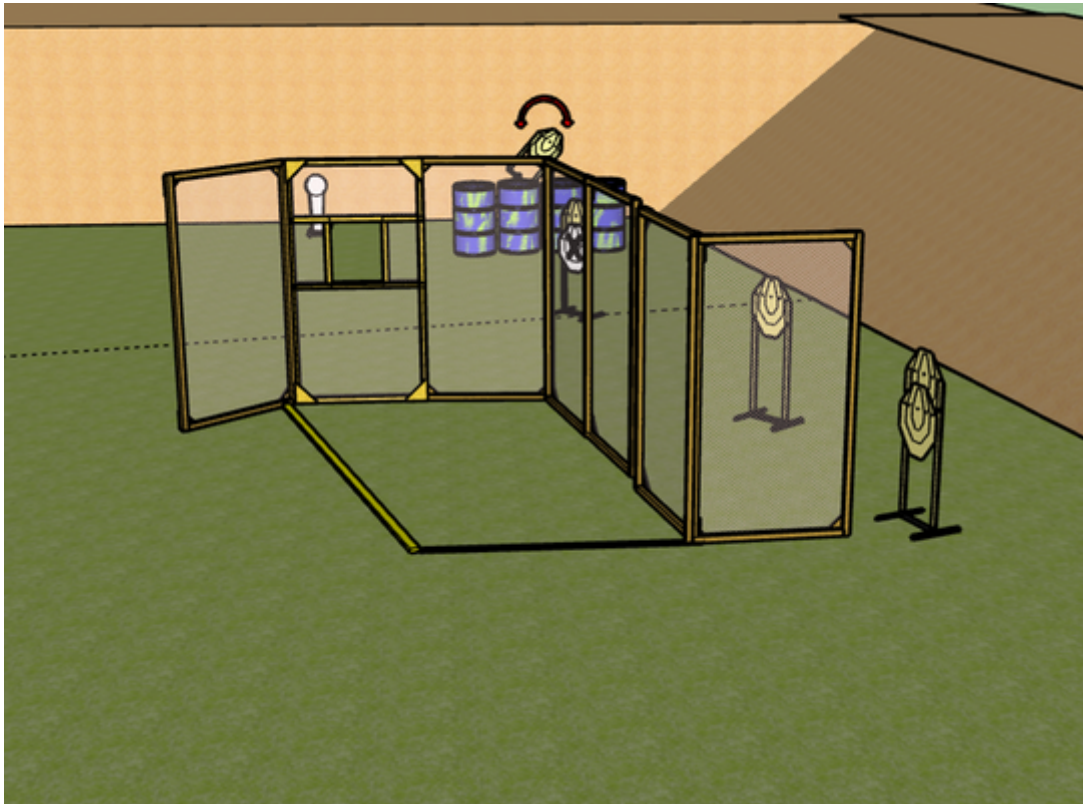


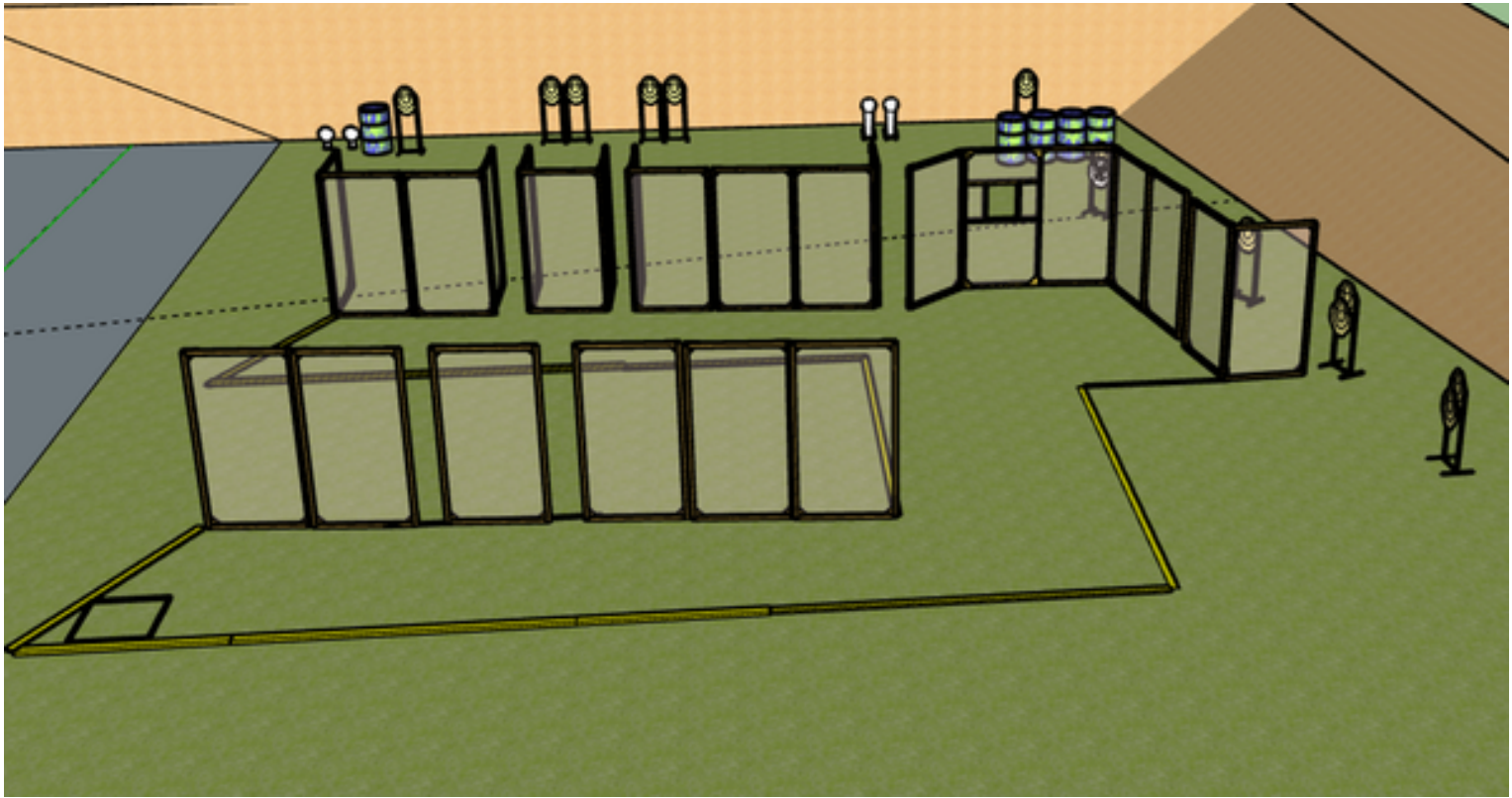
1. Don't move



CoF	Comstock - Short	Points	55 p
Targets	5 paper, 1 popper, 1 no-shoot, Total 6 targets	Min rounds	11
Firearm	Handgun	Match-%	15.07%

Procedure	On signal engage targets as they become visible. IPSC-minipopper 1 activates moving IPSC-target T5, which remains visible at the rest.
Starting position	Standing in marked place, palms touching wall
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R: 90/90
Setup notes	

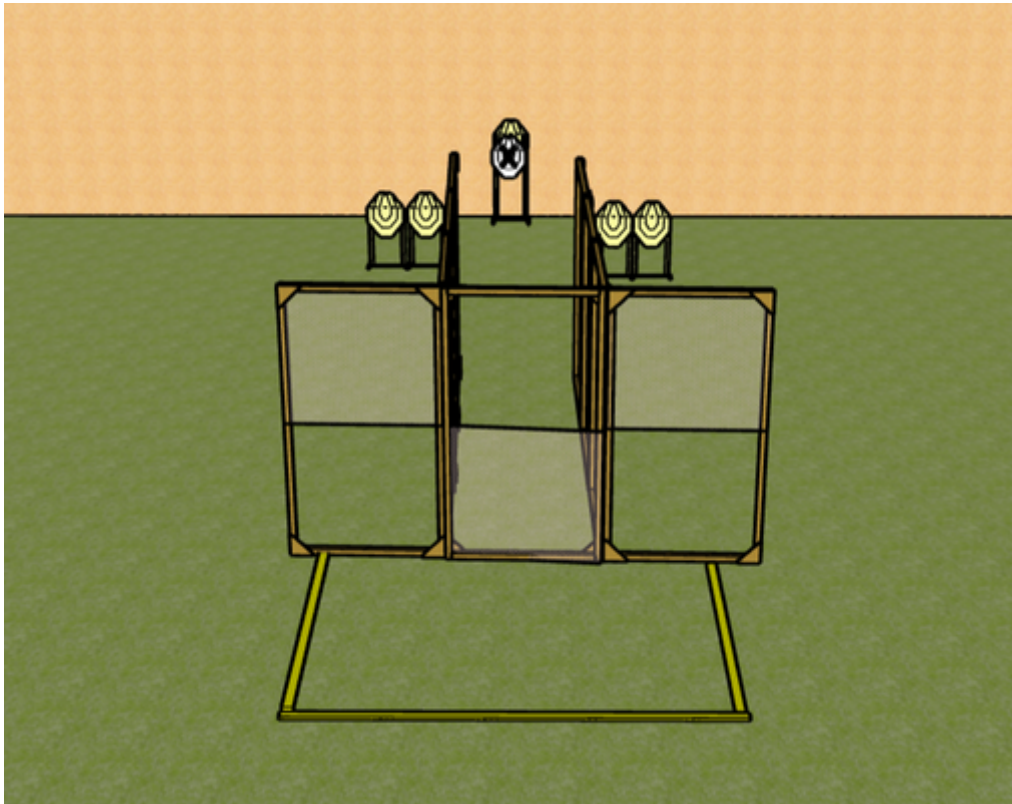
2. Plan A or B?



CoF	Comstock - Long	Points	140 p
Targets	12 paper, 2 popper, 2 plates, 1 no-shoot, Total 16 targets	Min rounds	28
Firearm	Handgun	Match-%	38.36%

Procedure	On signal engage targets as they become visible.
Starting position	Standing in marked place, facing downrange, hands relaxed at sides
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R: 90/90
Setup notes	

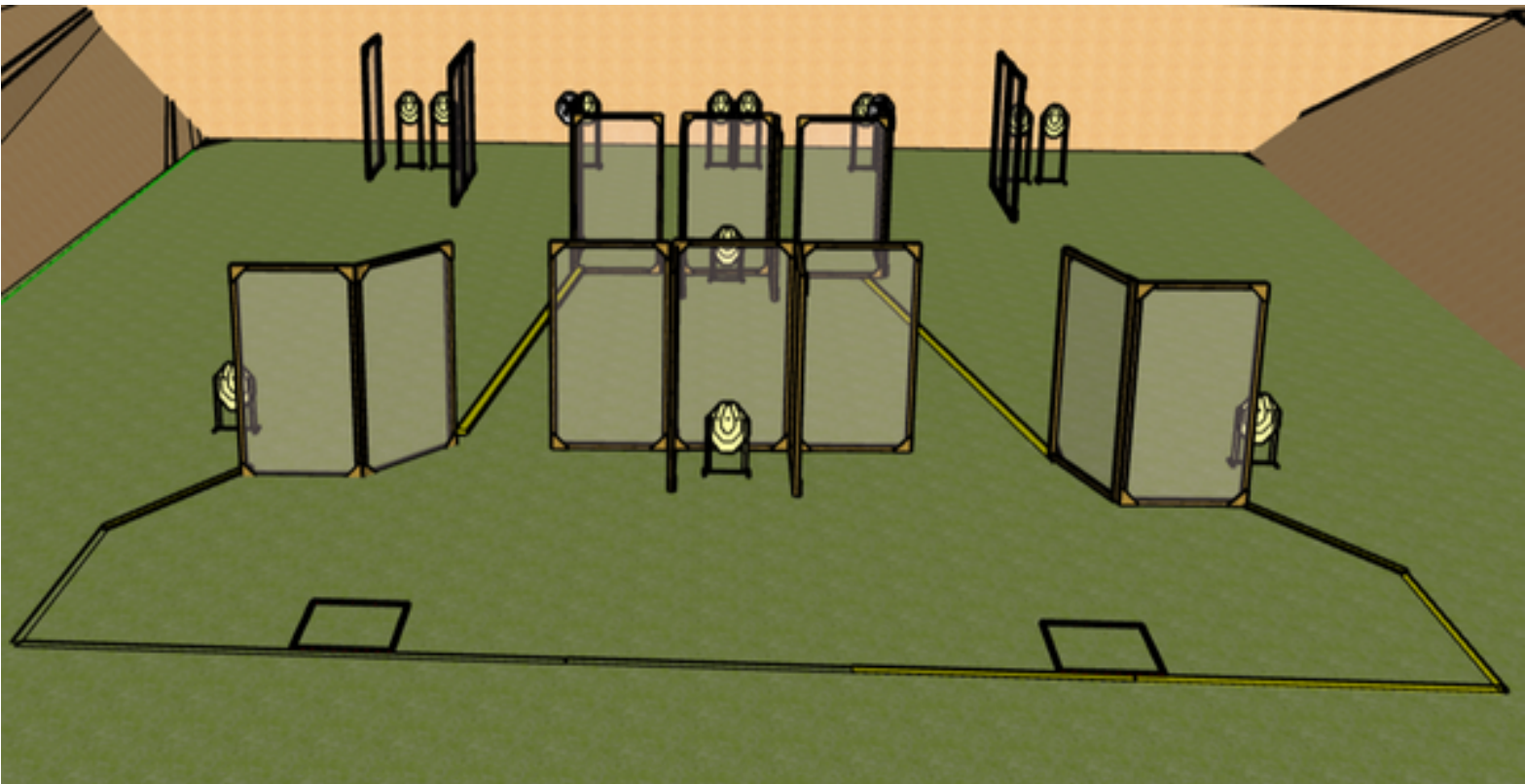
3. Up'n down



CoF	Comstock - Short	Points	50 p
Targets	5 paper, 1 no-shoot, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	13.70%

Procedure	On signal engage targets as they become visible.
Starting position	Standing in area, facing downrange, hands relaxed at sides
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R: 90/90
Setup notes	

4. Near-Far



CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 2 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	32.88%
Procedure	On signal engage targets as they become visible.		
Starting position	Standing either in the Box A or B, facing downrange, hands relaxed at sides		
Firearm ready condition	Gun loaded & holstered		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R: 90/90		
Setup notes	8 x IPSC-target, 4 x IPSC-minitarget		