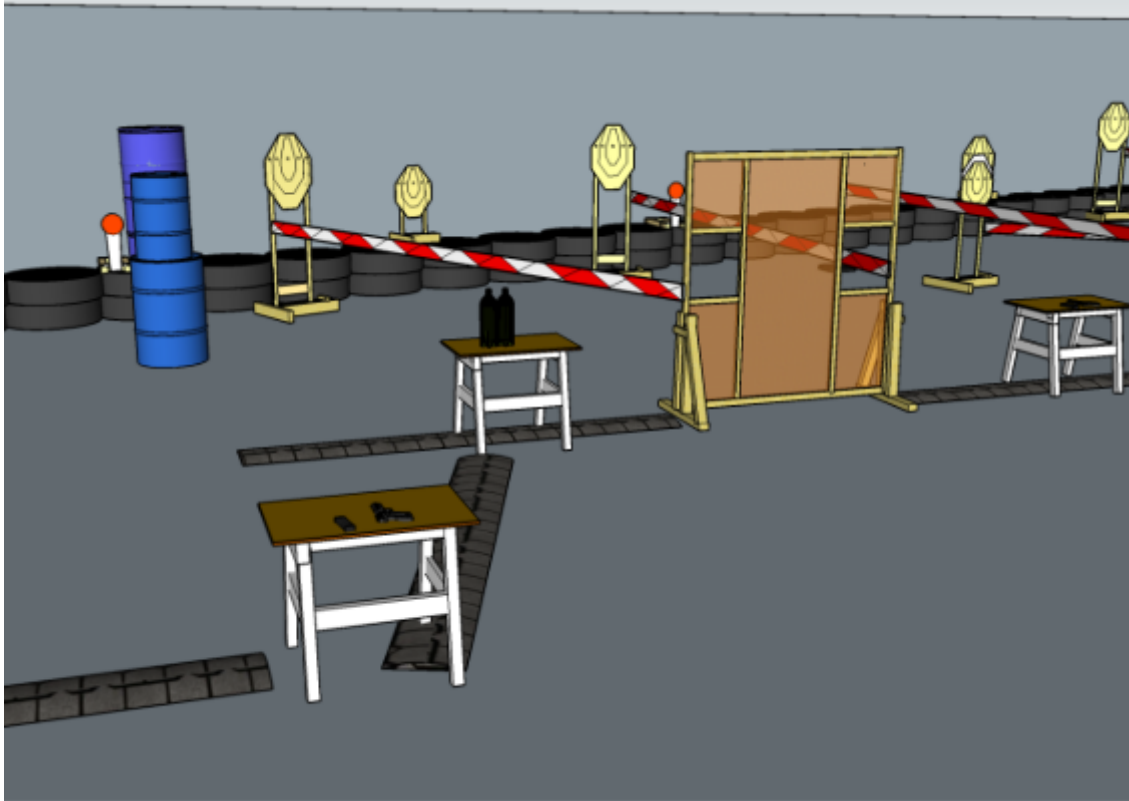


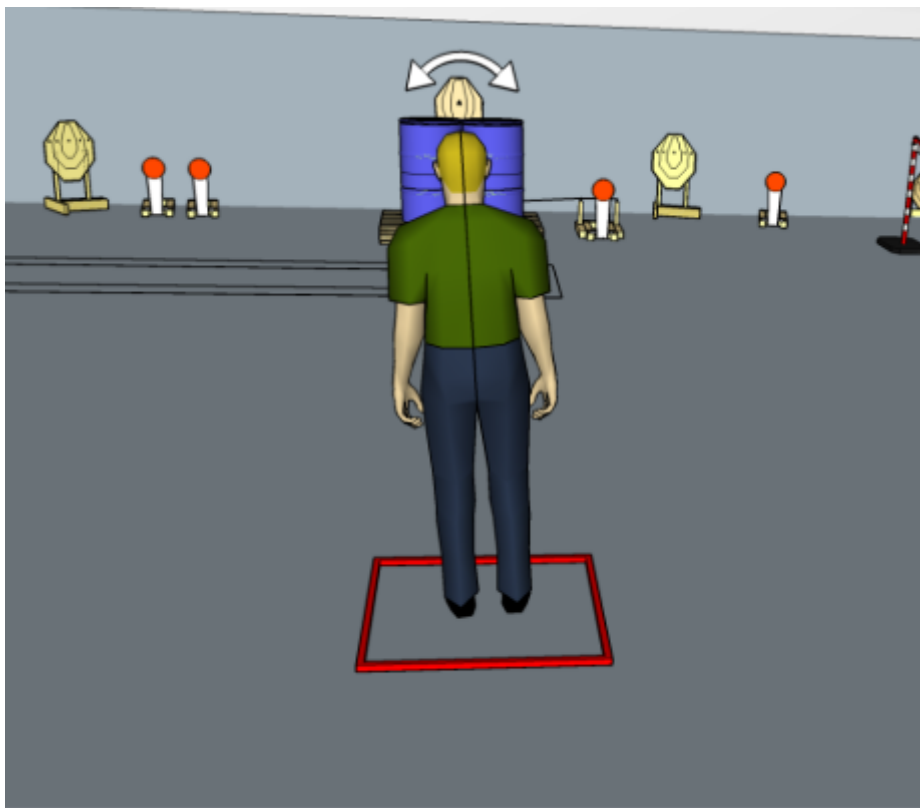
1. Weak hand or strong-hold



CoF	Comstock - Short	Points	40 p
Targets	3 paper, 2 popper, Total 5 targets	Min rounds	8
Firearm	Handgun	Match-%	22.22%

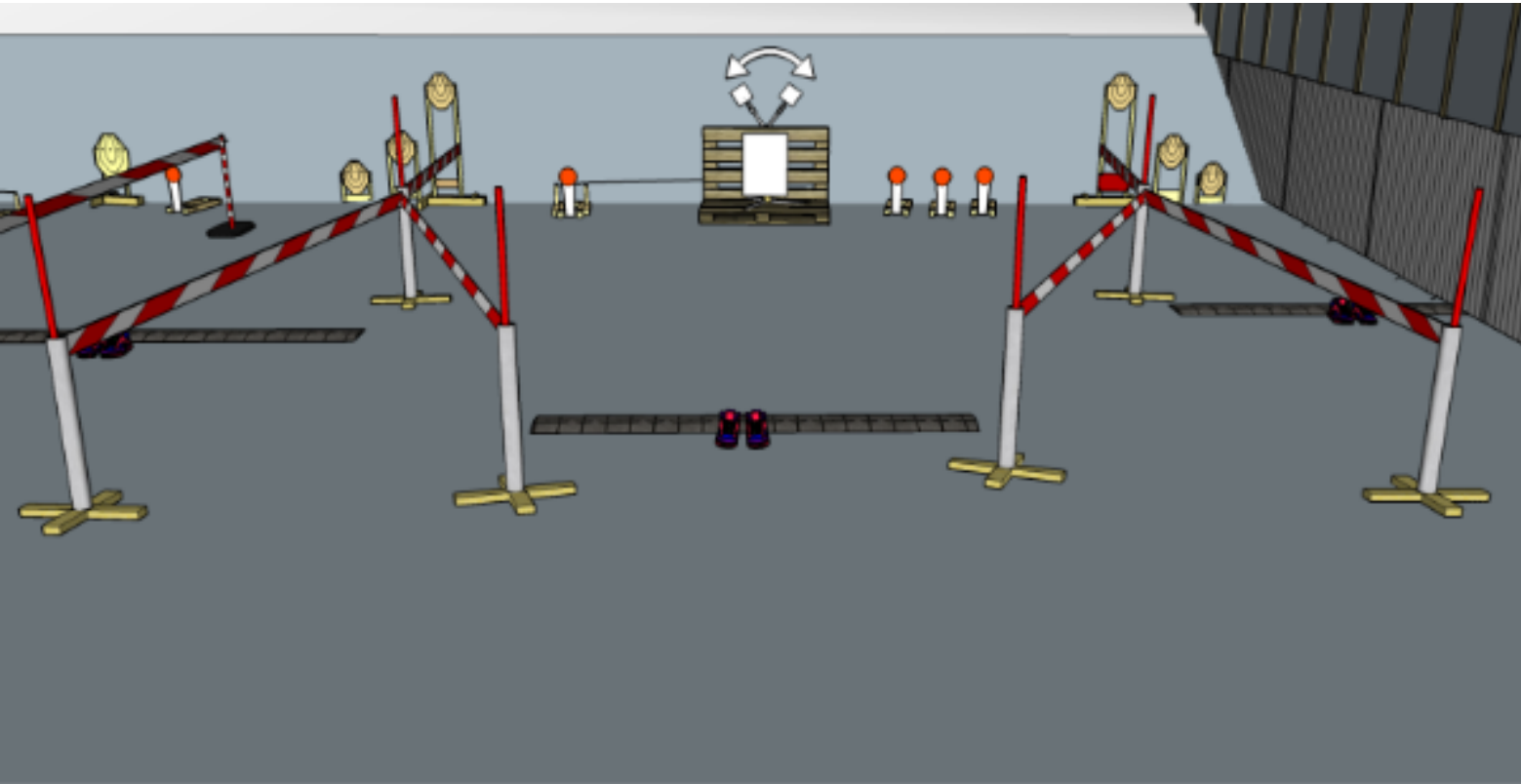
Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Handgun must choose; either shoot weak hand only OR hold bottles (on table C) in weak hand when shooting ALL targets. Bottles must hang free above the ground and weak hand can not be supported. PCC MUST shoot whole stage with bottles. Bottles will be situated on either table A or B for PCC. Both start with gun and 1st mag to be used on table (handgun can pickup and load gun with strong hand)
Starting position	Standing behind table A or B
Firearm ready condition	3, empty
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: mark, end of building, right: pallet on ground/90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

2. Where's the rythm



CoF	Comstock - Short	Points	50 p
Targets	3 paper, 4 popper, Total 7 targets	Min rounds	10
Firearm	Handgun	Match-%	27.78%
Procedure	On start signal engage all targets as they become visible from within box A		
Starting position	Standing relaxed		
Firearm ready condition	1, gun loaded & holstered		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Left: pallet on ground, right: mark on wall, vertical: top of berm (logs), horizontal when reloading		
Setup notes			

3. Up, down and a little bit of each



CoF	Comstock - Medium	Points	90 p
Targets	6 paper, 4 popper, 2 plates, Total 12 targets	Min rounds	18
Firearm	Handgun	Match-%	50.00%

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	Standing relaxed, toes touching faultline in either position A, B or C
Firearm ready condition	1, Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: pallet on ground, right: mark on wall, vertical: top of berm (logs), horizontal when reloading
Setup notes	