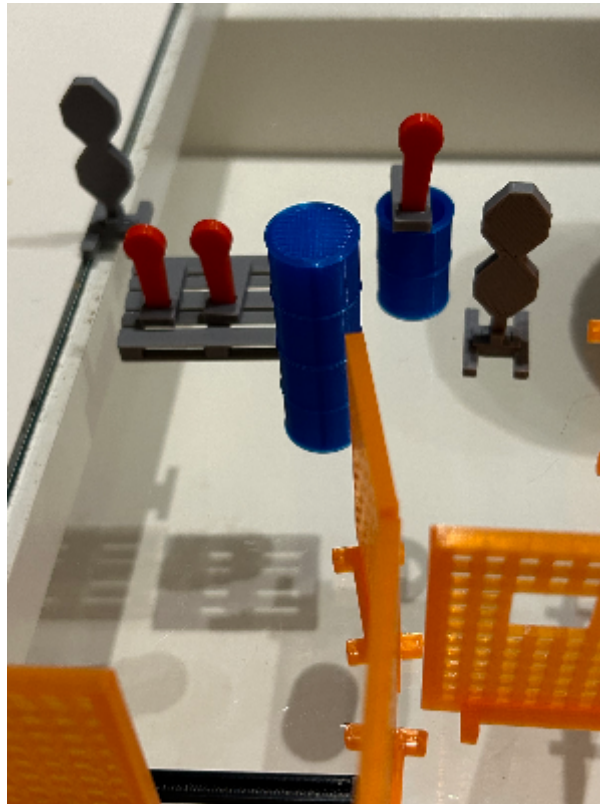


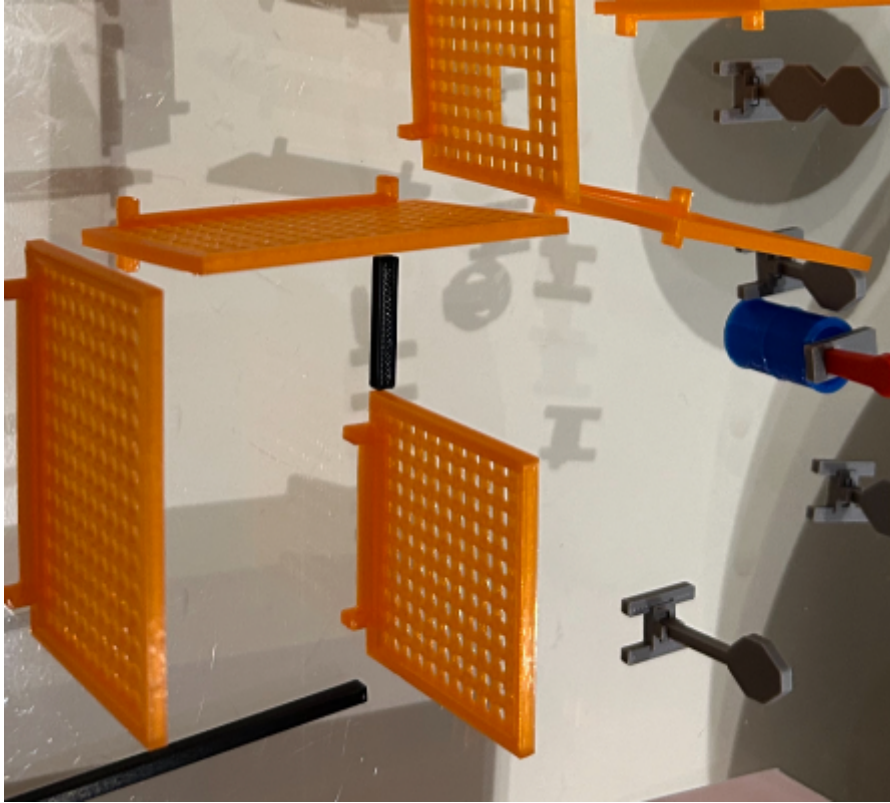
1. Take it



| | | | |
|---------|------------------------------------------------|------------|--------|
| CoF | Comstock - Short | Points | 55 p |
| Targets | 4 paper, 3 popper, 1 no-shoot, Total 7 targets | Min rounds | 11 |
| Firearm | Handgun | Match-% | 14.86% |

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

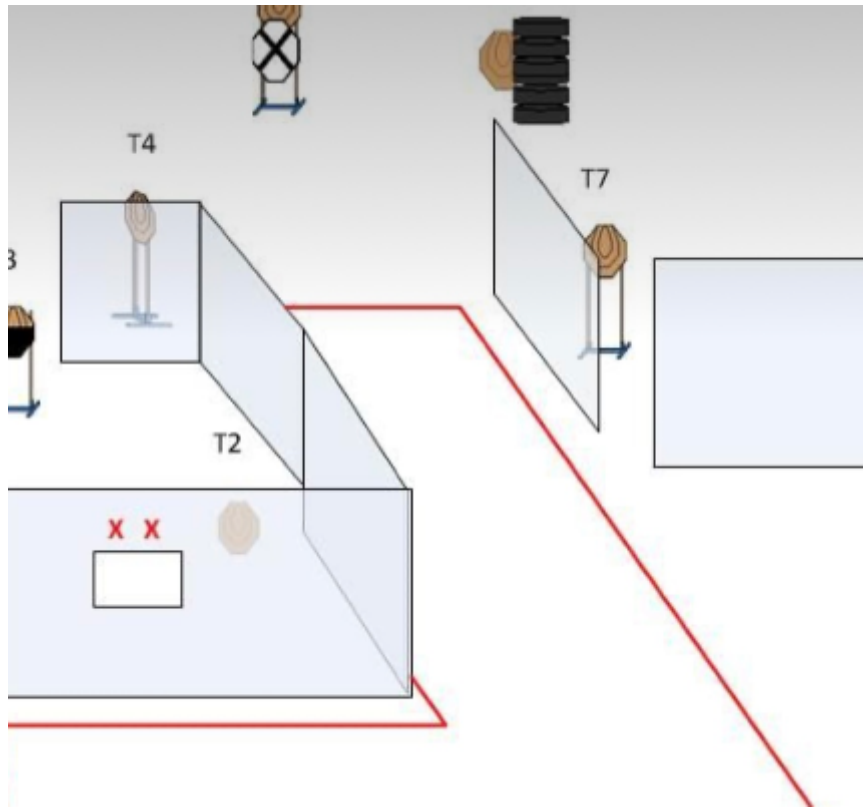
2. The other side



| | | | |
|---------|--------------------------------------|------------|--------|
| CoF | Comstock - Long | Points | 145 p |
| Targets | 13 paper, 3 popper, Total 16 targets | Min rounds | 29 |
| Firearm | Handgun | Match-% | 39.19% |

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

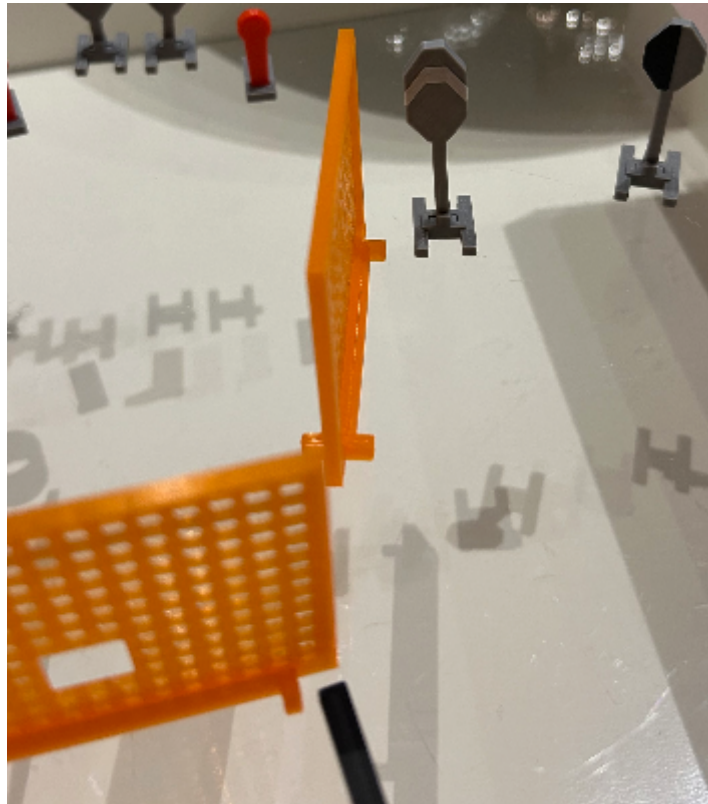
3. The plan go Fubar



| | | | |
|---------|-------------------------------------|------------|--------|
| CoF | Comstock - Medium | Points | 110 p |
| Targets | 9 paper, 4 popper, Total 13 targets | Min rounds | 22 |
| Firearm | Handgun | Match-% | 29.73% |

| | |
|-------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Procedure | On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. |
| Starting position | Start in midle of walls. Feet touching tire |
| Firearm ready condition | Loaded an Holstered |
| 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 | |

4. The rat gang



| | | | |
|---------|------------------------------------|------------|--------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 4 paper, 4 popper, Total 8 targets | Min rounds | 12 |
| Firearm | Handgun | Match-% | 16.22% |

| | |
|-------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Procedure | On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity, Steel must fall to score Strong hand only |
| Starting position | Hand on barrel. Pcc rifle on one barrel mags on other |
| Firearm ready condition | Unloaded and 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 (logs), horizontal when reloading |
| Setup notes | |