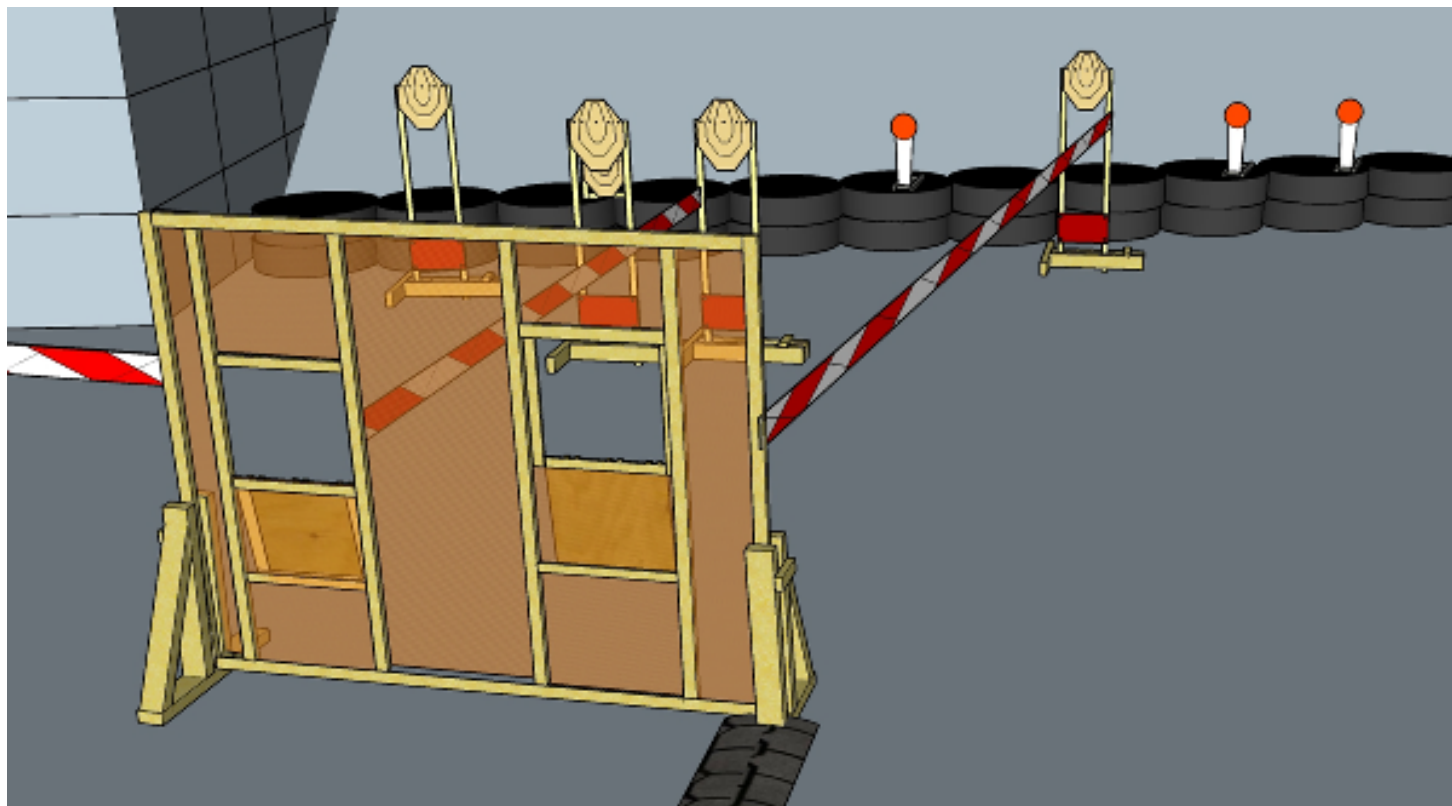


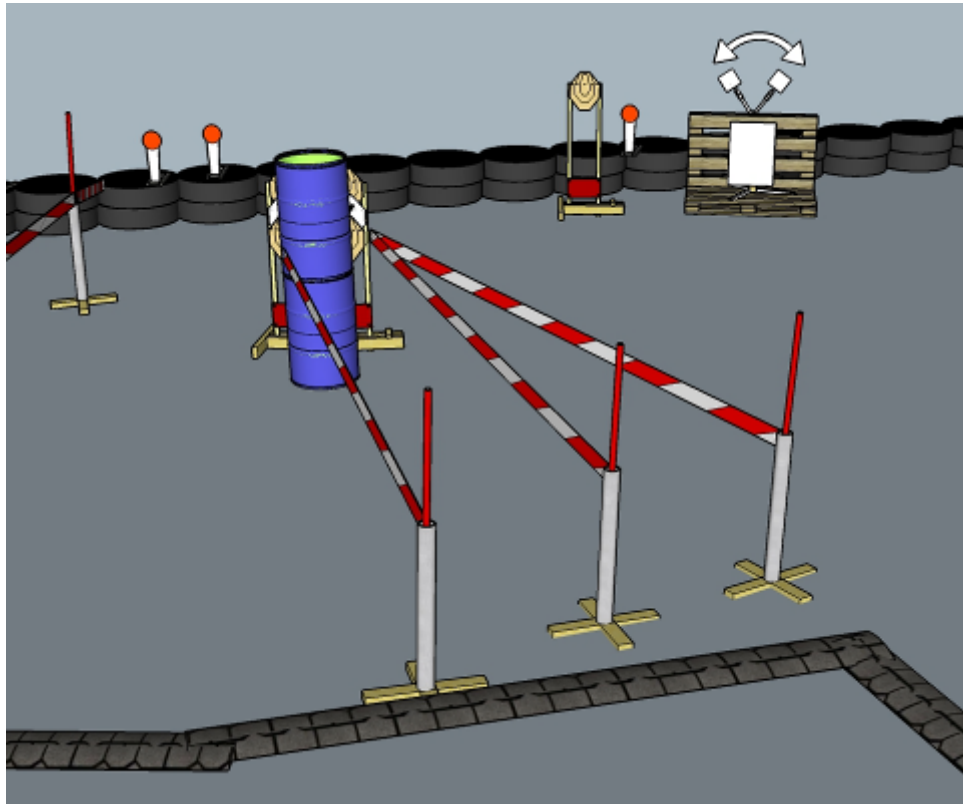
# 1. I'm left, you're right



CoF	Comstock - Medium	Points	65 p
Targets	5 paper, 3 popper, Total 8 targets	Min rounds	13
Firearm	Handgun	Match-%	12.87%

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 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	L: Color on wall, R: 90deg when facing berm/wooden box, V: top of berm
Setup notes	

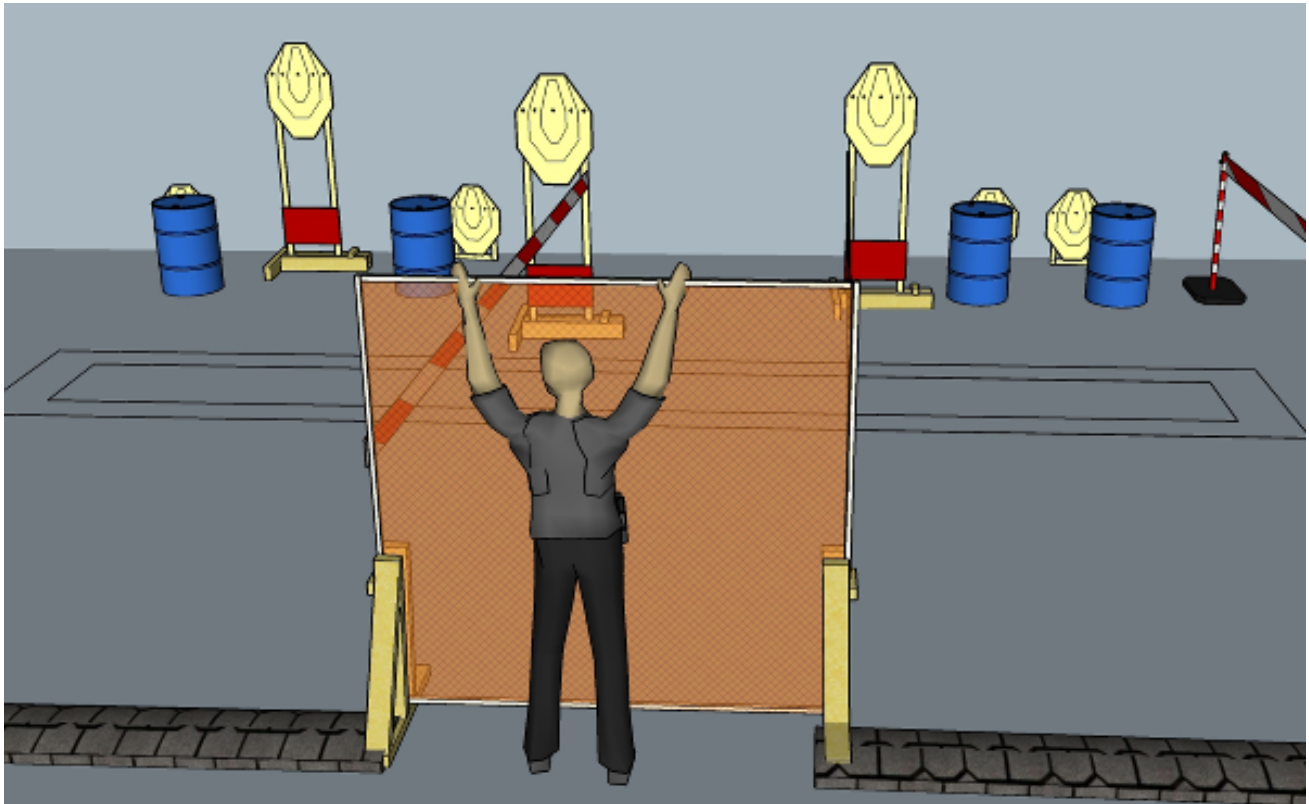
## 2. Heartbreak Hotel



CoF	Comstock - Medium	Points	75 p
Targets	5 paper, 3 popper, 2 plates, Total 10 targets	Min rounds	15
Firearm	Handgun	Match-%	14.85%

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 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			

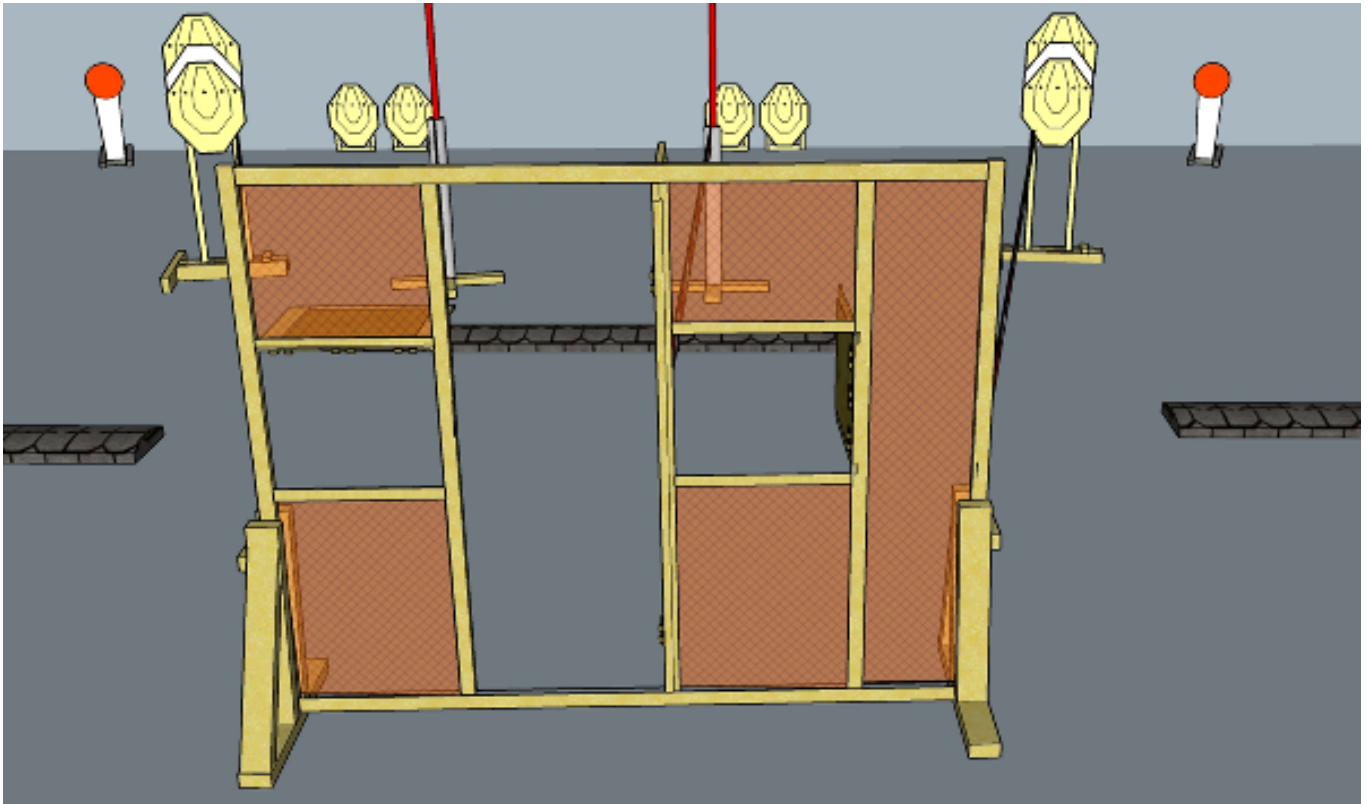
### 3. Love Me Tender



CoF	Comstock - Medium	Points	70 p
Targets	7 paper, Total 7 targets	Min rounds	14
Firearm	Handgun	Match-%	13.86%

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	Center of wall, PCC barrel touching wall, handgun hands on top of wall		
Firearm ready condition	1		
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			

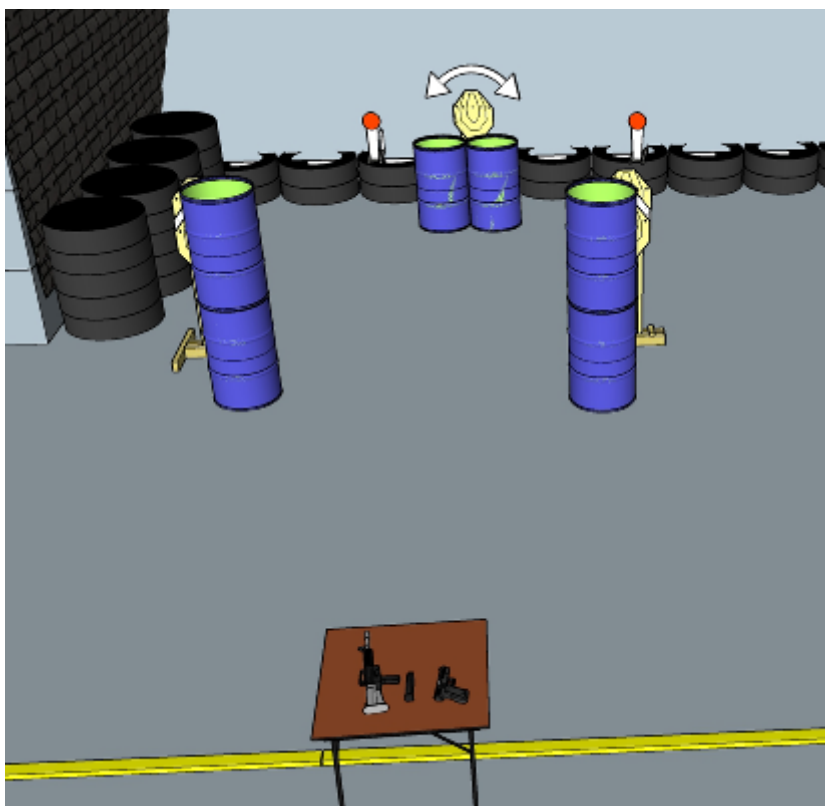
## 4. Blue Suede Shoes



CoF	Comstock - Medium	Points	90 p
Targets	8 paper, 2 popper, 2 no-shoot, Total 10 targets	Min rounds	18
Firearm	Handgun	Match-%	17.82%

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

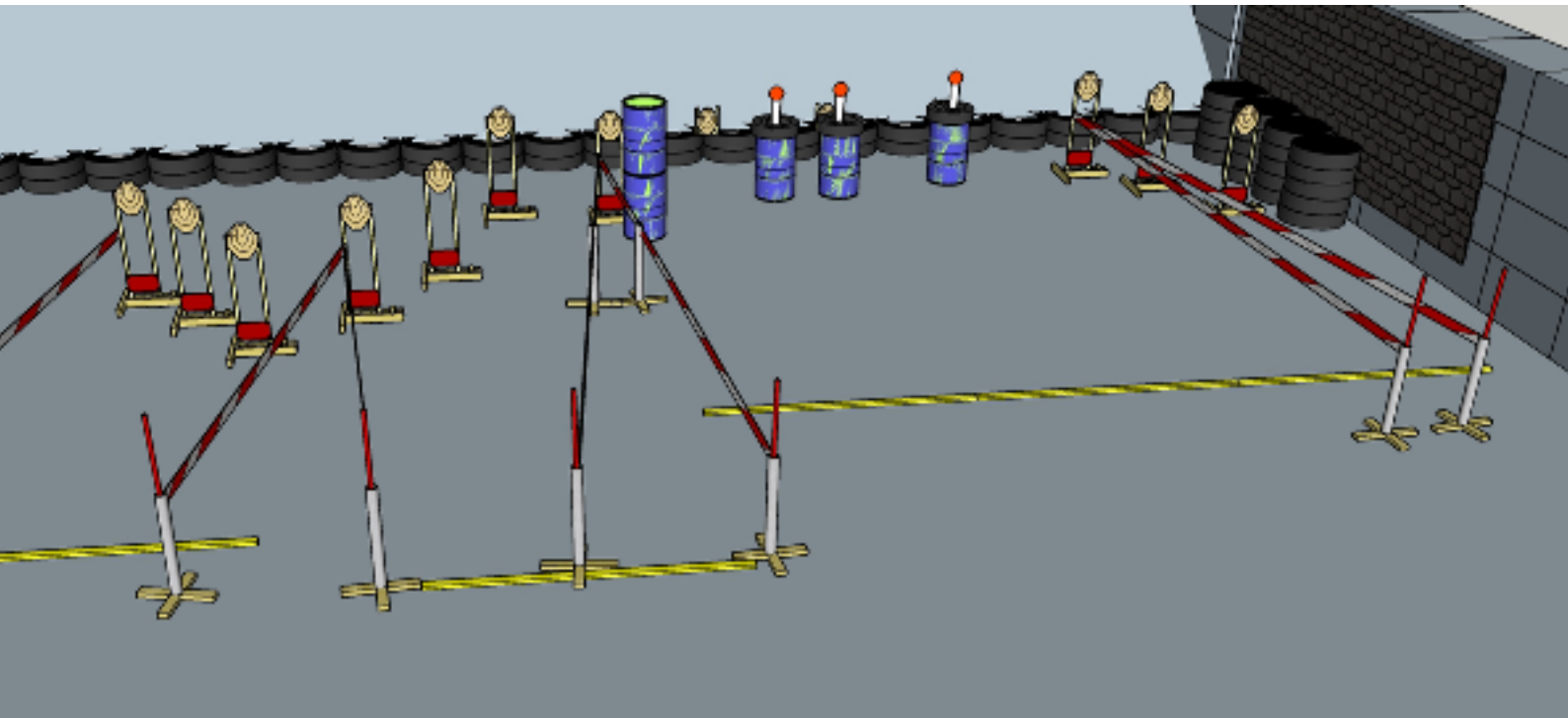
## 5. Tutti Frutti



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 2 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	11.88%

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	Firearm (empty) on table, first mag to be used on table
Firearm ready condition	3, unloaded on table
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. Milkcow Blues Boogie



CoF	Comstock - Long	Points	145 p
Targets	13 paper, 3 popper, Total 16 targets	Min rounds	29
Firearm	Handgun	Match-%	28.71%

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	