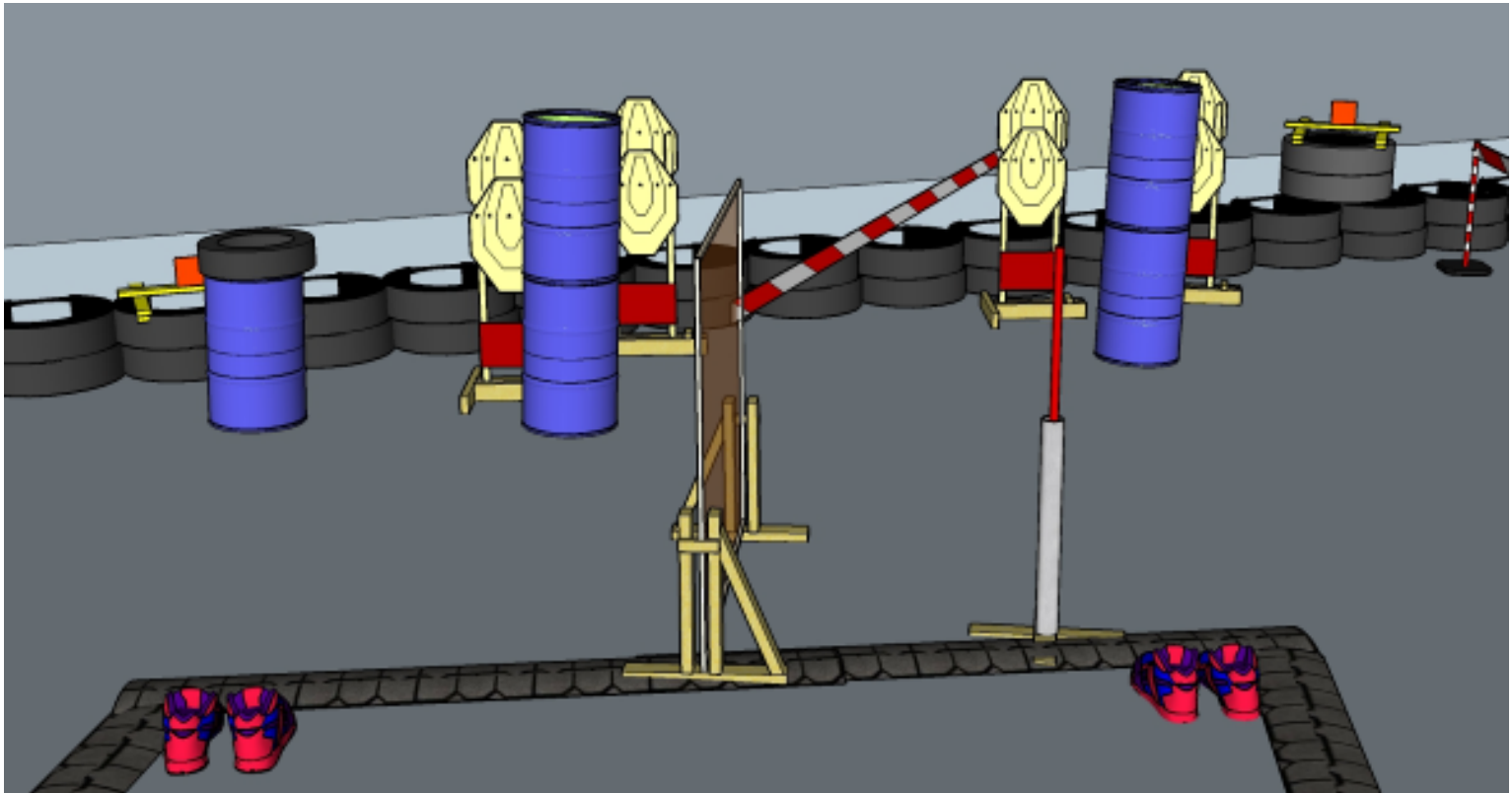


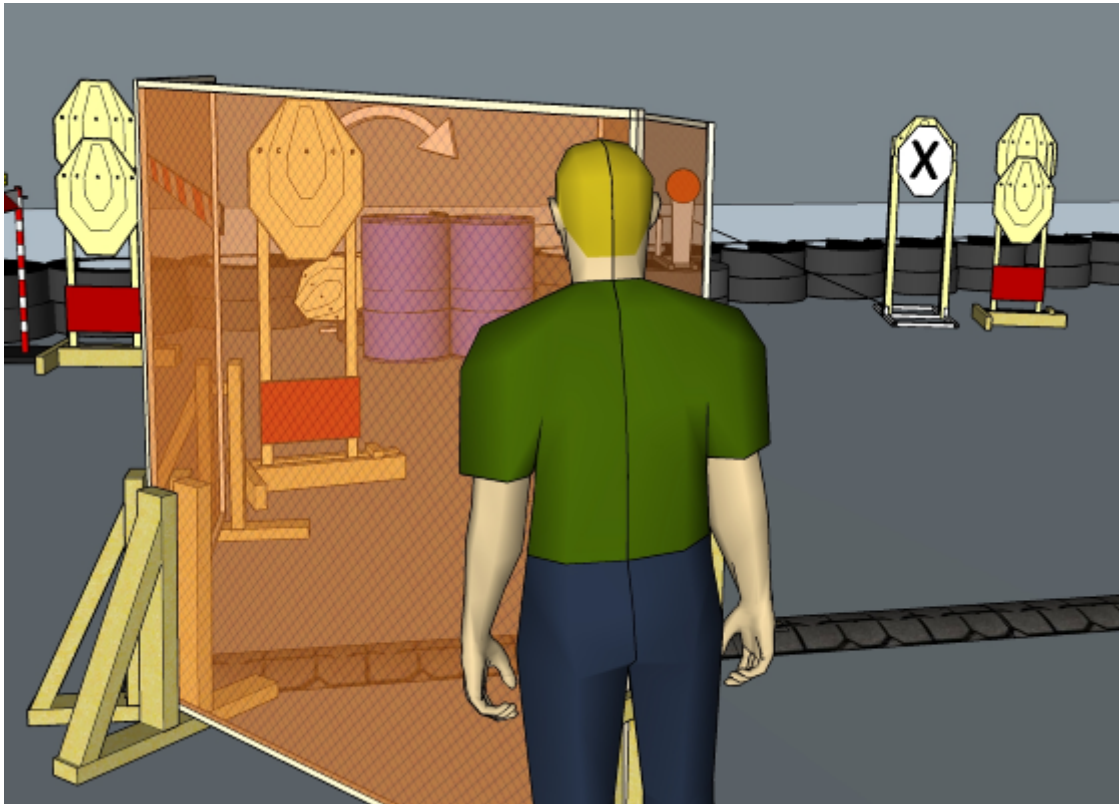
# 1. Corners



CoF	Comstock - Medium	Points	90 p
Targets	8 paper, 2 plates, Total 10 targets	Min rounds	18
Firearm	Handgun	Match-%	13.04%

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
Starting position	Gun loaded & holstered, toes touching either right/left corner as demonstrated by RO
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: color, end of building, right: 90deg when facing berm (box), vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

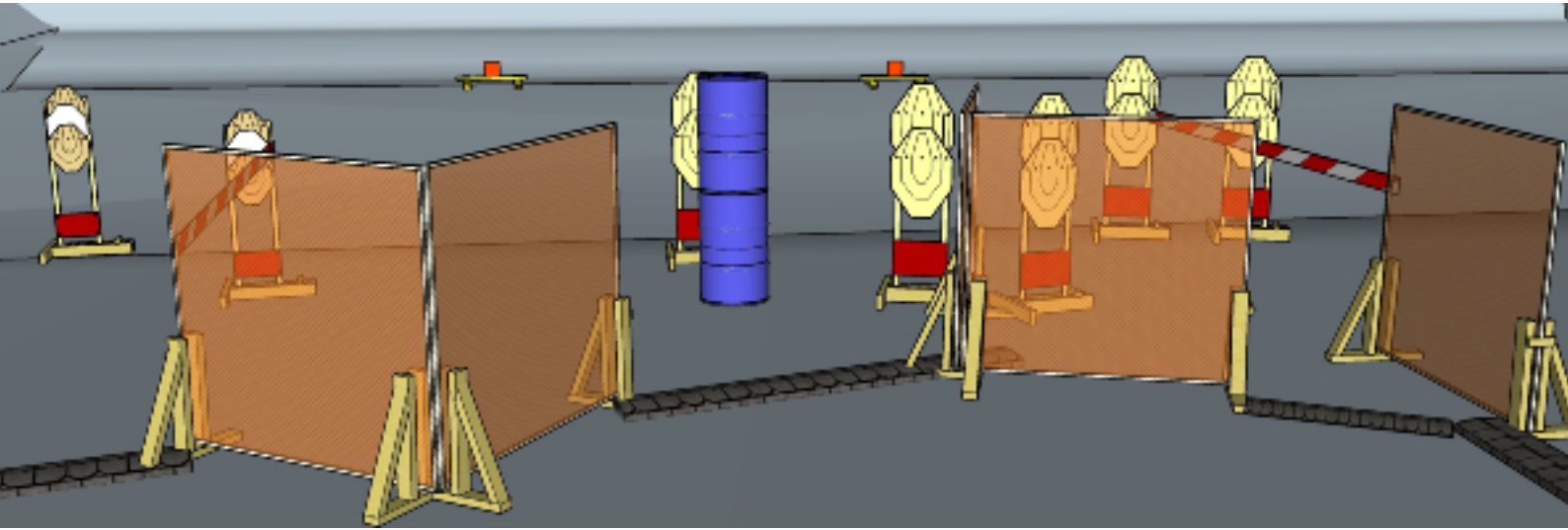
## 2. Inside, outside



CoF	Comstock - Medium	Points	75 p
Targets	7 paper, 1 popper, Total 8 targets	Min rounds	15
Firearm	Handgun	Match-%	10.87%

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.
Starting position	Gun loaded & holstered, facing end of wall as demonstrated by RO
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Same as stage 1. Left: color, end of building, right: 90deg/box when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

### 3. Gotta catch 'em all



CoF	Comstock - Long	Points	150 p
Targets	14 paper, 2 plates, 2 no-shoot, Total 16 targets	Min rounds	30
Firearm	Handgun	Match-%	21.74%

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
Starting position	Gun loaded & holstered anywhere in demarcated area
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 90deg/box when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

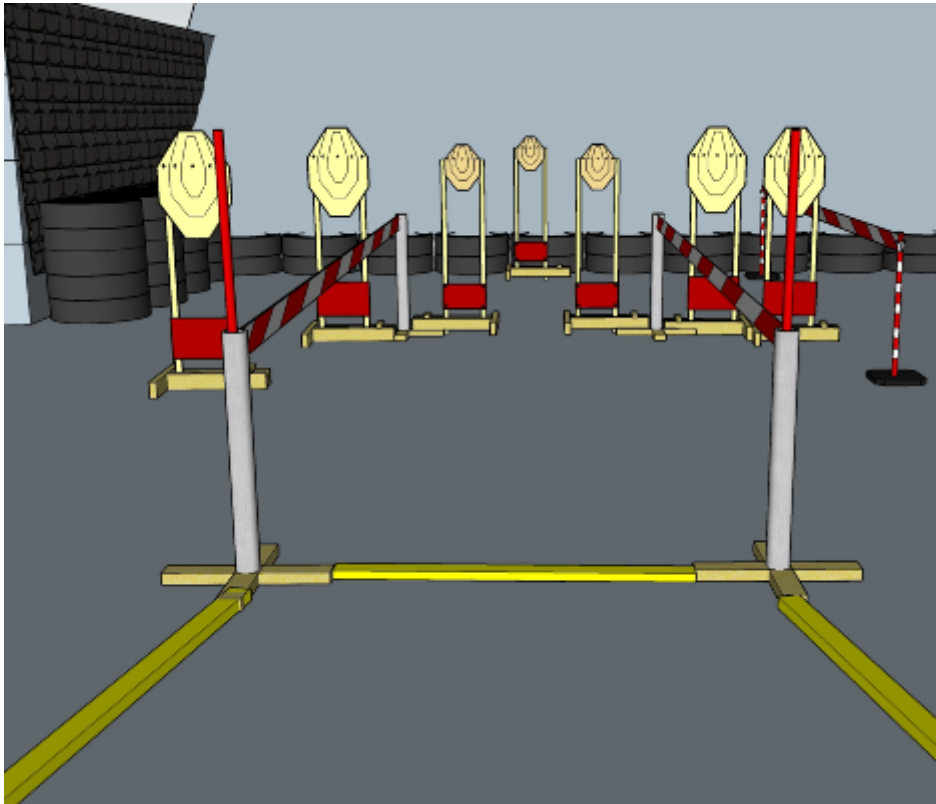
## 4. Speedrun



CoF	Comstock - Long	Points	135 p
Targets	13 paper, 1 plates, 2 no-shoot, Total 14 targets	Min rounds	27
Firearm	Handgun	Match-%	19.57%

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
Starting position	Gun loaded & holstered, facing uprange in angle as demonstrated by RO
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Same as stage 3, Left/right: 90deg/box when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

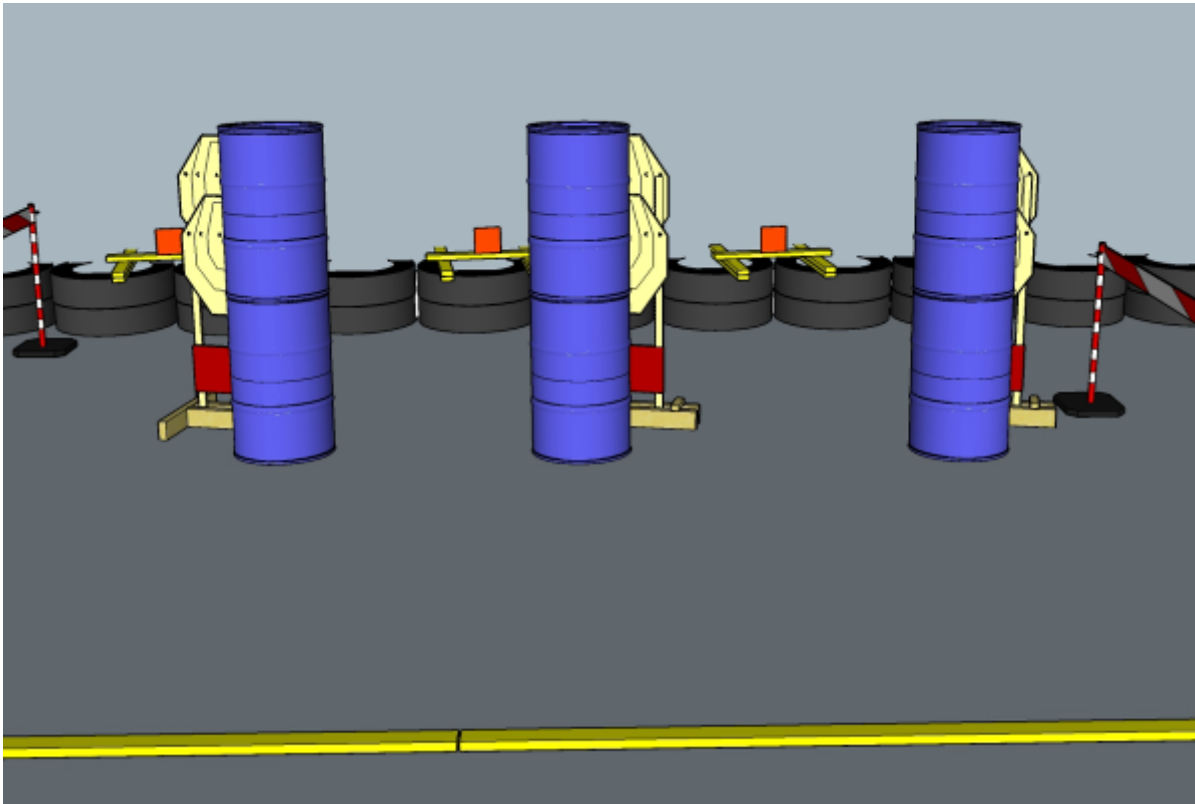
## 5. Is this bowling



CoF	Comstock - Medium	Points	70 p
Targets	7 paper, Total 7 targets	Min rounds	14
Firearm	Handgun	Match-%	10.14%

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

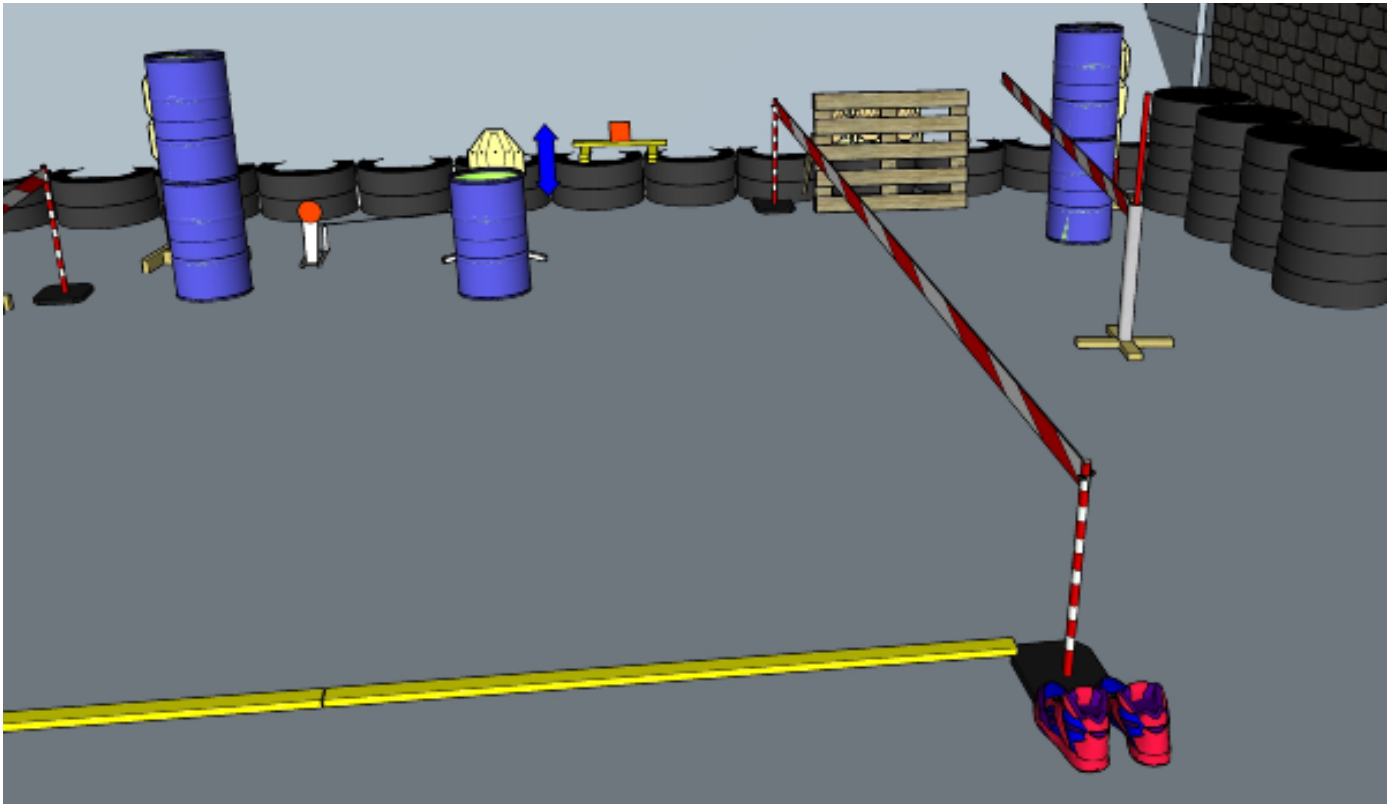
## 6. Barrels ahoy



CoF	Comstock - Medium	Points	75 p
Targets	6 paper, 3 plates, Total 9 targets	Min rounds	15
Firearm	Handgun	Match-%	10.87%

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

## 7. Forrest ? Dat U ?



CoF	Comstock - Medium	Points	95 p
Targets	8 paper, 1 popper, 2 plates, Total 11 targets	Min rounds	19
Firearm	Handgun	Match-%	13.77%

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