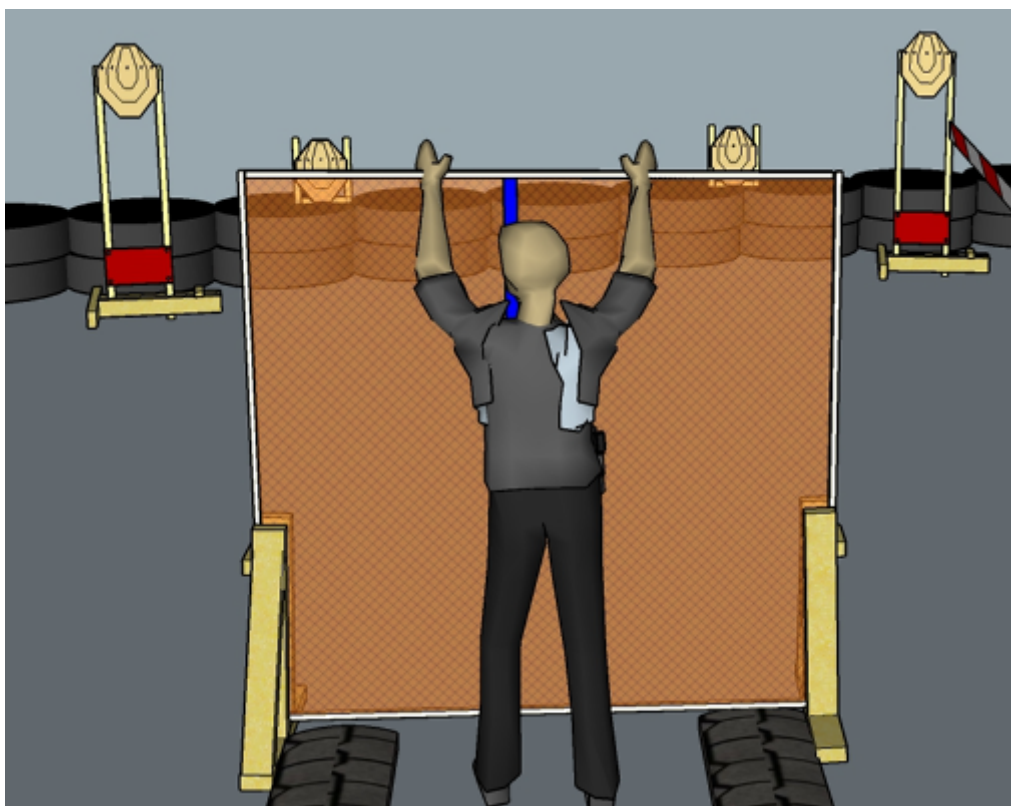


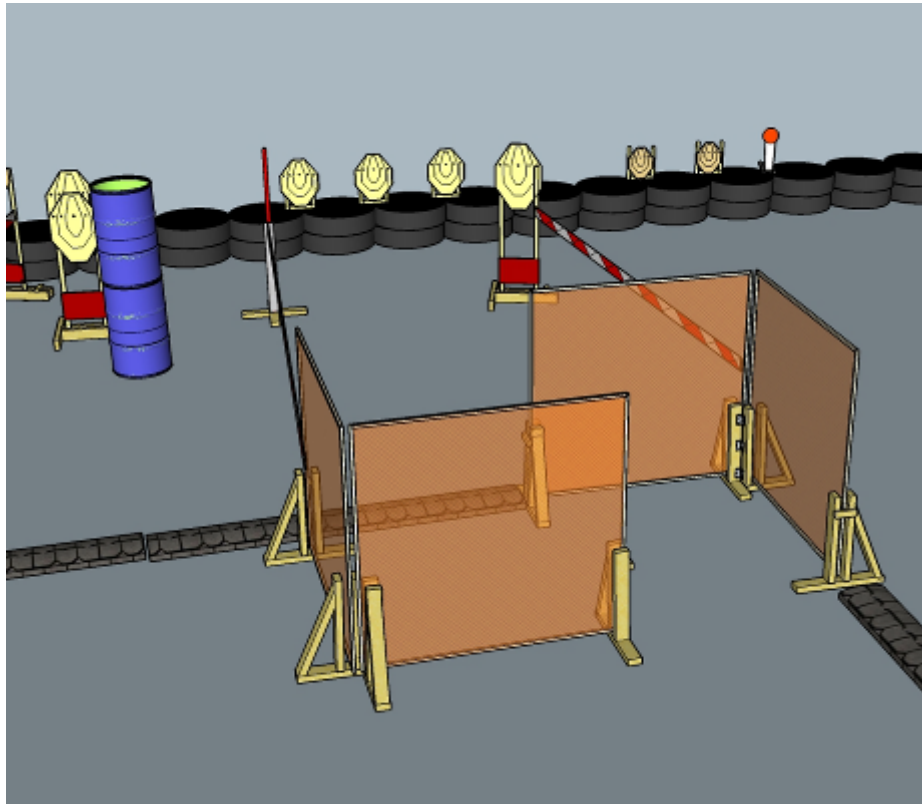
# 1. Lean yourself



CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	9.09%

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. Shooters must hold strap at all times (handgun center, PCC sides)
Starting position	PCC, barrel touching center of wall. Handgun, both hands on top of (center of) wall, RO demonstrates
Firearm ready condition	1, loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Color on wall, R: 90deg when facing berm/wooden box, V: top of berm
Setup notes	

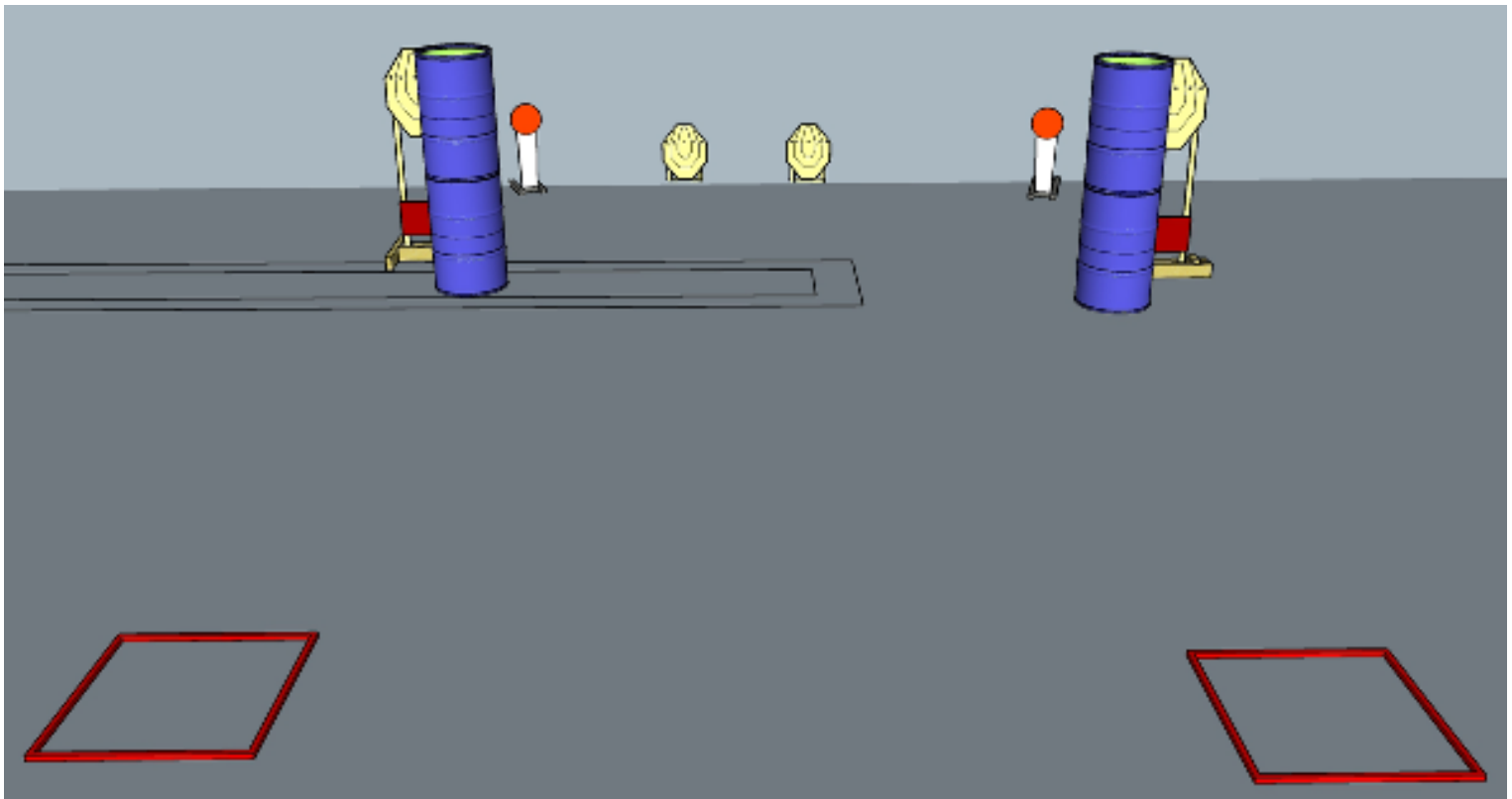
## 2. Lil Labyrinth



CoF	Comstock - Medium	Points	85 p
Targets	8 paper, 1 popper, Total 9 targets	Min rounds	17
Firearm	Handgun	Match-%	19.32%

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	Standing relaxed, toes touching center of labyrinth (between walls)
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	

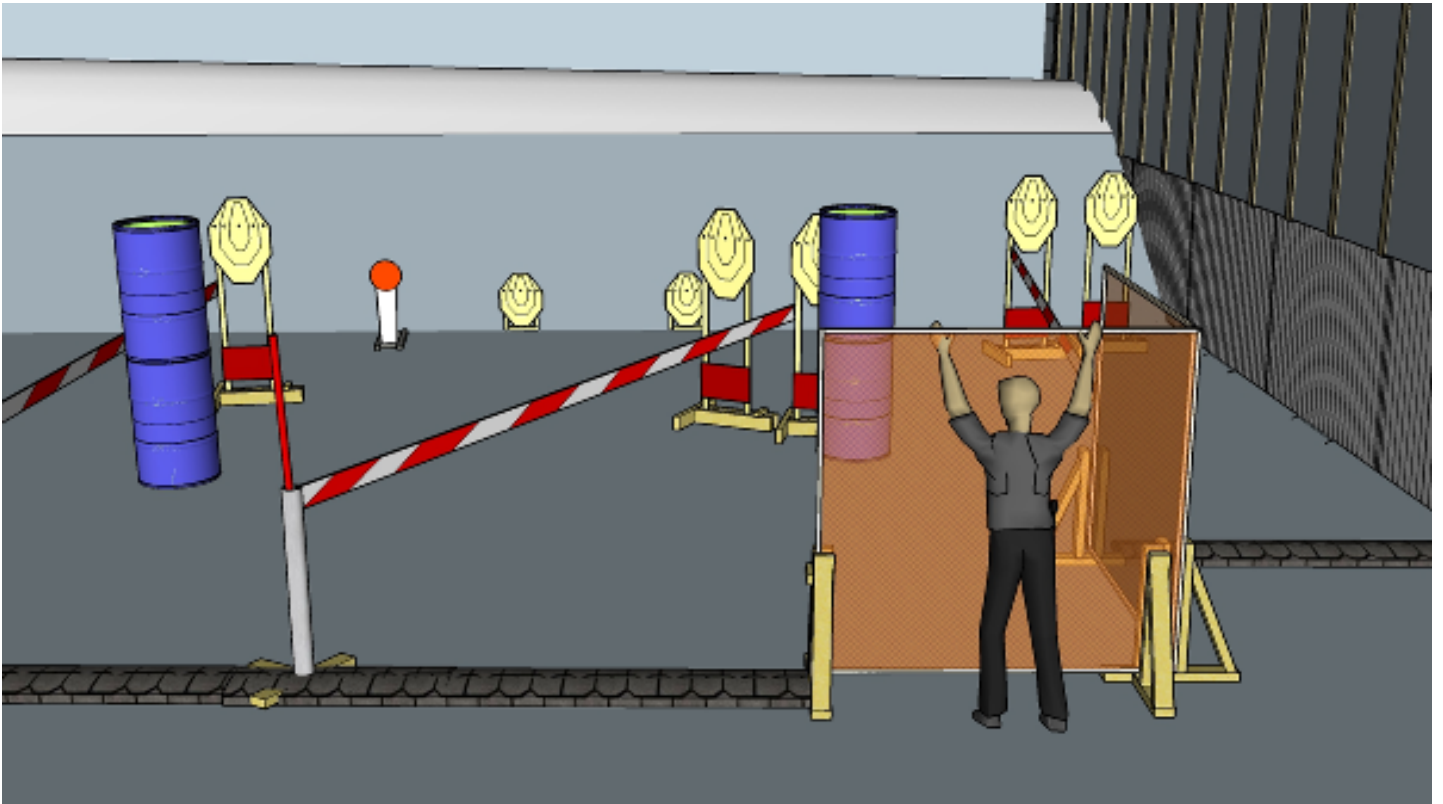
### 3. Hidden gems



CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 popper, Total 6 targets	Min rounds	10
Firearm	Handgun	Match-%	11.36%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. All shots must be fired from within boxes
Starting position	Standing relaxed in either of the boxes
Firearm ready condition	1, Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Wooden box on ground, R: Wall when facing berm to end of wall/road start, V: Top of berm
Setup notes	

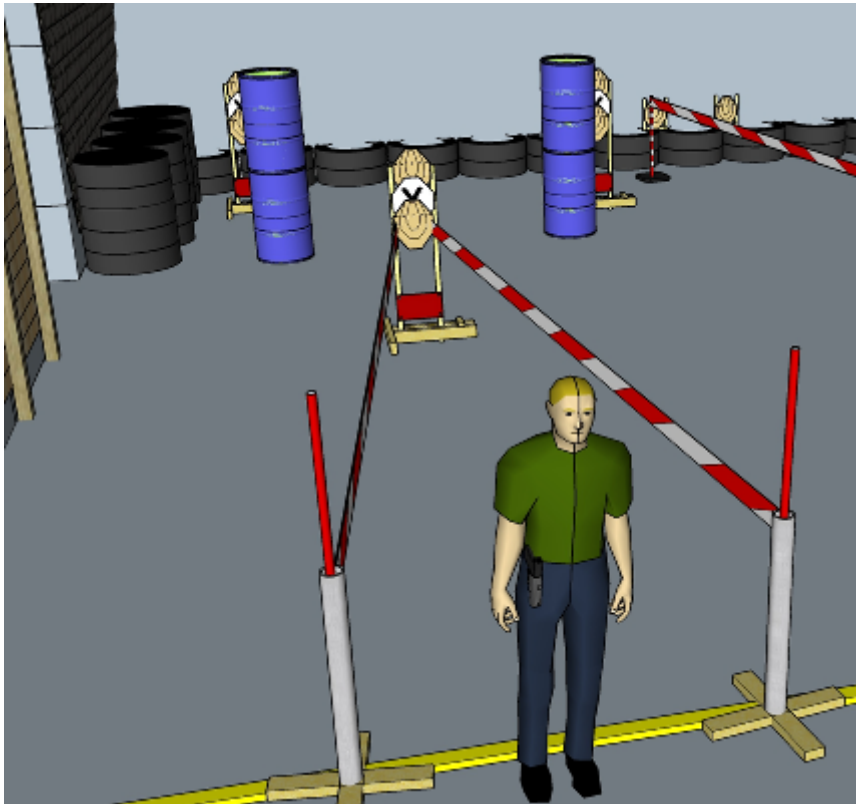
## 4. Just run



CoF	Comstock - Medium	Points	75 p
Targets	7 paper, 1 popper, Total 8 targets	Min rounds	15
Firearm	Handgun	Match-%	17.05%

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. PCC leaning on wall. OPTION 3 !
Starting position	Both hands on top of (center of) wall, RO demonstrates
Firearm ready condition	3, PCC bolt can be locked back, handgun empty 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	

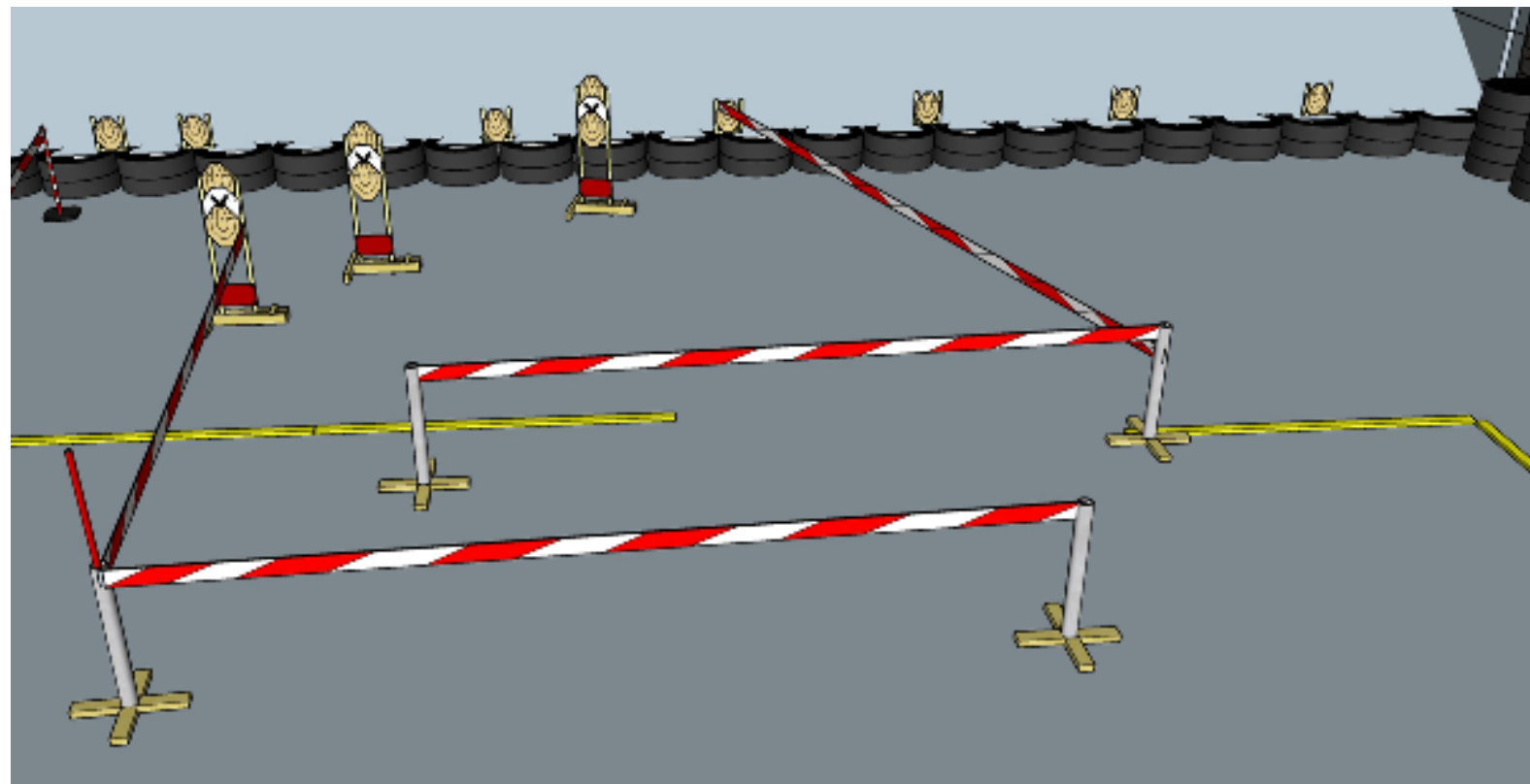
## 5. Turn around



CoF	Comstock - Short	Points	60 p
Targets	6 paper, 3 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	13.64%

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	In center of reverse V, RO demonstrates, PCC FACING DOWNRANGE, HANDGUN FACING UPRANGE
Firearm ready condition	1, Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R: 90deg when facing berm, vertical: top of berm
Setup notes	

## 6. Queuing nicely



CoF	Comstock - Long	Points	130 p
Targets	13 paper, Total 13 targets	Min rounds	26
Firearm	Handgun	Match-%	29.55%

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	