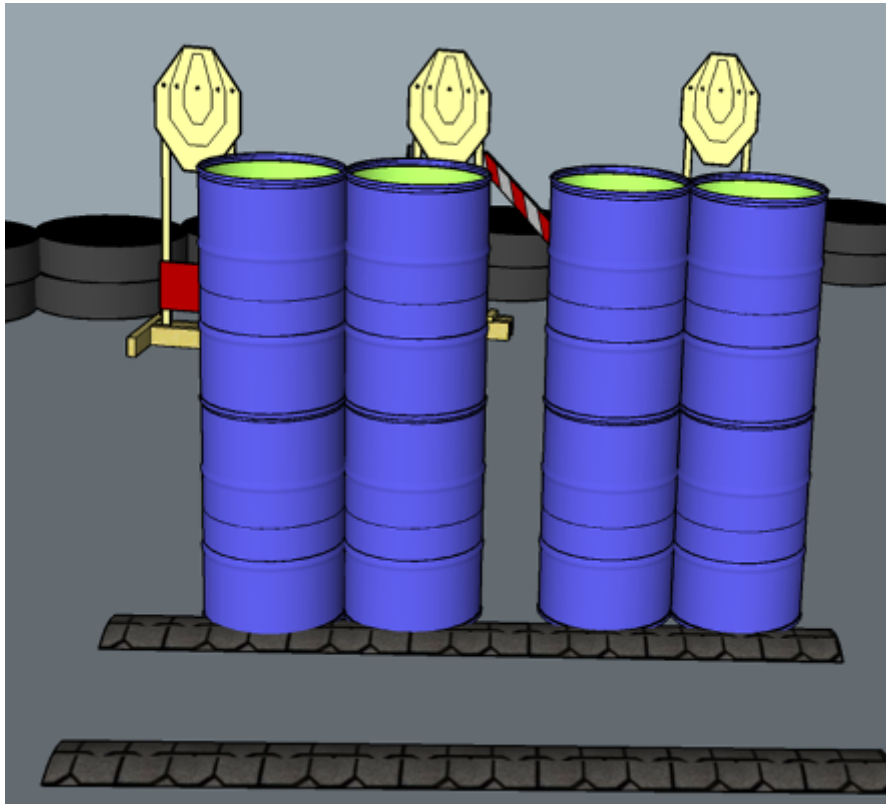


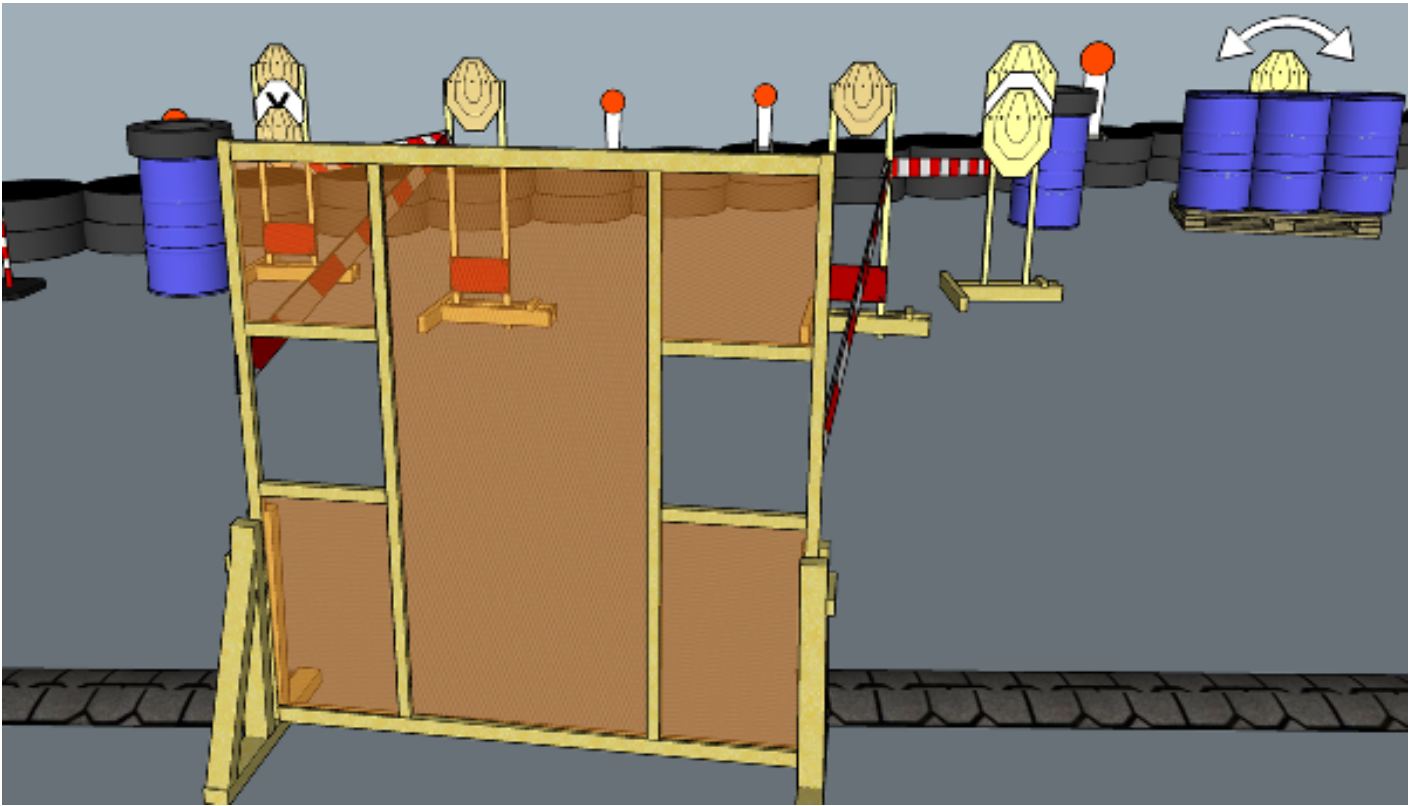
1. Peek-a-boo



CoF	Comstock - Short	Points	30 p
Targets	3 paper, Total 3 targets	Min rounds	6
Firearm	Handgun	Match-%	6.00%

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	Loaded and holstered, PCC opt 1
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	

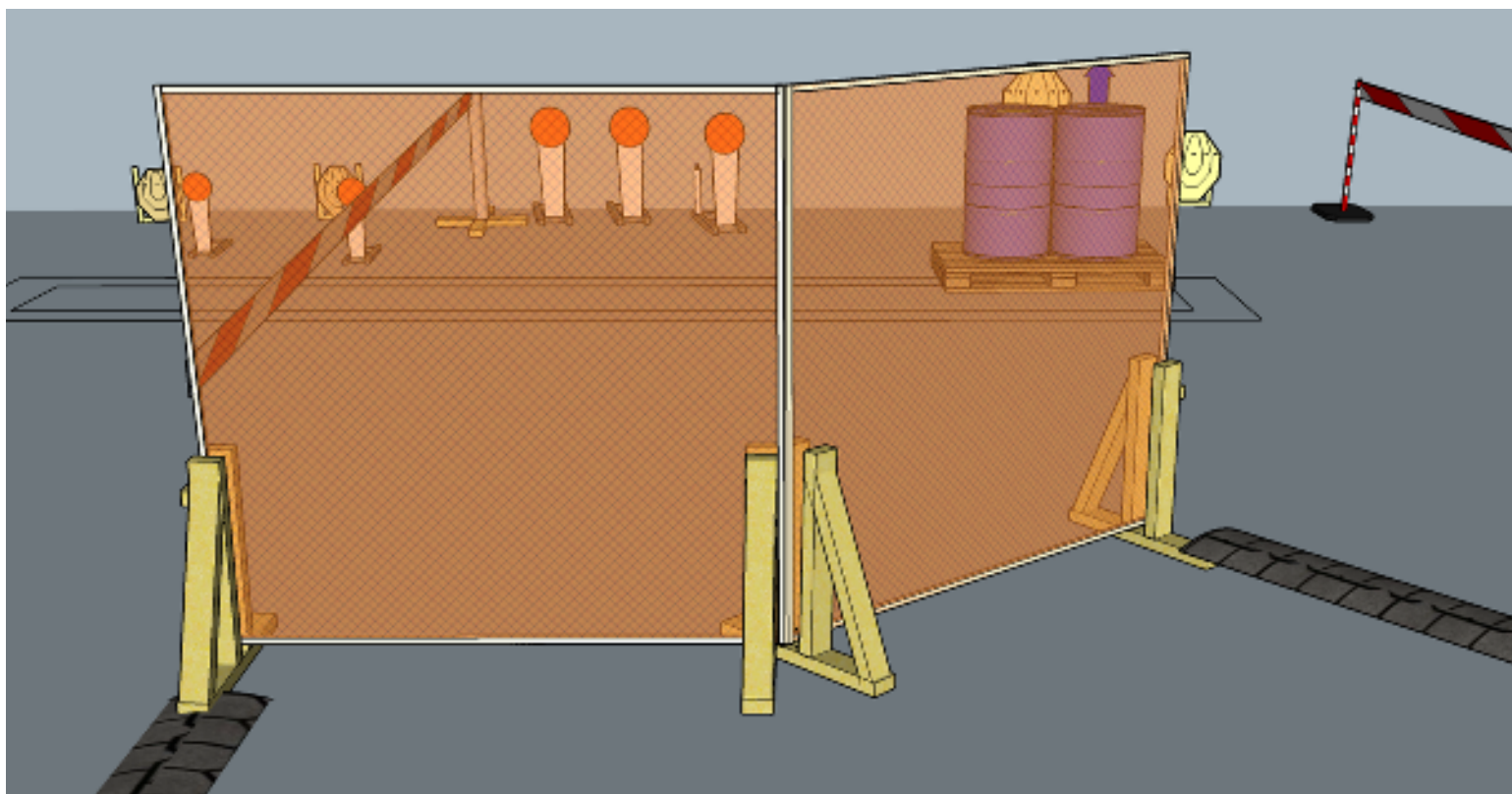
2. Outside, inside to the side



CoF	Comstock - Medium	Points	90 p
Targets	7 paper, 4 popper, 2 no-shoot, Total 11 targets	Min rounds	18
Firearm	Handgun	Match-%	18.00%

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	Loaded and holstered, PCC opt 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Same as stage 1
Setup notes	

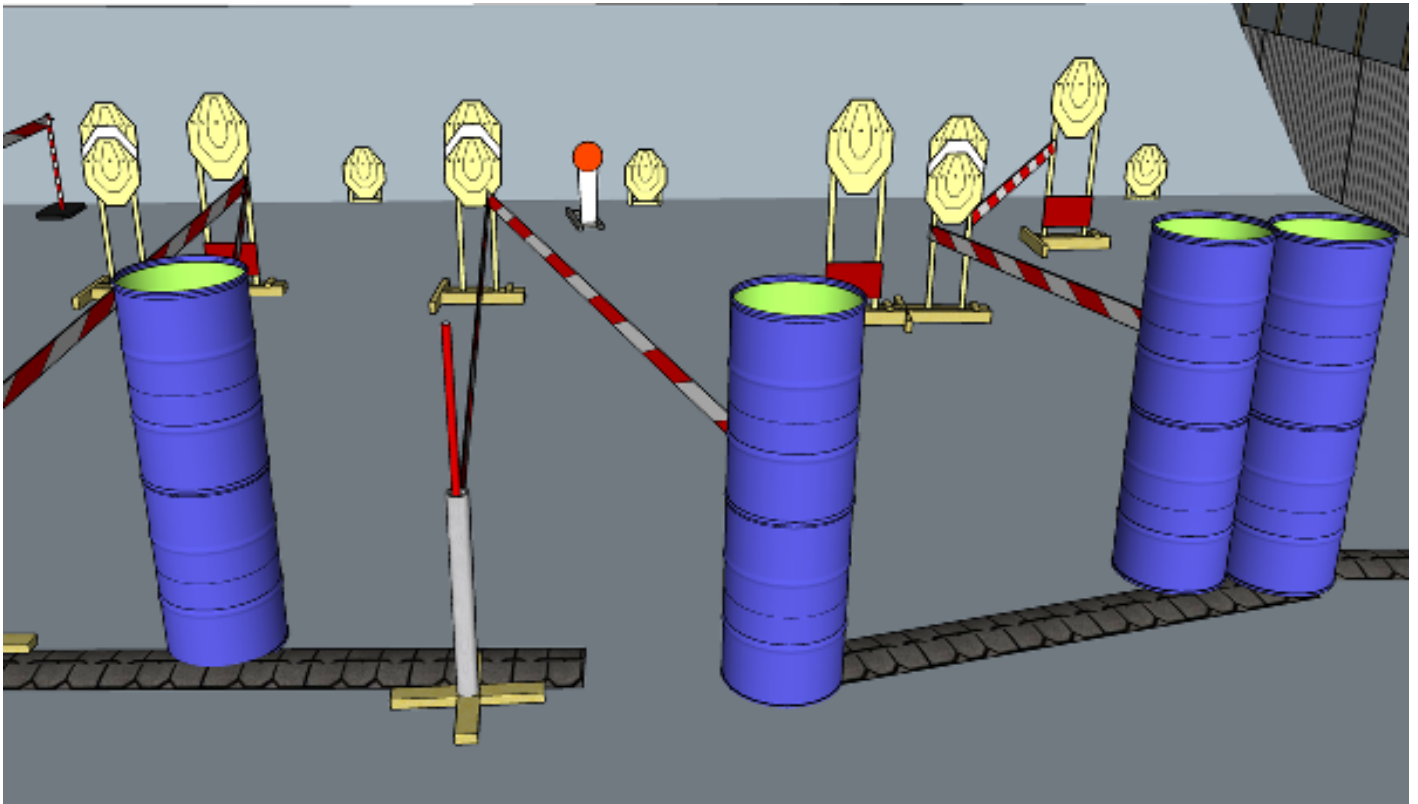
3. Around the bend



CoF	Comstock - Medium	Points	65 p
Targets	4 paper, 5 popper, Total 9 targets	Min rounds	13
Firearm	Handgun	Match-%	13.00%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Anywhere in demarcated area
Firearm ready condition	Loaded and holstered, PCC opt 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	

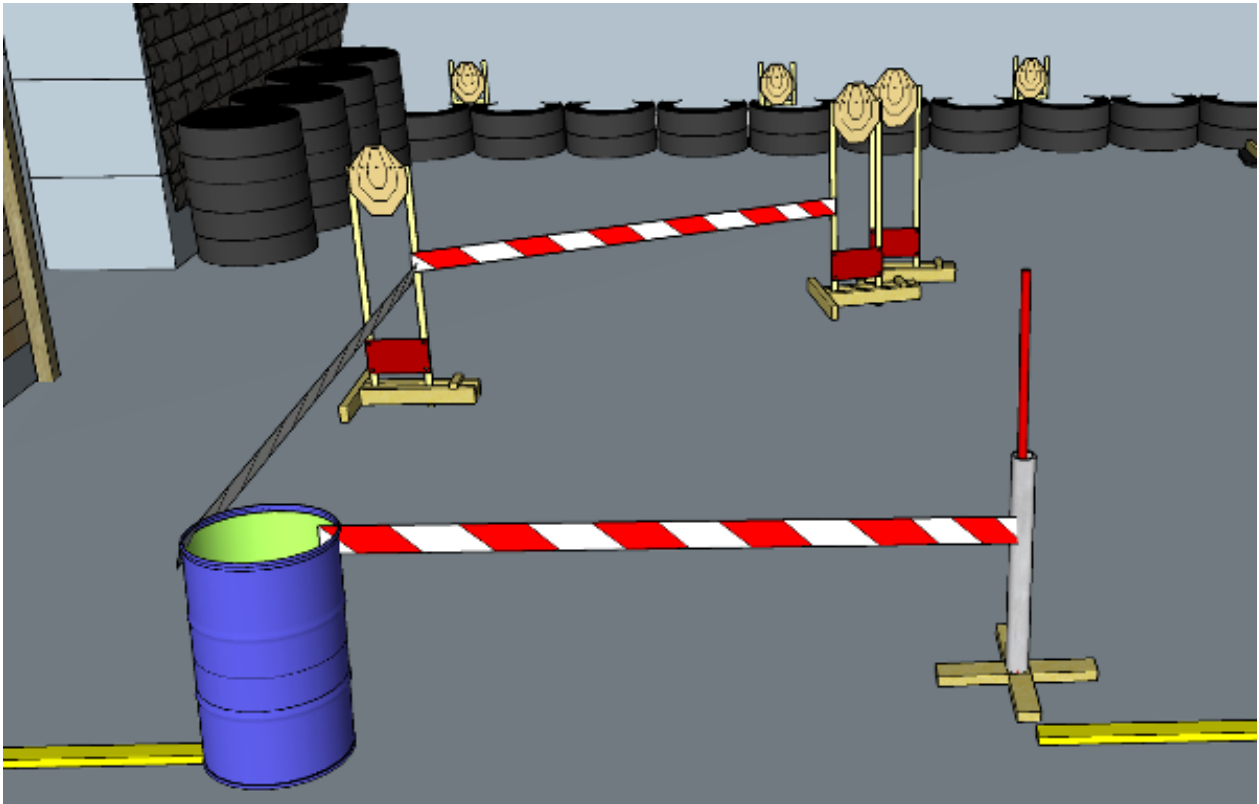
4. 2 are the same, 2 are not



CoF	Comstock - Long	Points	125 p
Targets	12 paper, 1 popper, 3 no-shoot, Total 13 targets	Min rounds	25
Firearm	Handgun	Match-%	25.00%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Anywhere in demarcated area
Firearm ready condition	Loaded and holstered, PCC opt 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Same as stage 3
Setup notes	

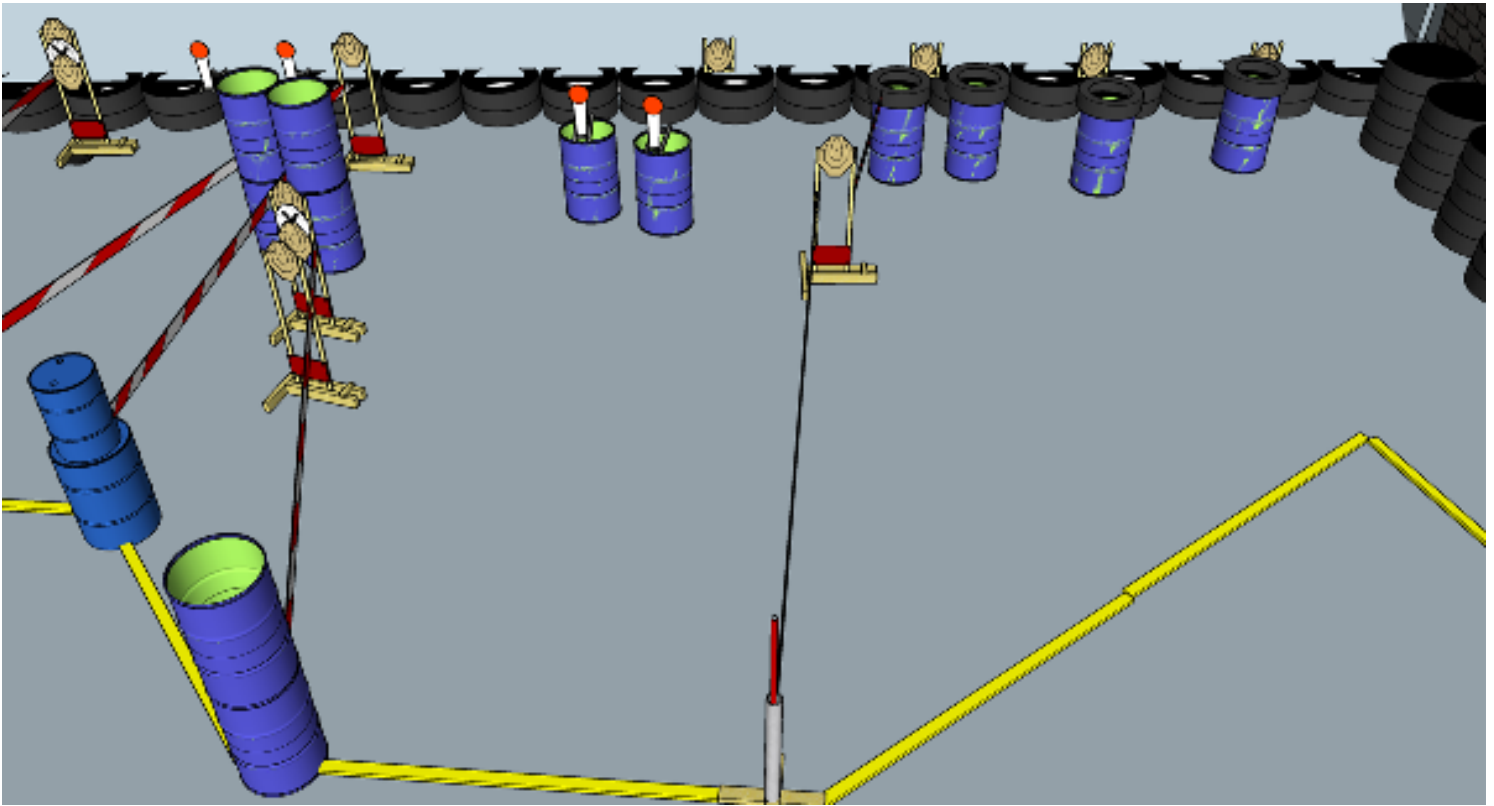
5. C-shaped



CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	12.00%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Red/white tape = walls extending up/down to infinity.
Starting position	Anywhere in demarcated area
Firearm ready condition	Loaded and holstered, PCC opt 1
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. Tall and small, get them all



CoF	Comstock - Long	Points	130 p
Targets	11 paper, 4 popper, 2 no-shoot, Total 15 targets	Min rounds	26
Firearm	Handgun	Match-%	26.00%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Red/white tape = walls extending up/down to infinity.
Starting position	Anywhere in demarcated area
Firearm ready condition	Loaded and holstered, PCC opt 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Same as stage 5
Setup notes	