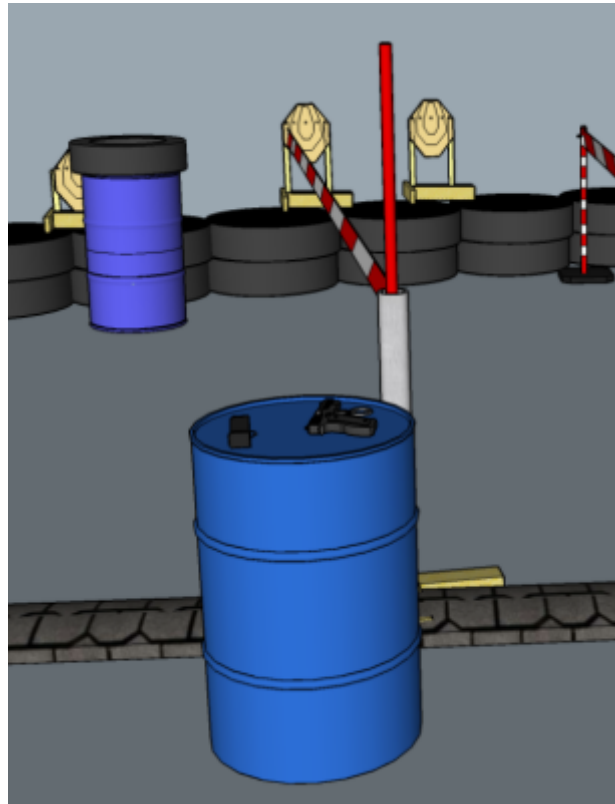


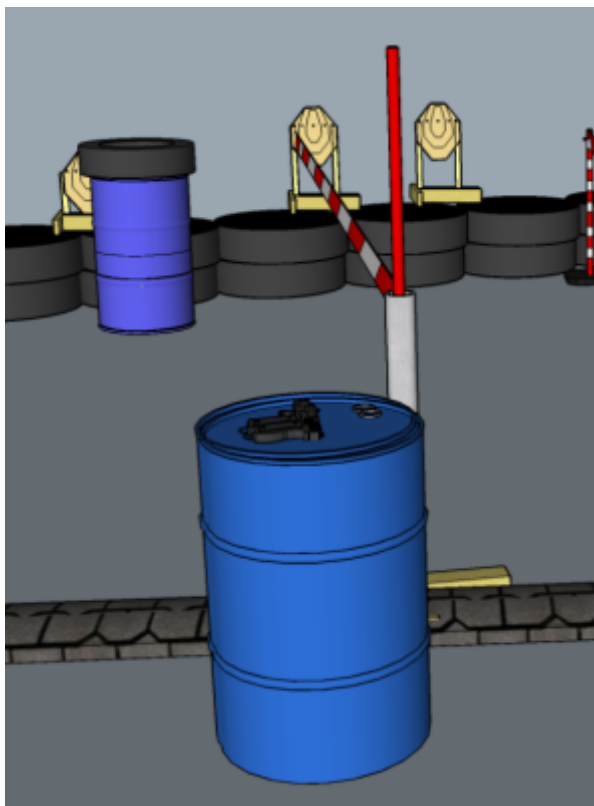
1. Connect and share



CoF	Comstock - Short	Points	30 p
Targets	3 paper, Total 3 targets	Min rounds	6
Firearm	Handgun	Match-%	6.98%

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	Standing relaxed behind barrel
Firearm ready condition	Gun and first mag on barrel, PCC option 3
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	

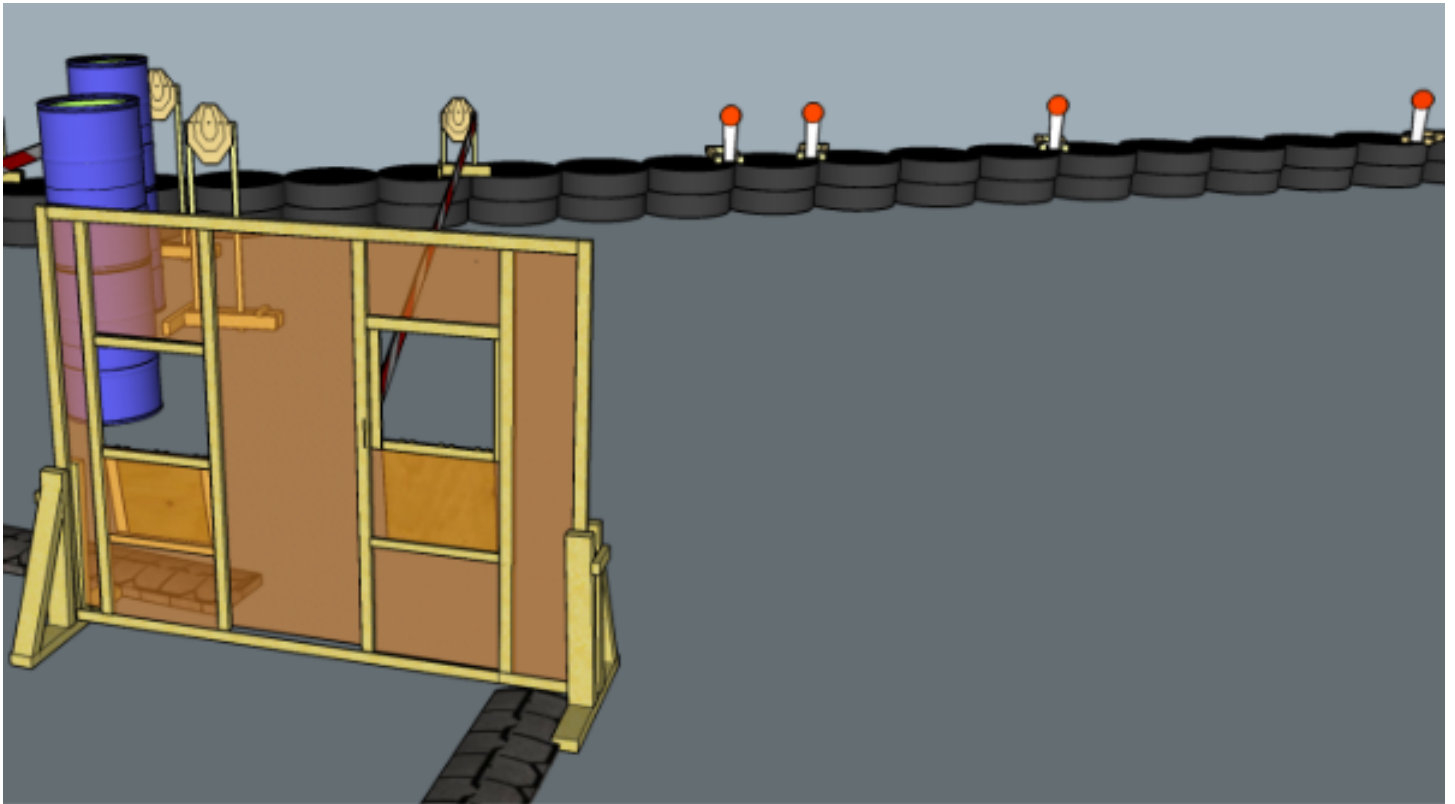
2. Weak sauce



CoF	Comstock - Short	Points	30 p
Targets	3 paper, Total 3 targets	Min rounds	6
Firearm	Handgun	Match-%	6.98%

Procedure	HOTRANGE WITH STAGE 1. On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Weapon loaded on barrel. Handgun WEAK HAND ONLY		
Starting position	Standing relaxed behind barrel		
Firearm ready condition	Gun on barrel, PCC option 1 on barrel		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Same as stage 1		
Setup notes			

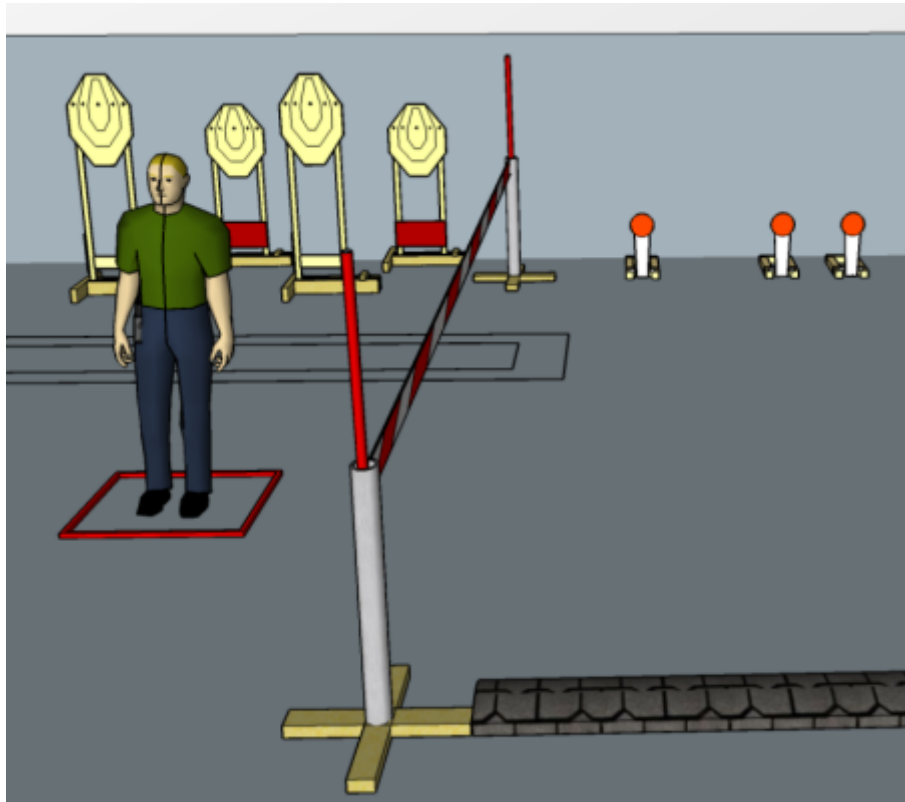
3. Run or step



CoF	Comstock - Short	Points	50 p
Targets	3 paper, 4 popper, Total 7 targets	Min rounds	10
Firearm	Handgun	Match-%	11.63%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Poppers MUST be shot through aperture
Starting position	Anywhere in demarcated area
Firearm ready condition	Gun loaded & holstered, PCC option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Same as previous stage
Setup notes	

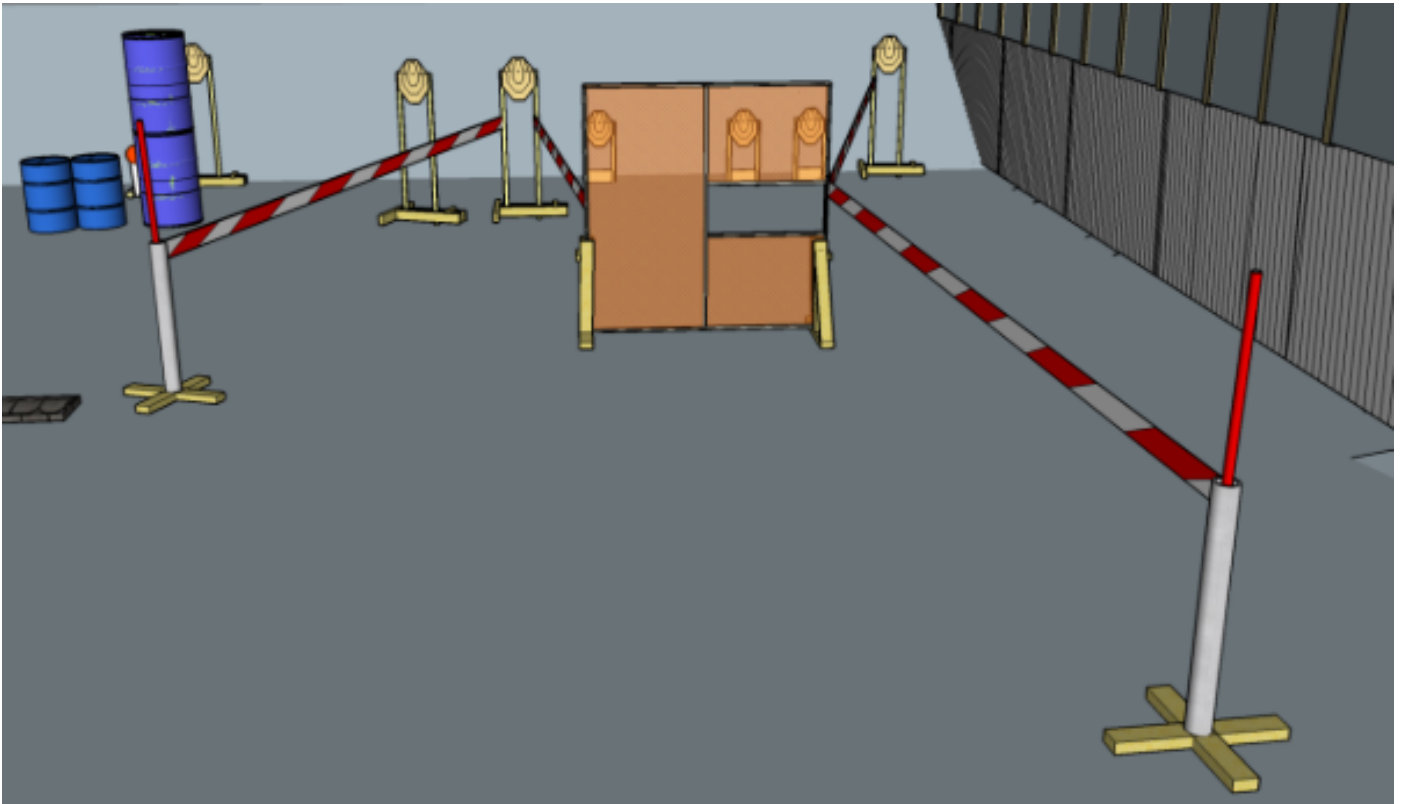
4. Back it up man



CoF	Comstock - Short	Points	55 p
Targets	4 paper, 3 popper, Total 7 targets	Min rounds	11
Firearm	Handgun	Match-%	12.79%

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	Standing in box, HG facing uprange, PCC downrange		
Firearm ready condition	Gun loaded & holstered, PCC option 2		
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			

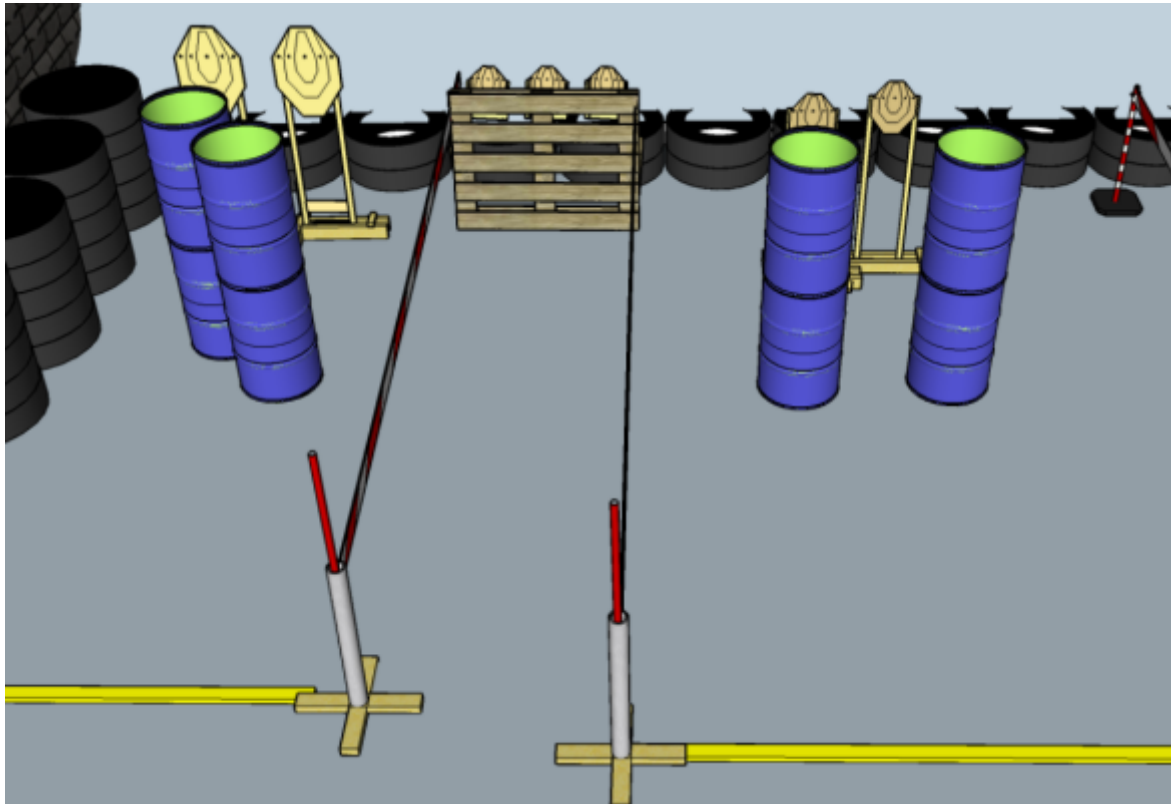
5. Close or far



CoF	Comstock - Medium	Points	75 p
Targets	7 paper, 1 popper, Total 8 targets	Min rounds	15
Firearm	Handgun	Match-%	17.44%

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 in demarcated area
Firearm ready condition	Gun loaded & holstered, PCC option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Same as stage 4
Setup notes	

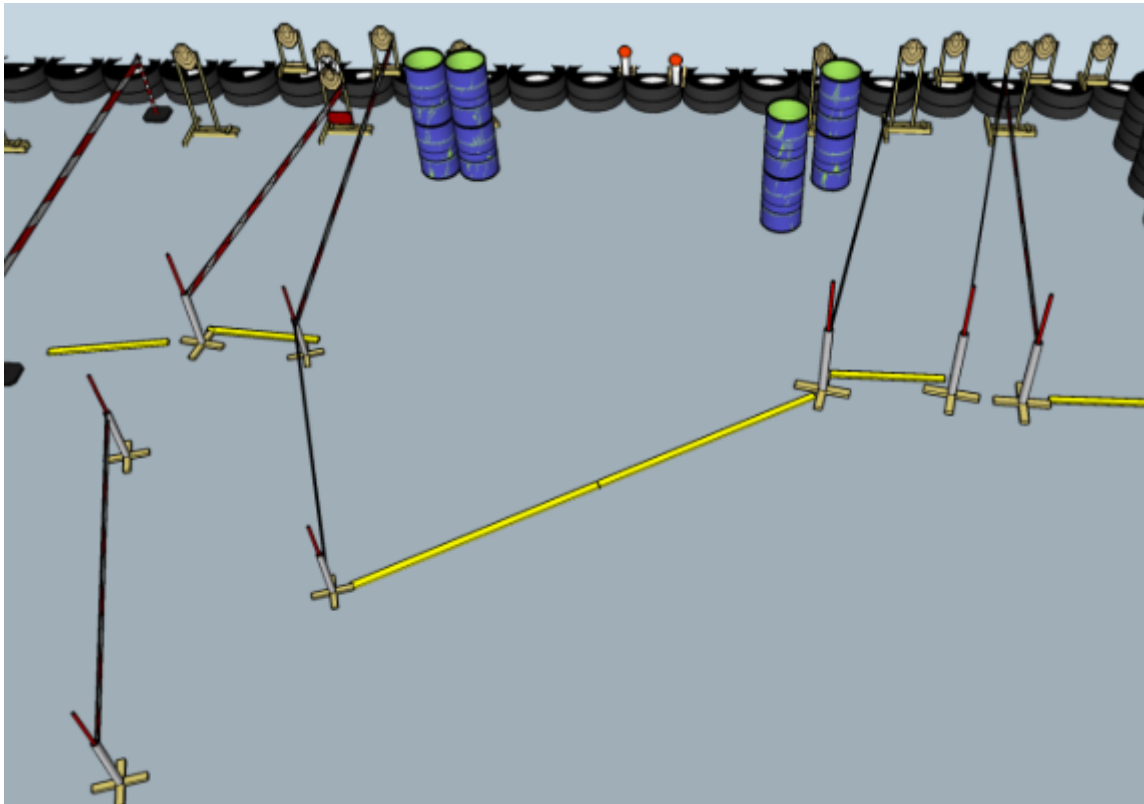
6. Fwd or Rew ? Pick a side



CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	13.95%

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 in demarcated area
Firearm ready condition	Gun loaded & holstered, PCC option 1
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	

7. Sightseeing



CoF	Comstock - Long	Points	130 p
Targets	12 paper, 2 popper, Total 14 targets	Min rounds	26
Firearm	Handgun	Match-%	30.23%

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 in demarcated area
Firearm ready condition	Gun loaded & holstered, PCC option 1
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	