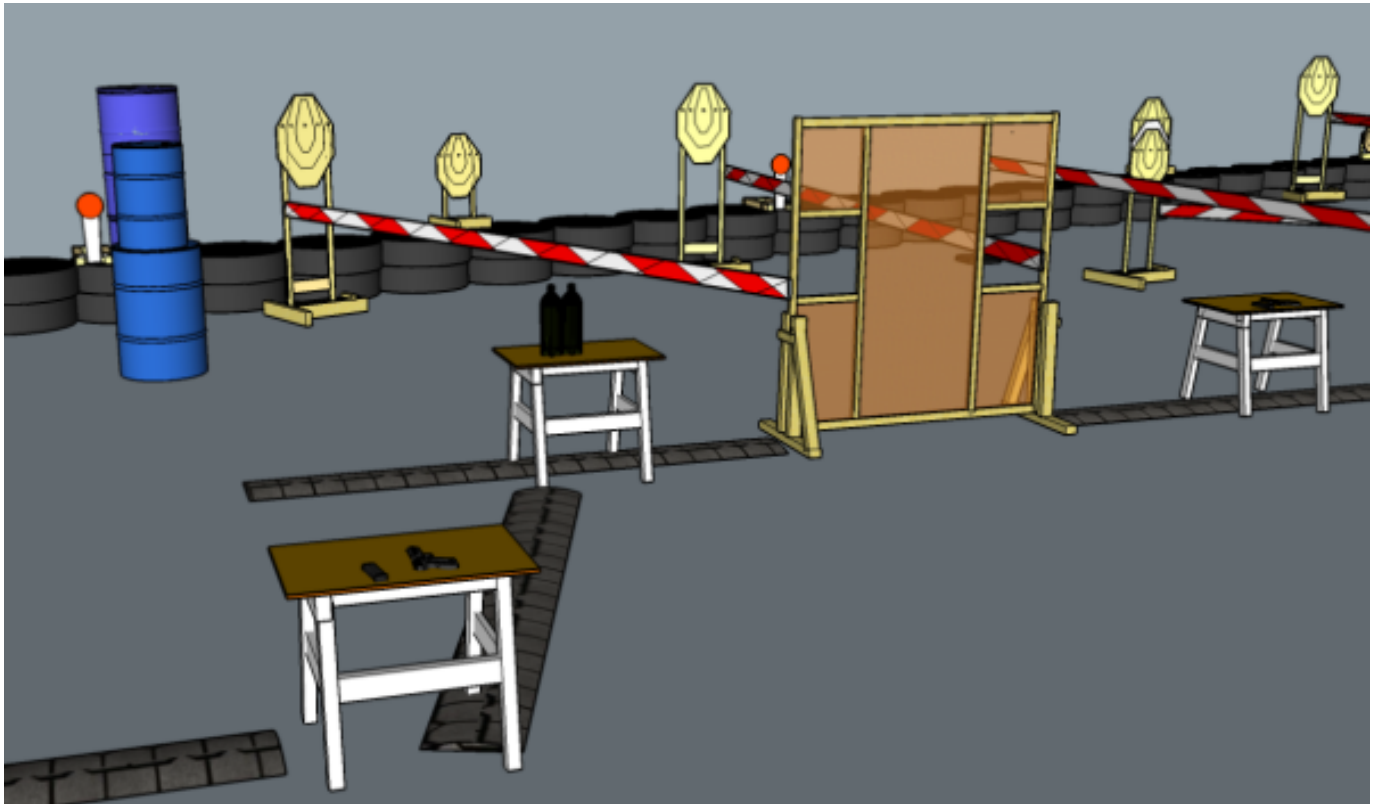


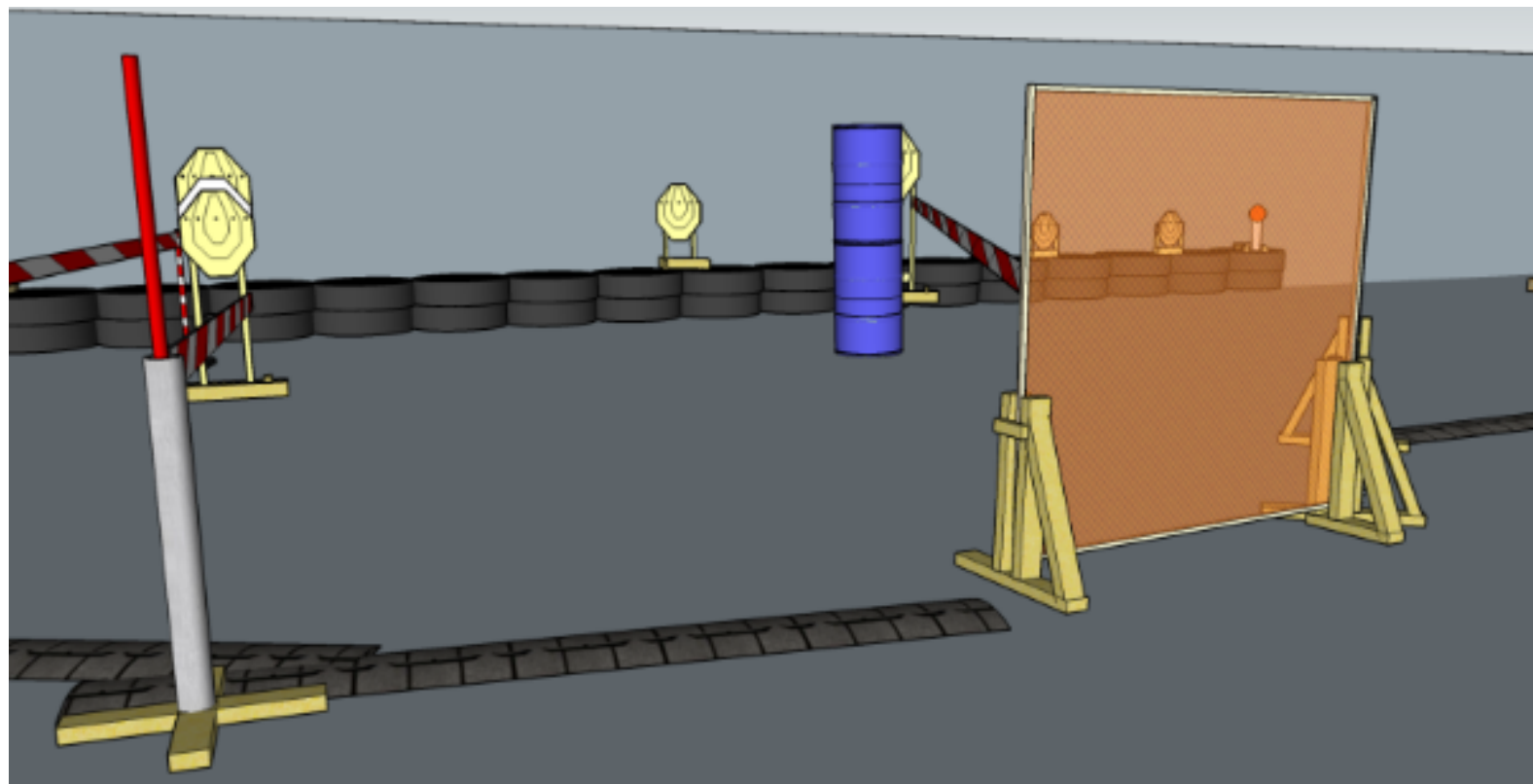
1. Grab'n'hold



CoF	Comstock - Short	Points	40 p
Targets	3 paper, 2 popper, Total 5 targets	Min rounds	8
Firearm	Handgun	Match-%	9.76%

Procedure	On start signal engage all targets within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline. Firearm and first mag to be used on table A or B. Bottles must be held in weak hand, hanging freely above the ground when firing at paper-targets, no support of bottles or hand allowed		
Starting position	Anywhere		
Firearm ready condition	3, empty		
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			

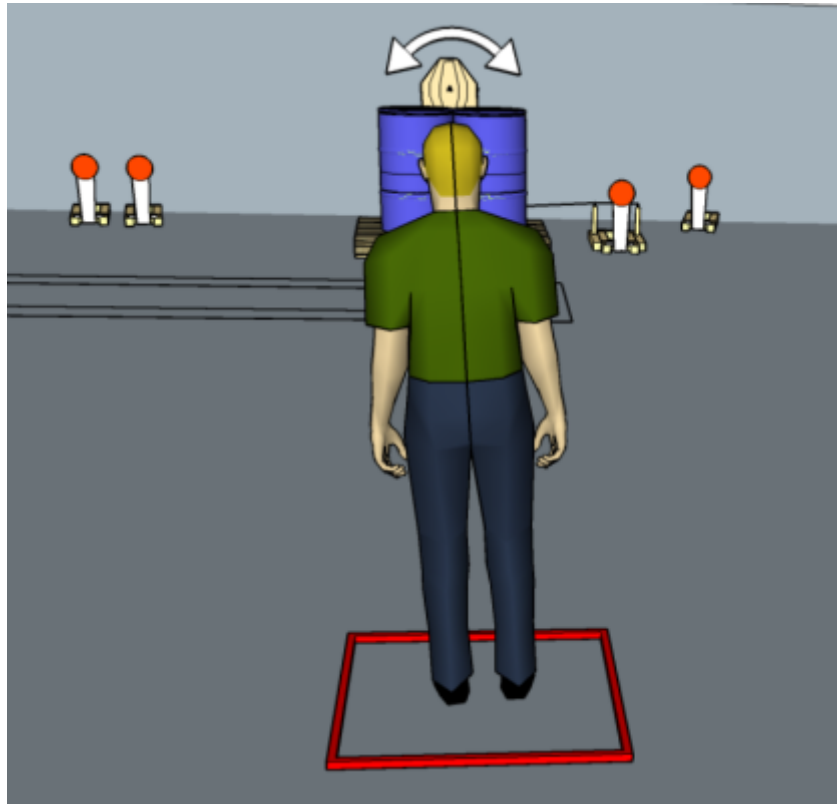
2. Quick angles



CoF	Comstock - Medium	Points	65 p
Targets	6 paper, 1 popper, 1 no-shoot, Total 7 targets	Min rounds	13
Firearm	Handgun	Match-%	15.85%

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

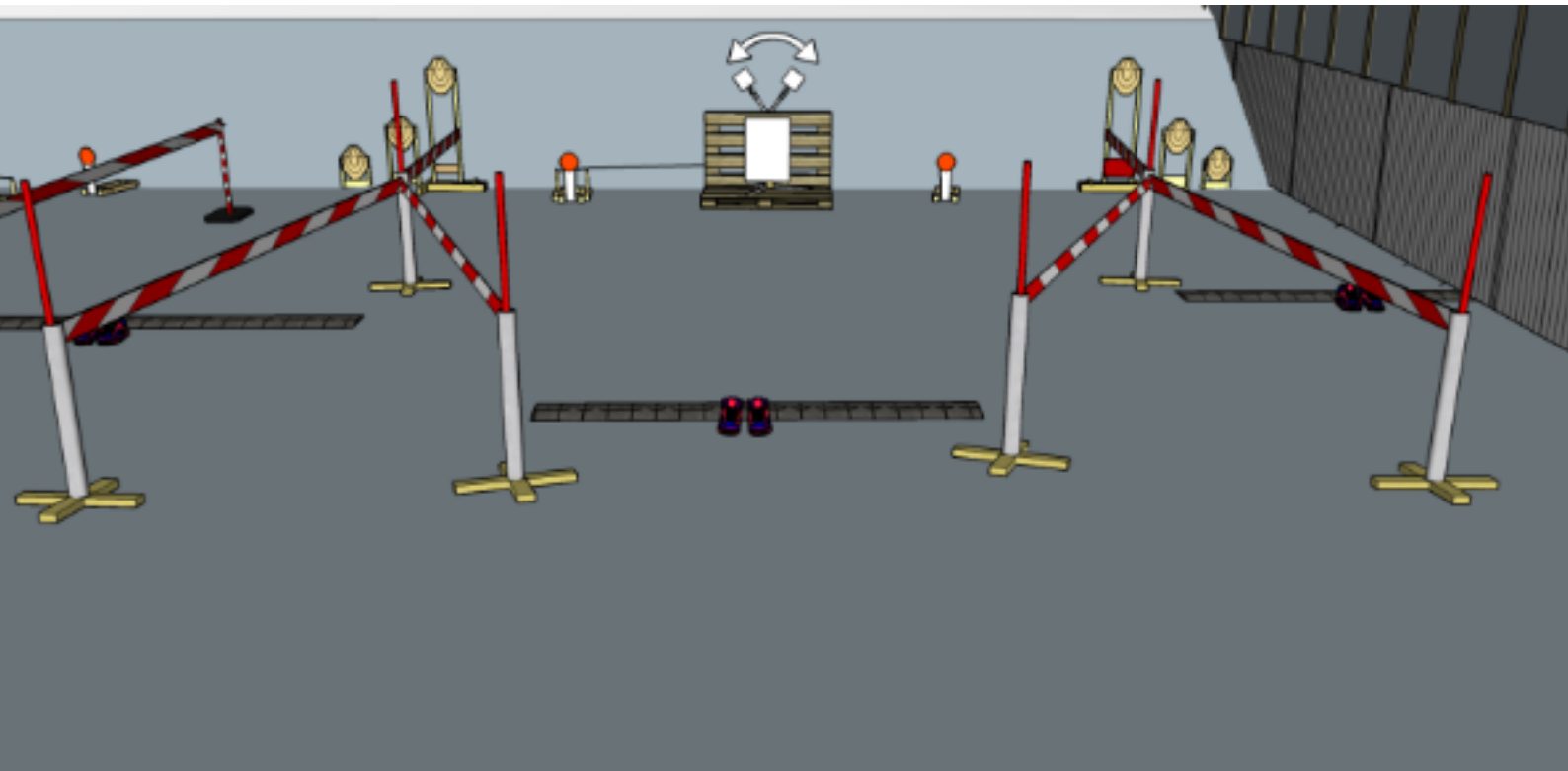
3. Poppin' and swingin'



CoF	Comstock - Short	Points	30 p
Targets	1 paper, 4 popper, Total 5 targets	Min rounds	6
Firearm	Handgun	Match-%	7.32%

Procedure	On start signal engage all targets within the demarcated area. All shots must be fired from within box
Starting position	In box, standing relaxed
Firearm ready condition	1, Gun 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	

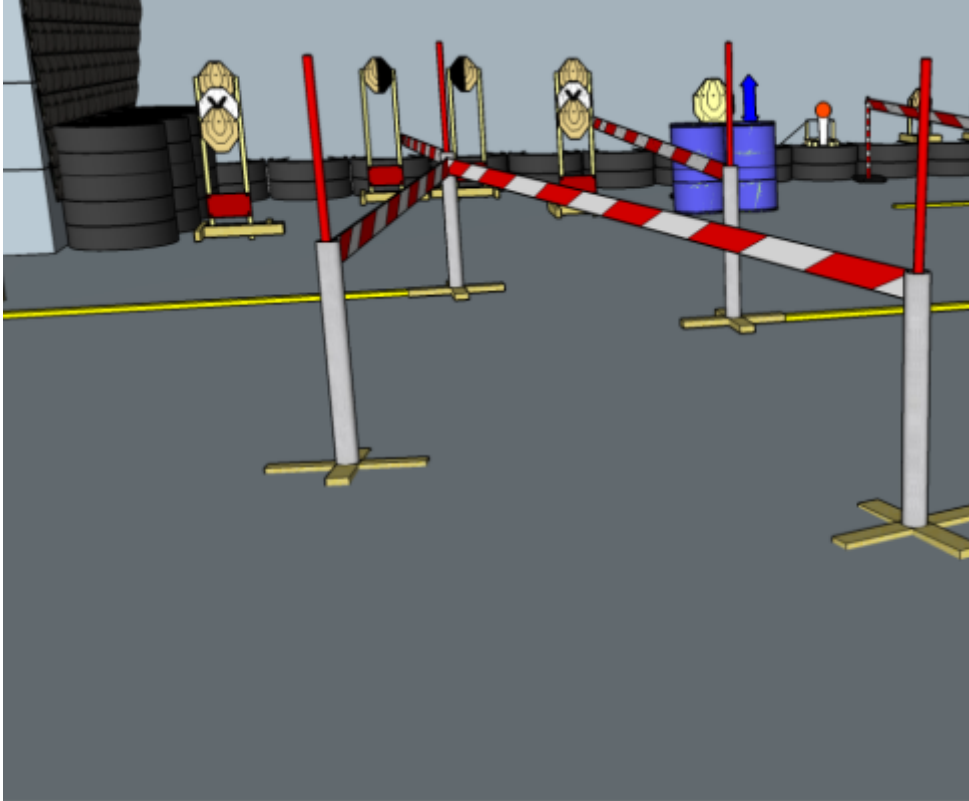
4. Y tho



CoF	Comstock - Medium	Points	80 p
Targets	6 paper, 2 popper, 2 plates, Total 10 targets	Min rounds	16
Firearm	Handgun	Match-%	19.51%

Procedure	On start signal engage all targets within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline.
Starting position	Handgun facing uprange/PCC downrange, heels/toes touching in either of 3 positions RO demonstrates
Firearm ready condition	PCC option 2, Handgun 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	

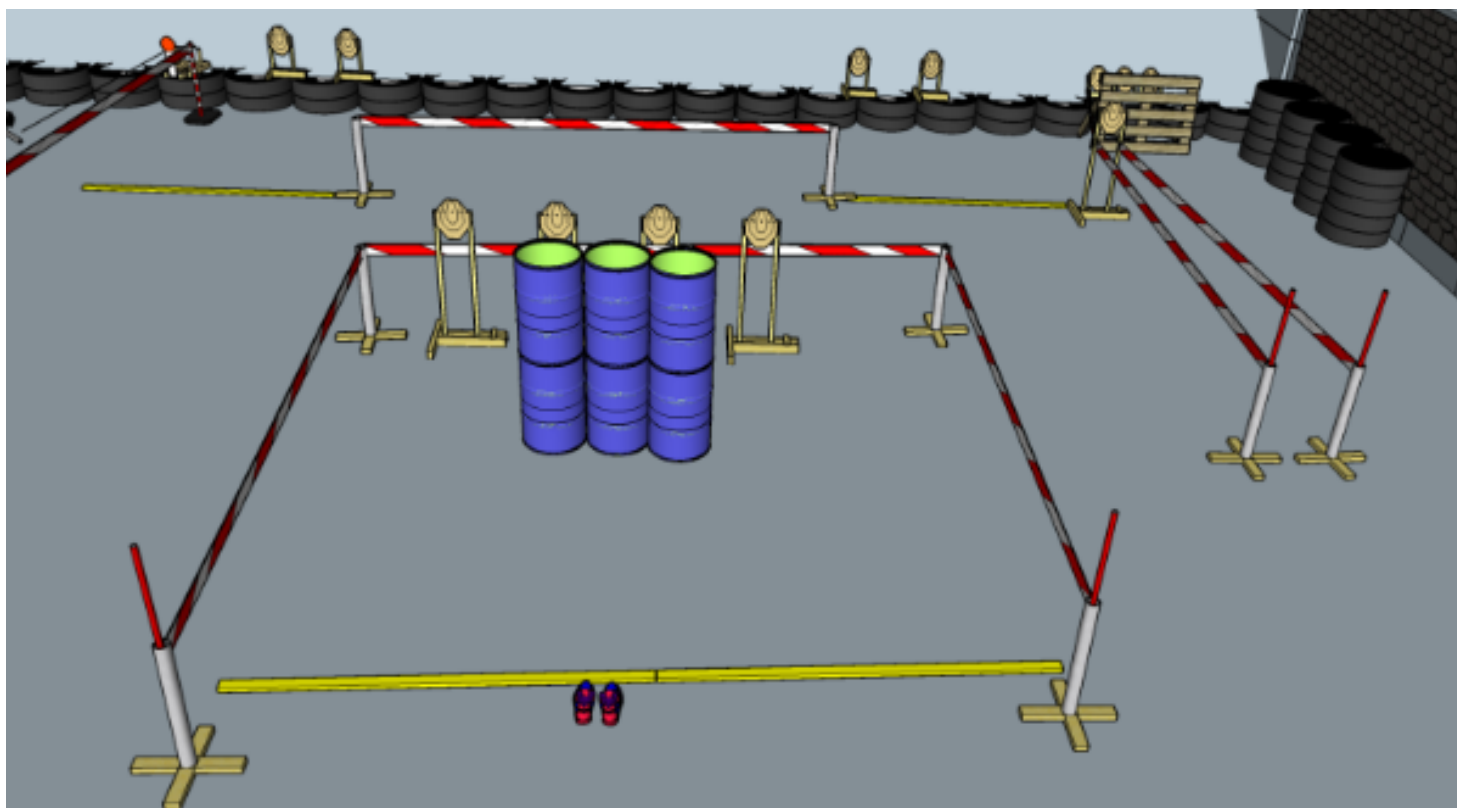
5. Run along



CoF	Comstock - Medium	Points	75 p
Targets	7 paper, 1 popper, Total 8 targets	Min rounds	15
Firearm	Handgun	Match-%	18.29%

Procedure	On start signal engage all targets within the demarcated area. Red/white tape = walls extending up/down to infinity.
Starting position	Anywhere
Firearm ready condition	1, Gun 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. Be the Square



CoF	Comstock - Medium	Points	120 p
Targets	12 paper, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	29.27%

Procedure	On start signal engage all targets within the demarcated area. Red/white tape = walls extending up/down to infinity.
Starting position	Toes touching center of square, RO demonstrates
Firearm ready condition	1, Gun 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	