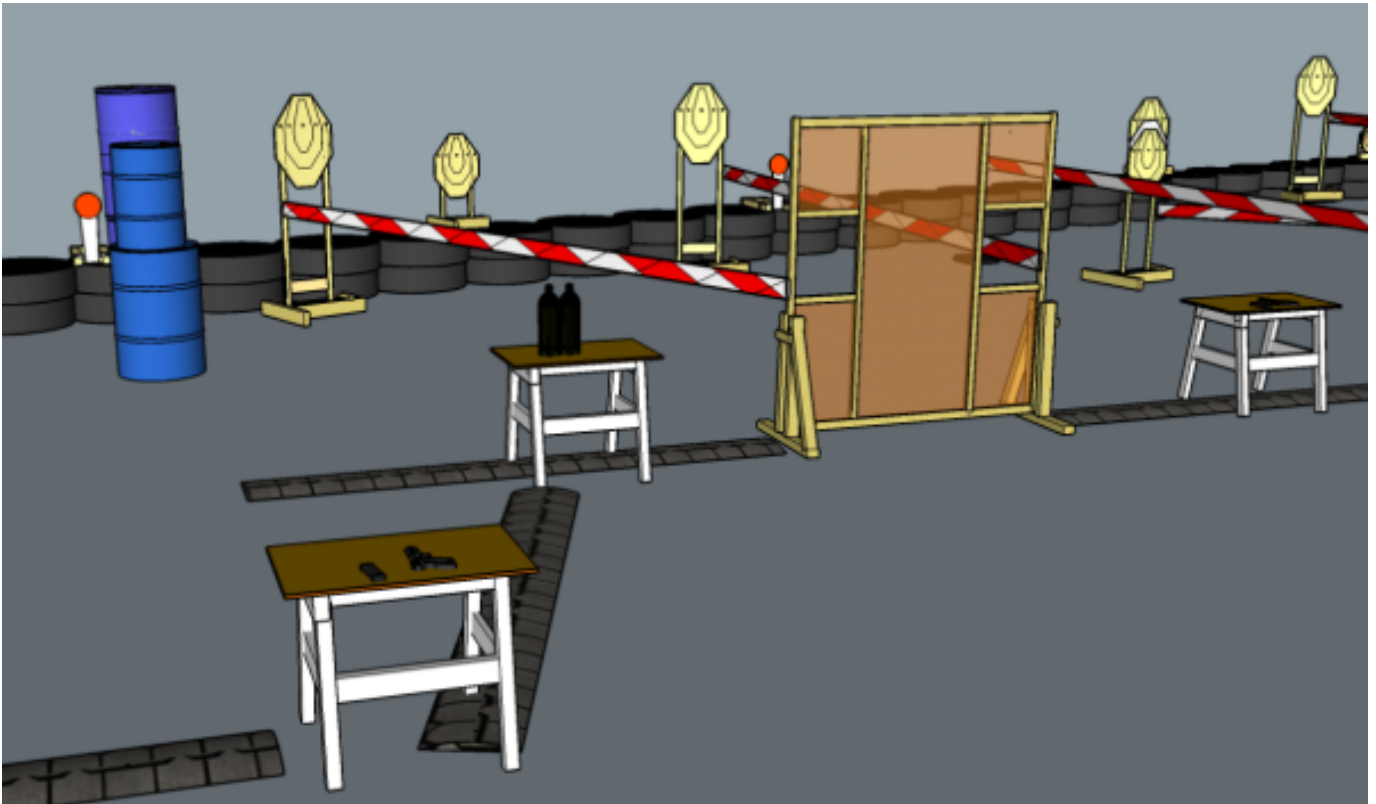


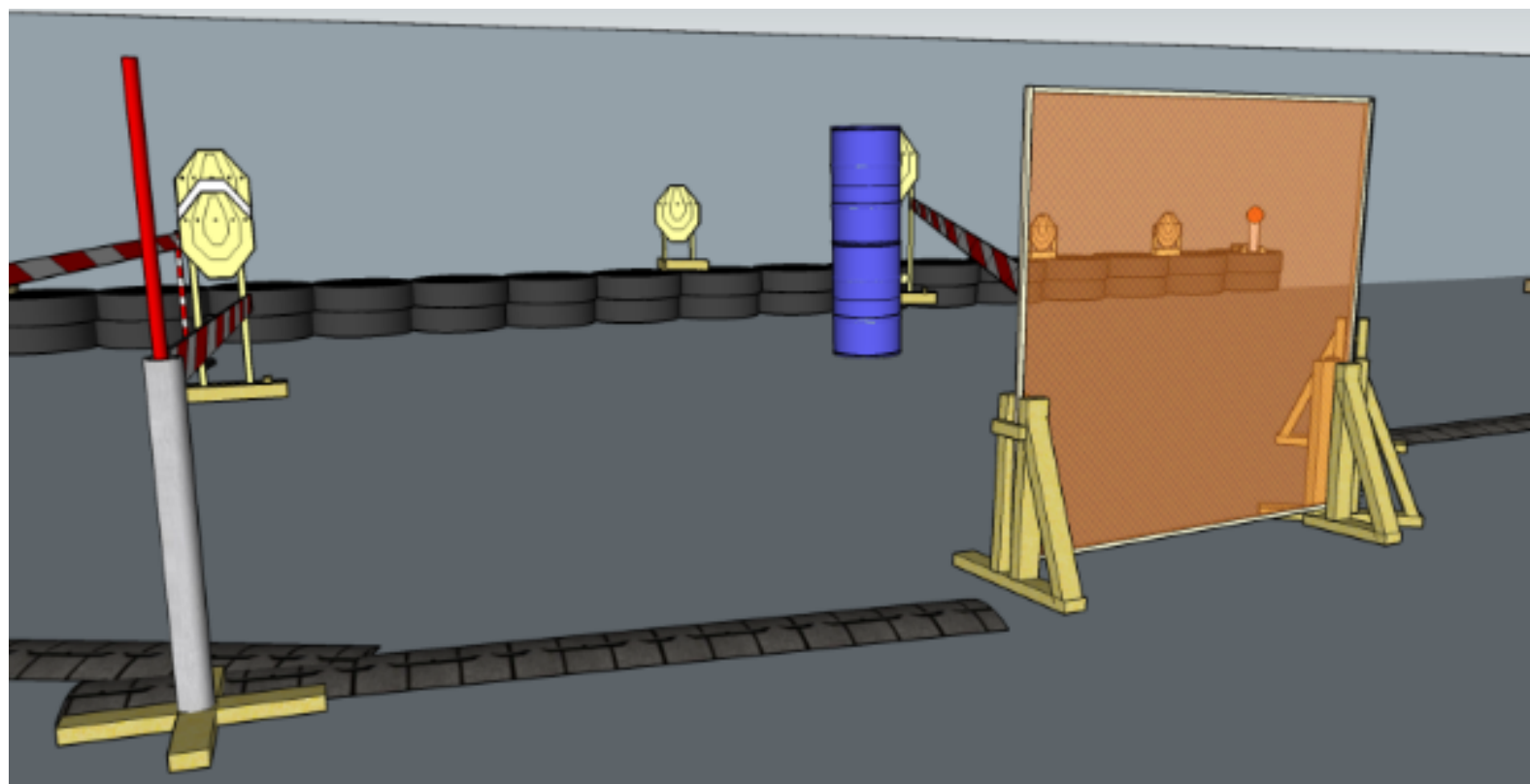
1. Grab'n'hold



| | | | |
|---------|------------------------------------|------------|-------|
| CoF | Comstock - Short | Points | 40 p |
| Targets | 3 paper, 2 popper, Total 5 targets | Min rounds | 8 |
| Firearm | Handgun | Match-% | 9.64% |

| | |
|-------------------------|--|
| 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, above the ground when firing at paper-targets |
| 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 | |

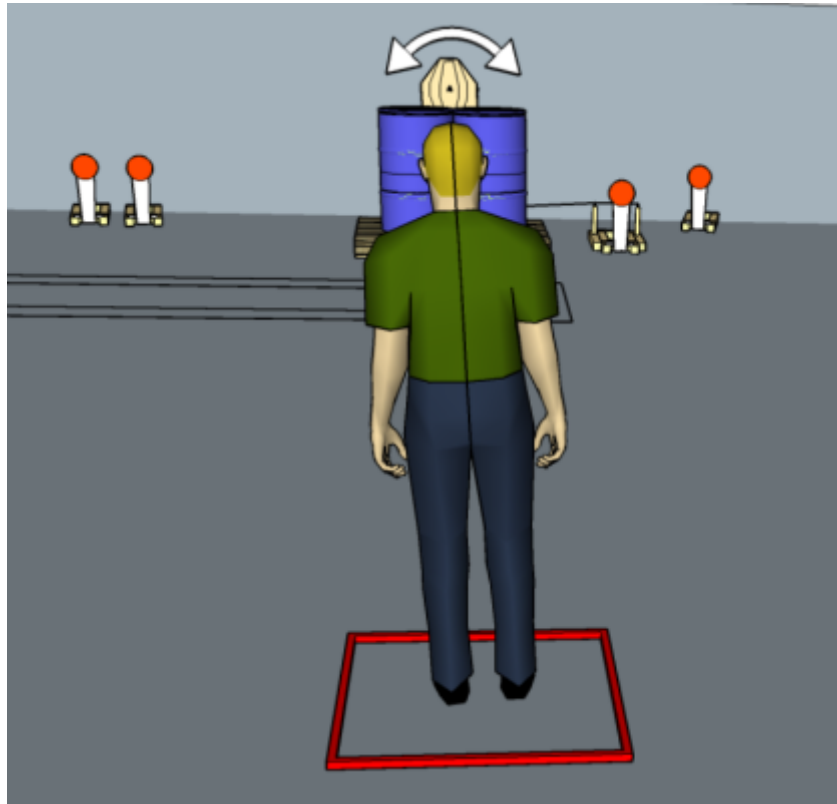
2. Quick angles



| | | | |
|---------|--|------------|--------|
| CoF | Comstock - Medium | Points | 70 p |
| Targets | 6 paper, 2 popper, 1 no-shoot, Total 8 targets | Min rounds | 14 |
| Firearm | Handgun | Match-% | 16.87% |

| | |
|-------------------------|---|
| 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 | |

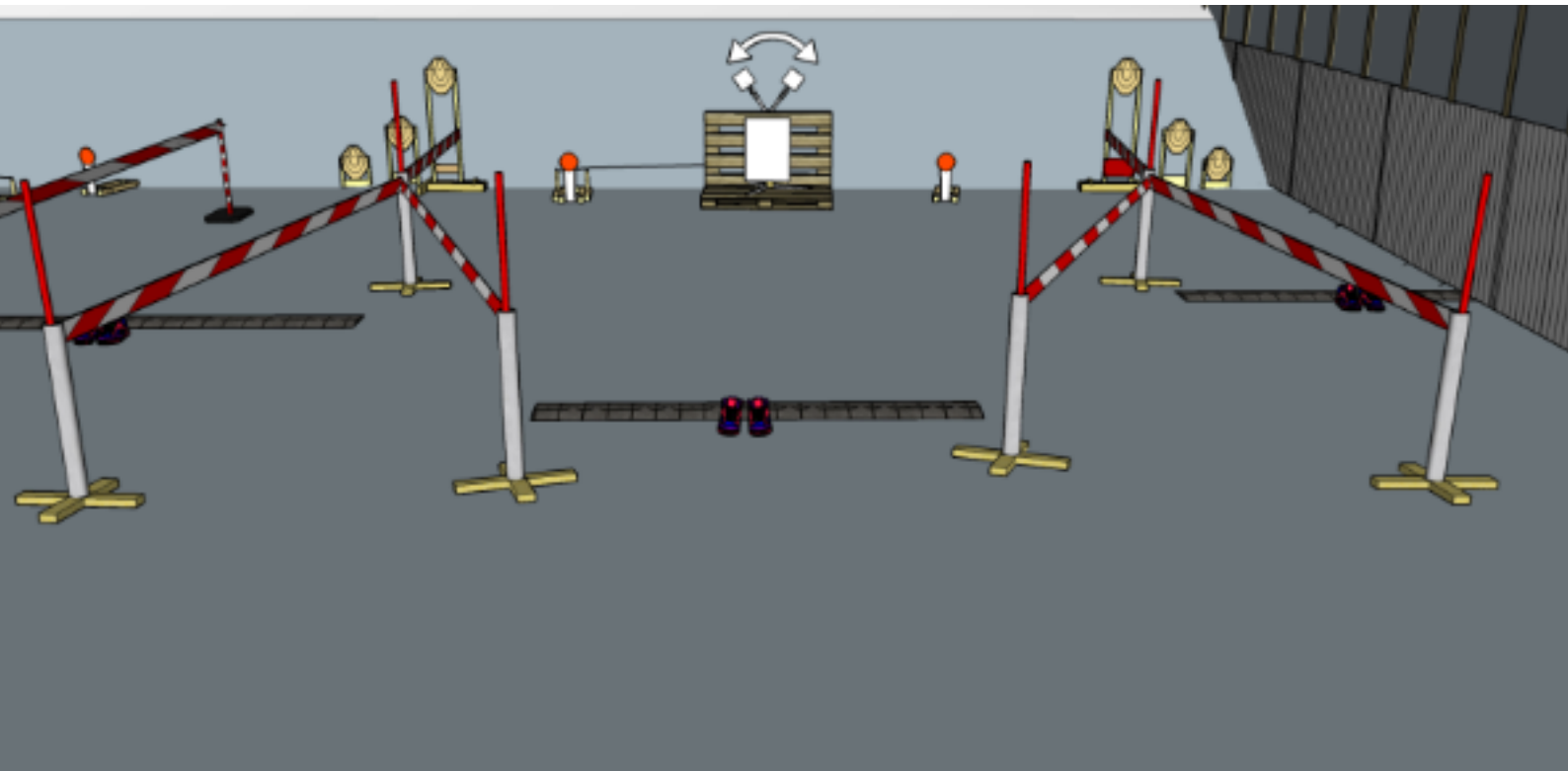
3. Poppin' and swingin'



| | | | |
|---------|------------------------------------|------------|-------|
| CoF | Comstock - Short | Points | 30 p |
| Targets | 1 paper, 4 popper, Total 5 targets | Min rounds | 6 |
| Firearm | Handgun | Match-% | 7.23% |

| | |
|-------------------------|--|
| 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 | |

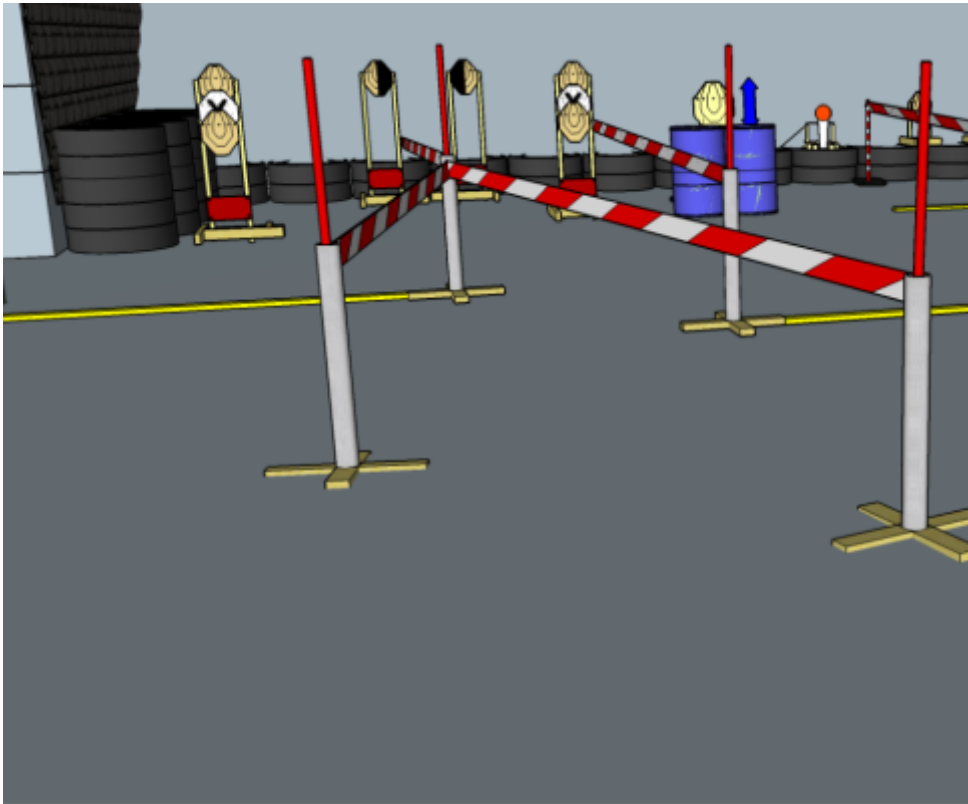
4. Y tho



| | | | |
|---------|---|------------|--------|
| CoF | Comstock - Medium | Points | 80 p |
| Targets | 6 paper, 2 popper, 2 plates, Total 10 targets | Min rounds | 16 |
| Firearm | Handgun | Match-% | 19.28% |

| | |
|-------------------------|---|
| 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 touching in either of 3 positions 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 | Left: box on ground, right: mark on wall, vertical: top of berm (logs), horizontal when reloading |
| Setup notes | |

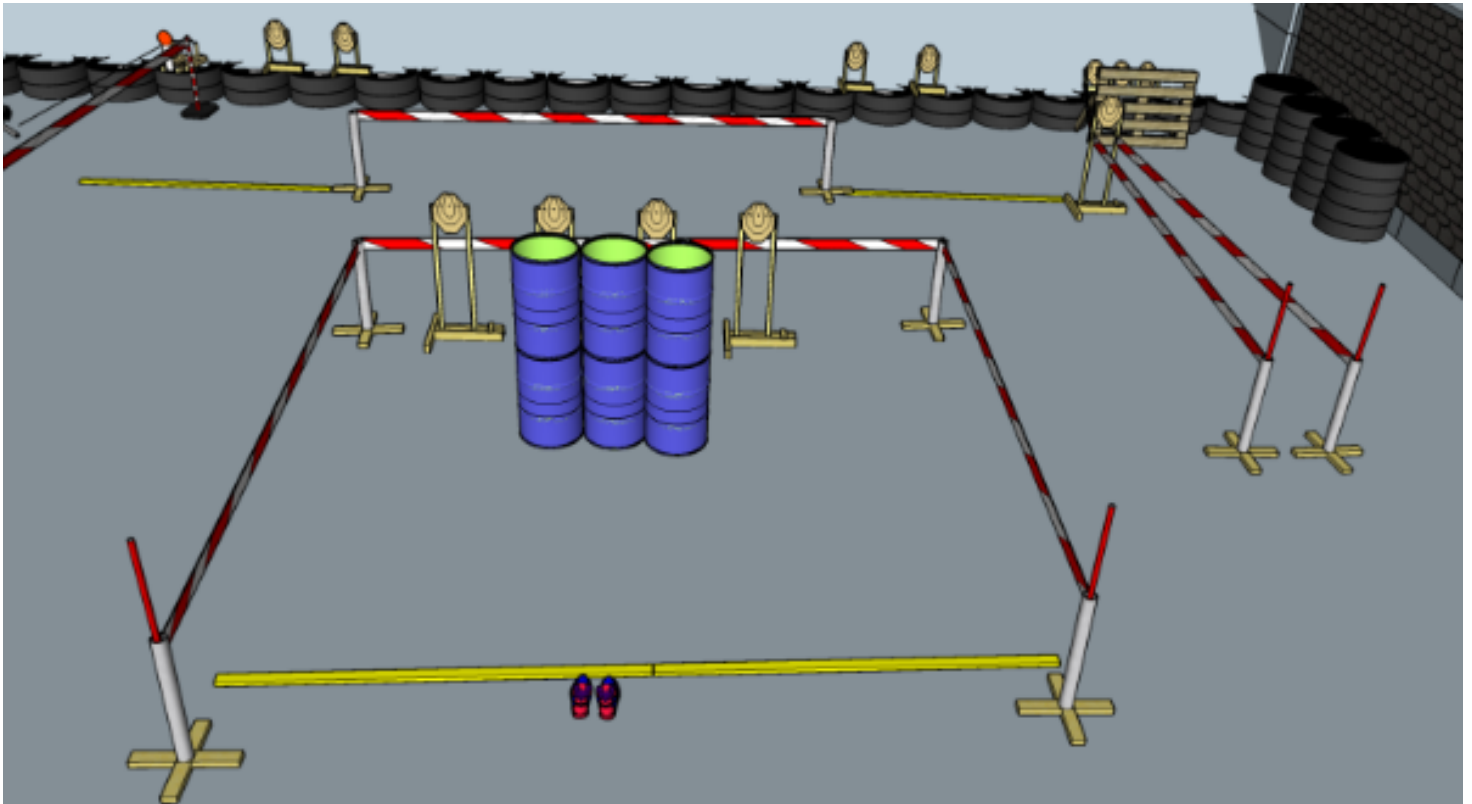
5. Run along



| | | | |
|---------|------------------------------------|------------|--------|
| CoF | Comstock - Medium | Points | 75 p |
| Targets | 7 paper, 1 popper, Total 8 targets | Min rounds | 15 |
| Firearm | Handgun | Match-% | 18.07% |

| | |
|-------------------------|--|
| 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-% | 28.92% |

| | |
|-------------------------|--|
| 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 | |