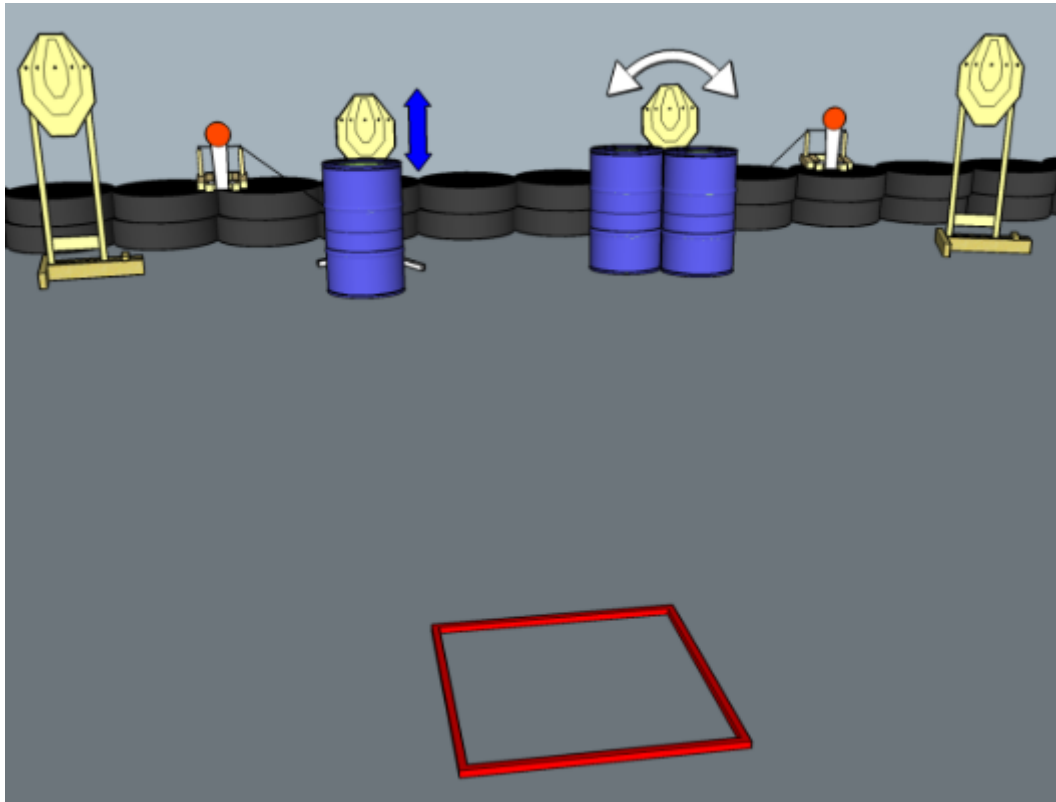


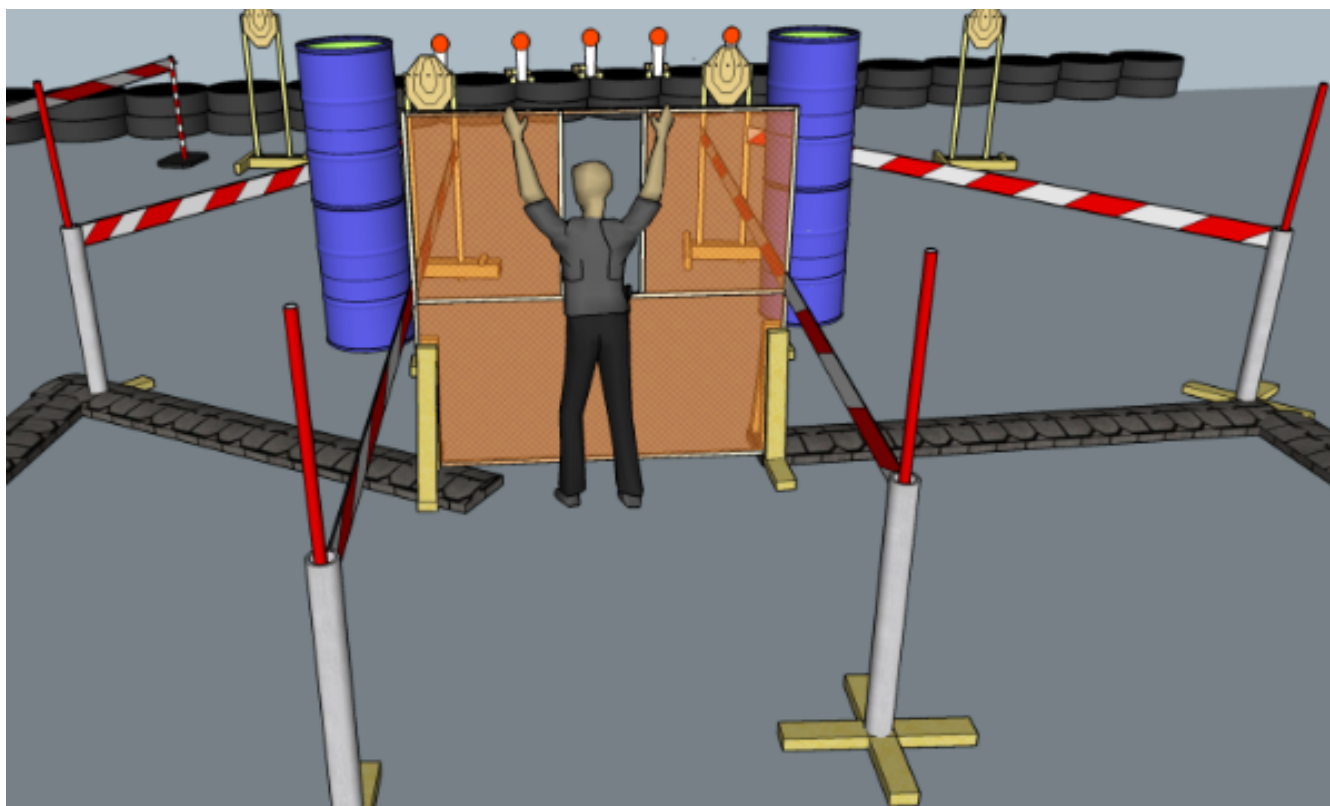
1. Welcome to the Circus



CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 popper, Total 6 targets	Min rounds	10
Firearm	Handgun	Match-%	10.64%

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	In box
Firearm ready condition	Gun loaded & holstered, PCC option 1. Standing relaxed facing downrange
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Mark on left, mark on right, top of berm
Setup notes	

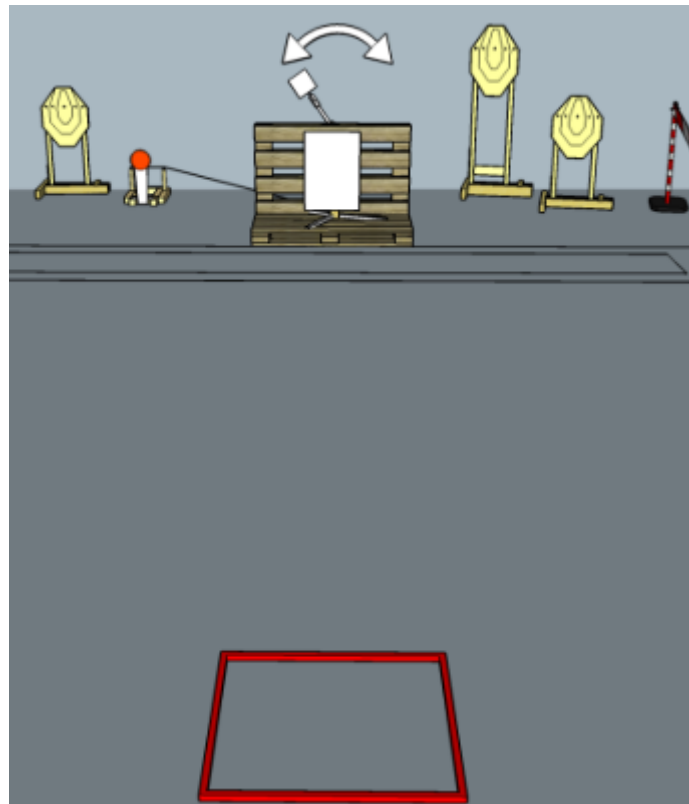
2. Five and four



CoF	Comstock - Medium	Points	65 p
Targets	4 paper, 5 popper, Total 9 targets	Min rounds	13
Firearm	Handgun	Match-%	13.83%

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	HG, hands on top of wall, PCC barrel touching bottom of opening		
Firearm ready condition	HG loaded & holstered, PCC option 2		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Same as stage 1		
Setup notes			

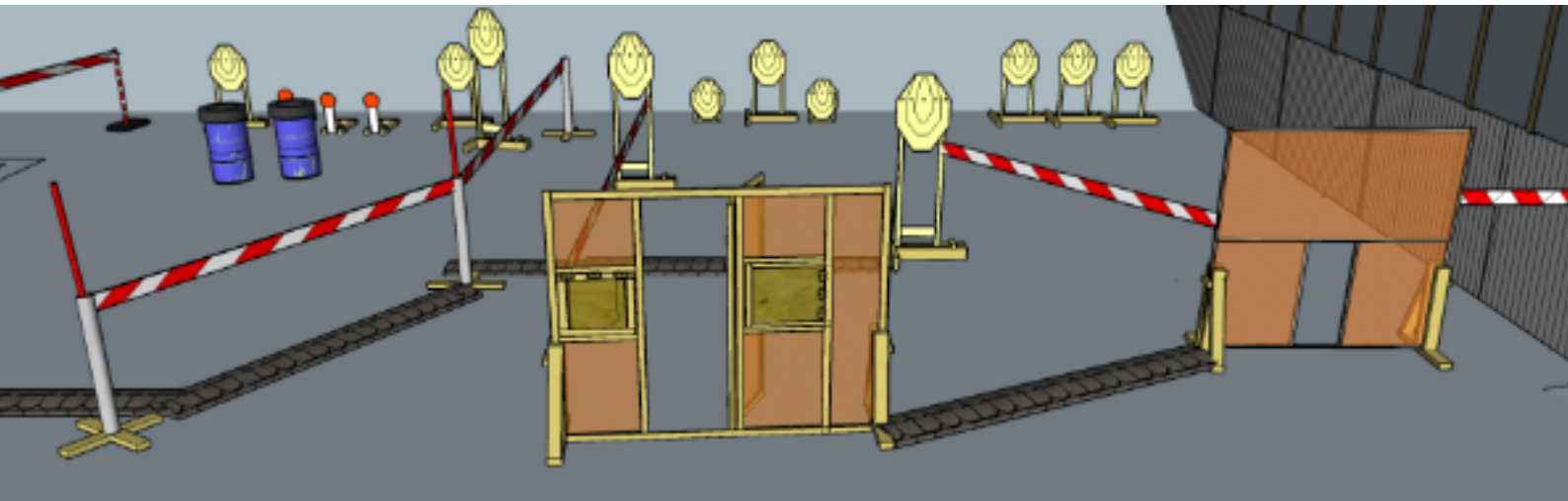
3. Swing and a miss ?



CoF	Comstock - Short	Points	40 p
Targets	3 paper, 1 popper, 1 plates, Total 5 targets	Min rounds	8
Firearm	Handgun	Match-%	8.51%

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	Standing in box		
Firearm ready condition	HG loaded & holstered, PCC option 1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Marker, right: mark on wall, vertical: top of berm (logs), horizontal when reloading		
Setup notes			

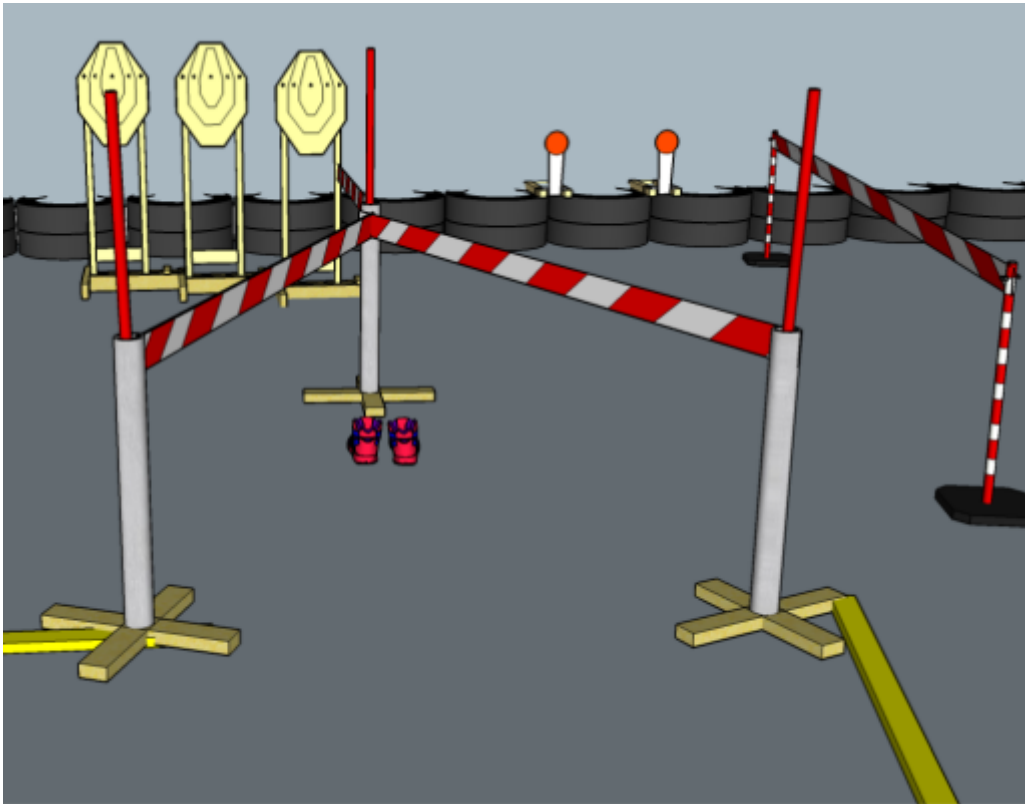
4. Many Options



CoF	Comstock - Long	Points	125 p
Targets	11 paper, 3 popper, Total 14 targets	Min rounds	25
Firearm	Handgun	Match-%	26.60%

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	HG 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 3
Setup notes	

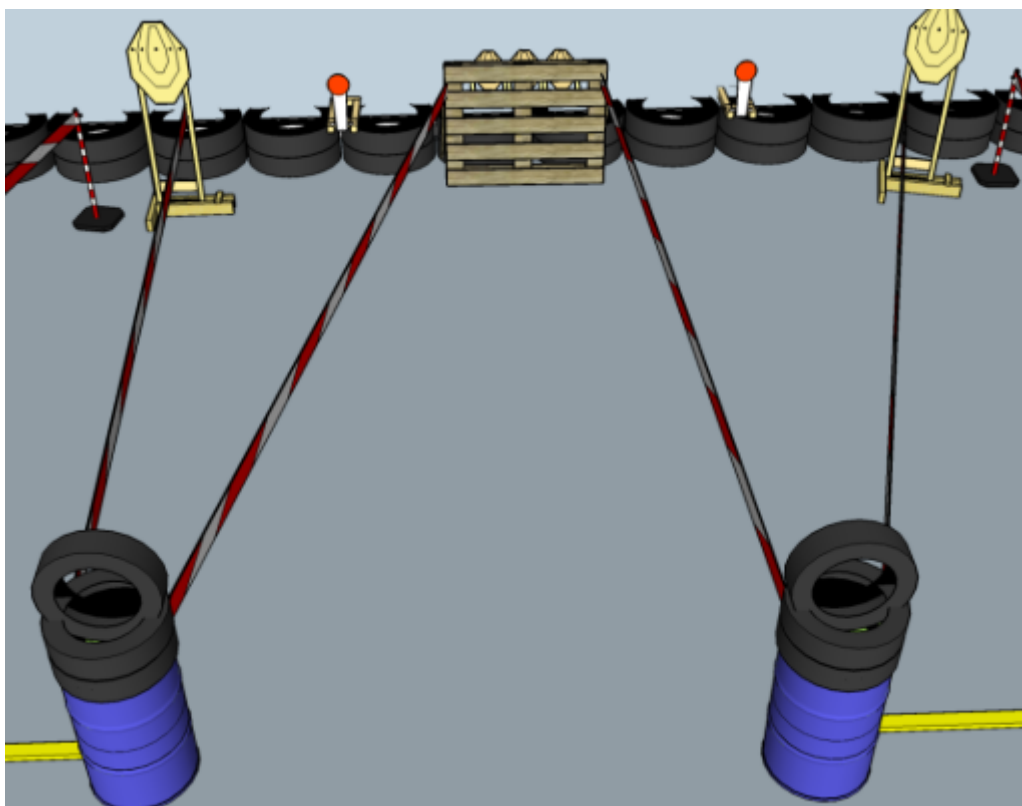
5. Y not



CoF	Comstock - Short	Points	40 p
Targets	3 paper, 2 popper, Total 5 targets	Min rounds	8
Firearm	Handgun	Match-%	8.51%

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	In crook of Y, RO demonstrates		
Firearm ready condition	HG 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			

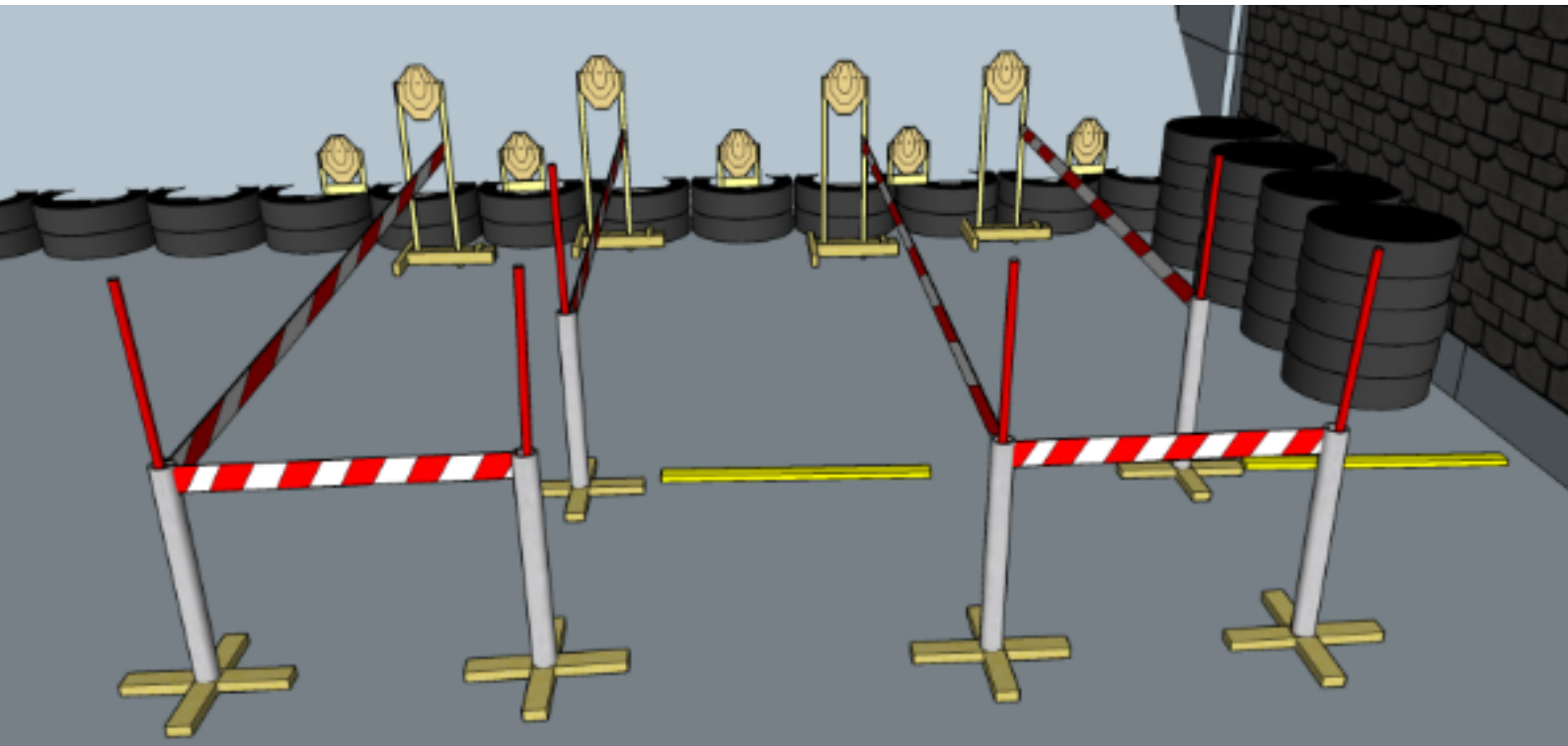
6. W-hy



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	12.77%

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	HG 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 5		
Setup notes			

7. L-cut



CoF	Comstock - Medium	Points	90 p
Targets	9 paper, Total 9 targets	Min rounds	18
Firearm	Handgun	Match-%	19.15%

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	HG 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 5 and 6
Setup notes	