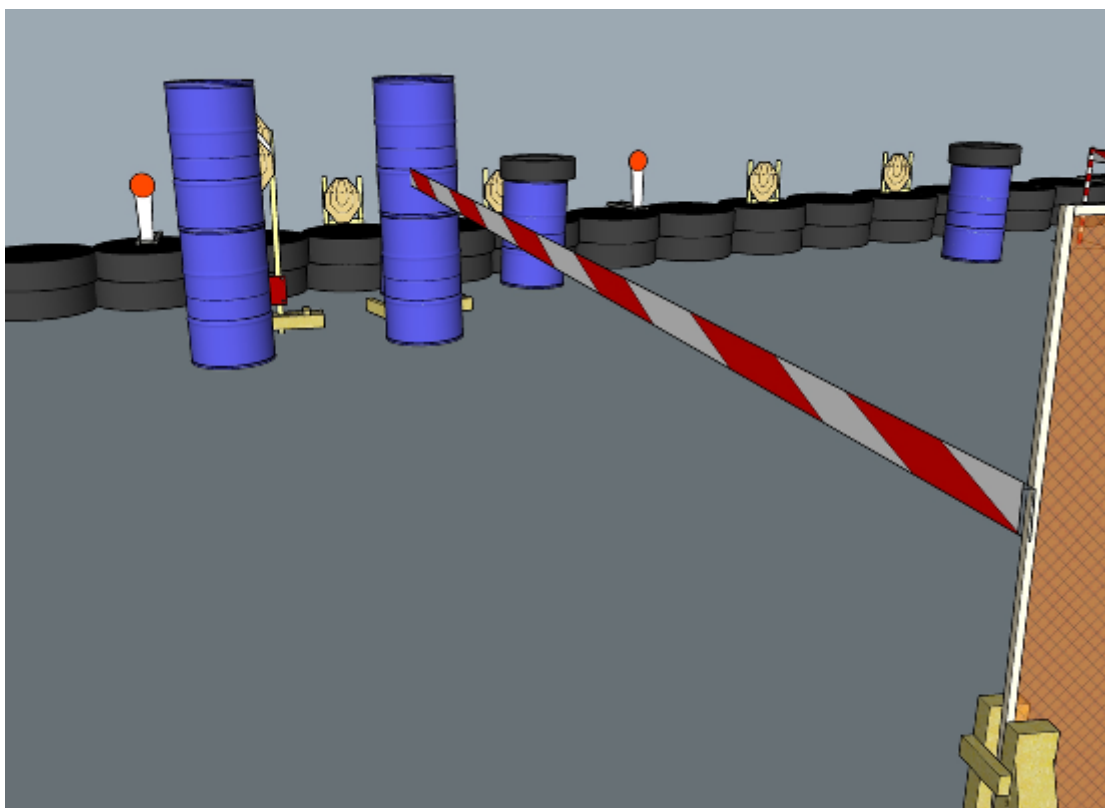


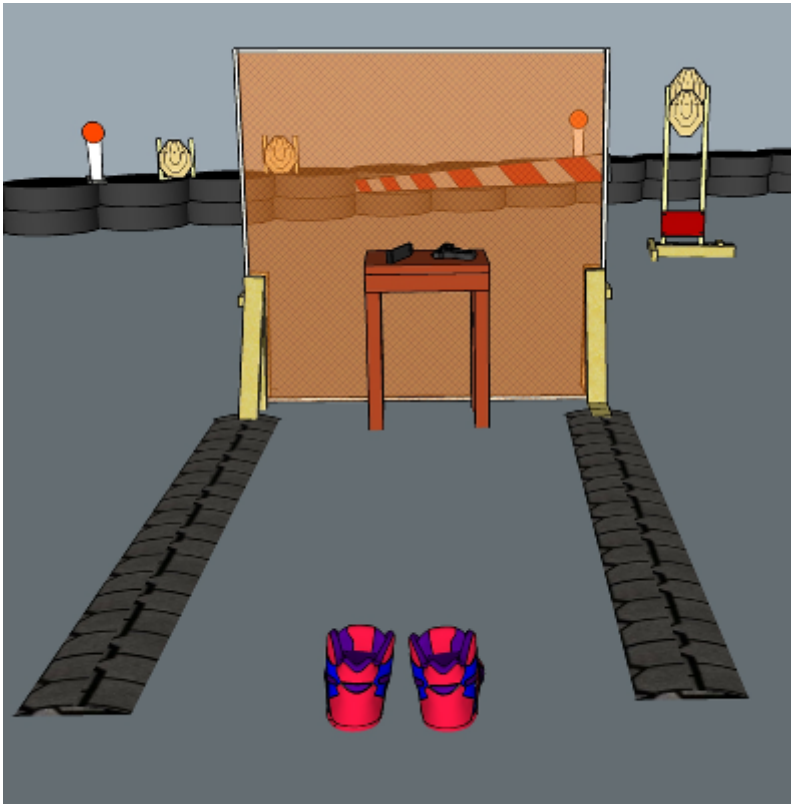
1. Duck



CoF	Comstock - Medium	Points	80 p
Targets	7 paper, 2 popper, 2 no-shoot, Total 9 targets	Min rounds	16
Firearm	Handgun	Match-%	17.78%

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	Anywhere		
Firearm ready condition	1, loaded and holstered		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Left: stick, end of building, right: box on ground, vertical: top of berm, horizontal when reloading		
Setup notes			

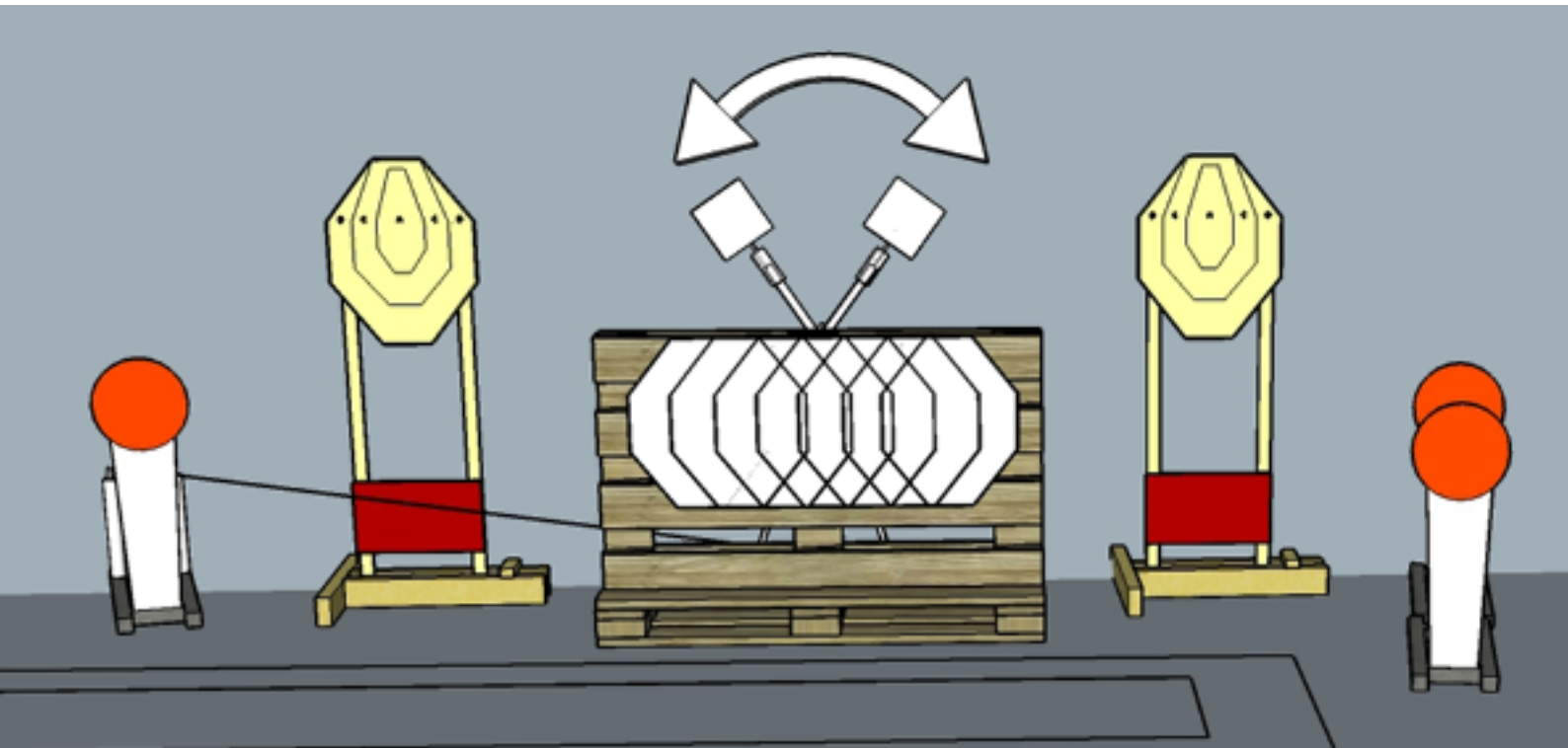
2. Scrooge



CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 popper, Total 6 targets	Min rounds	10
Firearm	Handgun	Match-%	11.11%

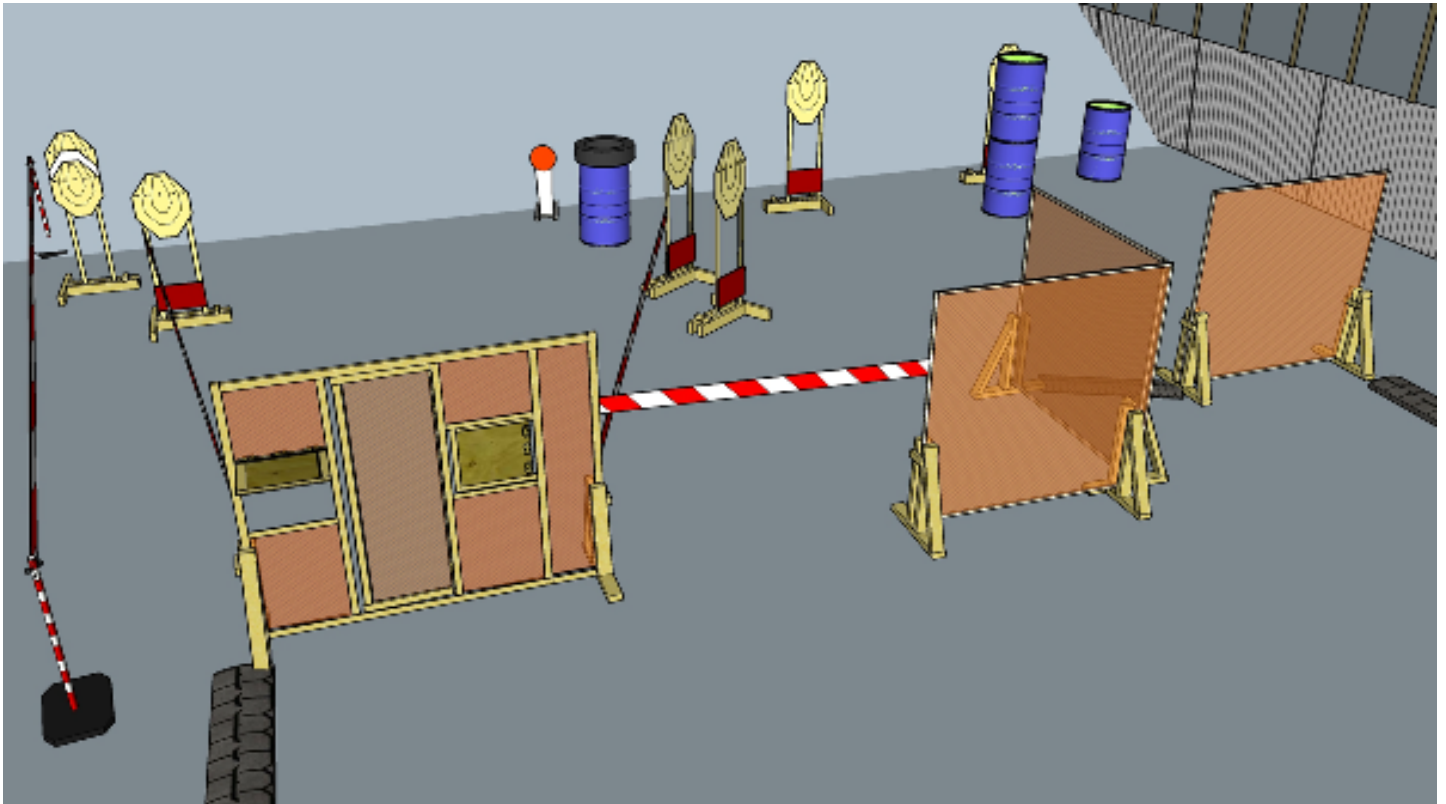
Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline. ALL SHOTS MUST BE FIRED STRONG HAND ONLY (not for PCC)
Starting position	Center between end of faultline
Firearm ready condition	3, unloaded, first mag and firearm on table (PCC double table)
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Same as stage 1
Setup notes	

3. Donald



CoF	Comstock - Short	Points	45 p
Targets	2 paper, 3 popper, 2 plates, Total 7 targets	Min rounds	9
Firearm	Handgun	Match-%	10.00%
Procedure	On start signal engage all targets as they become visible within the demarcated area. ALL SHOTS MUST BE FIRED FROM WITHIN BOX		
Starting position	Standing in box		
Firearm ready condition	1, loaded and holstered		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Left: box right: 90deg when facing berm, vertical: top of berm (logs), horizontal when reloading		
Setup notes			

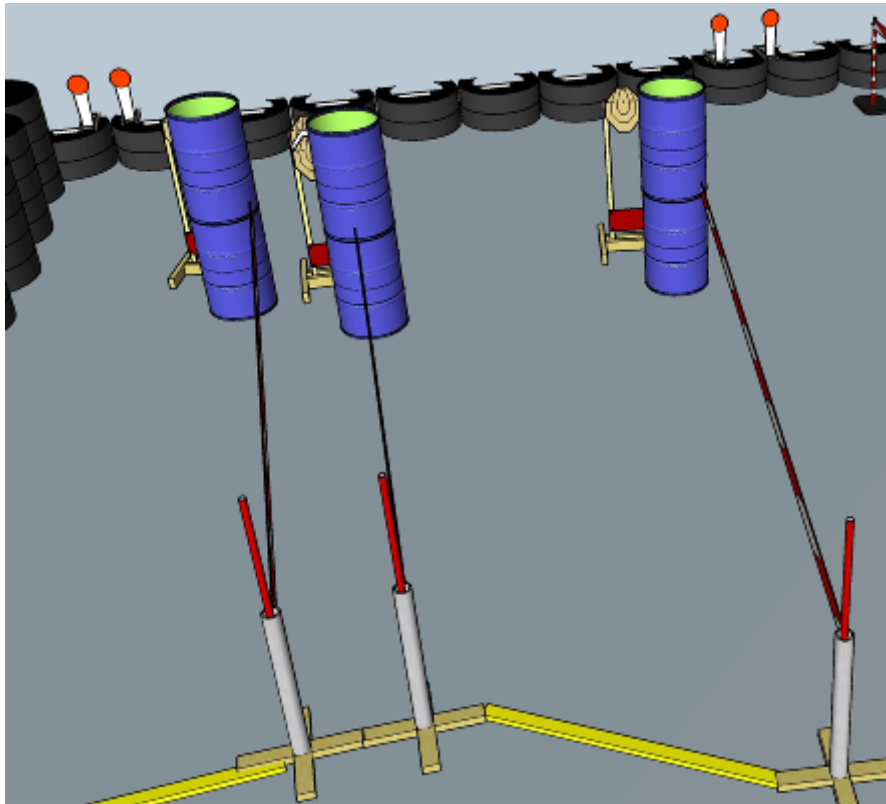
4. Huey



CoF	Comstock - Medium	Points	85 p
Targets	8 paper, 1 popper, 1 no-shoot, Total 9 targets	Min rounds	17
Firearm	Handgun	Match-%	18.89%

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	Anywhere
Firearm ready condition	1, loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Same as stage 3
Setup notes	

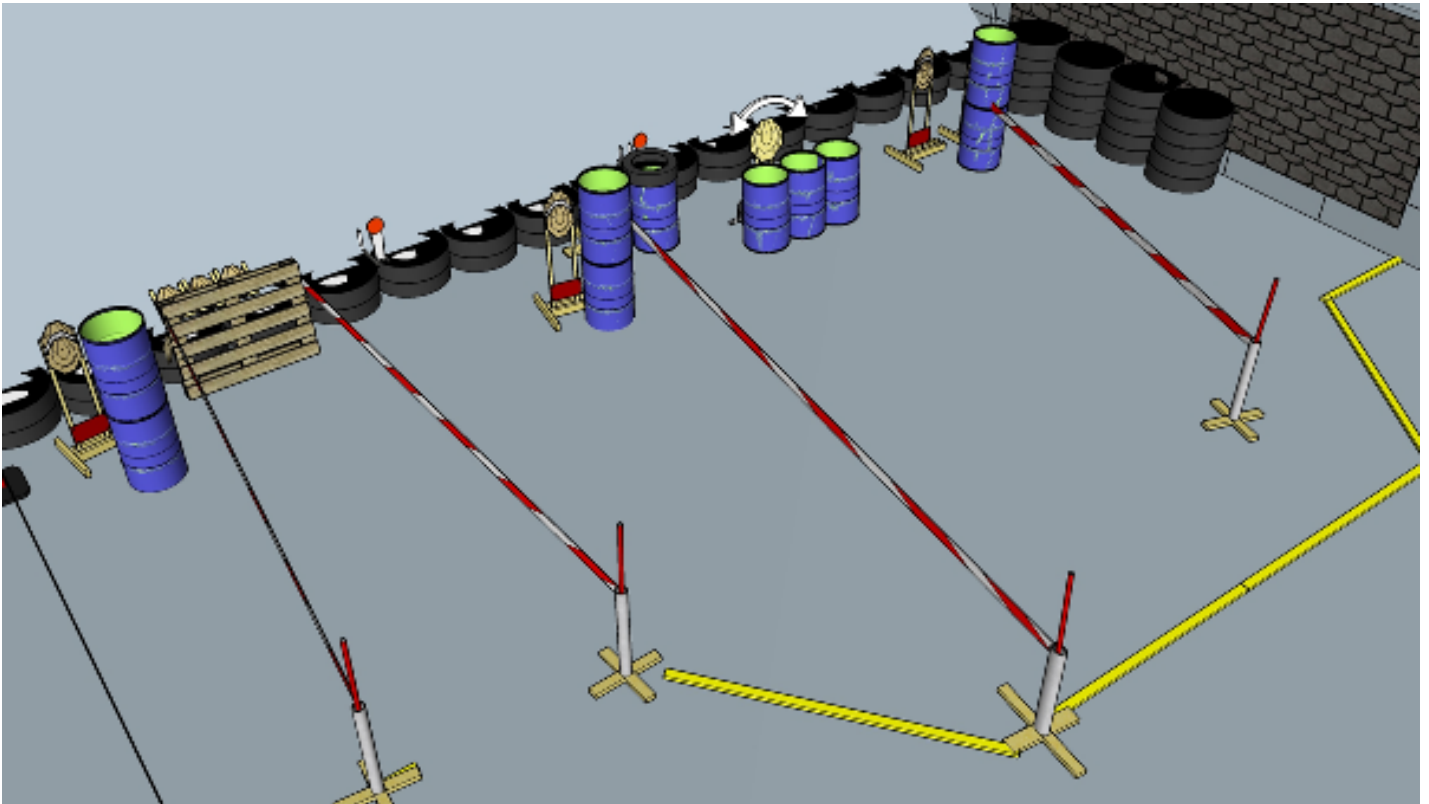
5. Dewey



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, 1 no-shoot, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	13.33%

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	Anywhere
Firearm ready condition	1, loaded and 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, horizontal when reloading
Setup notes	

6. Louie



CoF	Comstock - Long	Points	130 p
Targets	12 paper, 2 popper, 4 no-shoot, Total 14 targets	Min rounds	26
Firearm	Handgun	Match-%	28.89%

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	Anywhere
Firearm ready condition	1, loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Same as stage 5
Setup notes	