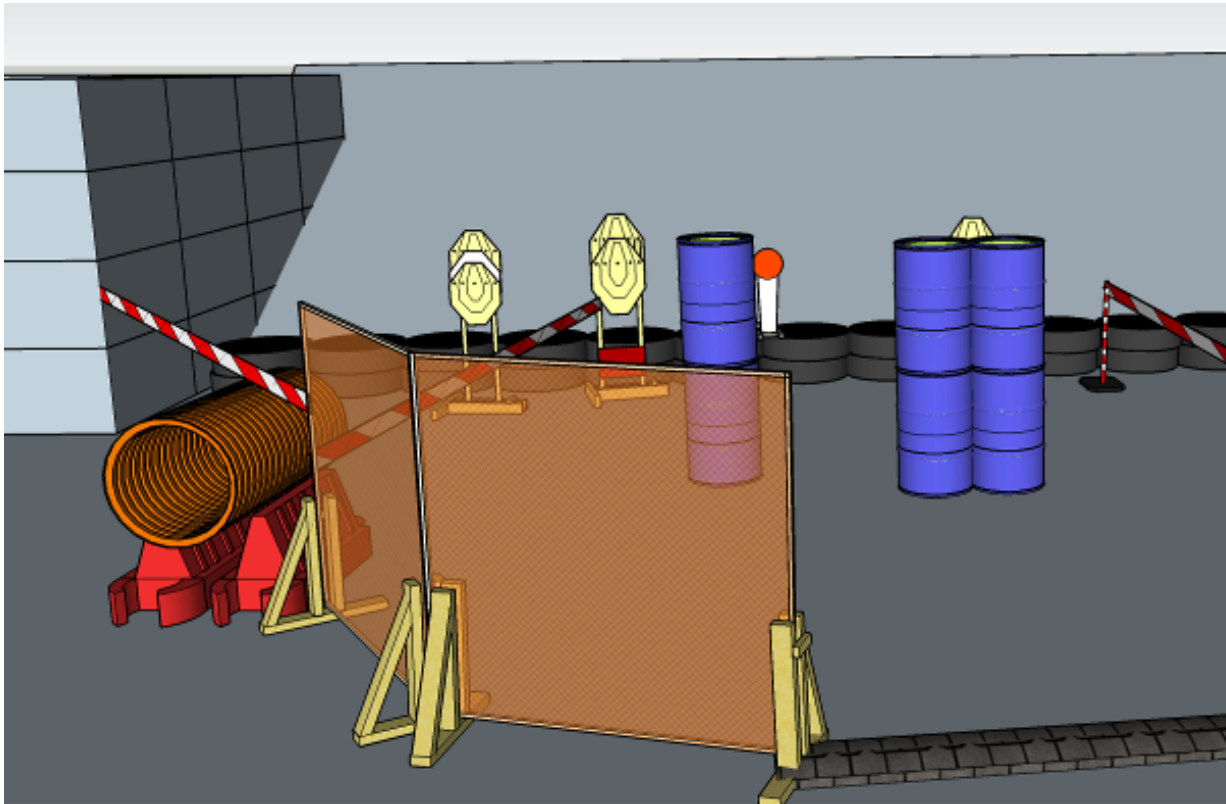


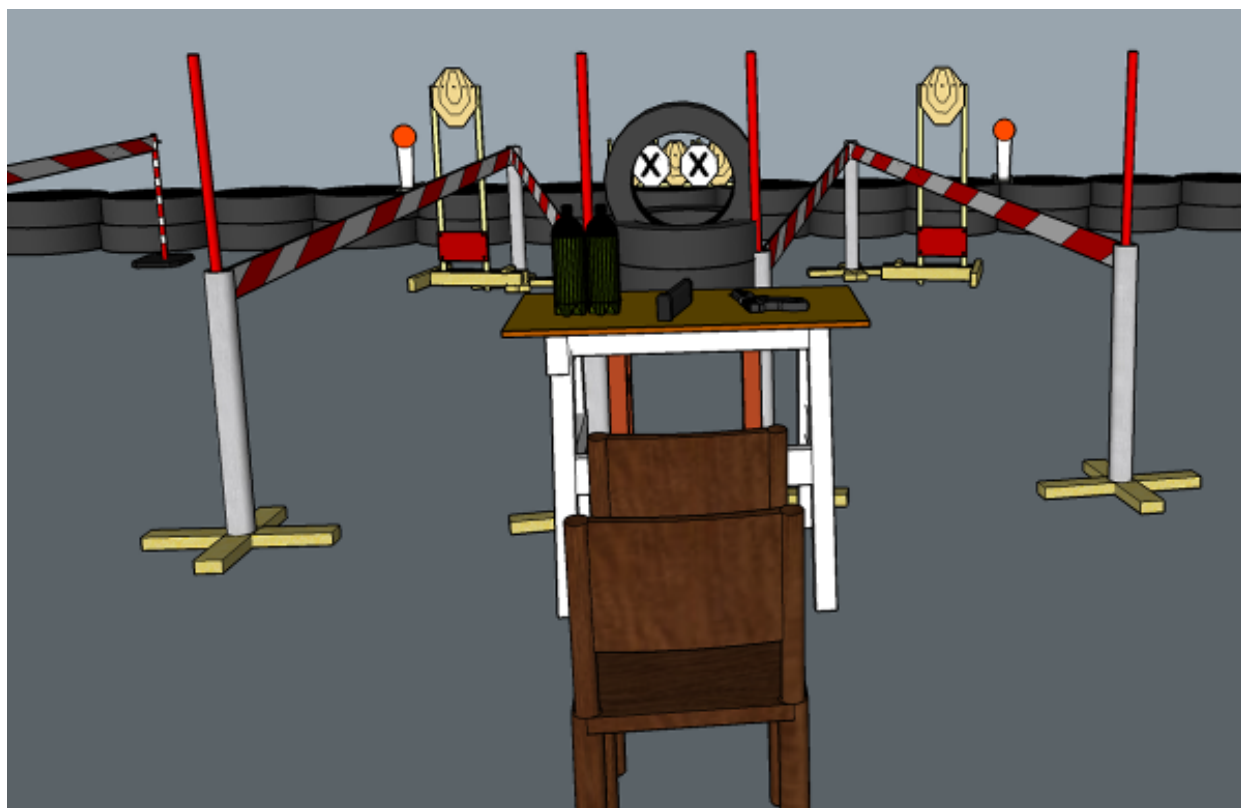
# 1. Hide and seek



CoF	Comstock - Medium	Points	65 p
Targets	6 paper, 1 popper, Total 7 targets	Min rounds	13
Firearm	Handgun	Match-%	12.75%

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, 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: box on ground/90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

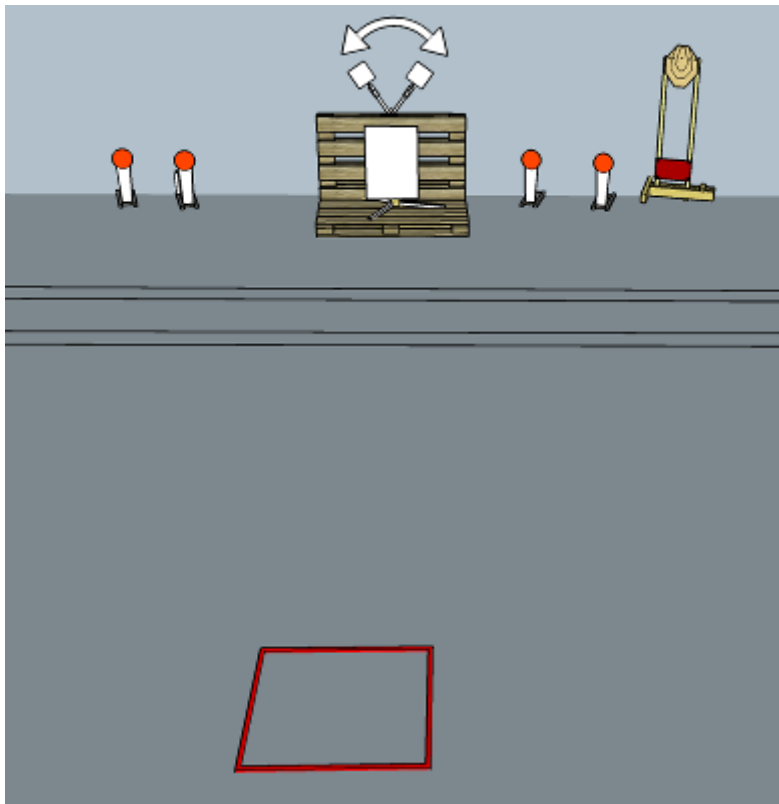
## 2. Grab'n'go



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 2 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	11.76%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Shooter MUST HOLD bottles with one hand AT ALL TIME while shooting
Starting position	Sitting on chair
Firearm ready condition	3, unloaded on table, 1st mag to be used on table
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Same as stage 1
Setup notes	

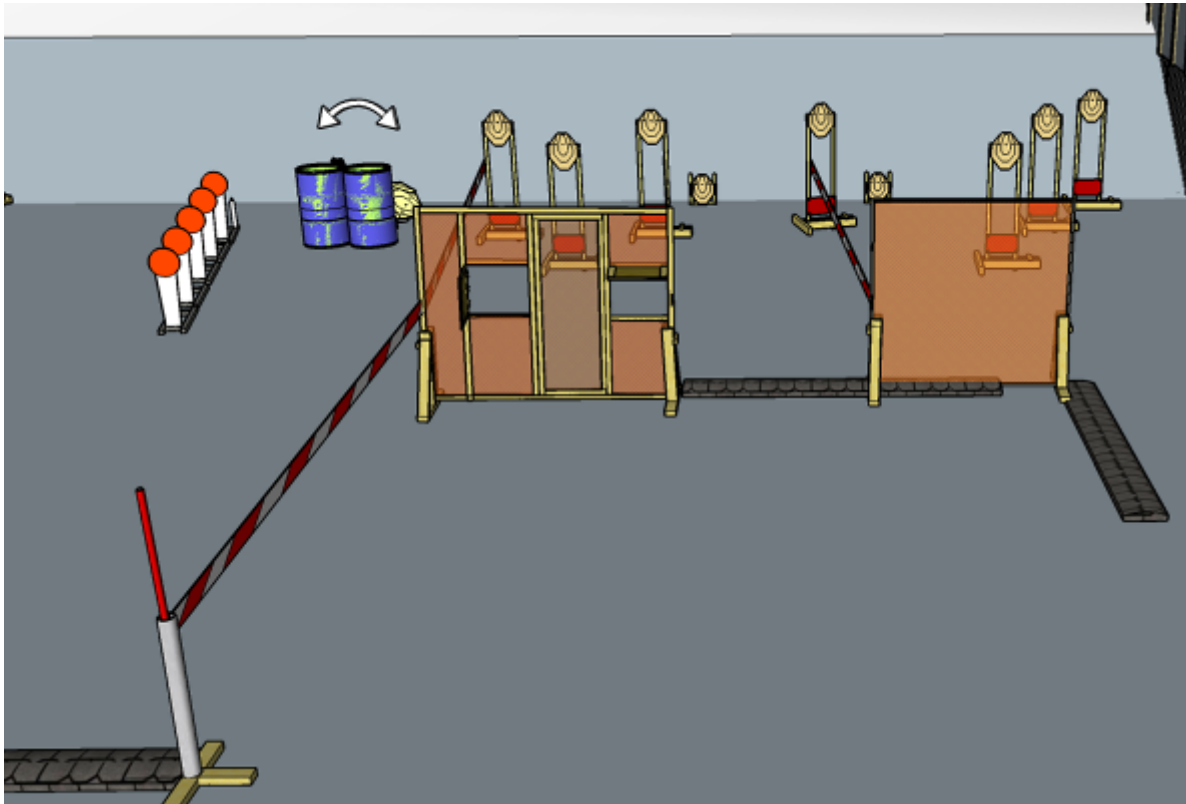
### 3. Is that Mickey Mouse ?



CoF	Comstock - Short	Points	40 p
Targets	1 paper, 4 popper, 2 plates, Total 7 targets	Min rounds	8
Firearm	Handgun	Match-%	7.84%

Procedure	On start signal engage all targets within the demarcated area. ALL shots must be fired from WITHIN SQUARE
Starting position	Standing relaxed in square
Firearm ready condition	1, loaded and 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	

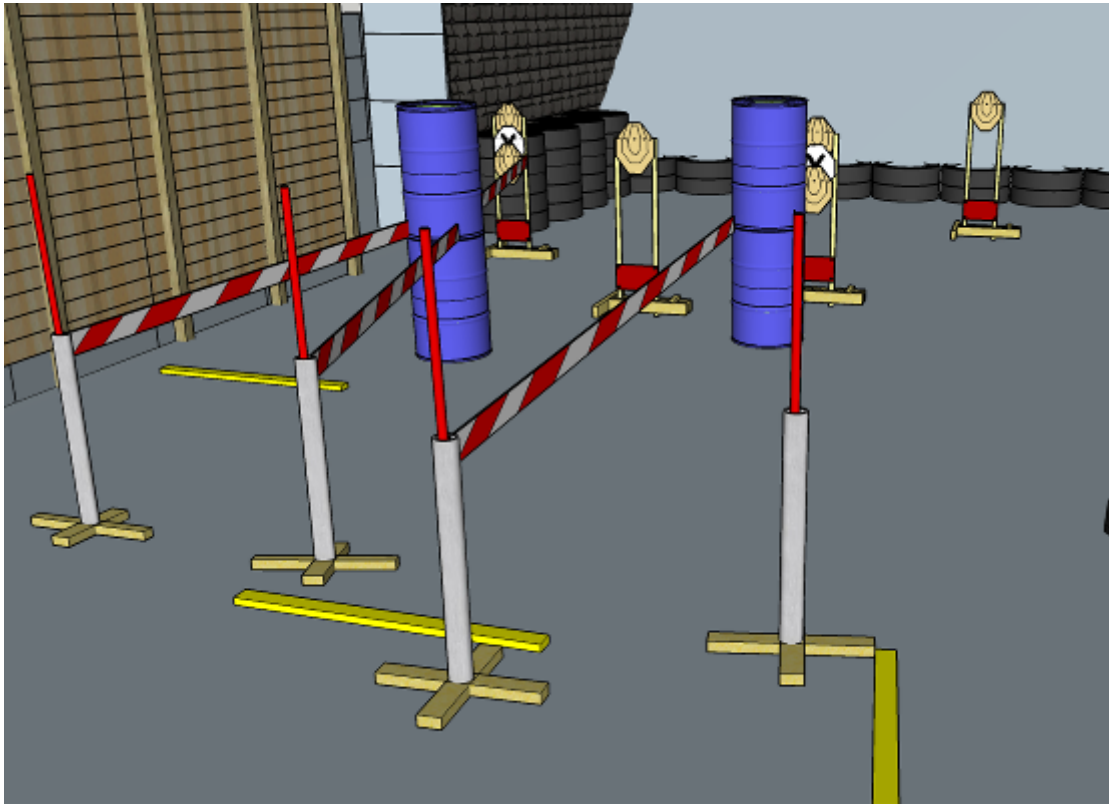
## 4. Knock'em down, then run



CoF	Comstock - Long	Points	125 p
Targets	10 paper, 5 popper, Total 15 targets	Min rounds	25
Firearm	Handgun	Match-%	24.51%

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, 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	

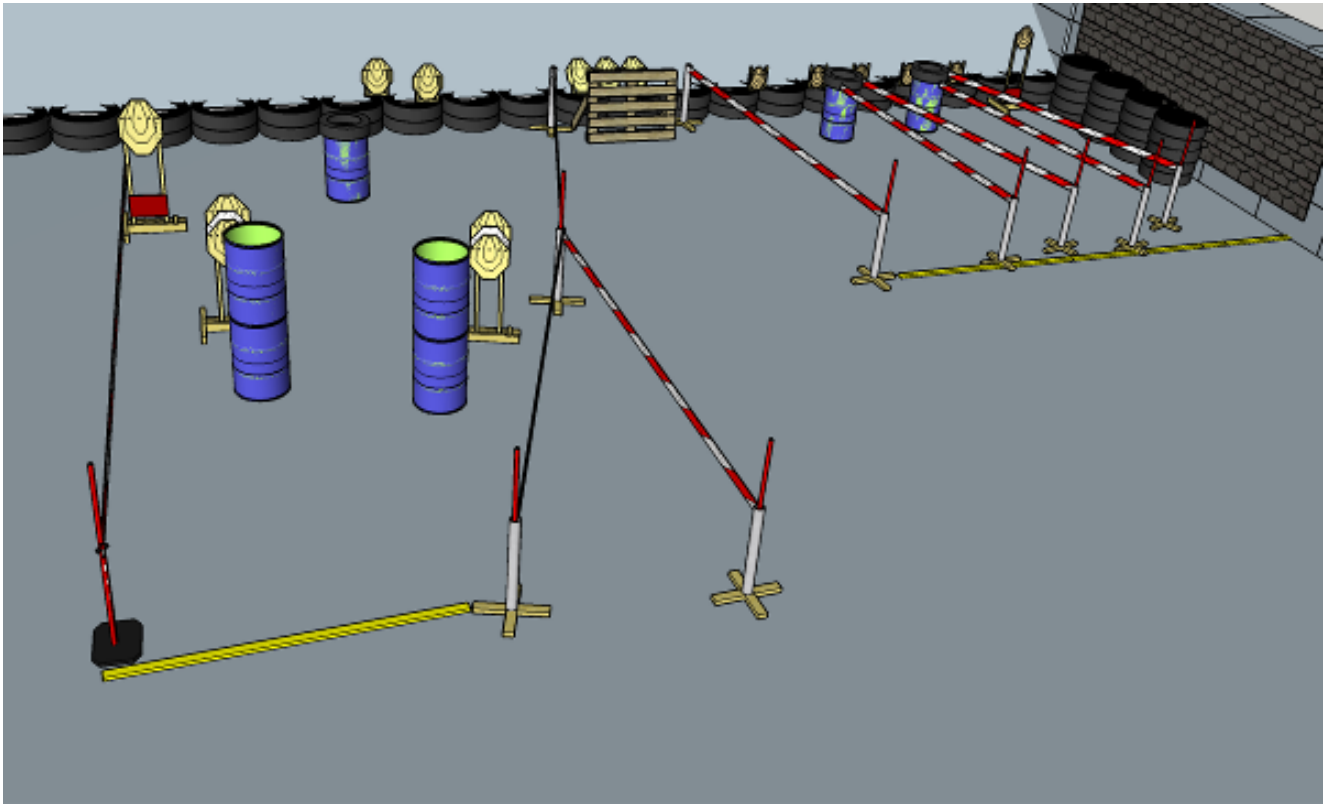
## 5. Between the lines



CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	11.76%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads OR wood on ground = faultline. Red/white tape = walls extending up/down to infinity
Starting position	Anywhere
Firearm ready condition	1, loaded 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, horizontal when reloading
Setup notes	

## 6. Do you go PEWPEWPEW first or last



CoF	Comstock - Long	Points	160 p
Targets	16 paper, 2 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	31.37%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads OR wood on ground = faultline. Red/white tape = walls extending up/down to infinity
Starting position	Anywhere
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	