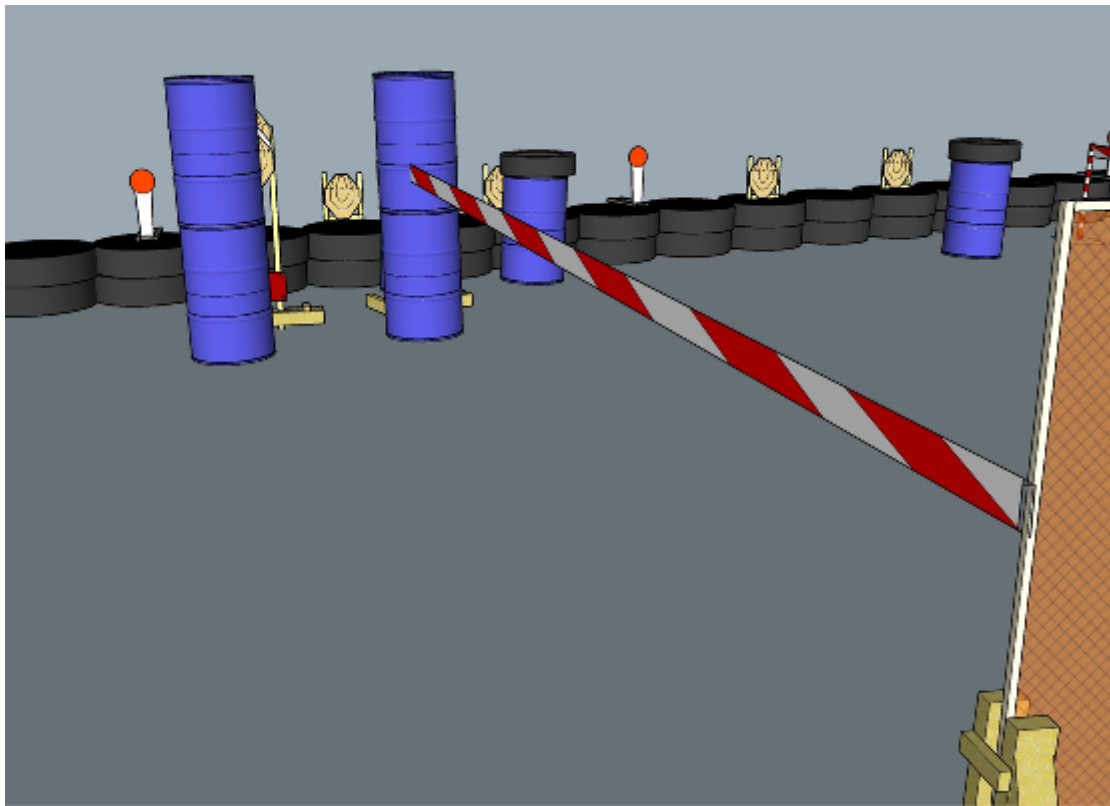


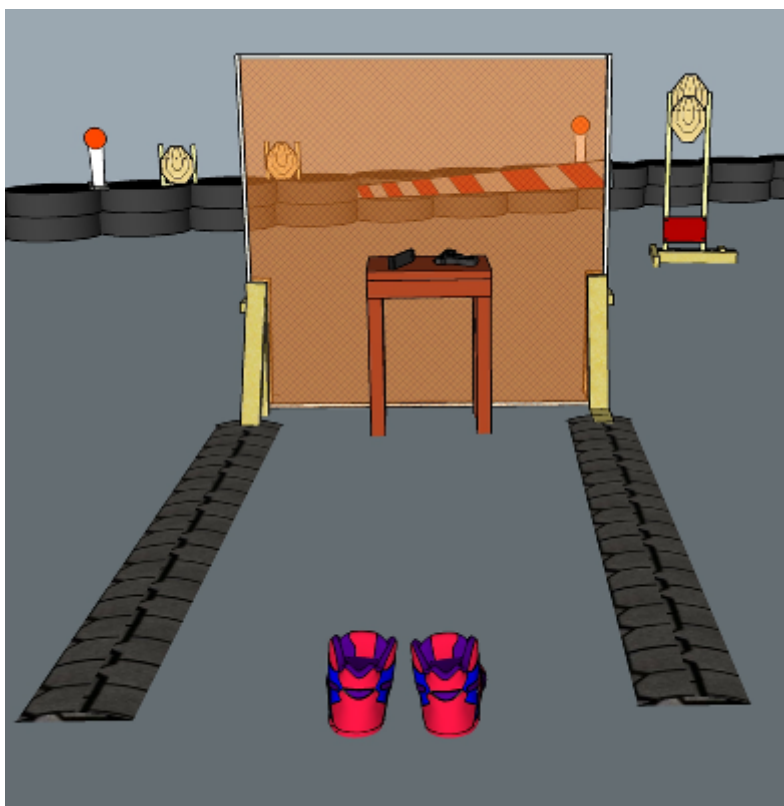
1. Duck



| | | | |
|---------|------------------------------------------------|------------|--------|
| CoF | Comstock - Medium | Points | 80 p |
| Targets | 7 paper, 2 popper, 2 no-shoot, Total 9 targets | Min rounds | 16 |
| Firearm | Handgun | Match-% | 17.78% |

| | |
|-------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 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, loaded and holstered |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | Left: stick, end of building, right: box on ground, vertical: top of berm, horizontal when reloading |
| Setup notes | |

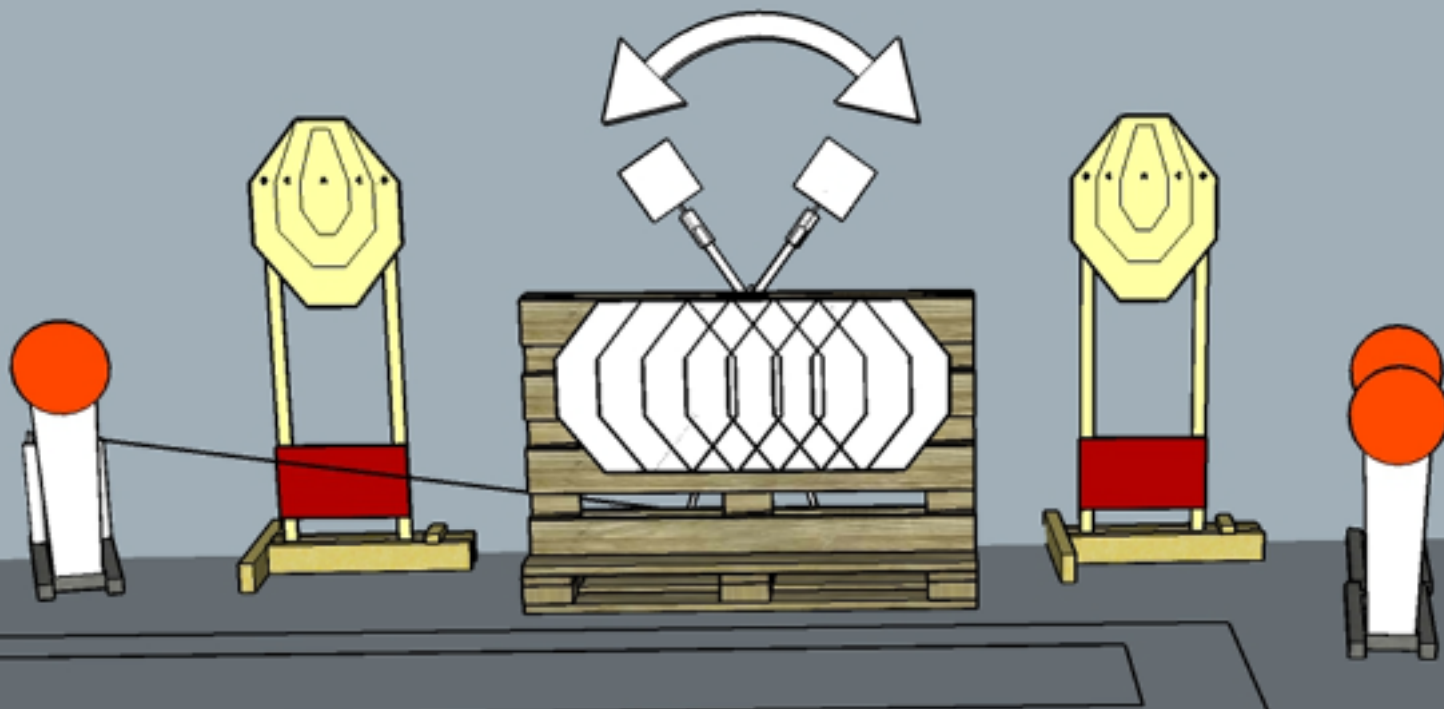
2. Scrooge



| | | | |
|---------|------------------------------------|------------|--------|
| CoF | Comstock - Short | Points | 50 p |
| Targets | 4 paper, 2 popper, Total 6 targets | Min rounds | 10 |
| Firearm | Handgun | Match-% | 11.11% |

| | |
|-------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 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. ALL SHOTS MUST BE FIRED STRONG HAND ONLY (not for PCC) |
| Starting position | Center between end of faultline |
| Firearm ready condition | 3, unloaded, first mag and firearm on table (PCC double table) |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | Same as stage 1 |
| Setup notes | |

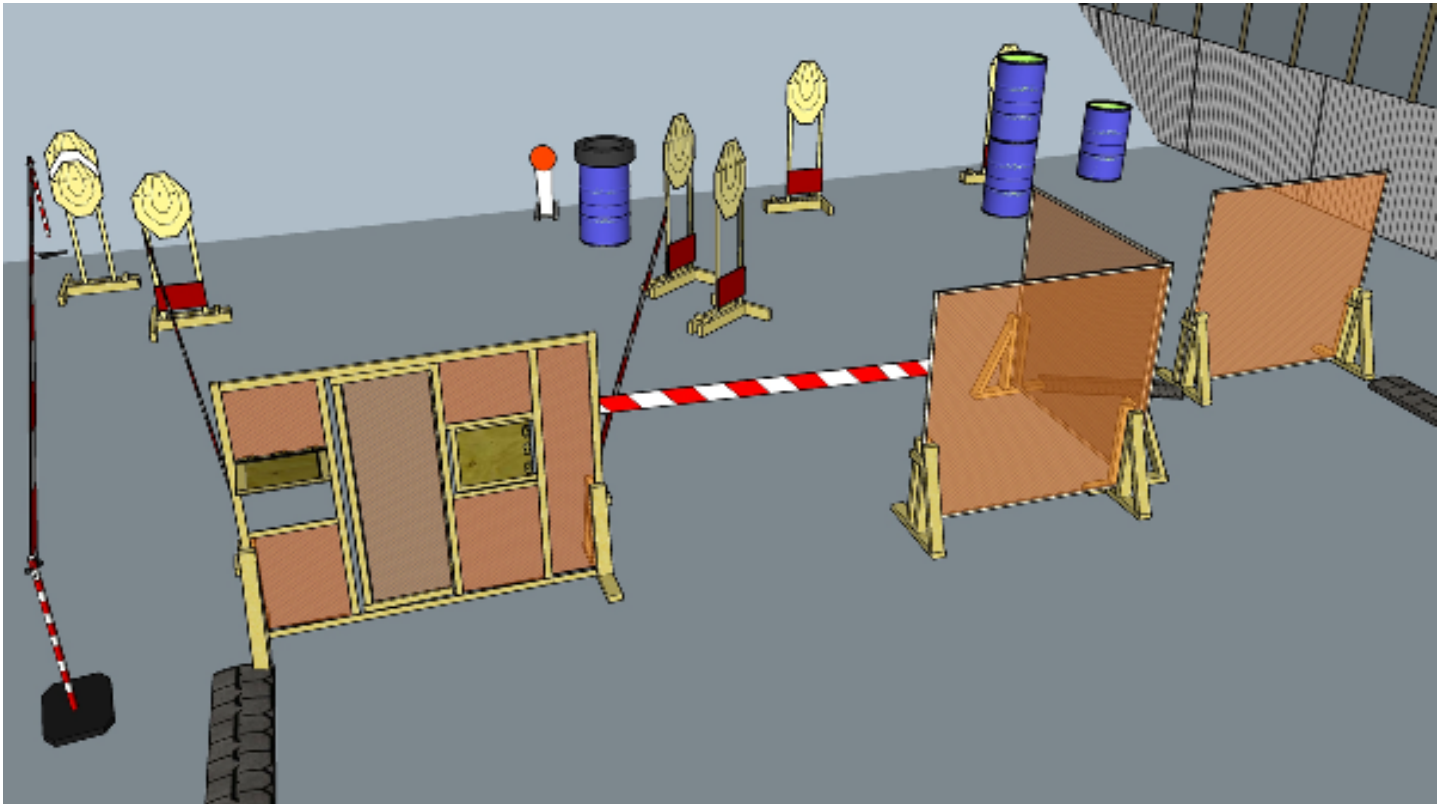
3. Donald



| | | | |
|---------|----------------------------------------------|------------|--------|
| CoF | Comstock - Short | Points | 45 p |
| Targets | 2 paper, 3 popper, 2 plates, Total 7 targets | Min rounds | 9 |
| Firearm | Handgun | Match-% | 10.00% |

| | |
|-------------------------|-------------------------------------------------------------------------------------------------------------------------------|
| Procedure | On start signal engage all targets as they become visible within the demarcated area. ALL SHOTS MUST BE FIRED FROM WITHIN BOX |
| Starting position | Standing 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 | Left: box right: 90deg when facing berm, vertical: top of berm (logs), horizontal when reloading |
| Setup notes | |

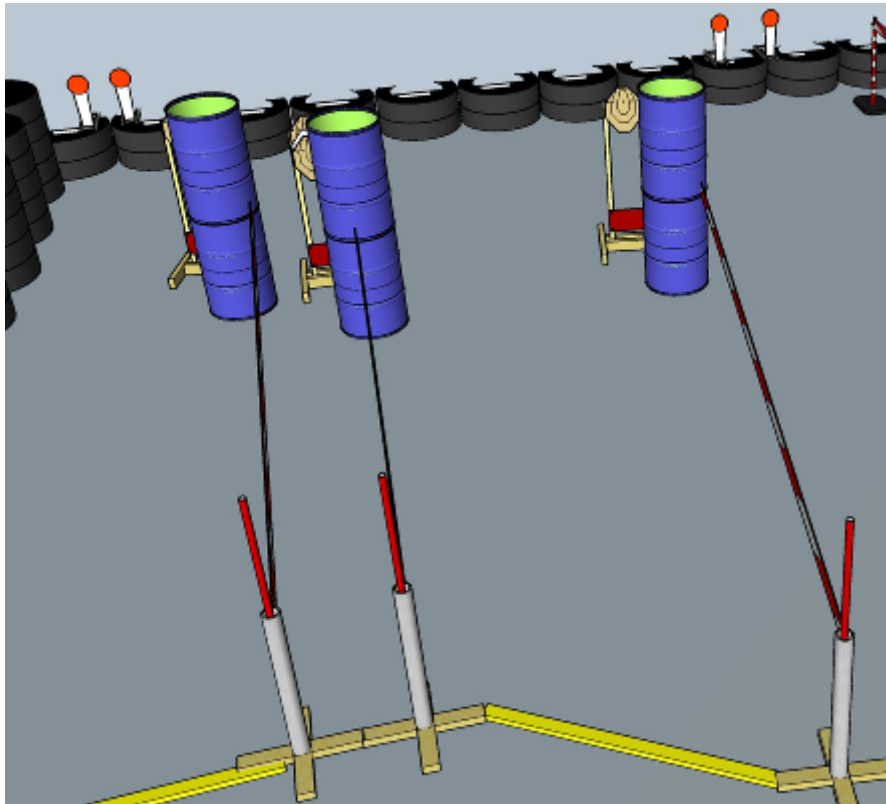
4. Huey



| | | | |
|---------|------------------------------------------------|------------|--------|
| CoF | Comstock - Medium | Points | 85 p |
| Targets | 8 paper, 1 popper, 1 no-shoot, Total 9 targets | Min rounds | 17 |
| Firearm | Handgun | Match-% | 18.89% |

| | |
|-------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 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, 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 | |

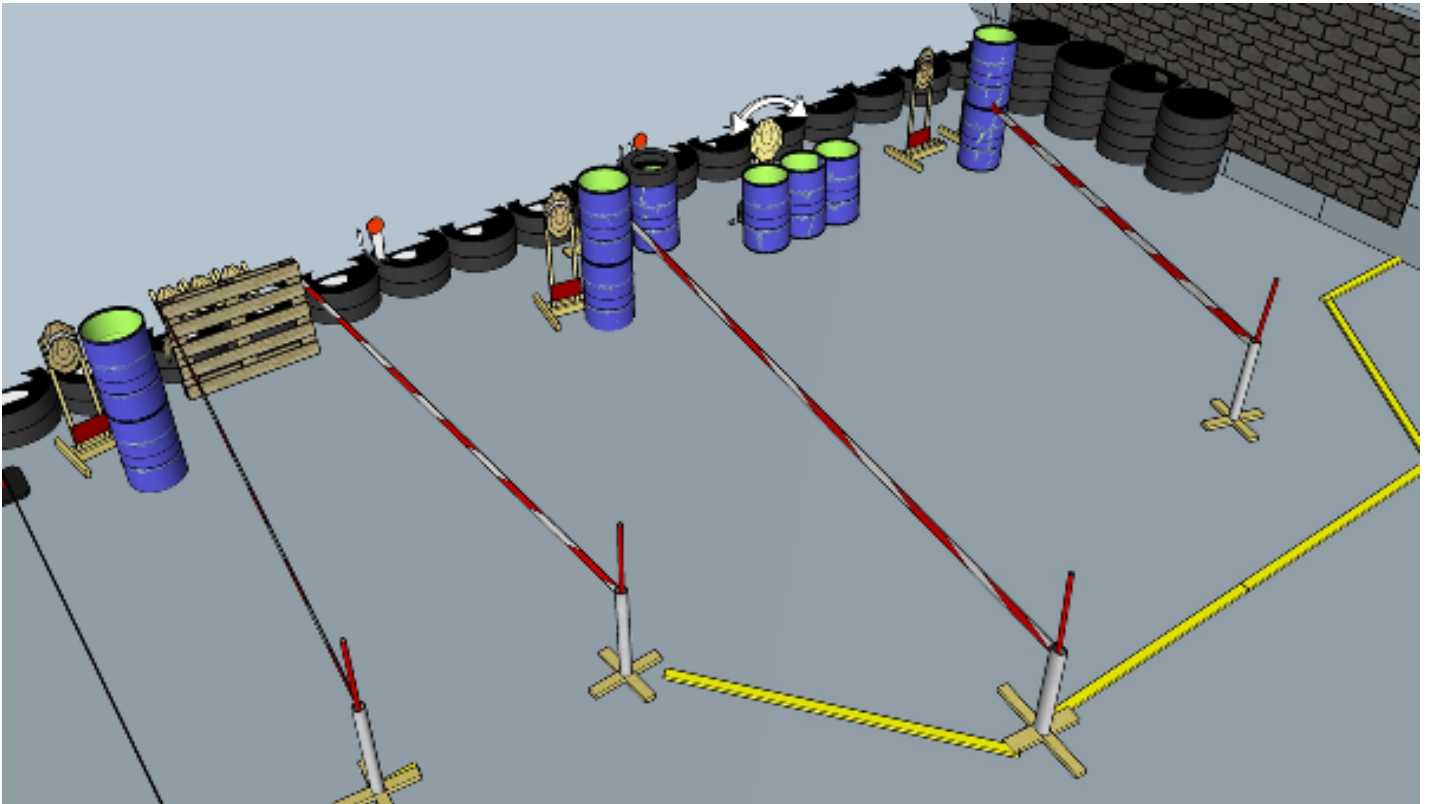
5. Dewey



| | | | |
|---------|------------------------------------------------|------------|--------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 4 paper, 4 popper, 1 no-shoot, Total 8 targets | Min rounds | 12 |
| Firearm | Handgun | Match-% | 13.33% |

| | |
|-------------------------|---------------------------------------------------------------------------------------------------------------------------------------------|
| 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, 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. Louie



| | | | |
|---------|--------------------------------------------------|------------|--------|
| CoF | Comstock - Long | Points | 130 p |
| Targets | 12 paper, 2 popper, 4 no-shoot, Total 14 targets | Min rounds | 26 |
| Firearm | Handgun | Match-% | 28.89% |

| | |
|-------------------------|---------------------------------------------------------------------------------------------------------------------------------------------|
| 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, 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 | |