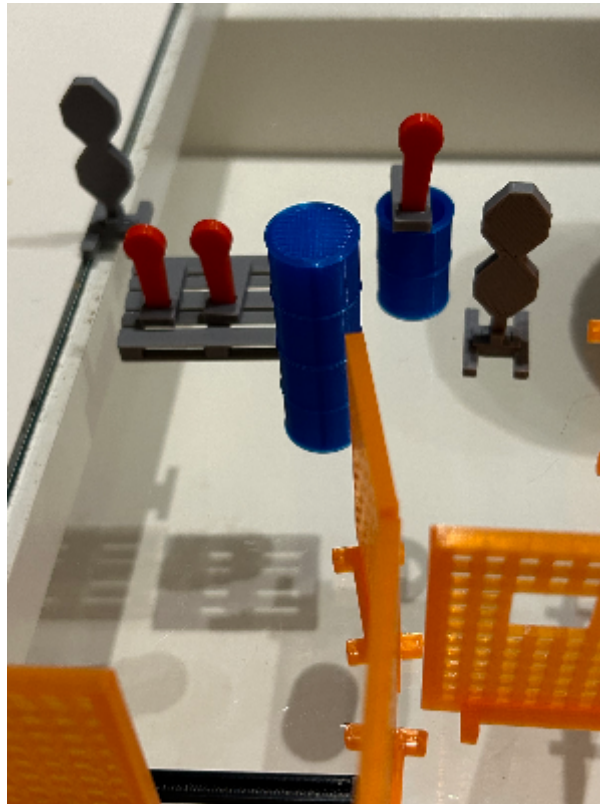


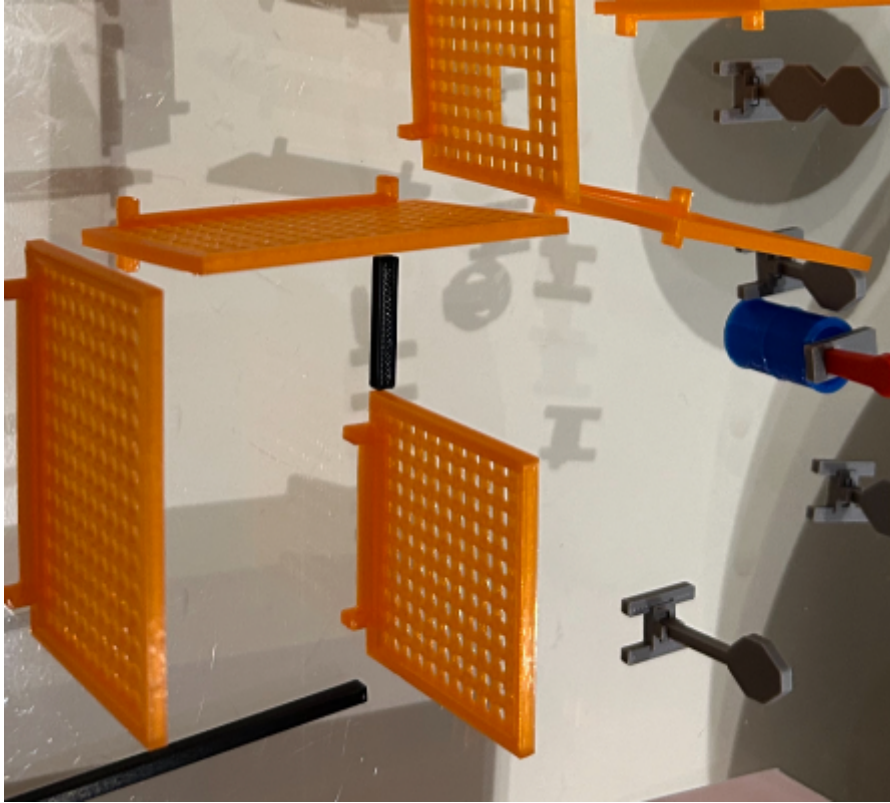
1. Take it



CoF	Comstock - Short	Points	55 p
Targets	4 paper, 3 popper, 1 no-shoot, Total 7 targets	Min rounds	11
Firearm	Handgun	Match-%	14.86%

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,
Starting position	Start Anywhere
Firearm ready condition	loaded and holstered.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: mark, end of building, right: 90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

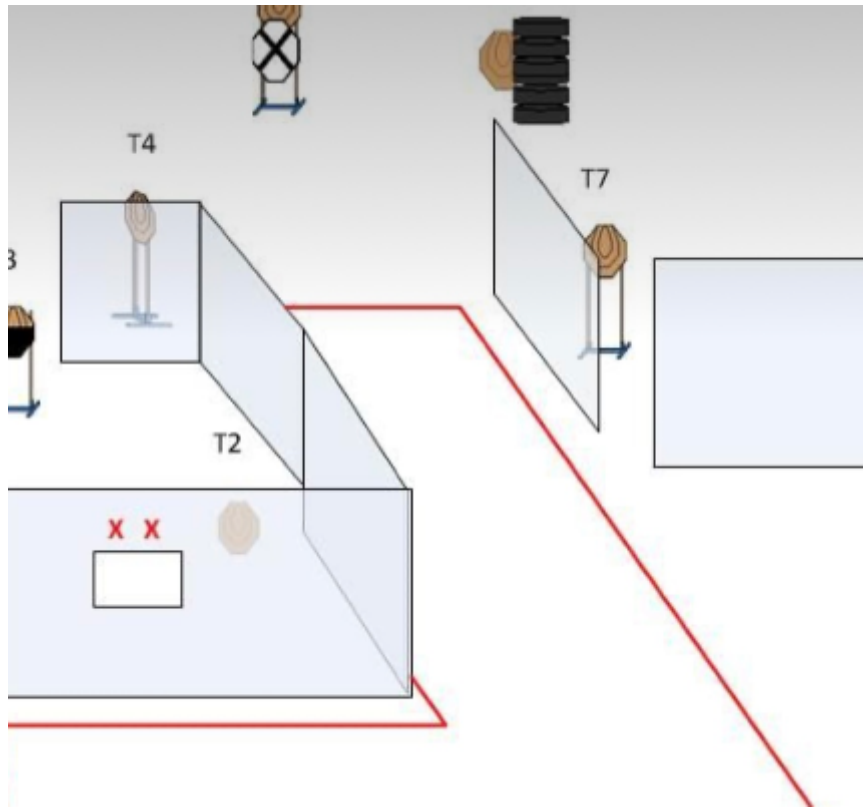
2. The other side



CoF	Comstock - Long	Points	145 p
Targets	13 paper, 3 popper, Total 16 targets	Min rounds	29
Firearm	Handgun	Match-%	39.19%

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

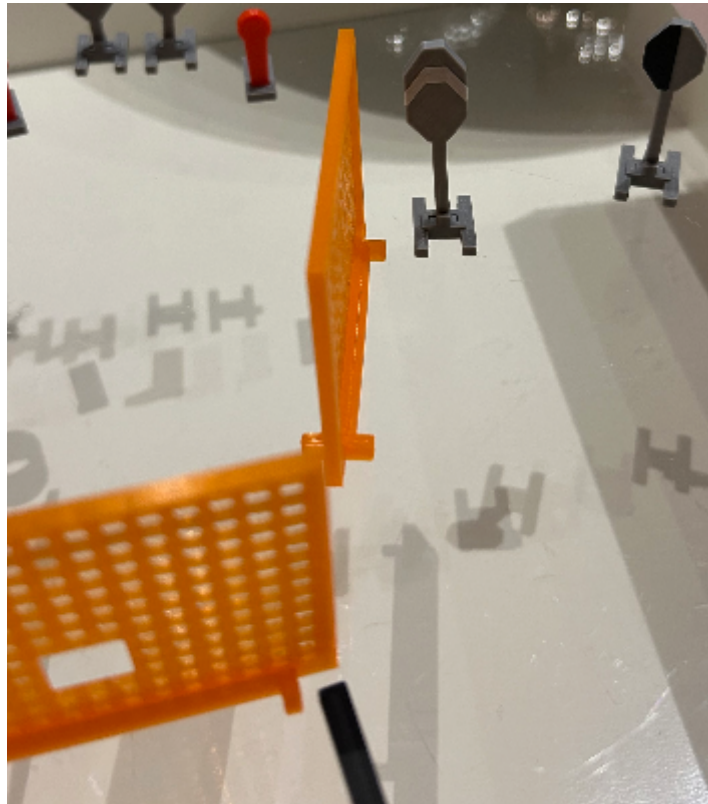
3. The plan go Fubar



CoF	Comstock - Medium	Points	110 p
Targets	9 paper, 4 popper, Total 13 targets	Min rounds	22
Firearm	Handgun	Match-%	29.73%

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.
Starting position	Start in midle of walls. Feet touching tire
Firearm ready condition	Loaded an Holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: mark, end of building, right: 90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

4. The rat gang



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	16.22%

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 Strong hand only
Starting position	Hand on barrel. Pcc rifle on one barrel mags on other
Firearm ready condition	Unloaded 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 (logs), horizontal when reloading
Setup notes	