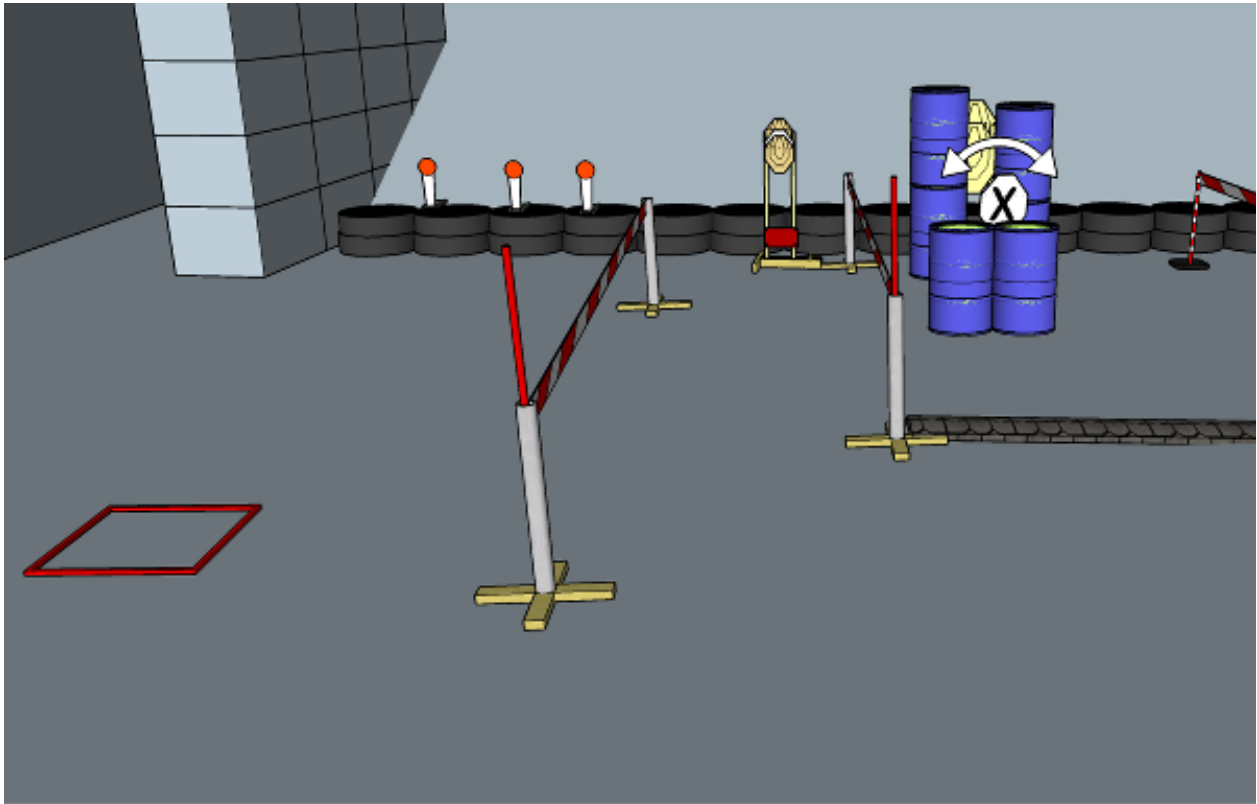


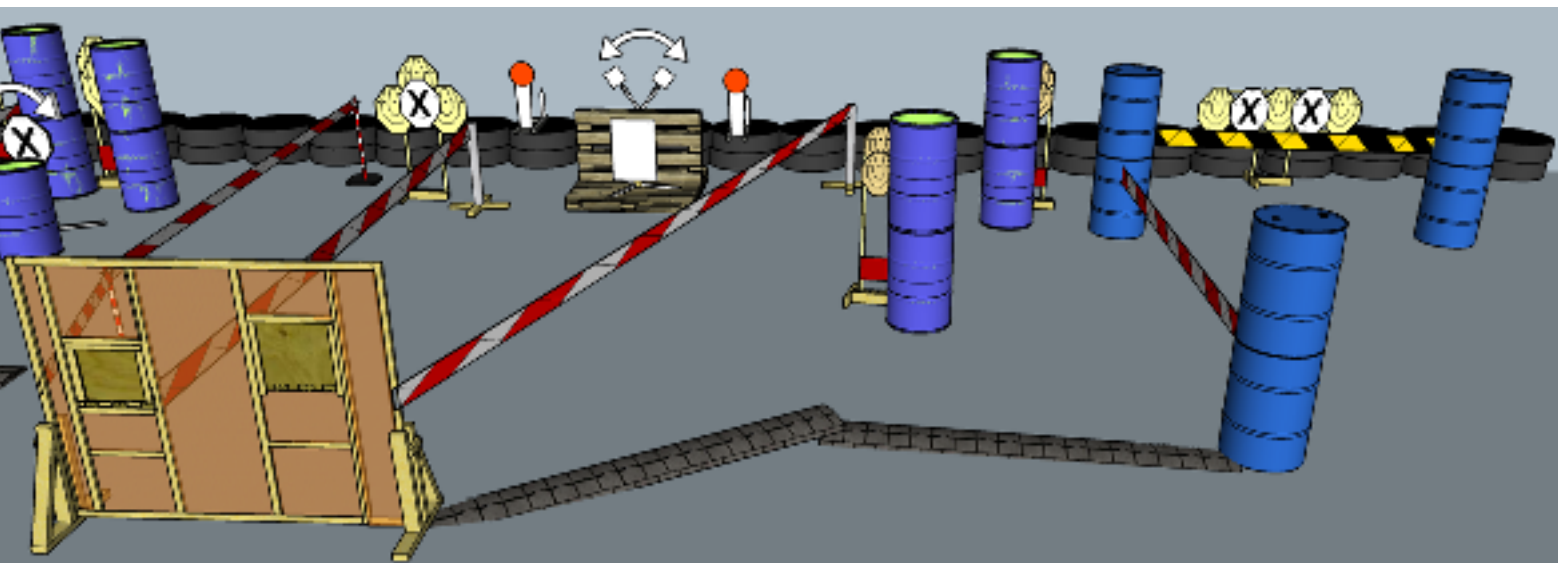
1. Timing is everything



CoF	Comstock - Short	Points	55 p
Targets	4 paper, 3 popper, 2 no-shoot, Total 7 targets	Min rounds	11
Firearm	Handgun	Match-%	10.38%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. POPPERS MUST BE SHOT FROM BOX
Starting position	In box, gun loaded & holstered. Standing relaxed facing downrange
Firearm ready condition	1, Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: mark, end of building, right: box on ground/90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

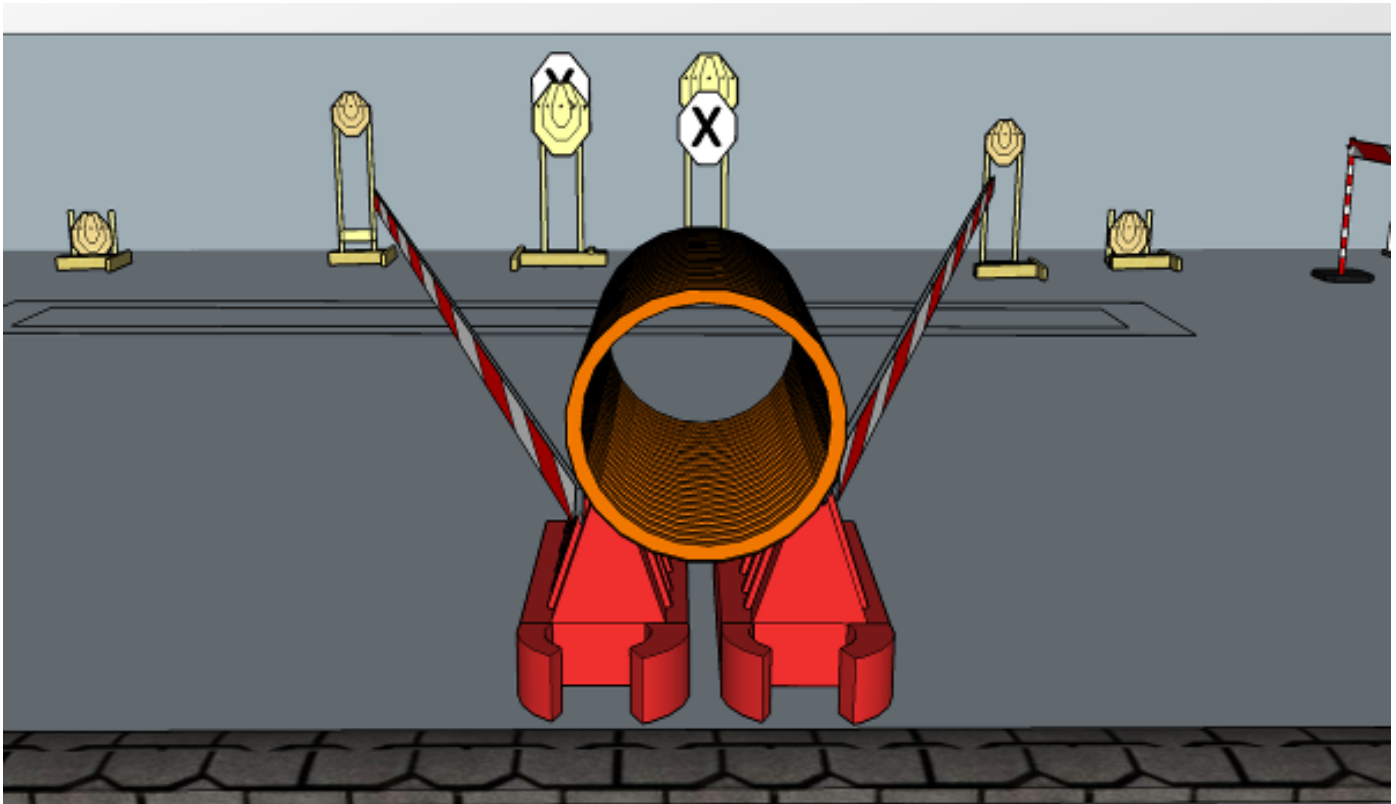
2. Up and down, runnin' all around



CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 2 popper, 2 plates, 3 no-shoot, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	22.64%

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

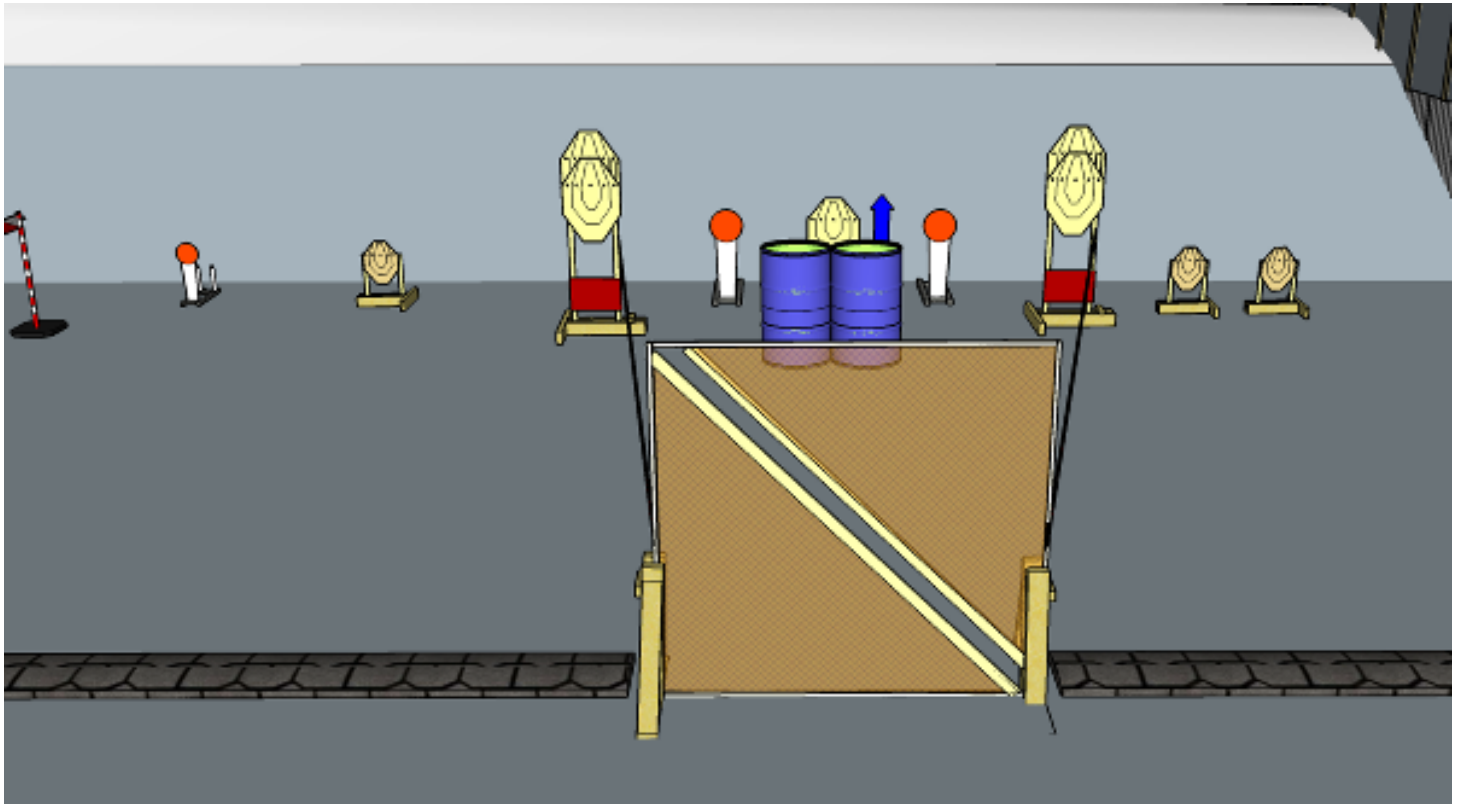
3. Out'n'In



CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	11.32%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Center targets MUST BE SHOT THROUGH APERTURE
Starting position	Anywhere
Firearm ready condition	1, Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: box on ground, right: mark on wall, vertical: top of berm (logs), horizontal when reloading
Setup notes	

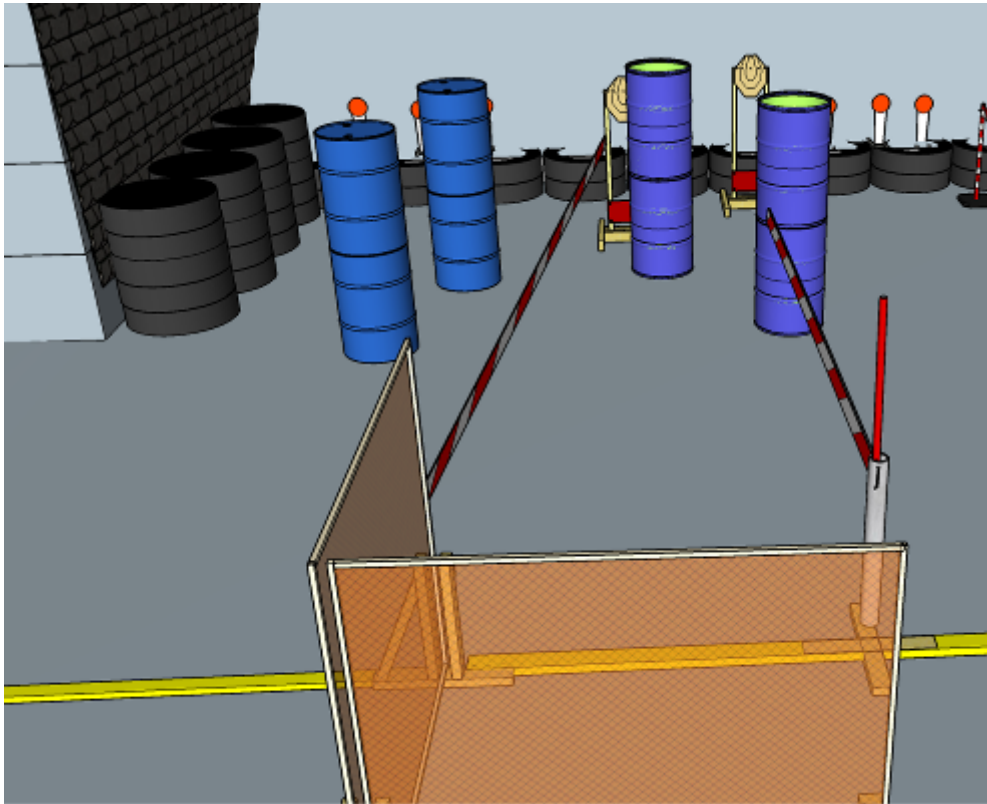
4. The BackSlash



CoF	Comstock - Medium	Points	95 p
Targets	8 paper, 3 popper, Total 11 targets	Min rounds	19
Firearm	Handgun	Match-%	17.92%

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

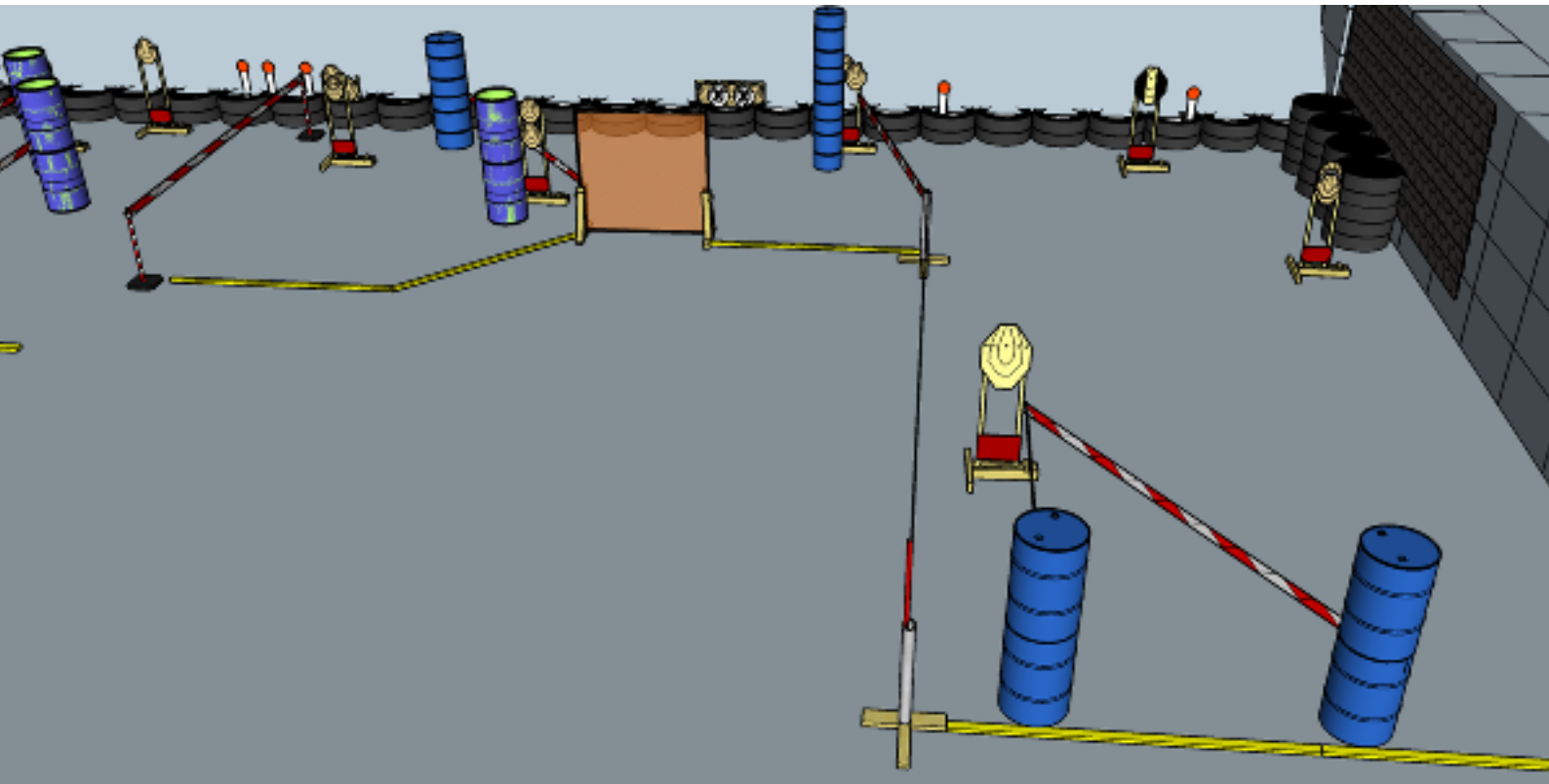
5. Around the corner



CoF	Comstock - Short	Points	50 p
Targets	2 paper, 6 popper, Total 8 targets	Min rounds	10
Firearm	Handgun	Match-%	9.43%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity
Starting position	Anywhere in demarcated area
Firearm ready condition	1, Gun loaded & holstered
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. Lil' bit o'everythin'



CoF	Comstock - Long	Points	150 p
Targets	14 paper, 2 popper, 3 no-shoot, Total 16 targets	Min rounds	30
Firearm	Handgun	Match-%	28.30%

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