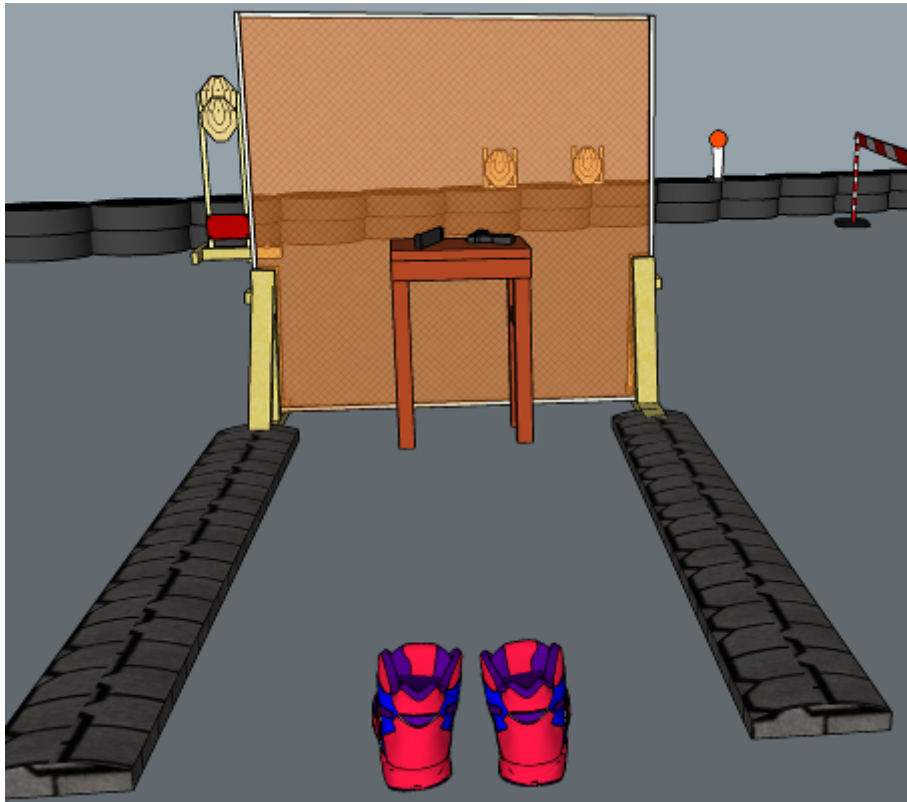


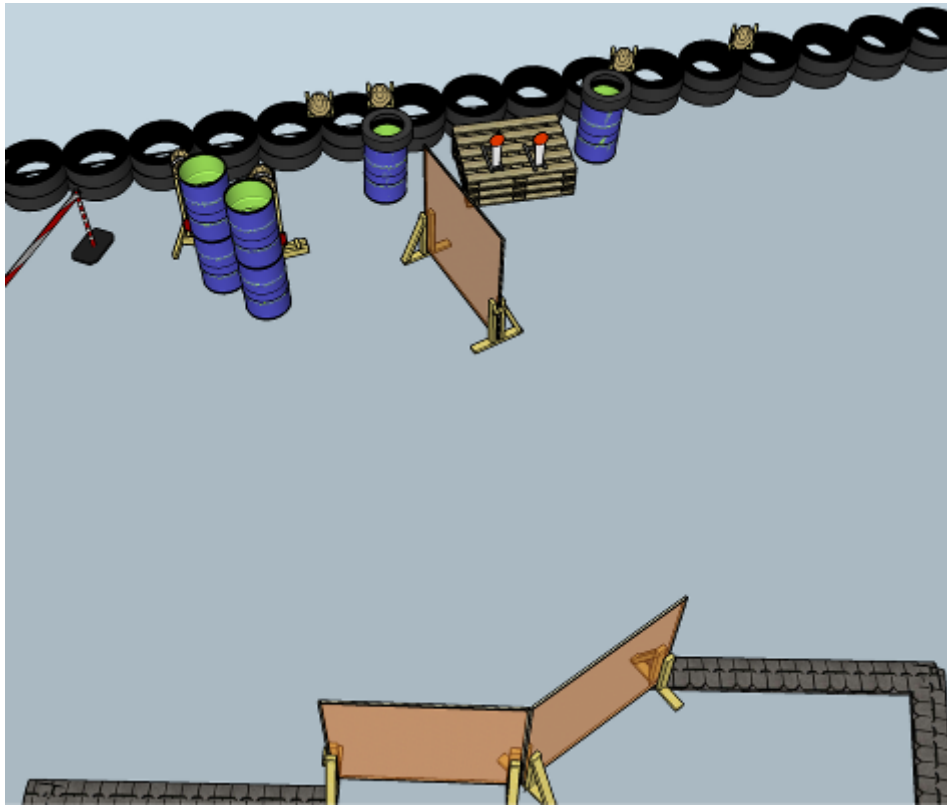
1. Grab and load



CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	10.47%

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. ALL SHOTS MUST BE FIRED STRONG HAND ONLY
Starting position	Standing center between faultlines as demonstrated by RO
Firearm ready condition	1st magazine to be used and gun on table
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: mark, end of building, right: box on ground, 90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

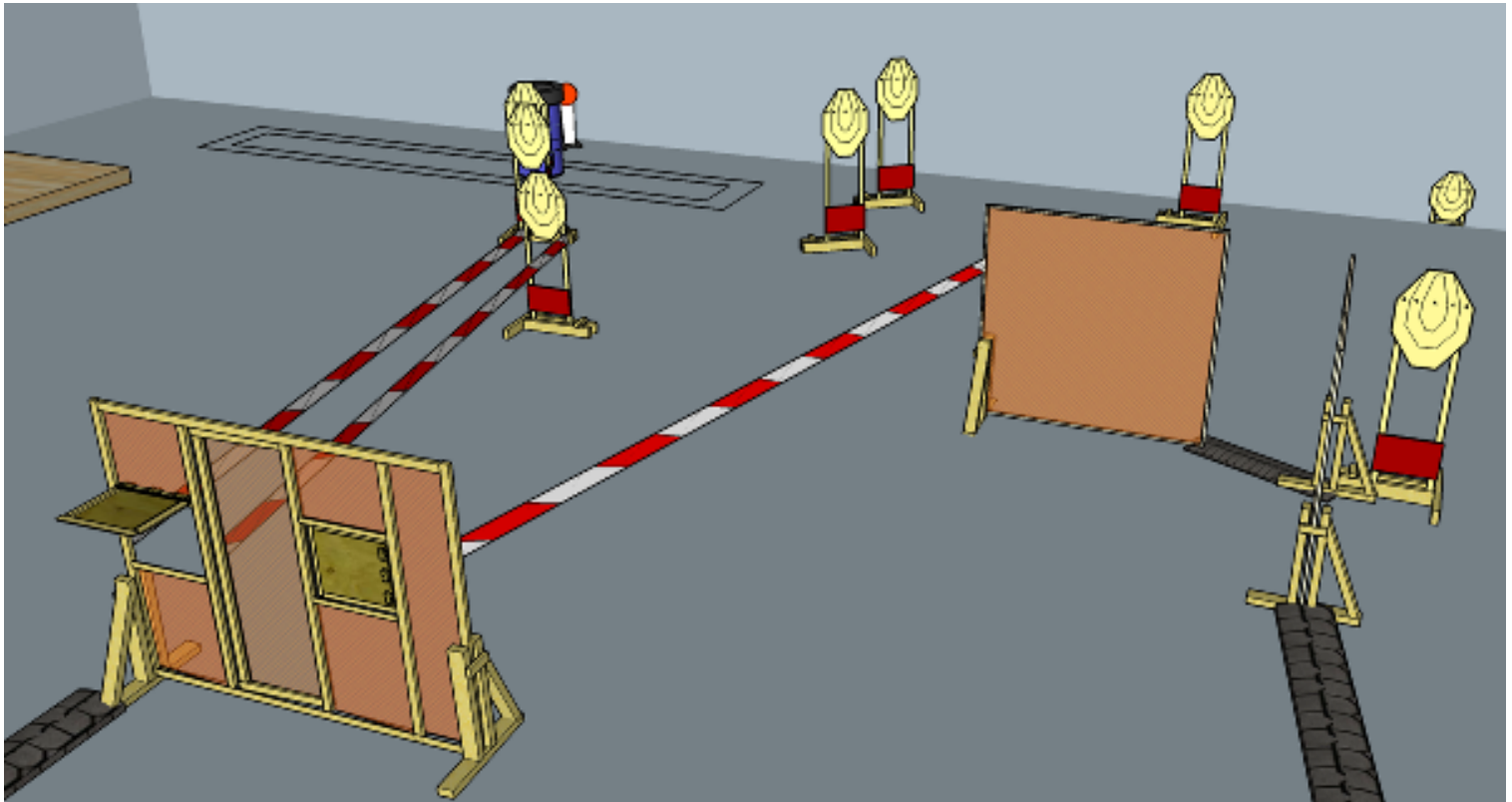
2. Don't forget that one



CoF	Comstock - Medium	Points	90 p
Targets	8 paper, 2 popper, 2 no-shoot, Total 10 targets	Min rounds	18
Firearm	Handgun	Match-%	20.93%

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 in demarcated area		
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			

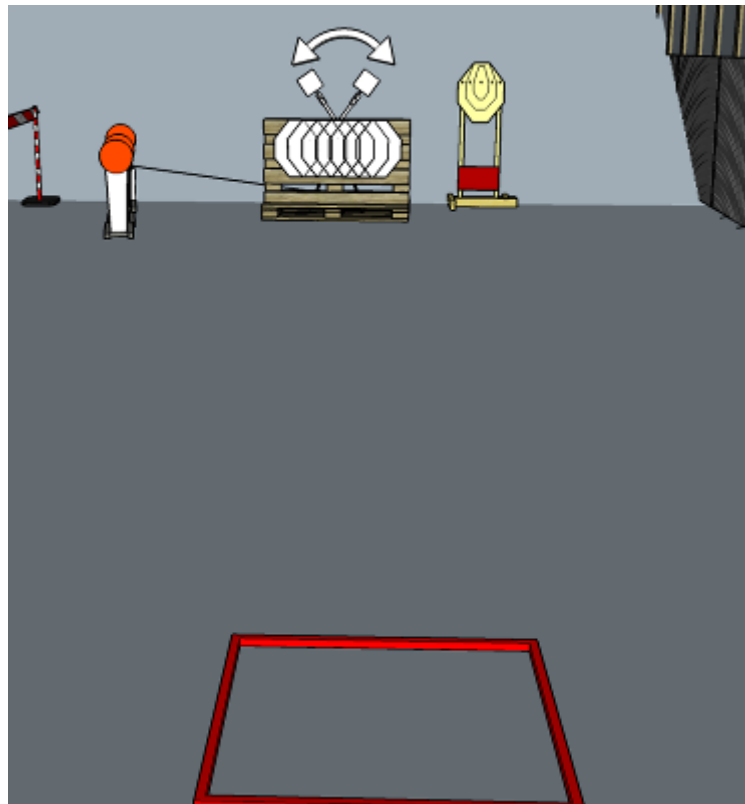
3. Slash



CoF	Comstock - Medium	Points	85 p
Targets	8 paper, 1 popper, Total 9 targets	Min rounds	17
Firearm	Handgun	Match-%	19.77%

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 in demarcated area
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, box on ground, right: 90deg when facing berm, vertical: top of berm (logs), horizontal when reloading
Setup notes	

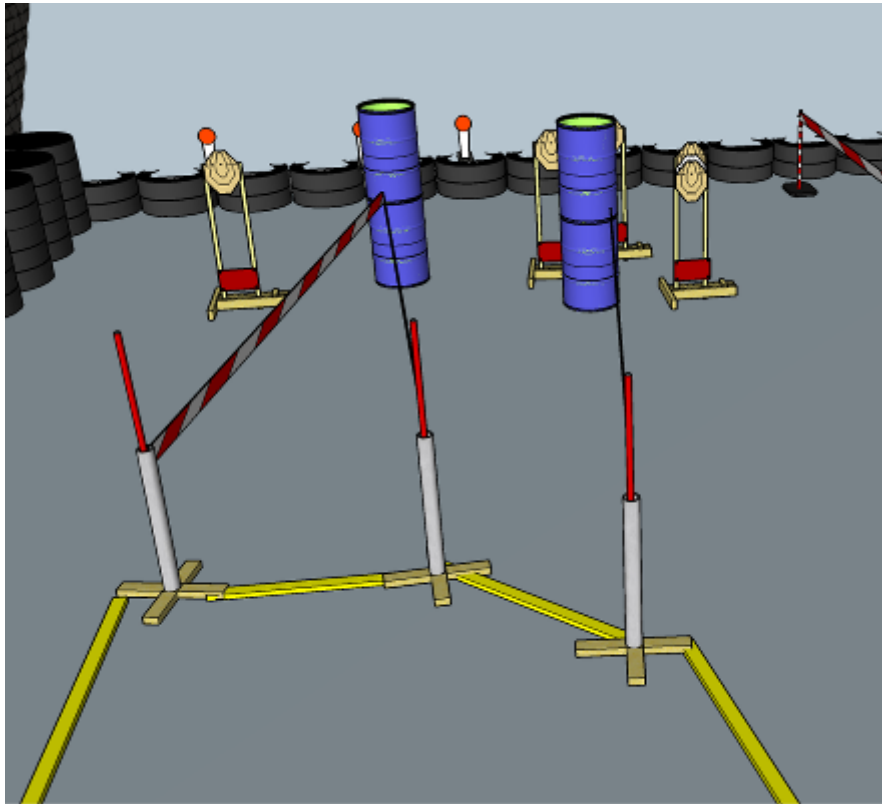
4. Bing Bong Ding Ding Ding



CoF	Comstock - Short	Points	35 p
Targets	1 paper, 3 popper, 2 plates, Total 6 targets	Min rounds	7
Firearm	Handgun	Match-%	8.14%

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. ALL SHOTS MUST BE FIRED FROM BOX		
Starting position	Standing relaxed in box		
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			

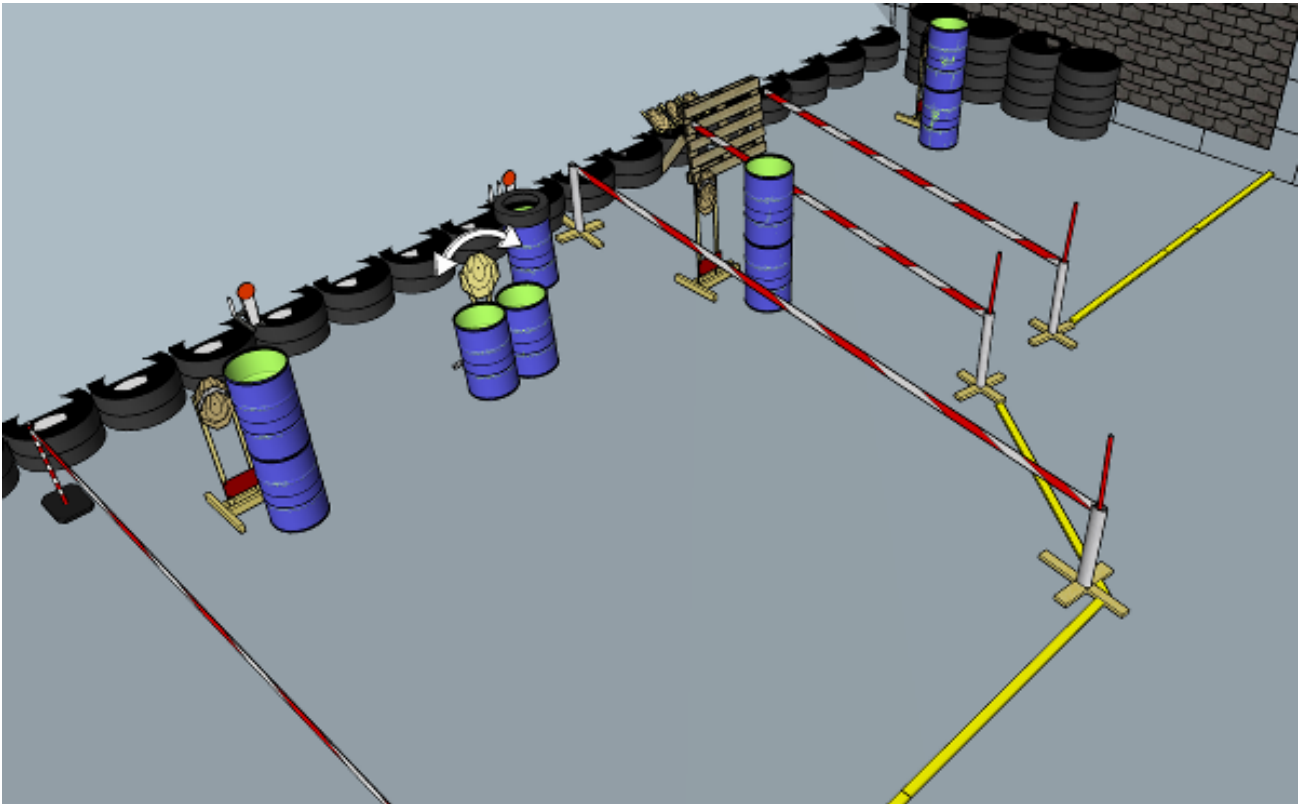
5. They're angles, not angels



CoF	Comstock - Medium	Points	65 p
Targets	5 paper, 3 popper, 1 no-shoot, Total 8 targets	Min rounds	13
Firearm	Handgun	Match-%	15.12%

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 in demarcated area
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, horizontal when reloading
Setup notes	

6. Start or end in front



CoF	Comstock - Medium	Points	110 p
Targets	10 paper, 2 popper, 3 no-shoot, Total 12 targets	Min rounds	22
Firearm	Handgun	Match-%	25.58%

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 in demarcated area
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	