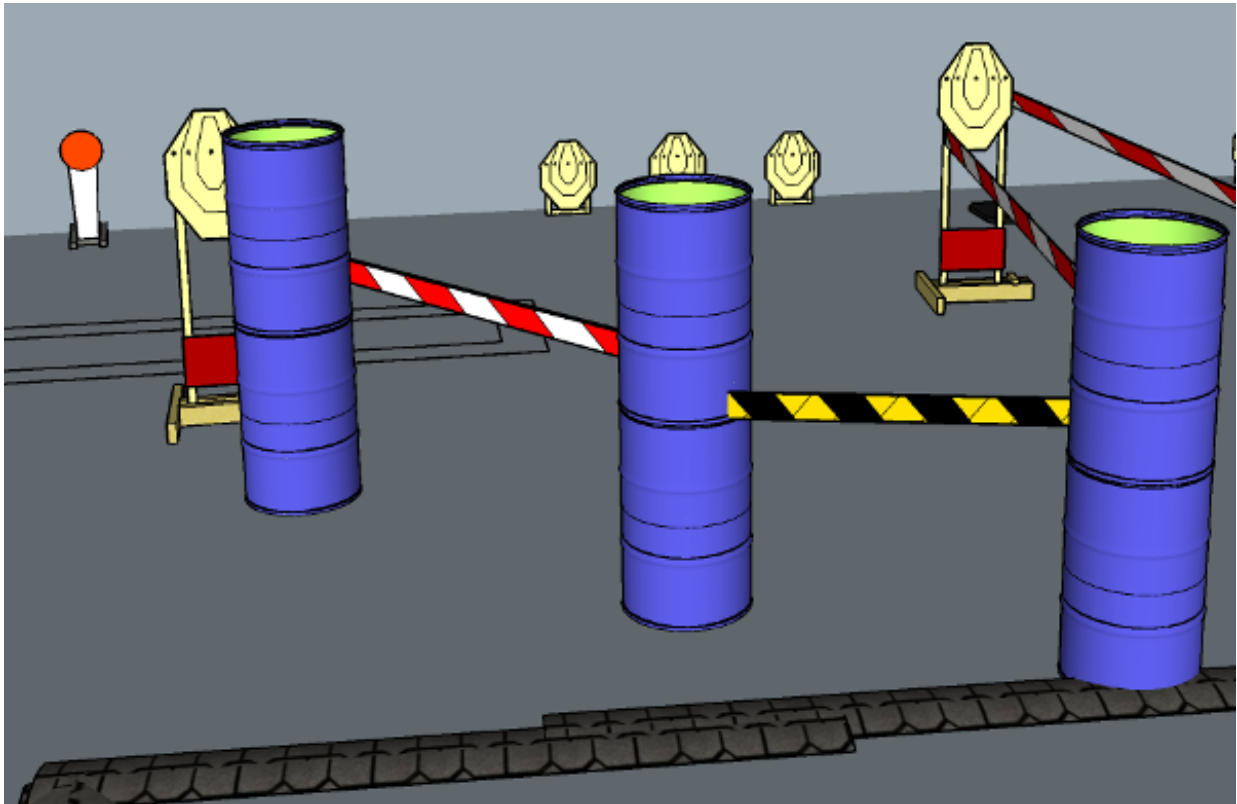
2. Inside, outside, run



CoF	Comstock - Medium	Points	65 p
Targets	5 paper, 3 popper, Total 8 targets	Min rounds	13
Firearm	Handgun	Match-%	15.48%

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

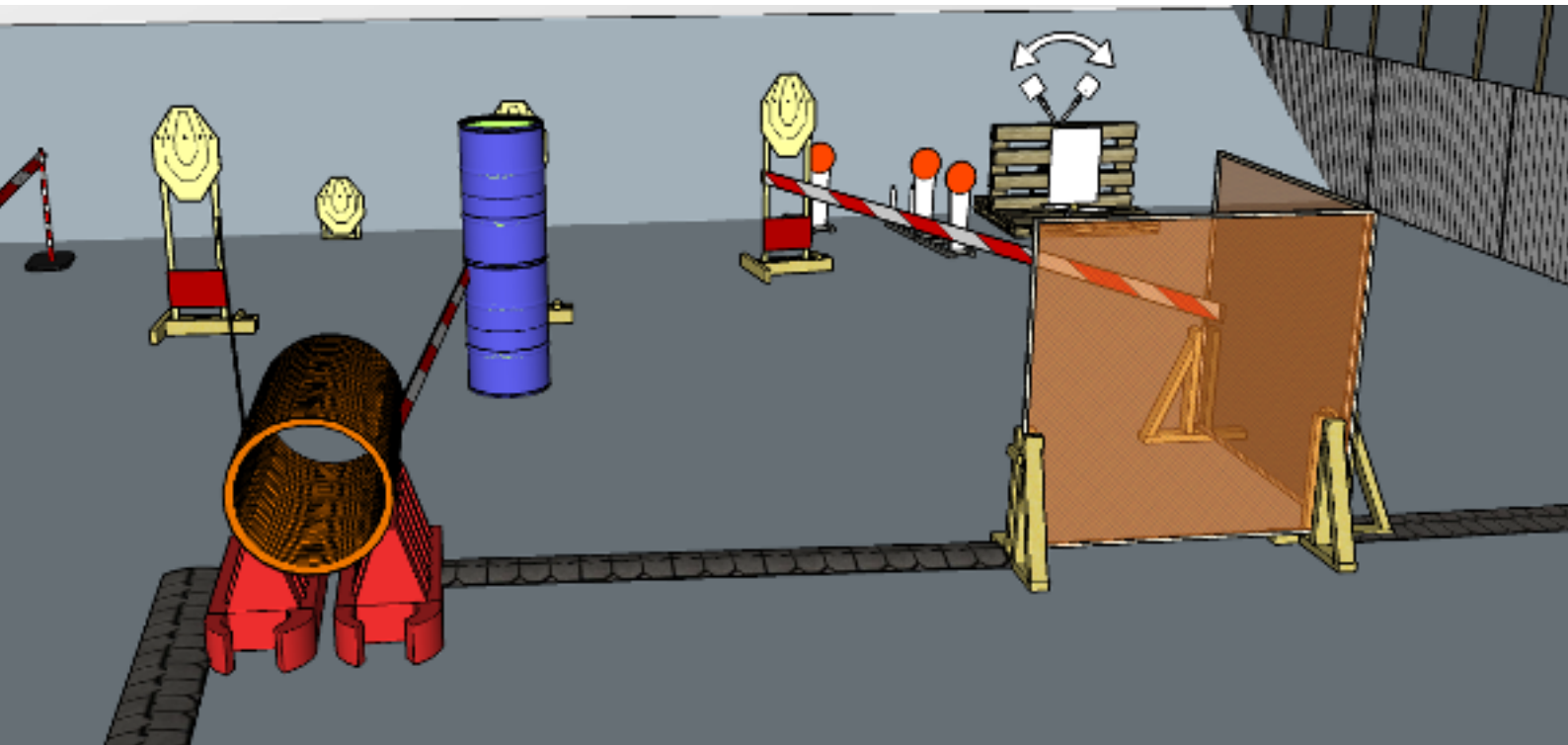
3. Up and down



CoF	Comstock - Short	Points	55 p
Targets	5 paper, 1 popper, Total 6 targets	Min rounds	11
Firearm	Handgun	Match-%	13.10%

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, Yellow/black tape = shooting allowed UNDER tape. Steel must fall to score
Starting position	Anywhere
Firearm ready condition	1, loaded and holstered
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 (logs), horizontal when reloading
Setup notes	

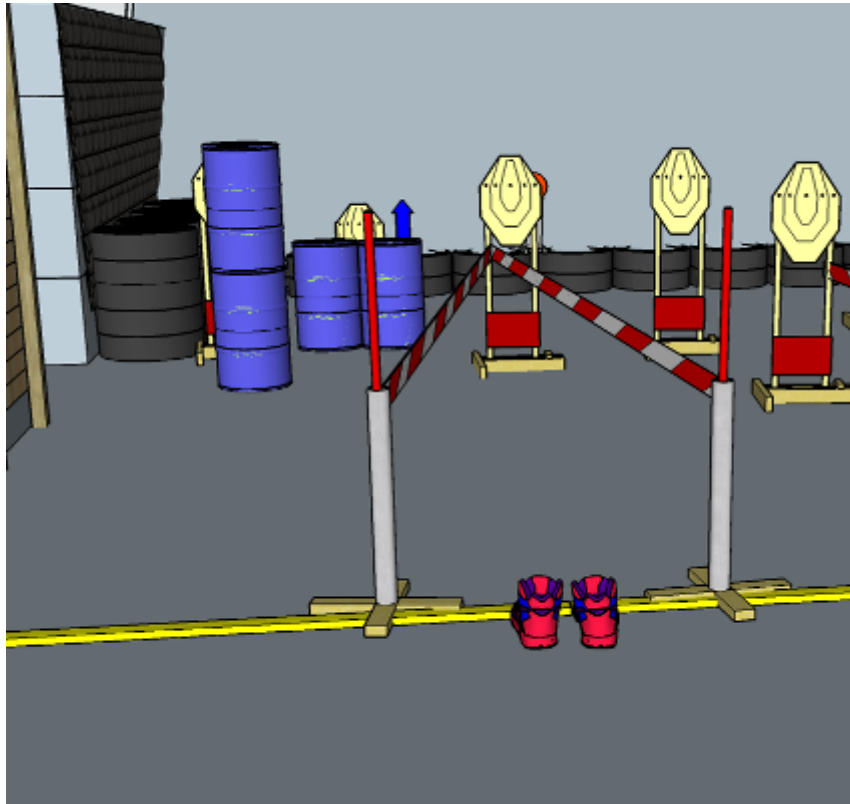
4. Through the drum, behind the wall



CoF	Comstock - Medium	Points	65 p
Targets	4 paper, 3 popper, 2 plates, Total 9 targets	Min rounds	13
Firearm	Handgun	Match-%	15.48%

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

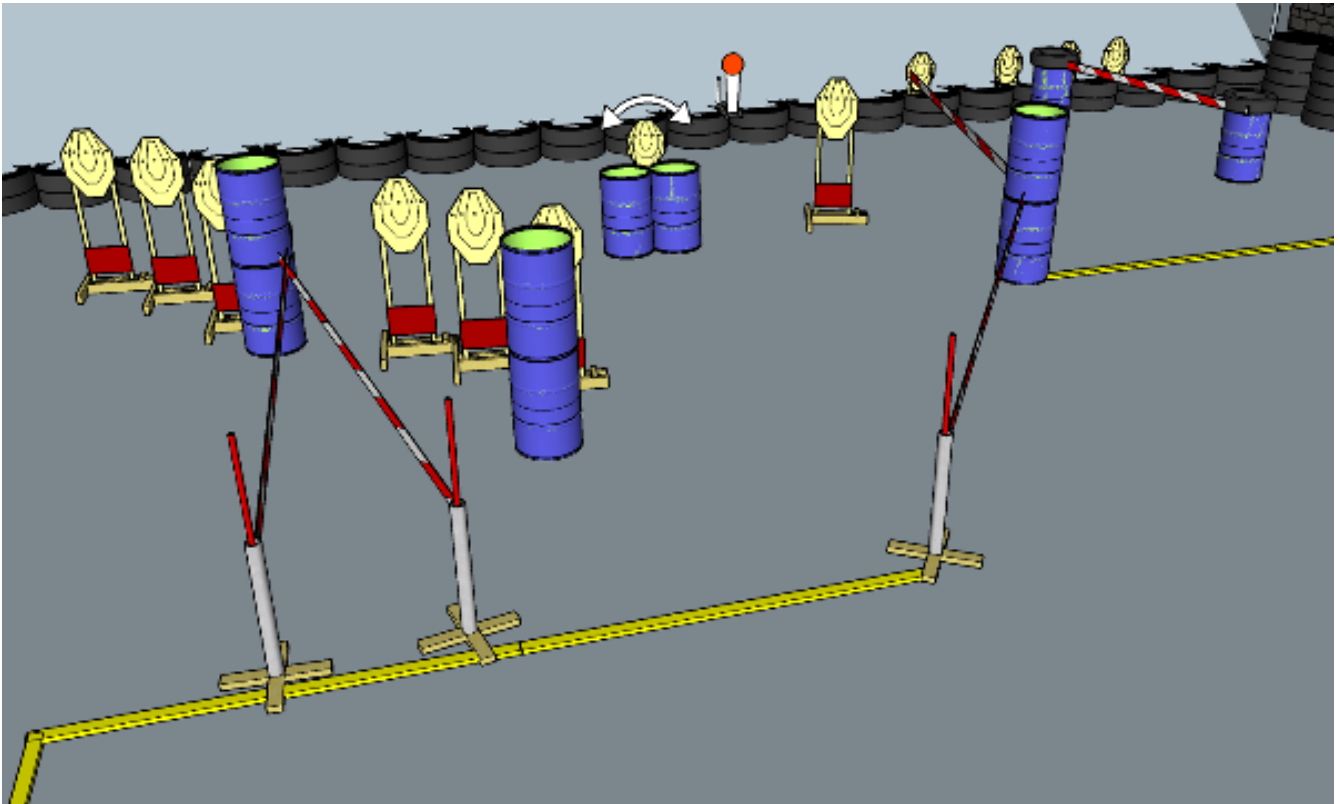
5. V for Vut



CoF	Comstock - Short	Points	55 p
Targets	5 paper, 1 popper, Total 6 targets	Min rounds	11
Firearm	Handgun	Match-%	13.10%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity, steel must fall to score
Starting position	In middle of red/white tape reverse V
Firearm ready condition	2, UNloaded and holstered (mag inserted)
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. The Running Man



CoF	Comstock - Long	Points	125 p
Targets	12 paper, 1 popper, Total 13 targets	Min rounds	25
Firearm	Handgun	Match-%	29.76%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity, Steel must fall to score
Starting position	Anywhere
Firearm ready condition	1, loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Same as stage 5
Setup notes	