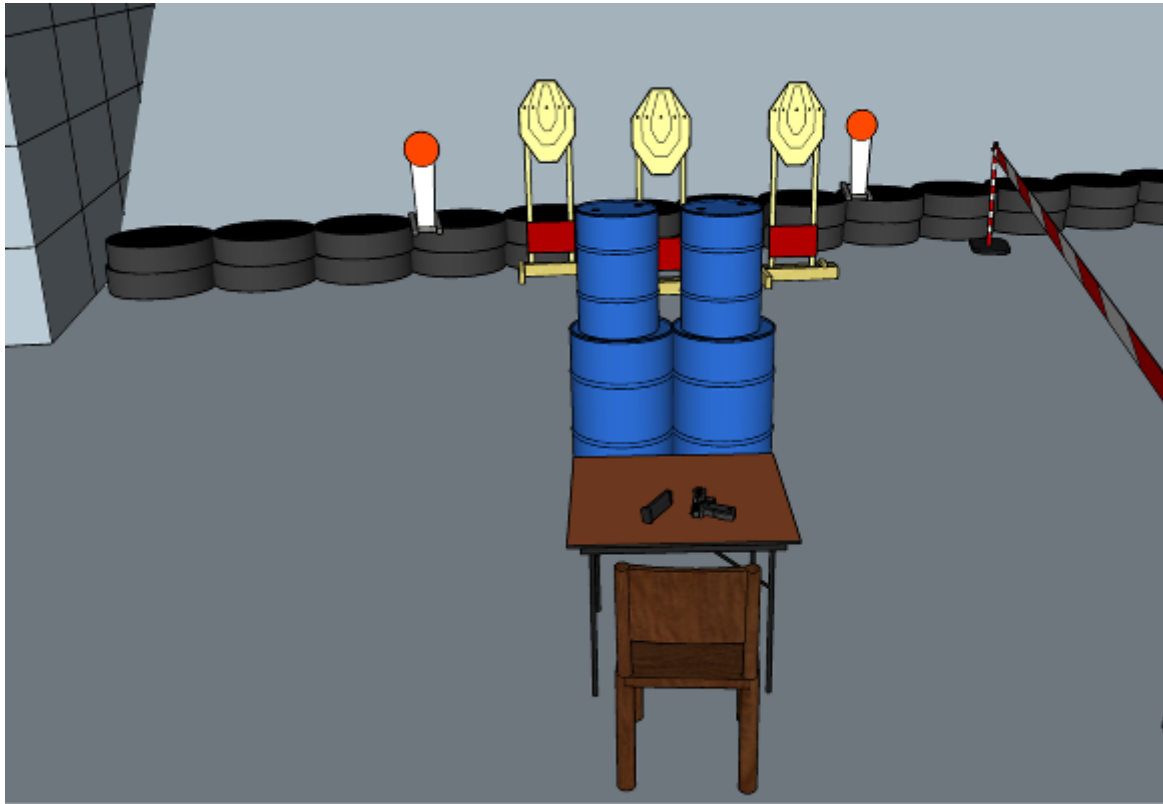


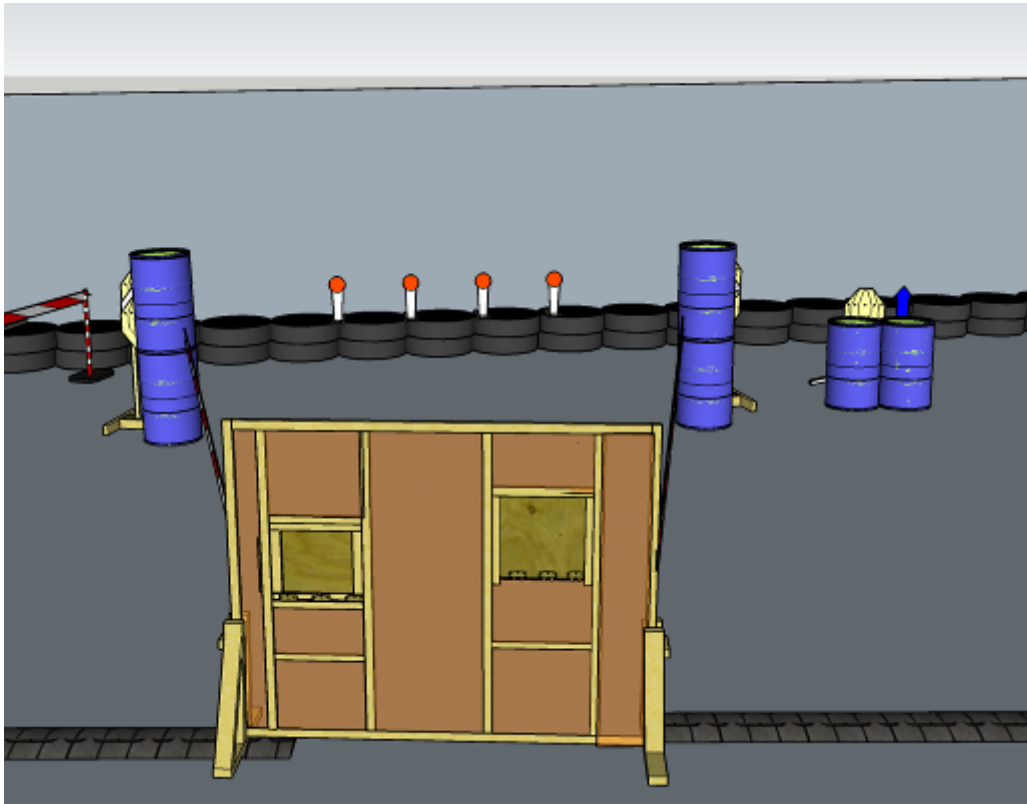
# 1. 2 on the side, 1 in the middle



CoF	Comstock - Short	Points	40 p
Targets	3 paper, 2 popper, Total 5 targets	Min rounds	8
Firearm	Handgun	Match-%	8.16%

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 from sitting in chair. Steel must fall to score
Starting position	Sitting in chair, hands on knees, gun and mags to be used on table
Firearm ready condition	3, unloaded
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	

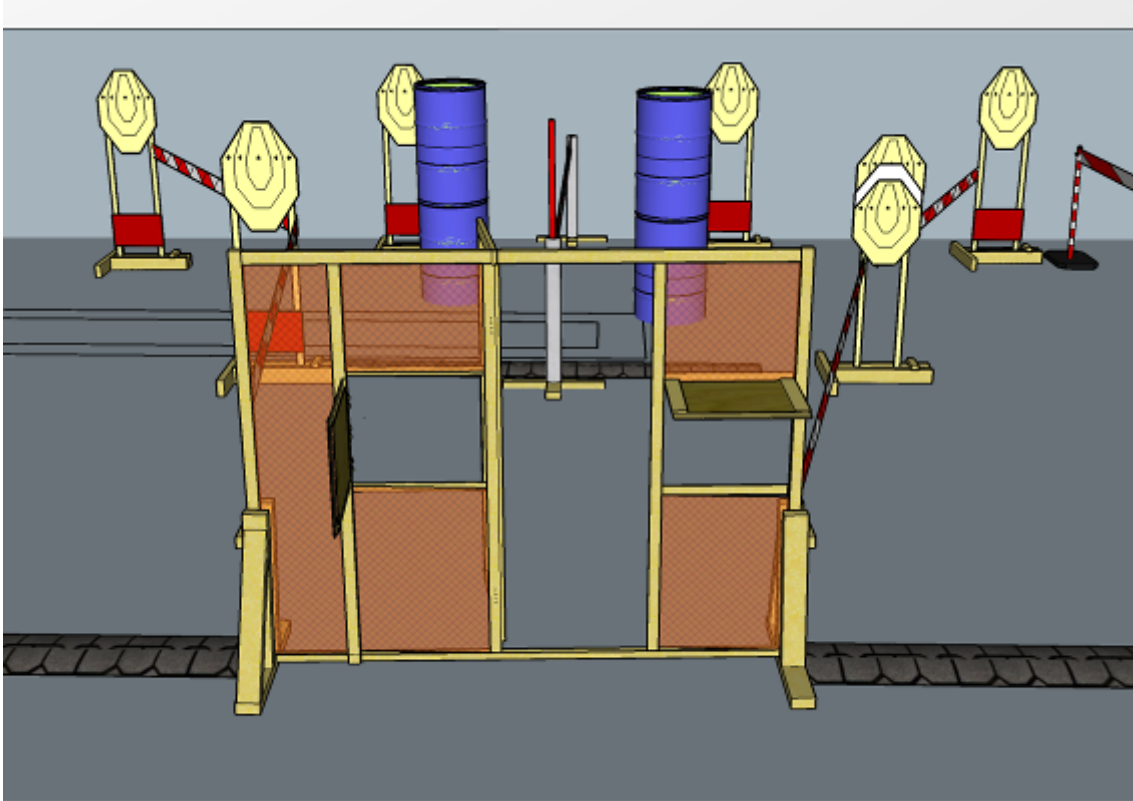
## 2. 3 on the side, 4 in the middle



CoF	Comstock - Medium	Points	70 p
Targets	5 paper, 4 popper, 2 no-shoot, Total 9 targets	Min rounds	14
Firearm	Handgun	Match-%	14.29%

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. Steel must fall to score
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	

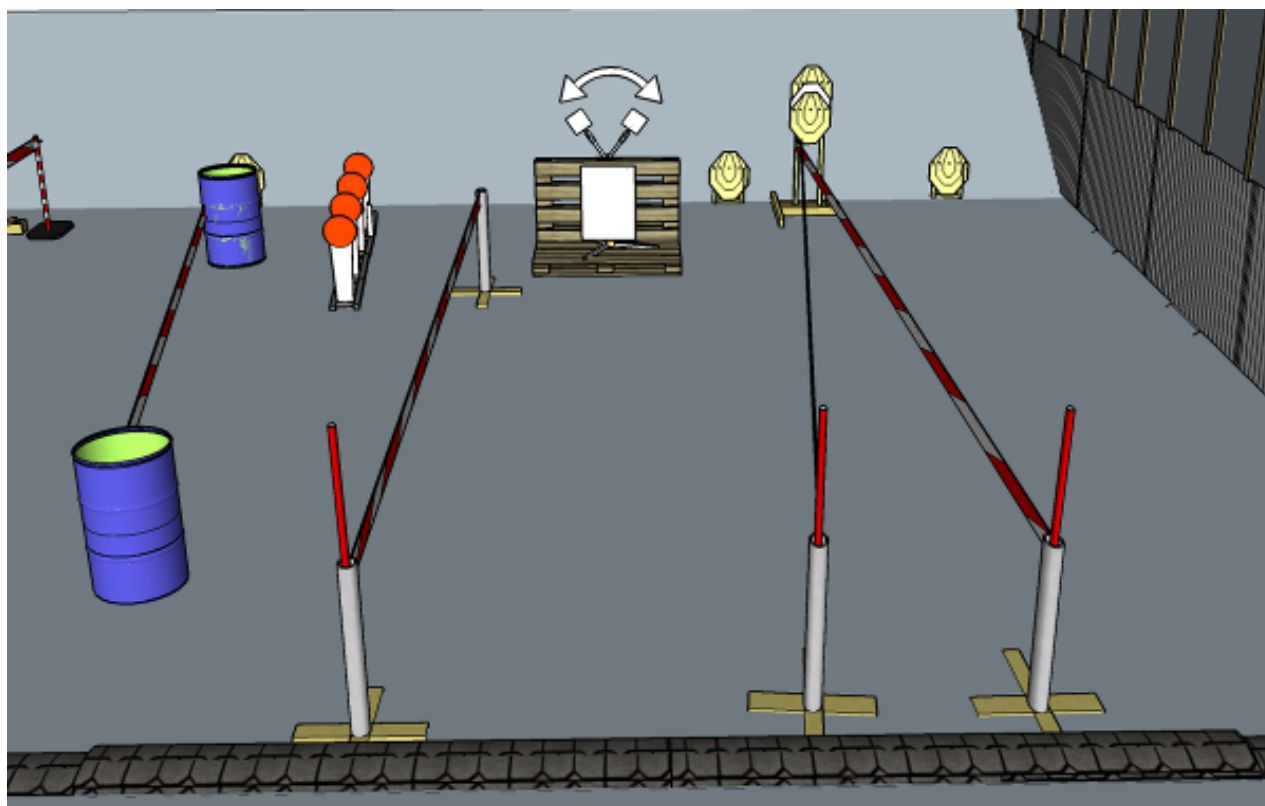
### 3. 4 on the sides, 2 in the middle



CoF	Comstock - Medium	Points	70 p
Targets	7 paper, 1 no-shoot, Total 7 targets	Min rounds	14
Firearm	Handgun	Match-%	14.29%

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	In front of center of wall, 2 meters away
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	

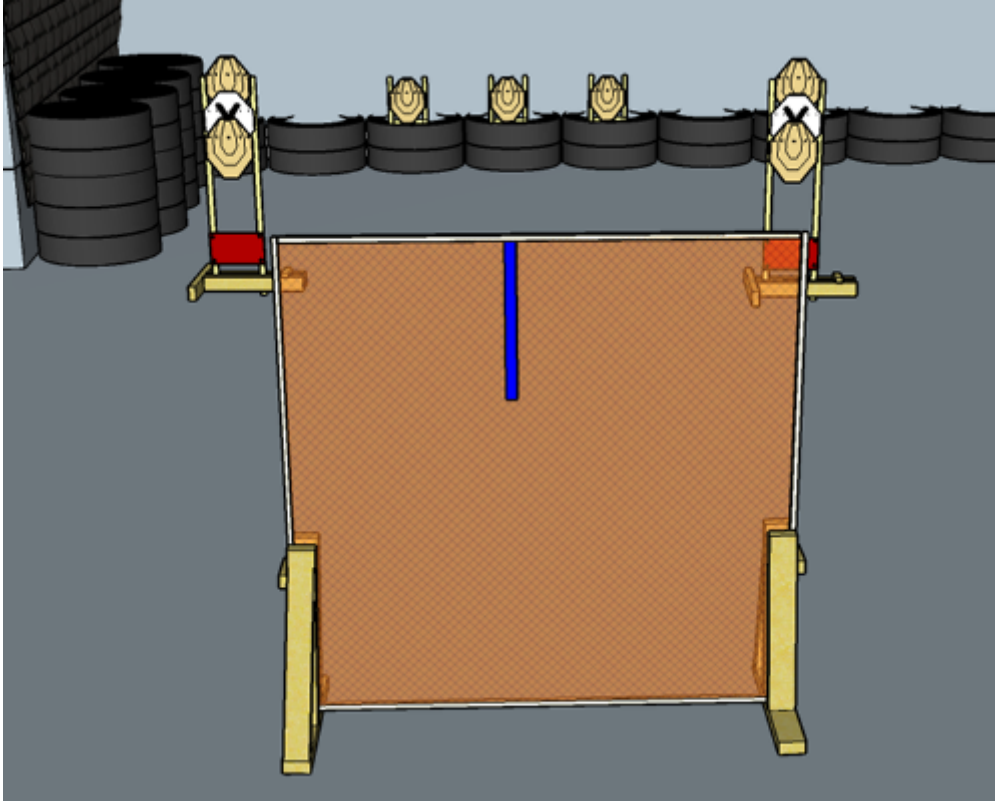
## 4. The steel must fall



CoF	Comstock - Medium	Points	80 p
Targets	5 paper, 4 popper, 2 plates, 1 no-shoot, Total 11 targets	Min rounds	16
Firearm	Handgun	Match-%	16.33%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline. Steel must fall to score
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 3
Setup notes	

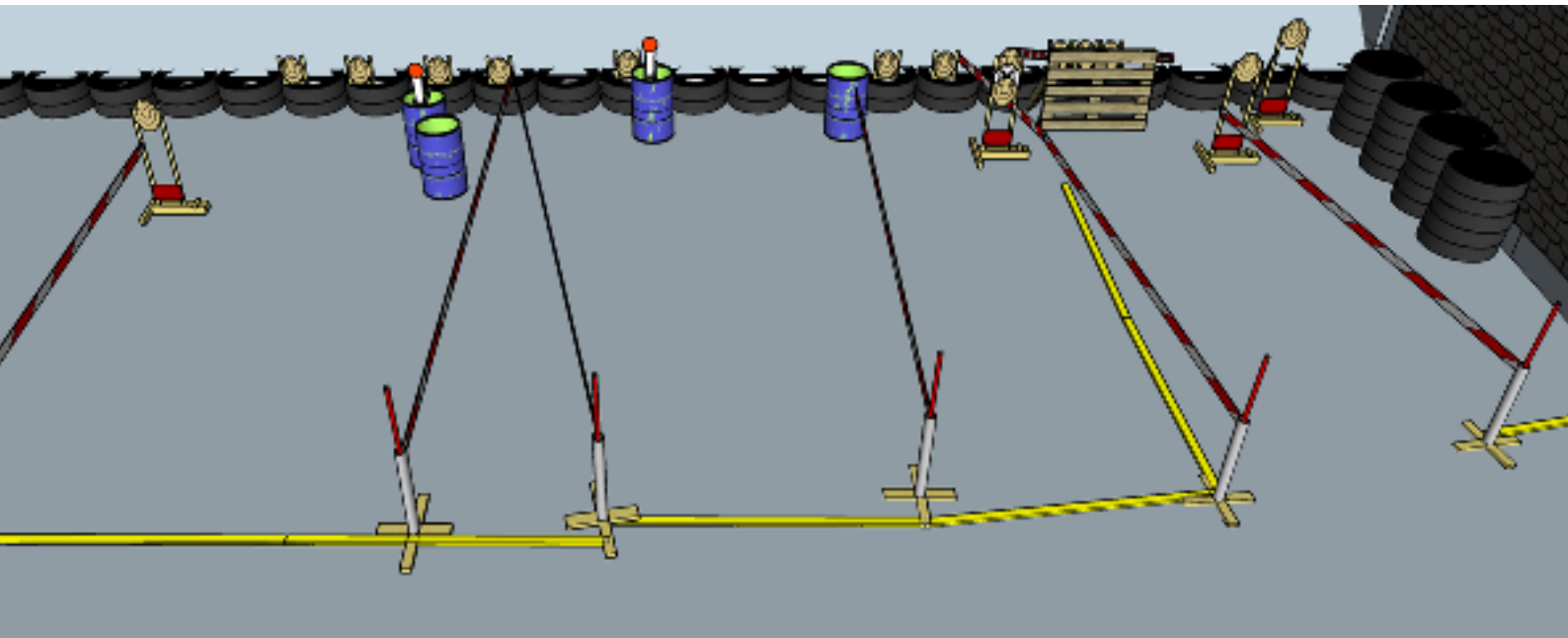
## 5. Hangon, 2 on the side, 3 middle



CoF	Comstock - Medium	Points	70 p
Targets	7 paper, 2 no-shoot, Total 7 targets	Min rounds	14
Firearm	Handgun	Match-%	14.29%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Shooter must hold tiedown while shooting, handgun in loop, PCC hold end of tiedown
Starting position	Holding tiedown attached to wall, standing relaxed
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. The final rundown



CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 popper, 1 no-shoot, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	32.65%

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 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	