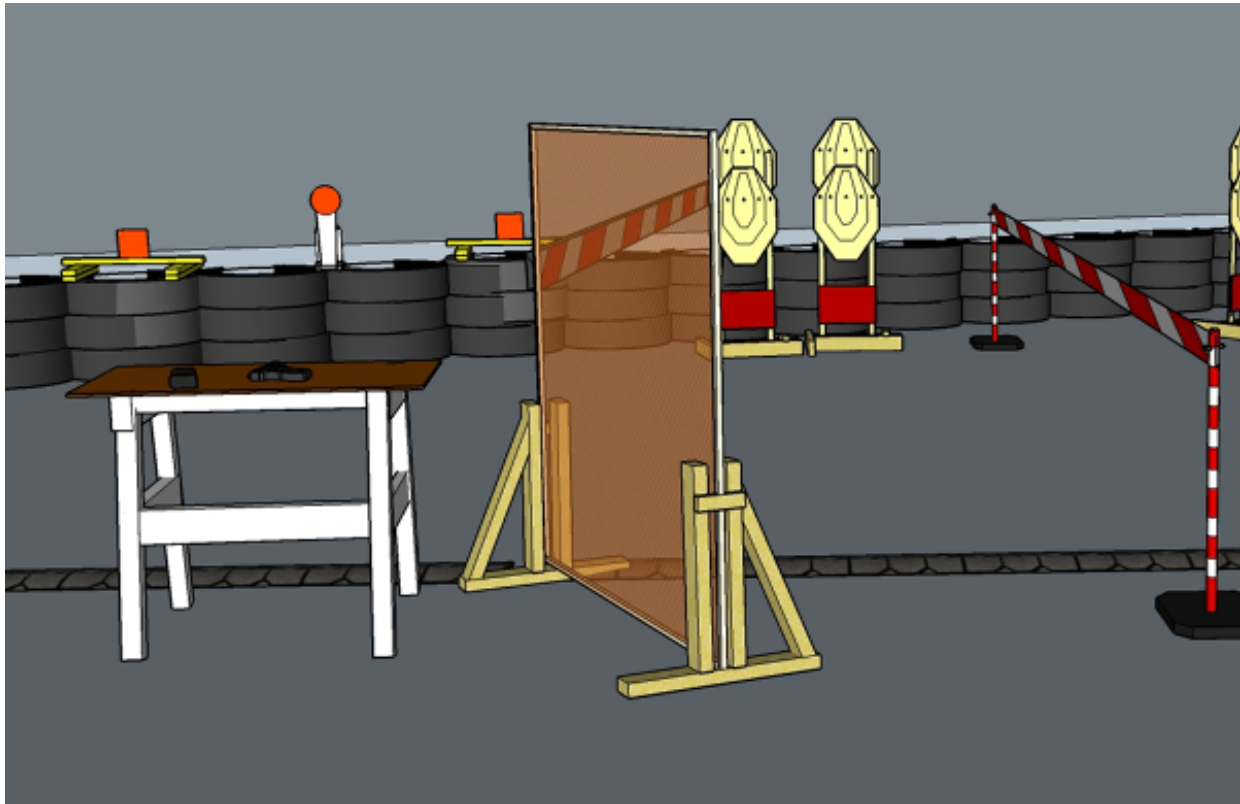


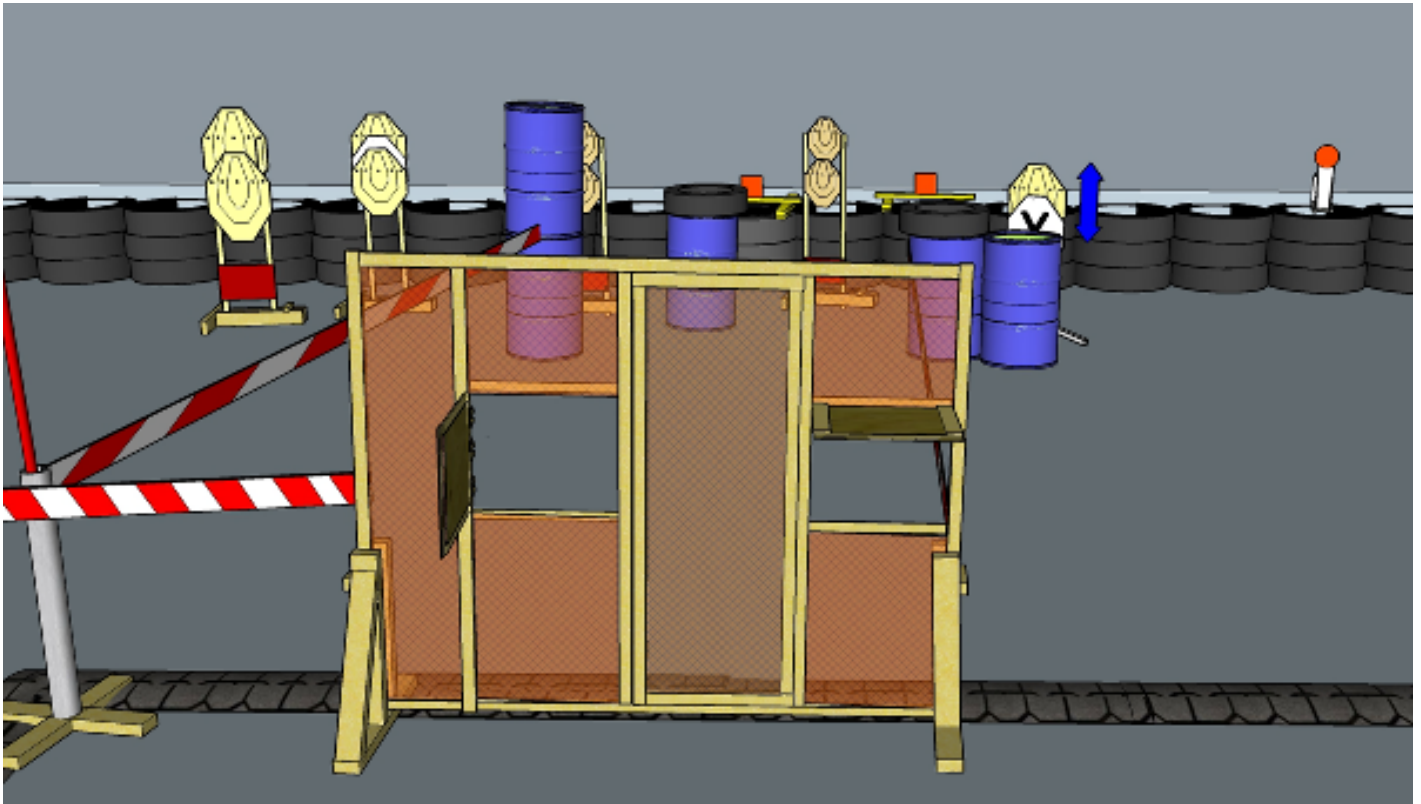
1. Grab'n'go



CoF	Comstock - Short	Points	55 p
Targets	4 paper, 1 popper, 2 plates, Total 7 targets	Min rounds	11
Firearm	Handgun	Match-%	9.73%

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 and all magazines to be used on table
Firearm ready condition	3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: color on wall, right: 90deg/wooden box when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	

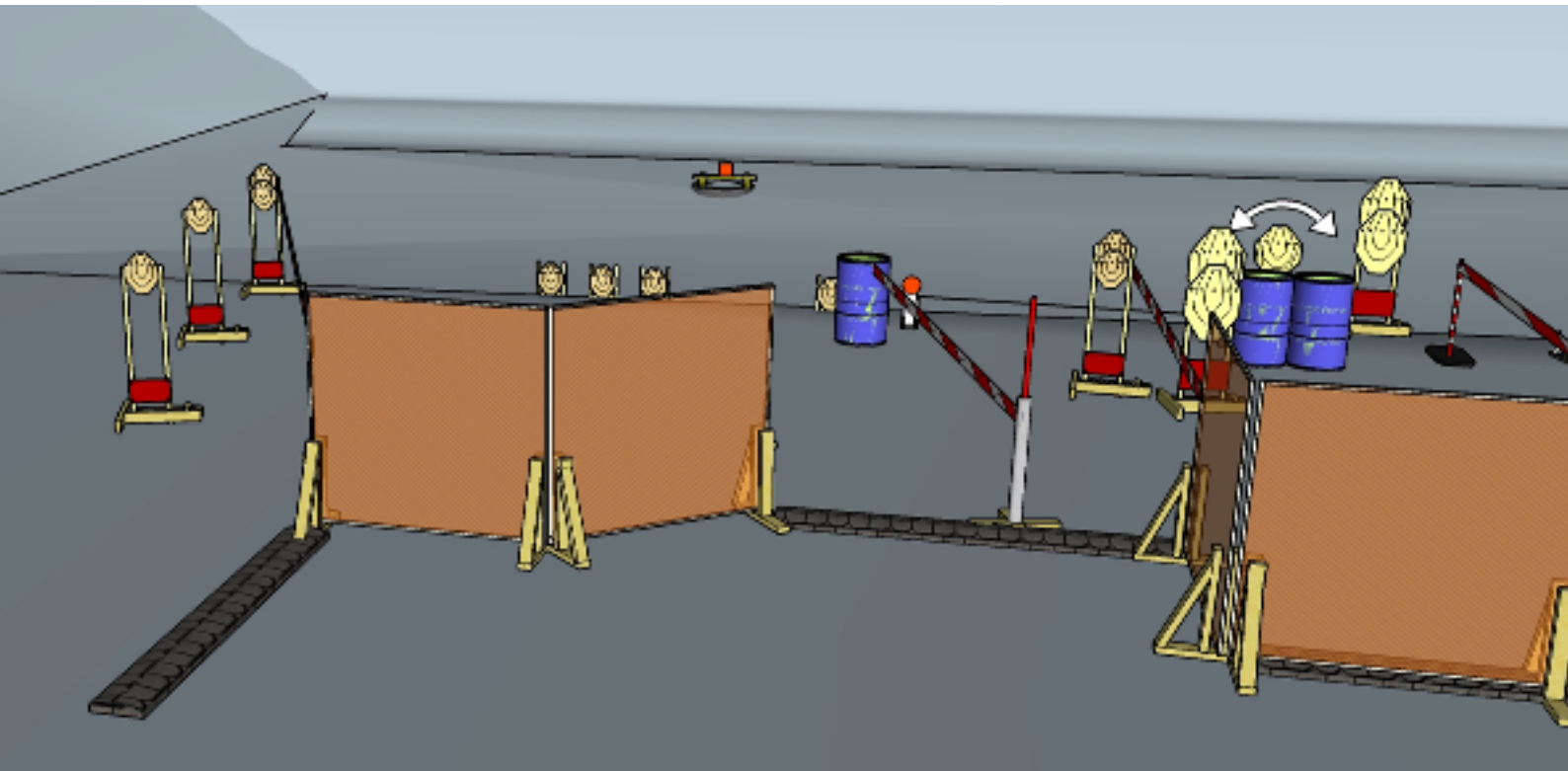
2. Side to side, dip'n'slide



CoF	Comstock - Medium	Points	105 p
Targets	9 paper, 1 popper, 2 plates, 1 no-shoot, Total 12 targets	Min rounds	21
Firearm	Handgun	Match-%	18.58%

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 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	Same as stage 1		
Setup notes			

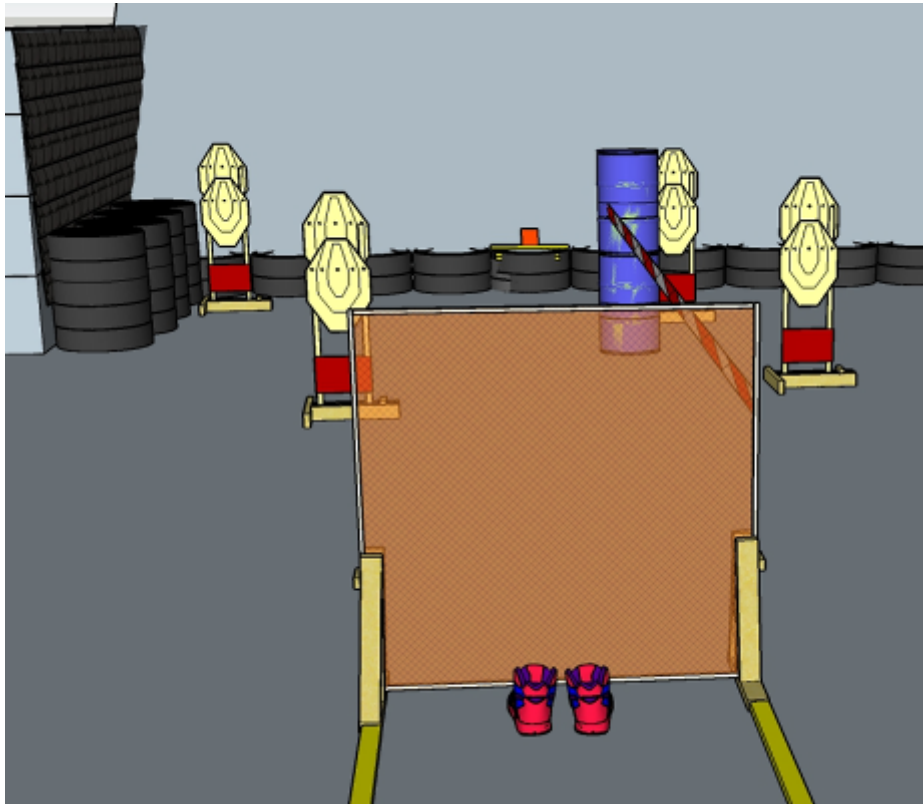
3. Hurry slowly



CoF	Comstock - Long	Points	160 p
Targets	15 paper, 1 popper, 1 plates, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	28.32%

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 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: Wooden box on ground, Right: Wall when facing berm to end of wall/road start, vertical: top of berm , but max 20 degrees over horizontal when reloading		
Setup notes			

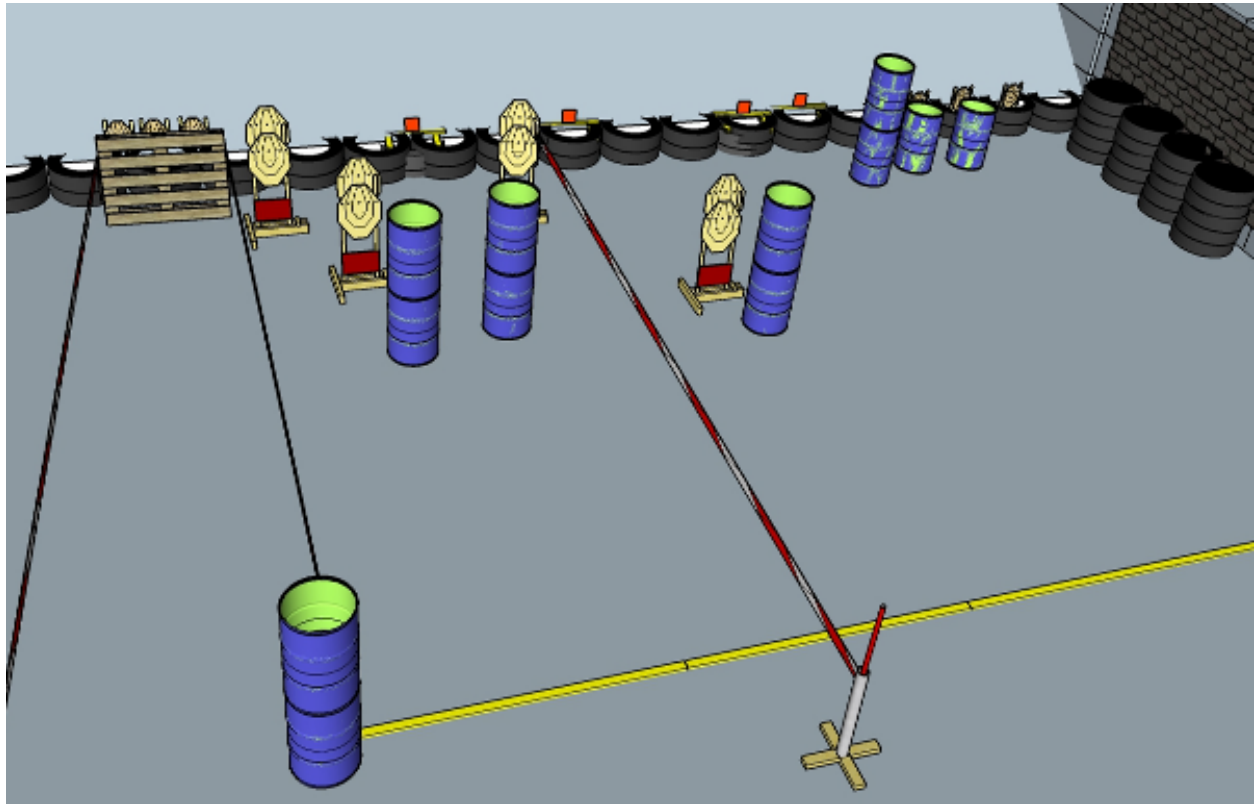
5. Lefty loosy, righty tighty



CoF	Comstock - Medium	Points	85 p
Targets	8 paper, 1 plates, Total 9 targets	Min rounds	17
Firearm	Handgun	Match-%	15.04%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity.		
Starting position	Gun loaded & holstered, center 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	Left/right: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading		
Setup notes			

6. Gotta cach 'em all



CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 plates, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	28.32%

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	Same as stage 5		
Setup notes			