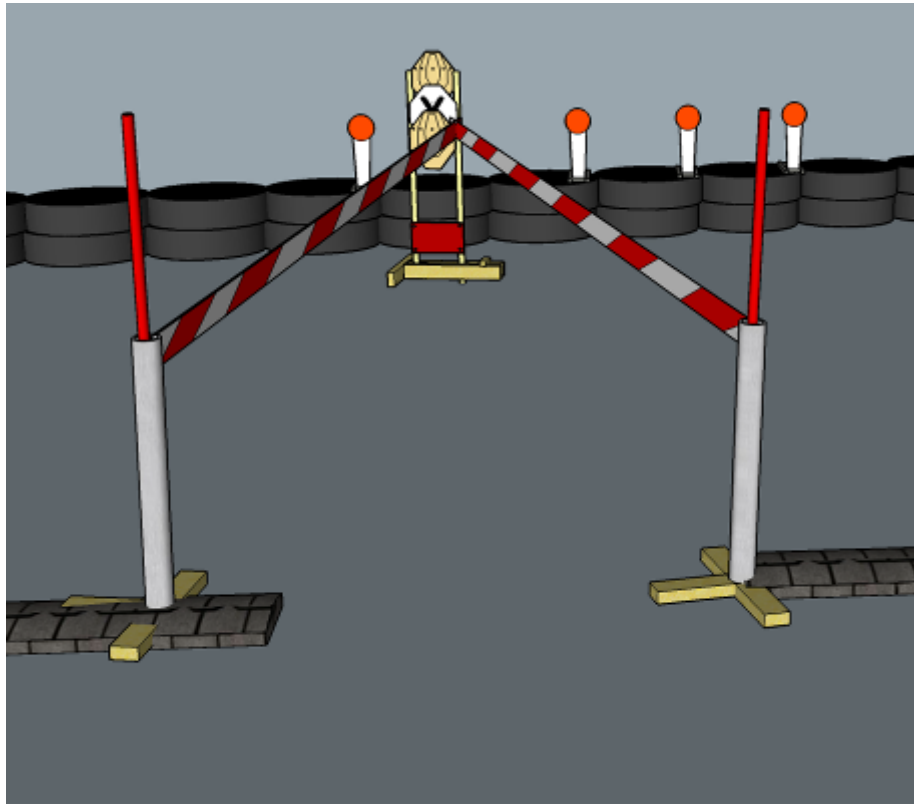


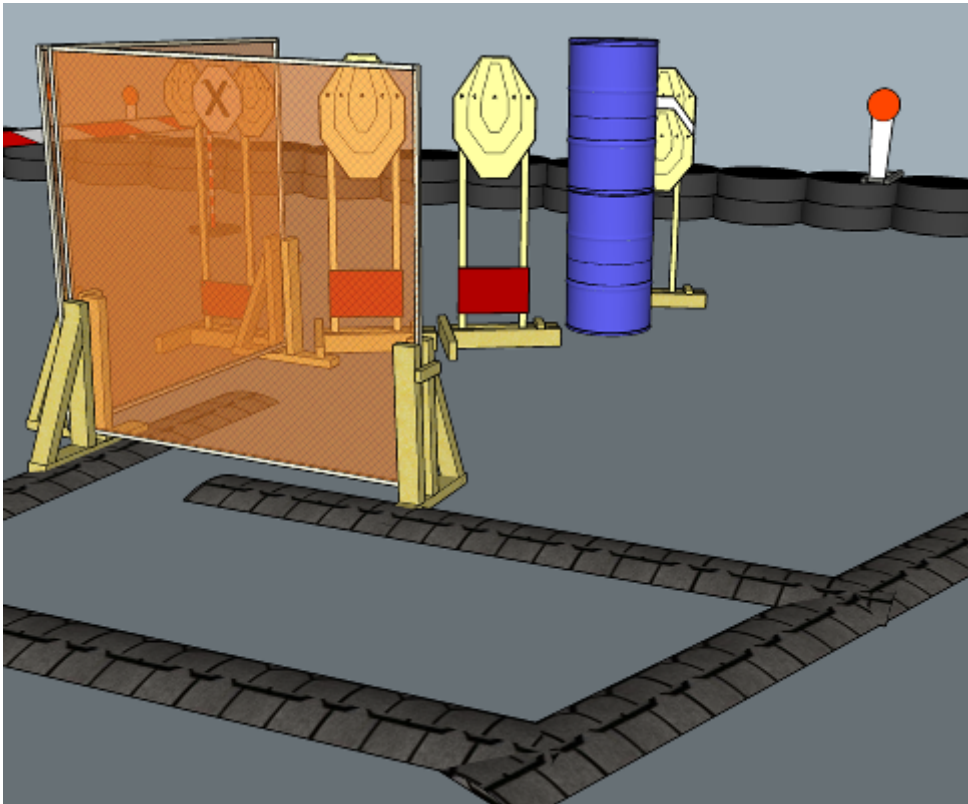
# 1. Poppin' off



CoF	Comstock - Short	Points	40 p
Targets	2 paper, 4 popper, 1 no-shoot, Total 6 targets	Min rounds	8
Firearm	Pistol Caliber Carbine	Match-%	23.53%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity
Starting position	Anywhere
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: mark, end of building, right: box on ground/90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

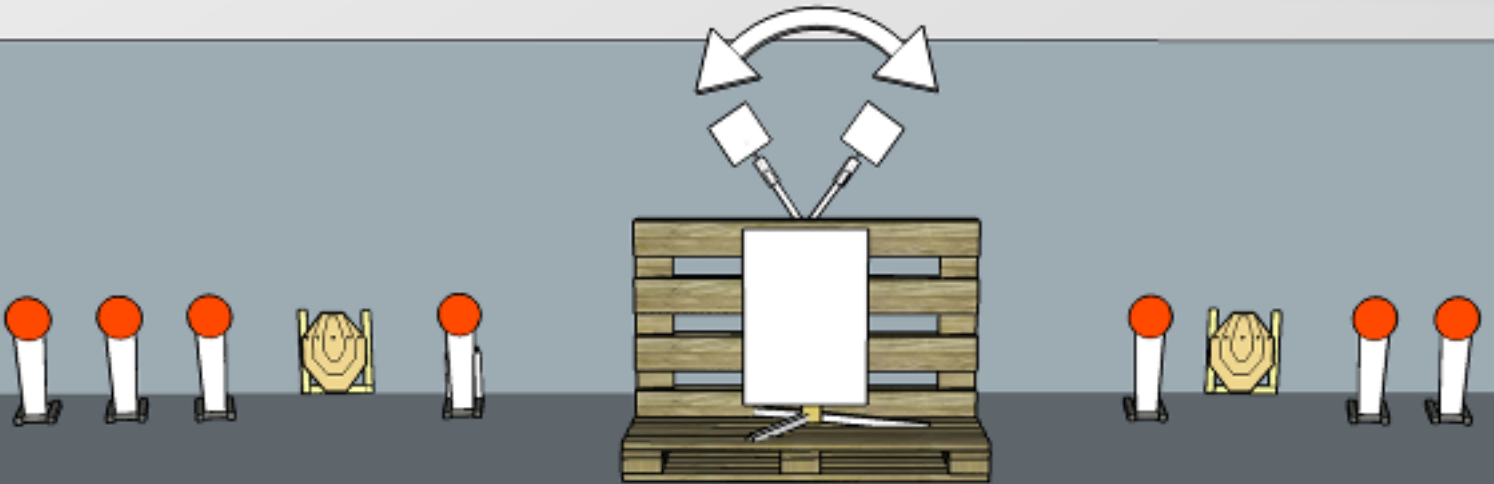
## 2. Can see them all



CoF	Comstock - Medium	Points	65 p
Targets	6 paper, 1 popper, 2 no-shoot, Total 7 targets	Min rounds	13
Firearm	Pistol Caliber Carbine	Match-%	38.24%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity
Starting position	Anywhere
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. Steel yourself



CoF	Comstock - Medium	Points	65 p
Targets	2 paper, 7 popper, 2 plates, Total 11 targets	Min rounds	13
Firearm	Pistol Caliber Carbine	Match-%	38.24%

Procedure	On start signal engage all targets within the demarcated area. ALL SHOTS MUST BE FIRED FROM BOX
Starting position	In box
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: box on ground, right: mark on wall, vertical: top of berm (logs), horizontal when reloading
Setup notes	