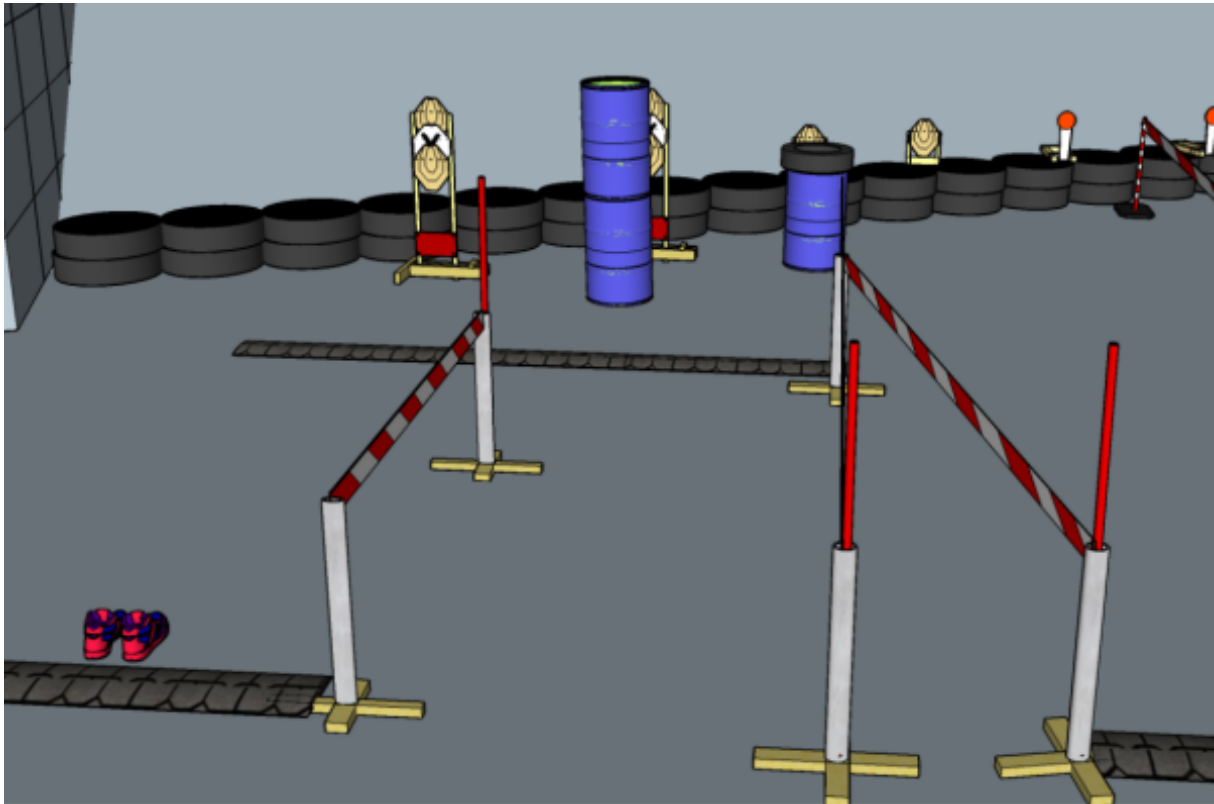


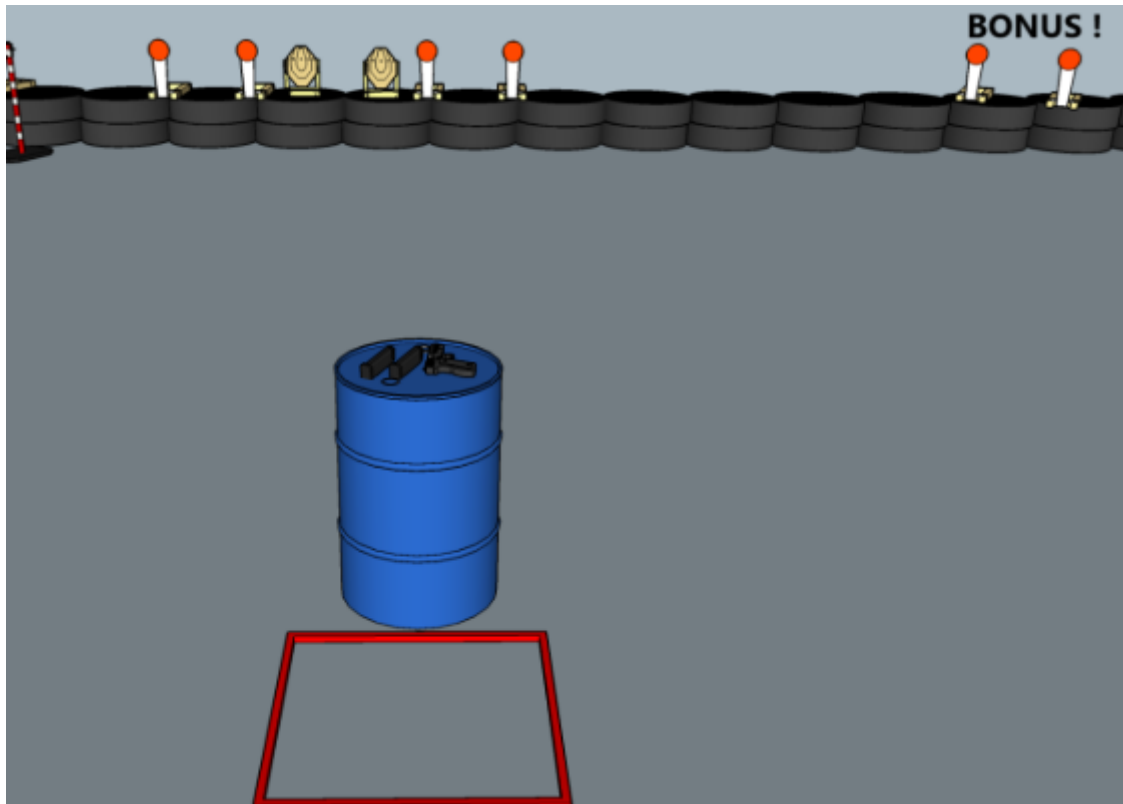
# 1. Forward, backward, step to the side



CoF	Comstock - Medium	Points	65 p
Targets	6 paper, 1 popper, Total 7 targets	Min rounds	13
Firearm	Handgun	Match-%	13.27%

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	Left side of stage, RO demonstrates
Firearm ready condition	1, 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	

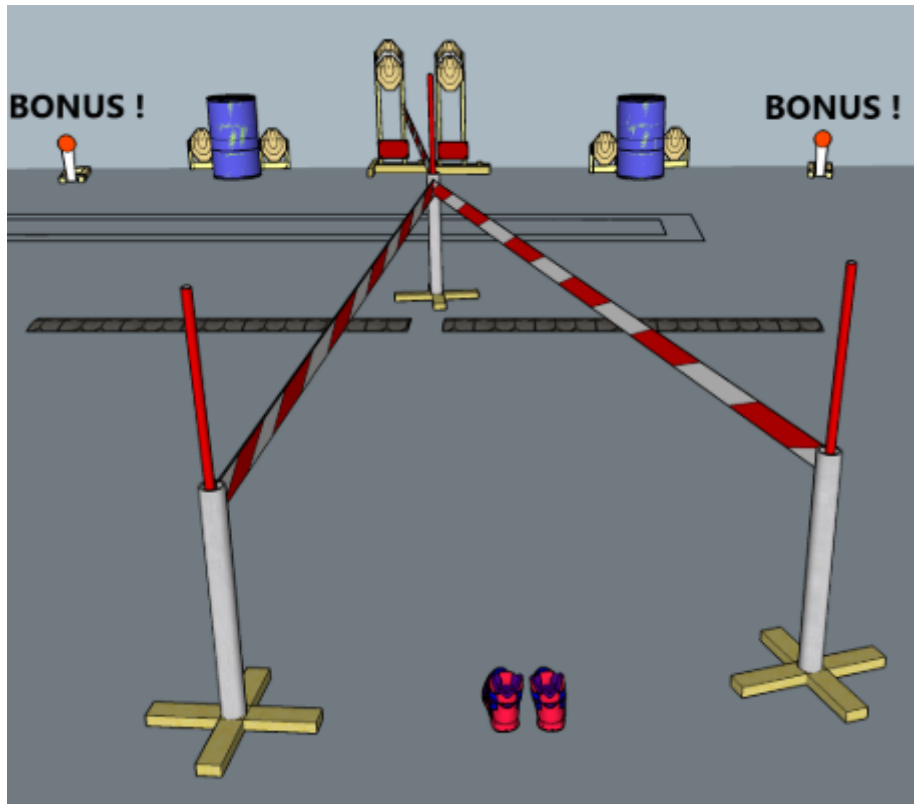
## 2. Lucky Luke



CoF	Comstock - Short	Points	60 p
Targets	2 paper, 2 disappearing/bonus, 4 popper, Total 8 targets	Min rounds	8
Firearm	Handgun	Match-%	12.24%

Procedure	On start signal engage all targets within the demarcated area. All shots must be fired from within box. All magazines to be used on barrel. Targets marked "Bonus" (two poppers, far right) are voluntary for handgun, compulsory for PCC
Starting position	Standing relaxed in box
Firearm ready condition	3, empty
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Same as stage 1
Setup notes	

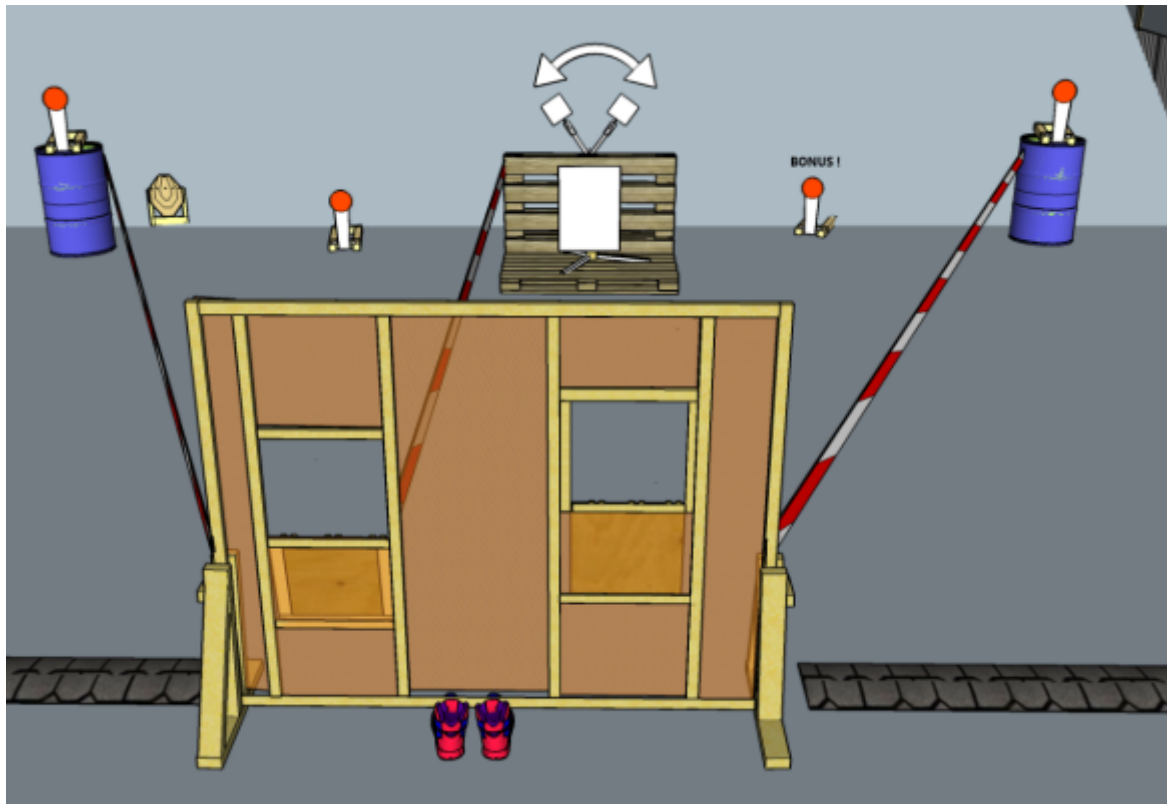
### 3. Step to the side, then the other



CoF	Comstock - Medium	Points	100 p
Targets	8 paper, 2 disappearing/bonus, Total 10 targets	Min rounds	16
Firearm	Handgun	Match-%	20.41%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Targets marked "Bonus" (two poppers, 1 each side) are voluntary for handgun, compulsory for PCC
Starting position	In center, RO demonstrates
Firearm ready condition	1, 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	

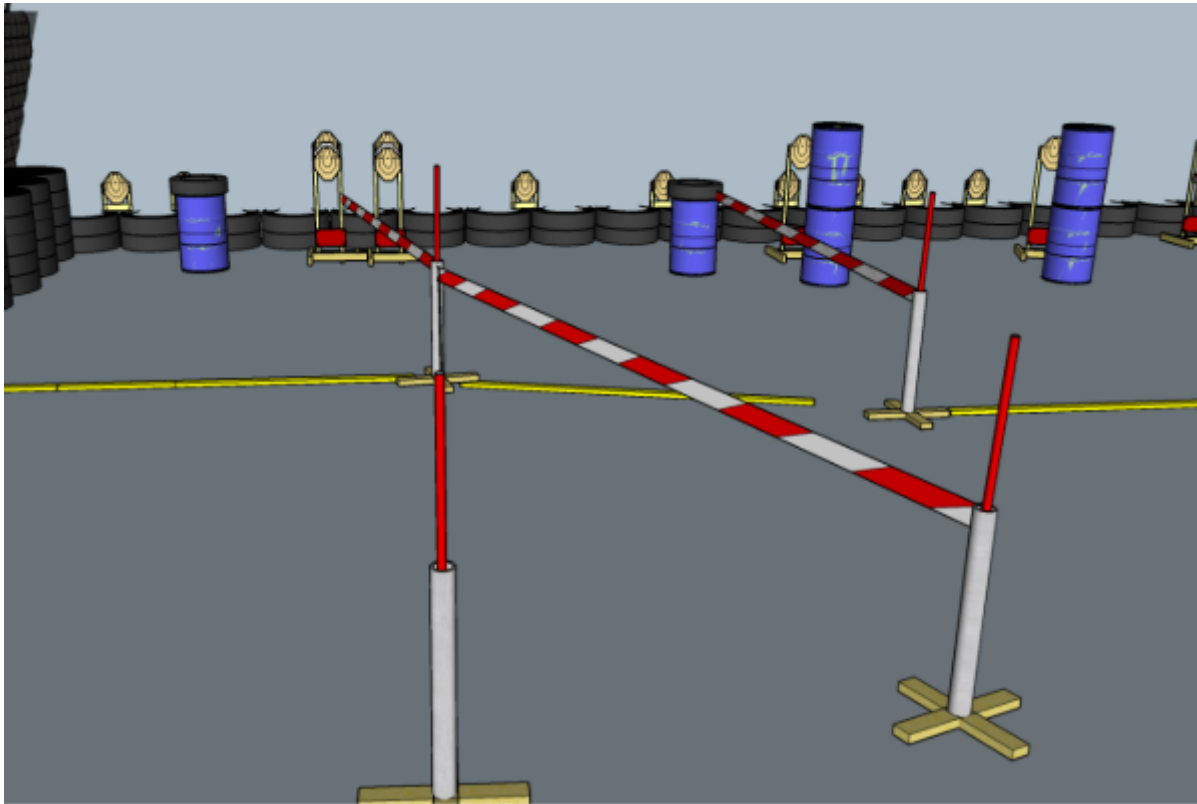
## 4. Side to side, looking through



CoF	Comstock - Short	Points	45 p
Targets	1 paper, 1 disappearing/bonus, 3 popper, 2 plates, Total 7 targets	Min rounds	7
Firearm	Handgun	Match-%	9.18%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Target marked "Bonus" is voluntary for handgun, compulsory for PCC
Starting position	Center of wall, RO demonstrates
Firearm ready condition	1, ready and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Same as stage 3
Setup notes	

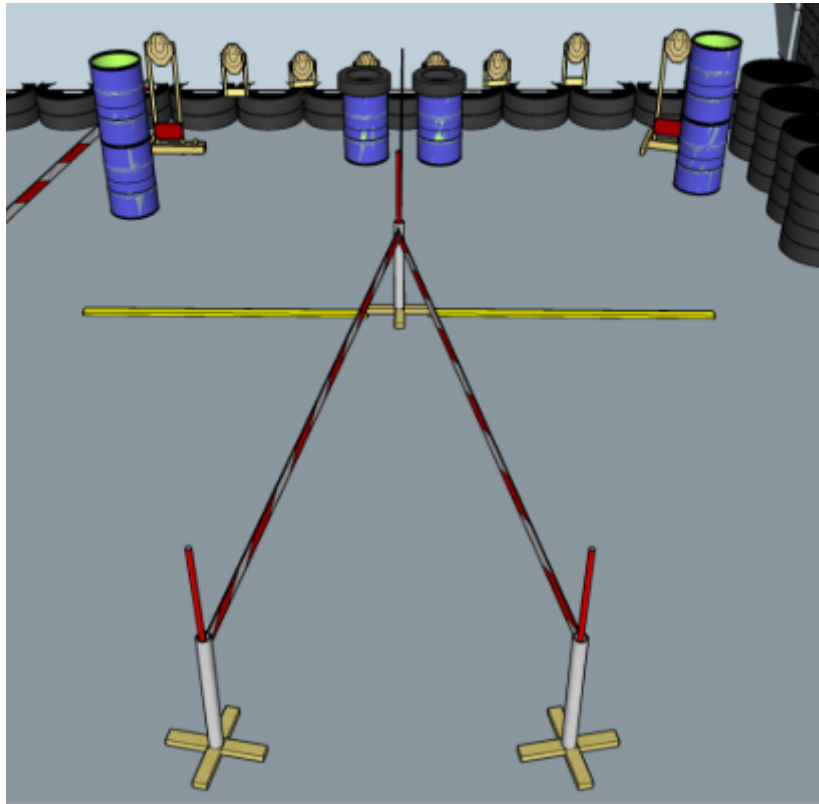
## 5. Zig and Zag



CoF	Comstock - Long	Points	140 p
Targets	14 paper, Total 14 targets	Min rounds	28
Firearm	Handgun	Match-%	28.57%

Procedure	On start signal engage all targets within the demarcated area. Red/white tape = walls extending up/down to infinity
Starting position	Anywhere in demarcated area
Firearm ready condition	1, 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. Top to bottom or bottom to top



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	16.33%

Procedure	On start signal engage all targets within the demarcated area. Red/white tape = walls extending up/down to infinity
Starting position	Anywhere in demarcated area
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 5
Setup notes	