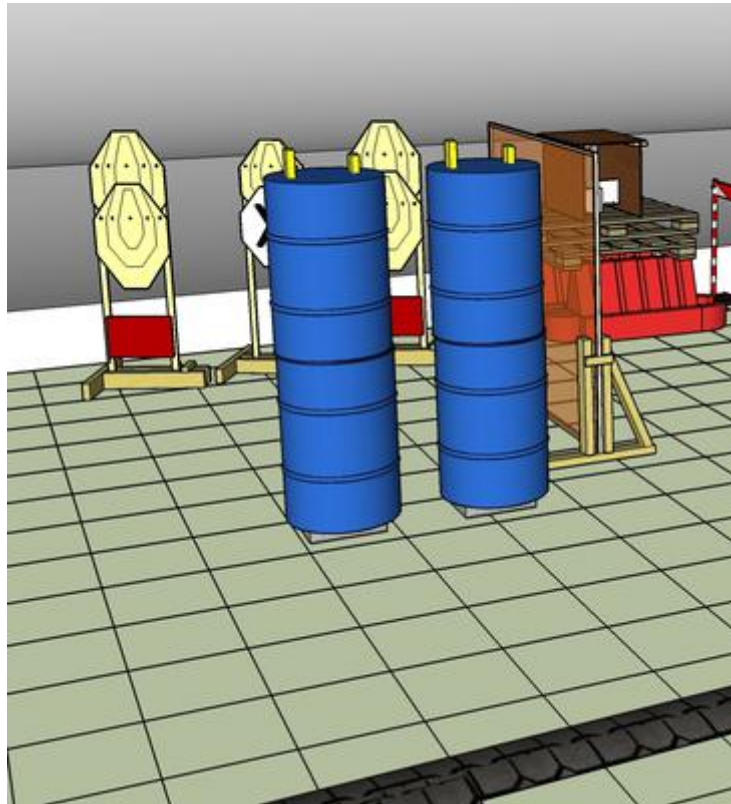


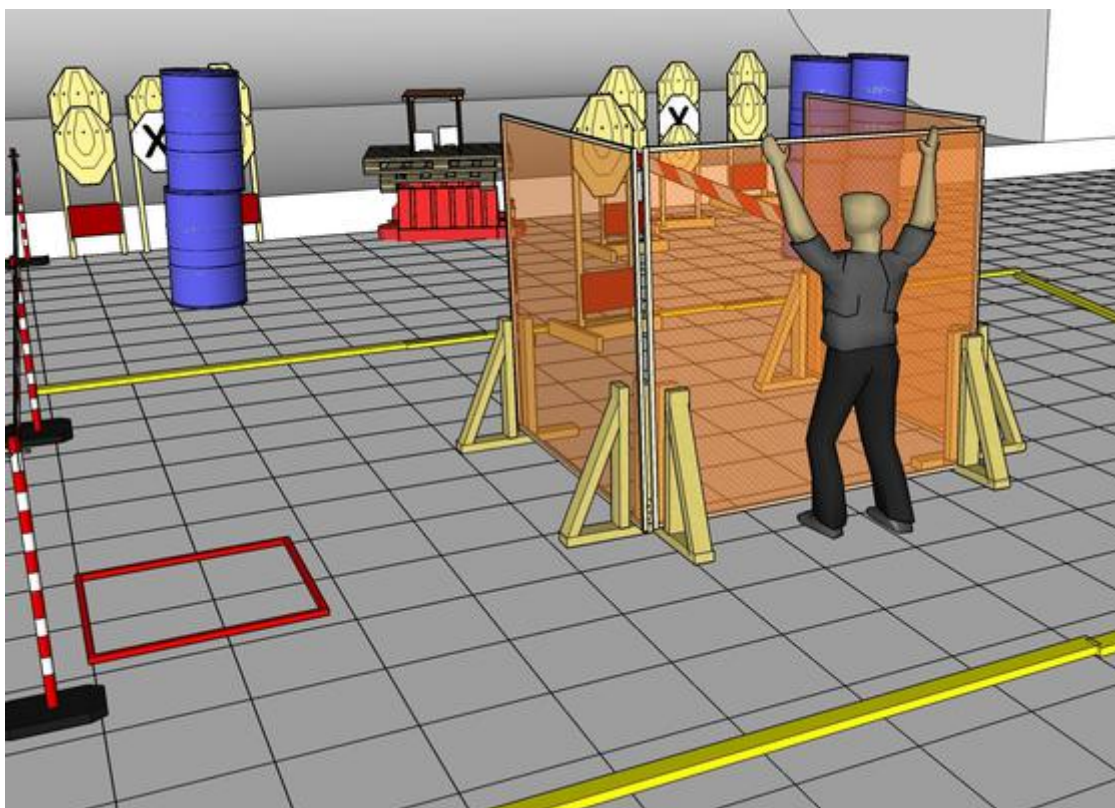
# 1. Easy viewing



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 plates, 1 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	13.79%

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, facing uprange in far left corner of area
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: stick, end of building, right: 90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

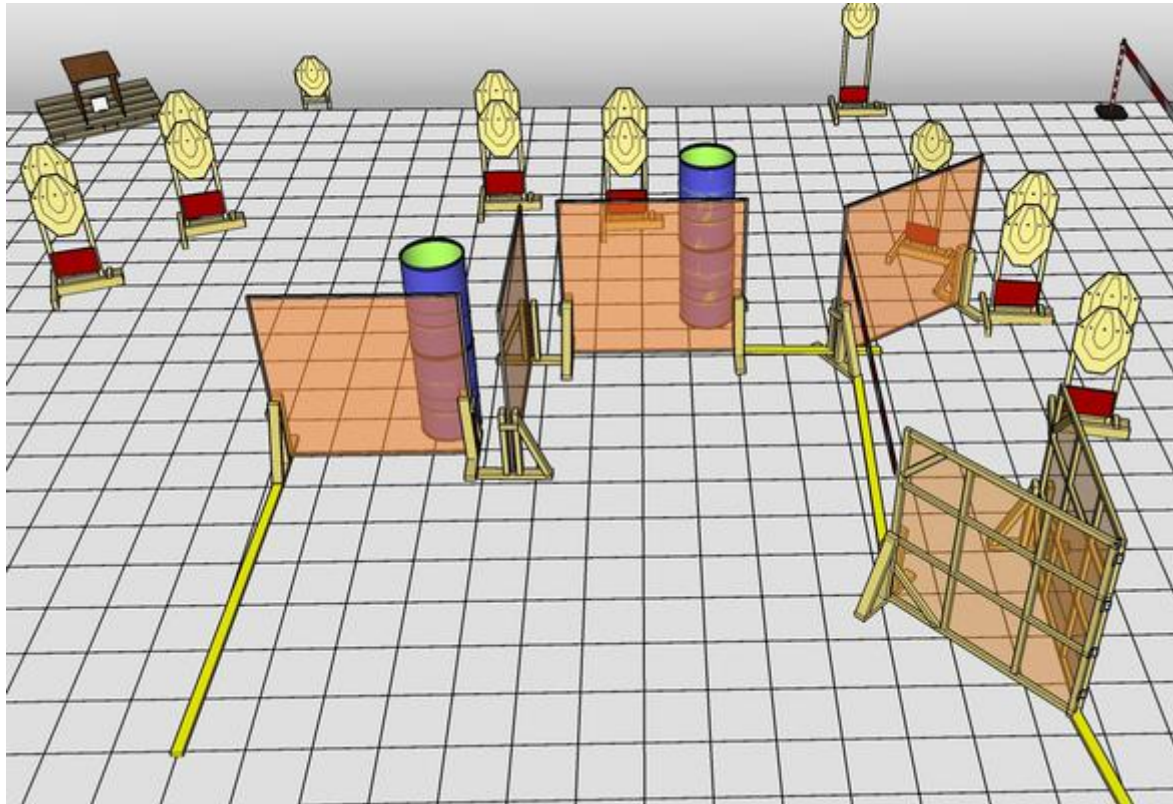
## 2. Less easy viewing



CoF	Comstock - Long	Points	130 p
Targets	12 paper, 2 plates, 2 no-shoot, Total 14 targets	Min rounds	26
Firearm	Handgun	Match-%	29.89%

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	Gun loaded & holstered, holding center of wall as demonstrated by RO
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Same as stage 1
Setup notes	

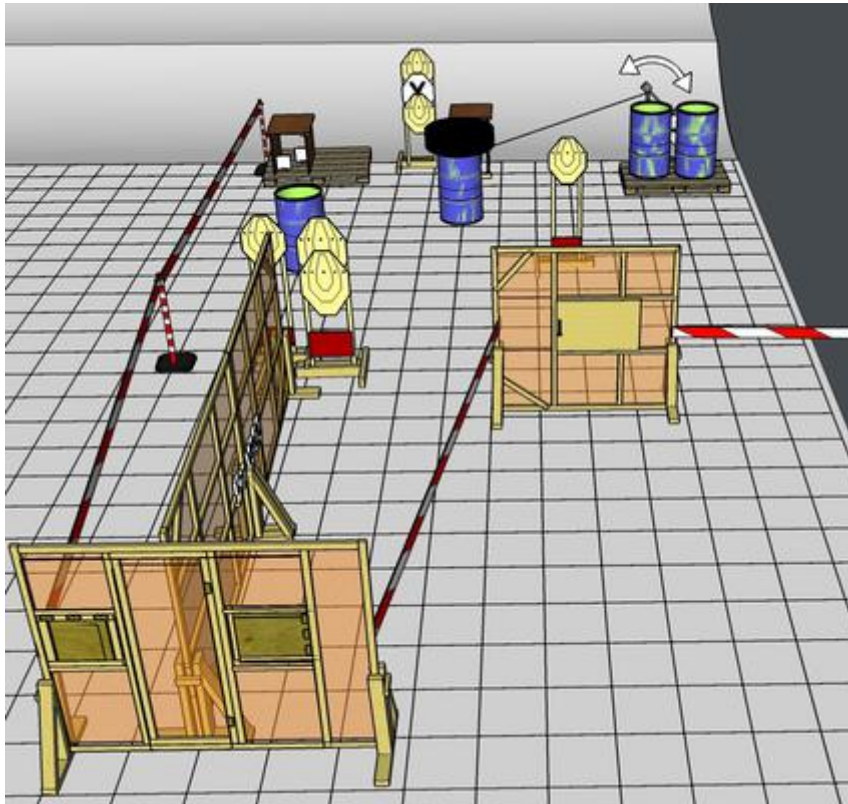
### 3. Gotta catch'em all



CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 plates, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	36.78%

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	Gun loaded & holstered
Firearm ready condition	
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	

## 4. Open, no need to close



CoF	Comstock - Medium	Points	85 p
Targets	7 paper, 1 popper, 2 plates, Total 10 targets	Min rounds	17
Firearm	Handgun	Match-%	19.54%

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	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Same as stage 3
Setup notes	