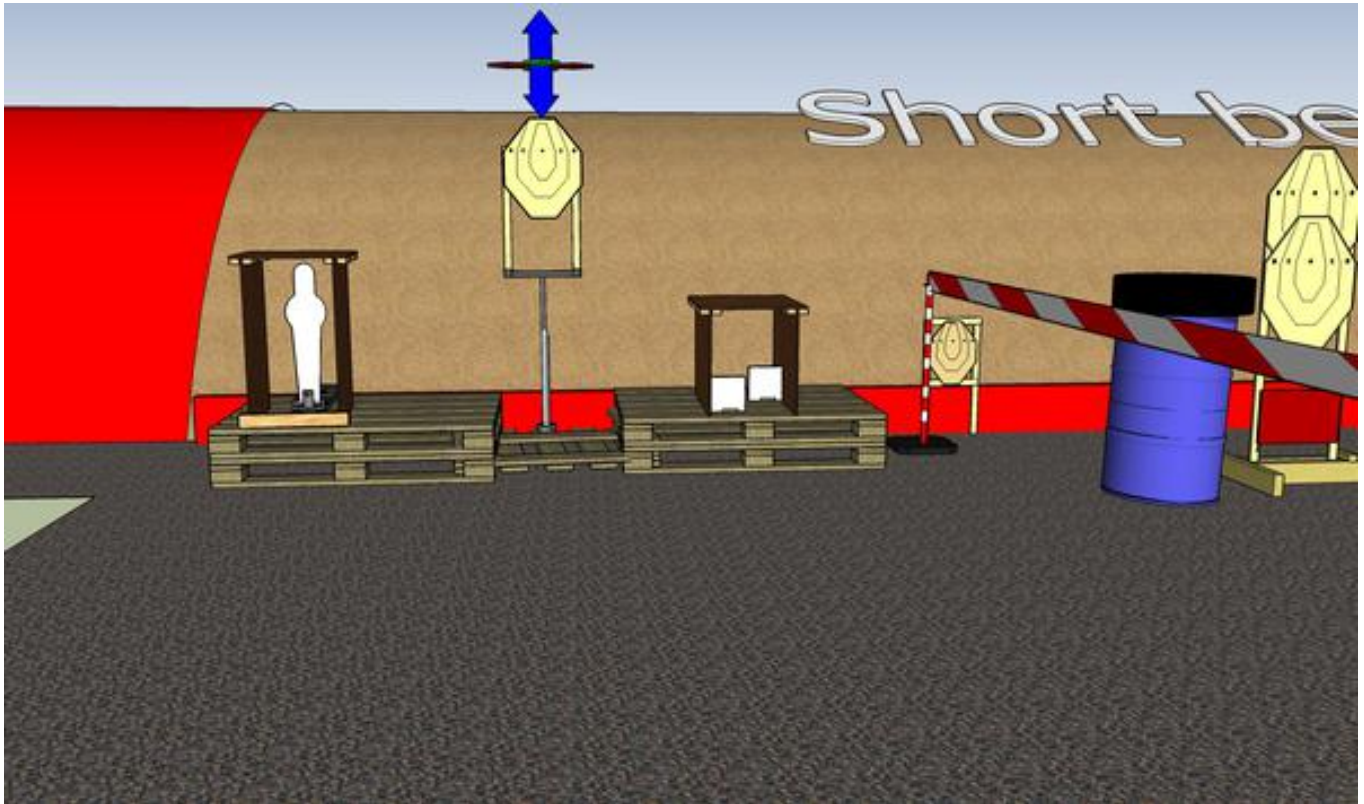


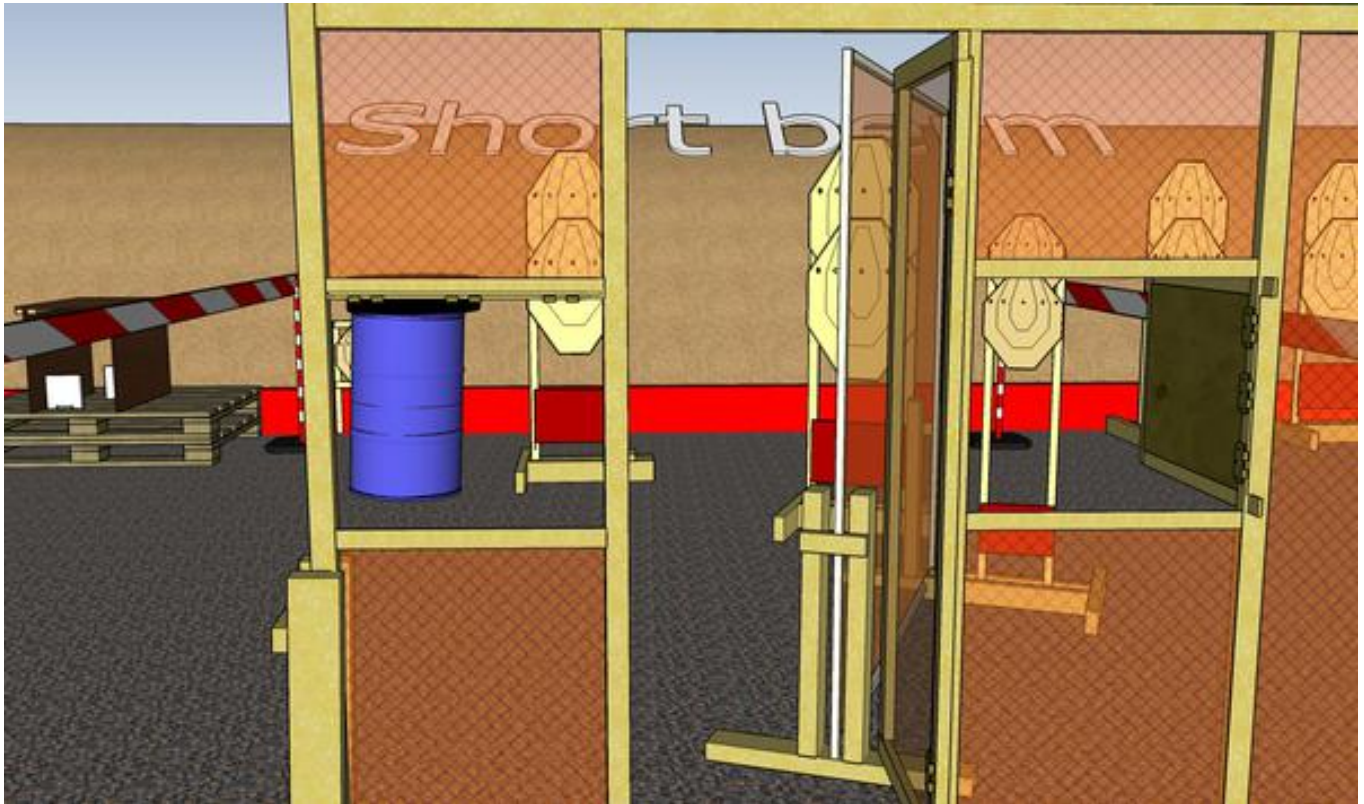
# 1. Start



CoF	Comstock - Short	Points	25 p
Targets	1 disappearing/bonus, 1 popper, 2 plates, Total 4 targets	Min rounds	3
Firearm	Handgun	Match-%	4.31%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity, tirethreads on ground = faultline. Steel must fall to score. HOTRANGE WITH STAGE 2, RO will use commands "RELOAD IF NECESSARY, HOLSTER", "MOVE", "ARE YOU READY" and continue as usual. Papertarget will be hidden when at rest
Starting position	Gun loaded & holstered
Firearm ready condition	Gun 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 (logs), but max 20 degrees over horizontal when reloading
Setup notes	

## 2. Apertures



CoF	Comstock - Medium	Points	70 p
Targets	7 paper, Total 7 targets	Min rounds	14
Firearm	Handgun	Match-%	12.07%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Door jamb and tirethreads on ground = faultline (no step through !). Red/white tape = walls extending up/down to infinity, HOTRANGE WITH STAGE 1, RO will use commands "RELOAD IF NECESSARY, HOLSTER", "MOVE", "ARE YOU READY" then continue as usual
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: tape, end of building, right: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	

### 3. Angular load off

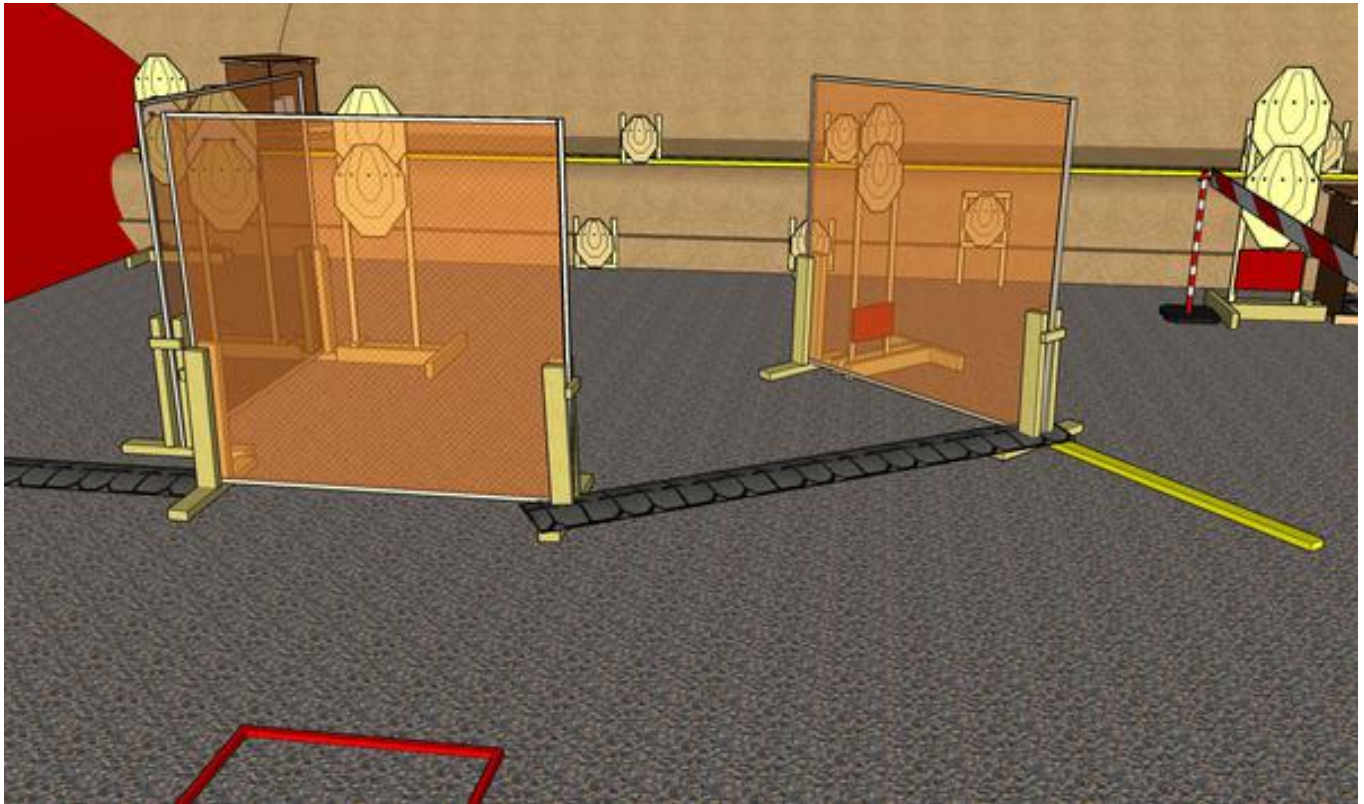


CoF	Comstock - Medium	Points	90 p
Targets	8 paper, 2 plates, Total 10 targets	Min rounds	18
Firearm	Handgun	Match-%	15.52%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline, Red/white tape = walls extending up/down to infinity. Steel must fall to score.
Starting position	Gun and 1st. magazine to be used on table, hands on knees
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: tape, end of building, right: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	



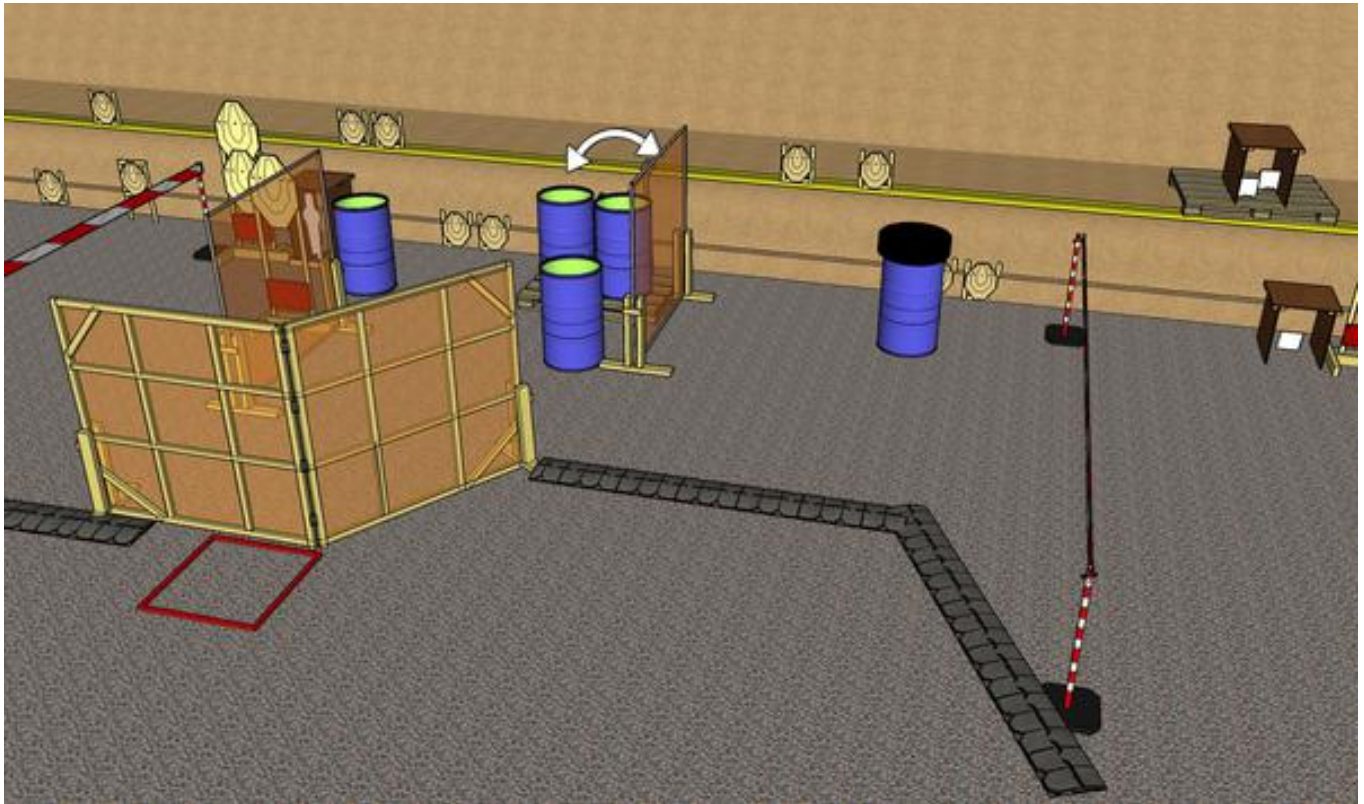
## 4. Angular impediments



CoF	Comstock - Long	Points	140 p
Targets	13 paper, 2 plates, 2 no-shoot, Total 15 targets	Min rounds	28
Firearm	Handgun	Match-%	24.14%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Steel must fall to score
Starting position	Gun loaded & holstered in starting box
Firearm ready condition	
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 (logs), but max 20 degrees over horizontal when reloading
Setup notes	

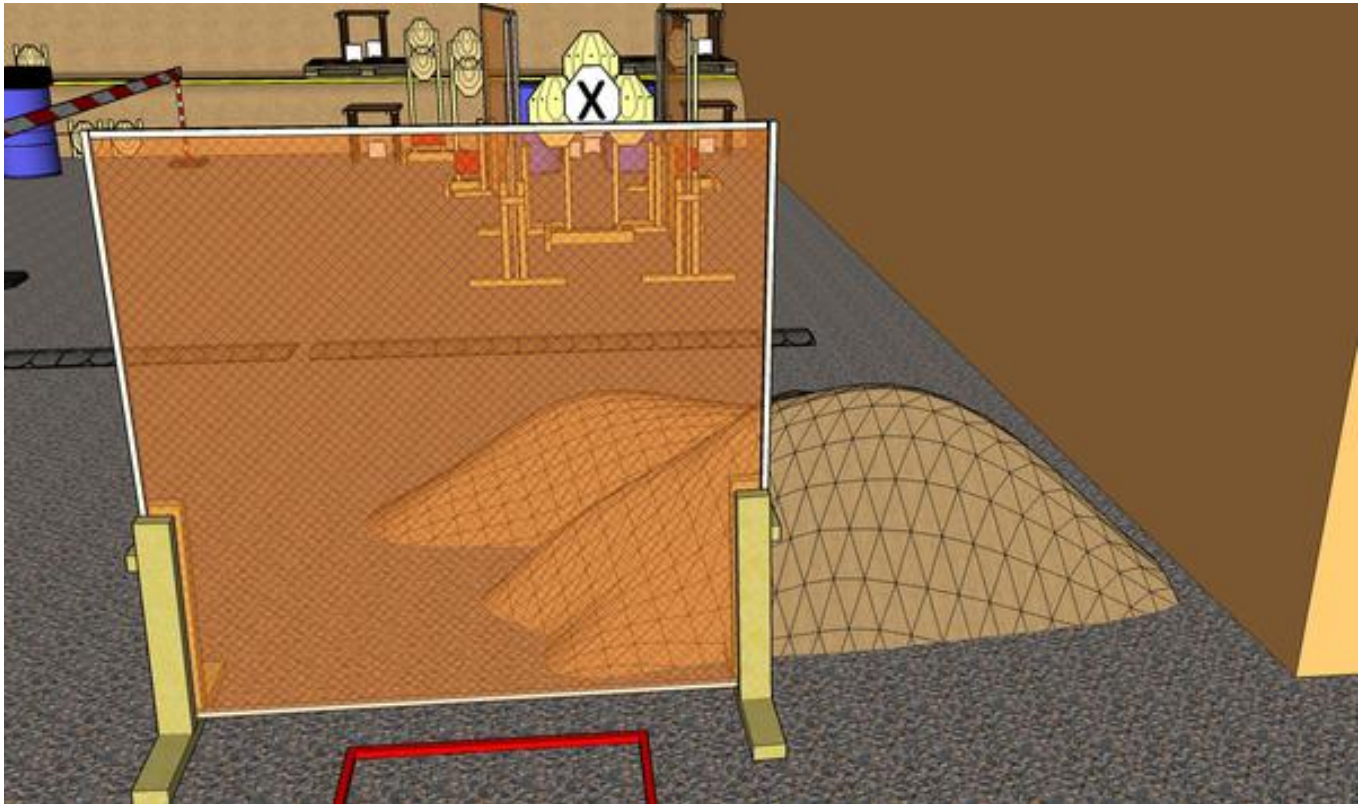
## 5. Intricate entanglement



CoF	Comstock - Long	Points	135 p
Targets	13 paper, 1 popper, Total 14 targets	Min rounds	27
Firearm	Handgun	Match-%	23.28%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Steel must fall to score
Starting position	Gun loaded & holstered inside starting box
Firearm ready condition	
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 (logs), but max 20 degrees over horizontal when reloading
Setup notes	

## 6. Funnel fun



CoF	Comstock - Medium	Points	120 p
Targets	8 paper, 8 plates, 1 no-shoot, Total 16 targets	Min rounds	24
Firearm	Handgun	Match-%	20.69%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline, Red/white tape = walls extending up/down to infinity. Steel must fall to score
Starting position	Gun loaded & holstered inside startbox
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: appr. 70deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	