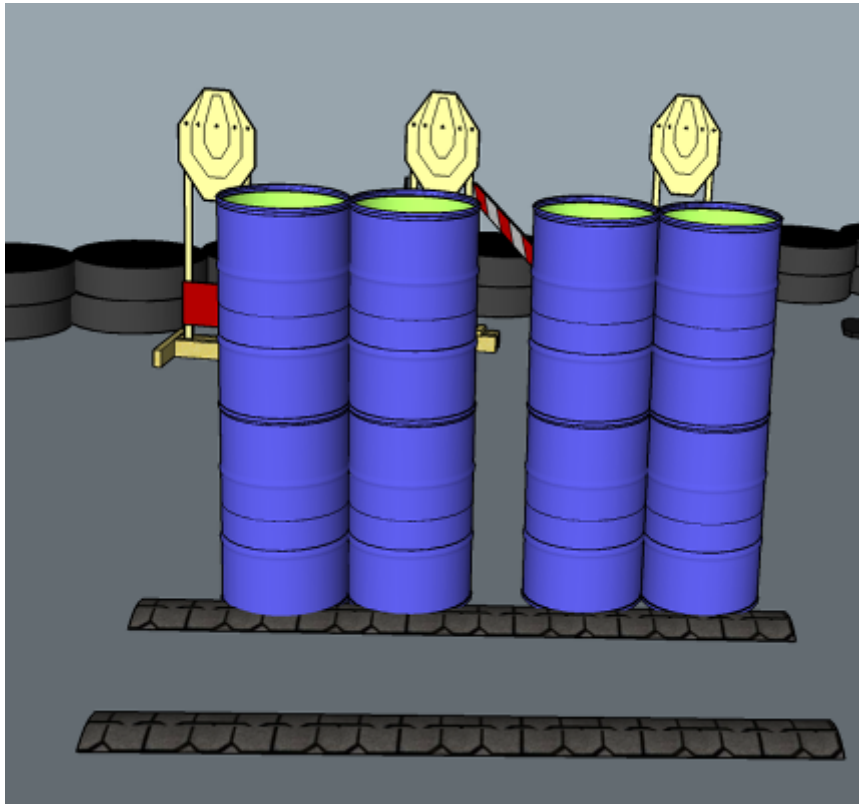


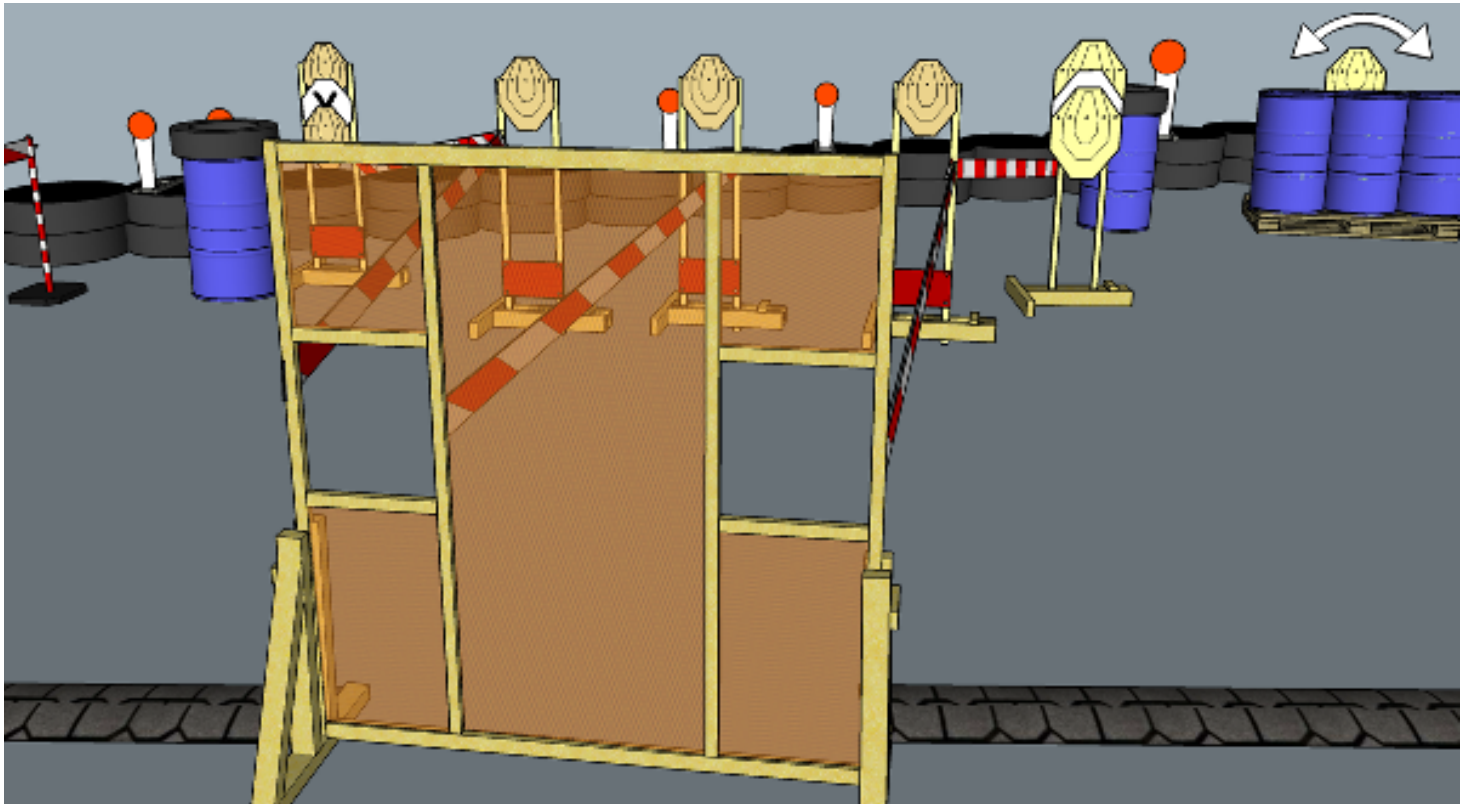
1. Sidestep



CoF	Comstock - Short	Points	30 p
Targets	3 paper, Total 3 targets	Min rounds	6
Firearm	Handgun	Match-%	5.88%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Anywhere in demarcated area
Firearm ready condition	Gun loaded & holstered. Standing relaxed facing downrange
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: mark, end of building, right: 90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

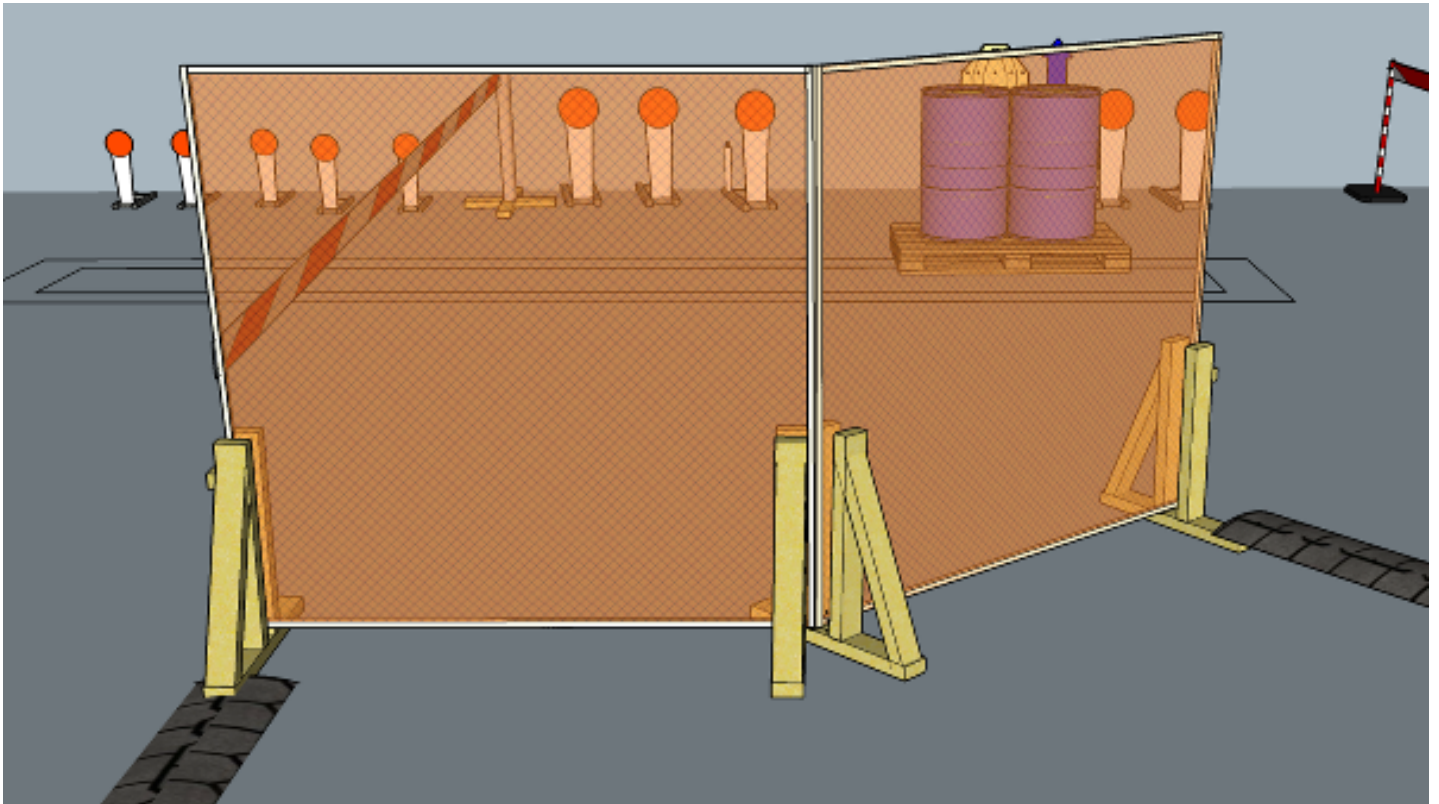
2. In'n'Out, but no burger



CoF	Comstock - Medium	Points	105 p
Targets	8 paper, 5 popper, 2 no-shoot, Total 13 targets	Min rounds	21
Firearm	Handgun	Match-%	20.59%

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	Gun loaded & holstered. Standing relaxed facing downrange
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Same as stage 1
Setup notes	

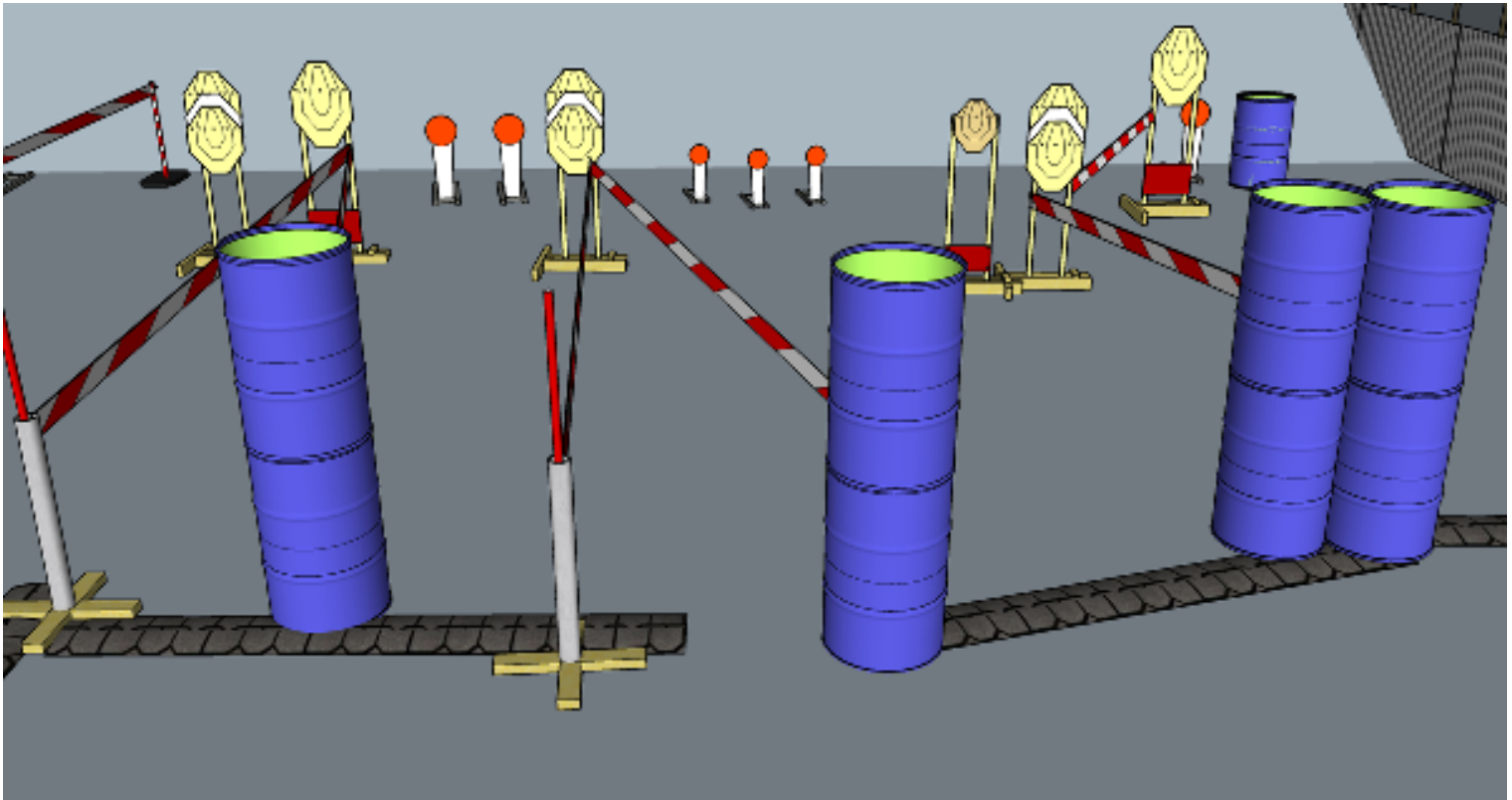
3. Walled in and out



CoF	Comstock - Short	Points	60 p
Targets	1 paper, 10 popper, Total 11 targets	Min rounds	12
Firearm	Handgun	Match-%	11.76%

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	Gun loaded & holstered. Standing relaxed facing downrange
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 (logs), horizontal when reloading
Setup notes	

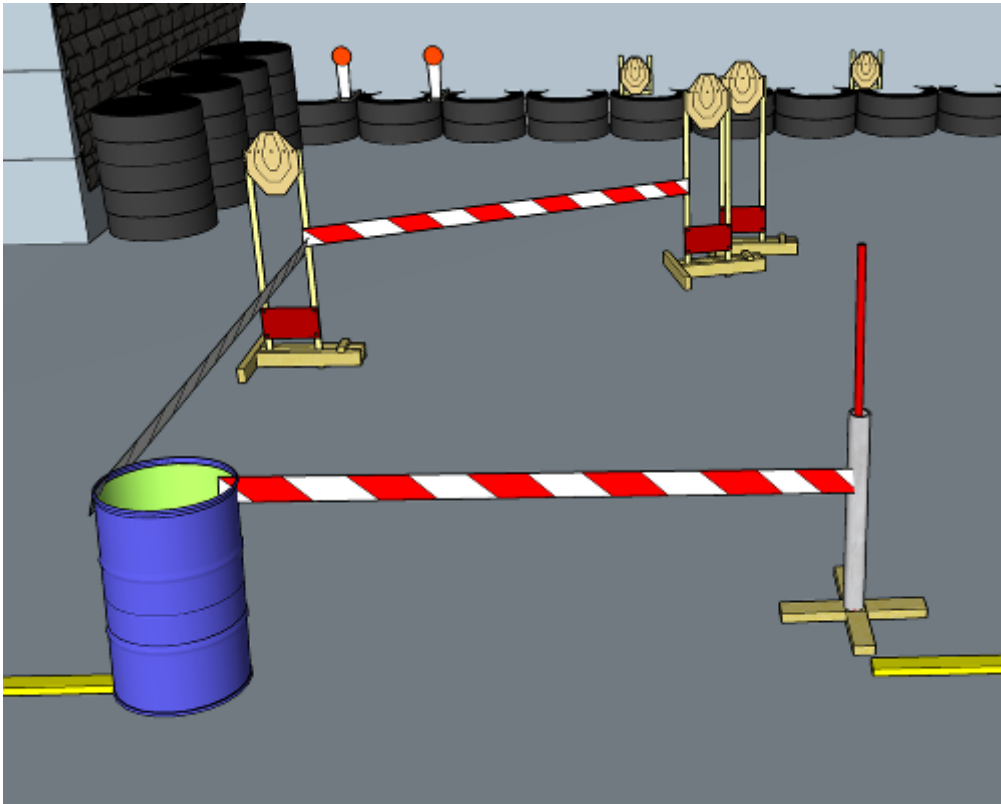
4. Targets'a'plenty



CoF	Comstock - Medium	Points	120 p
Targets	9 paper, 6 popper, 3 no-shoot, Total 15 targets	Min rounds	24
Firearm	Handgun	Match-%	23.53%

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	Gun loaded & holstered. Standing relaxed facing downrange
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Same as stage 3
Setup notes	

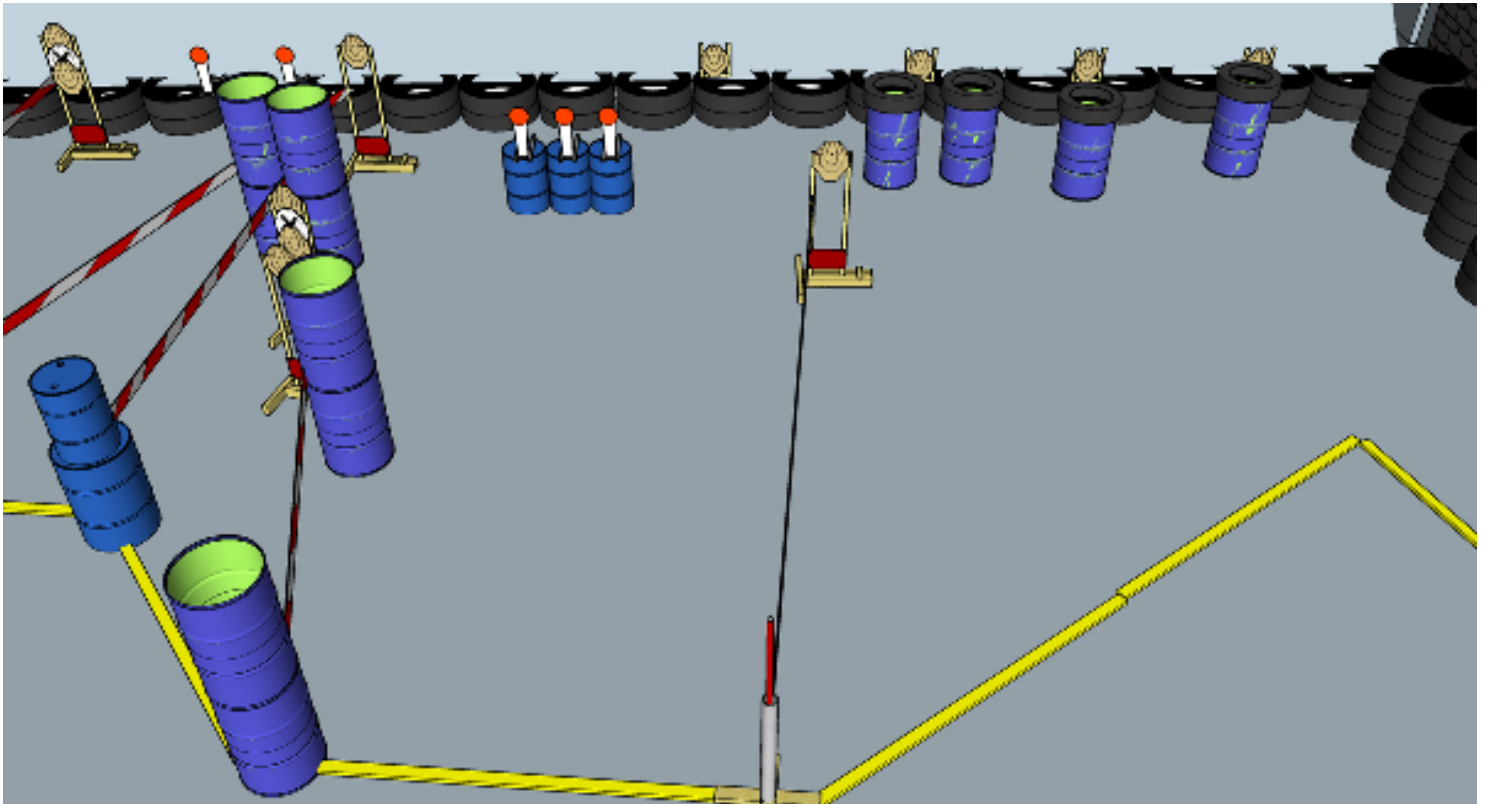
5. U C



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	11.76%

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	Gun loaded & holstered. Standing relaxed facing downrange
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. Forget me not



CoF	Comstock - Long	Points	135 p
Targets	11 paper, 5 popper, 2 no-shoot, Total 16 targets	Min rounds	27
Firearm	Handgun	Match-%	26.47%

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	Gun loaded & holstered. Standing relaxed facing downrange
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Same as stage 5
Setup notes	