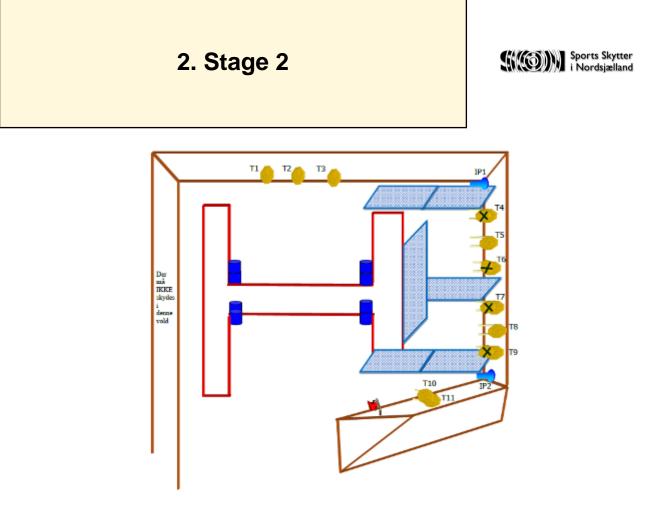


Tegnet af Dennis Kastrup Jakobsen

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 6 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	8.82%

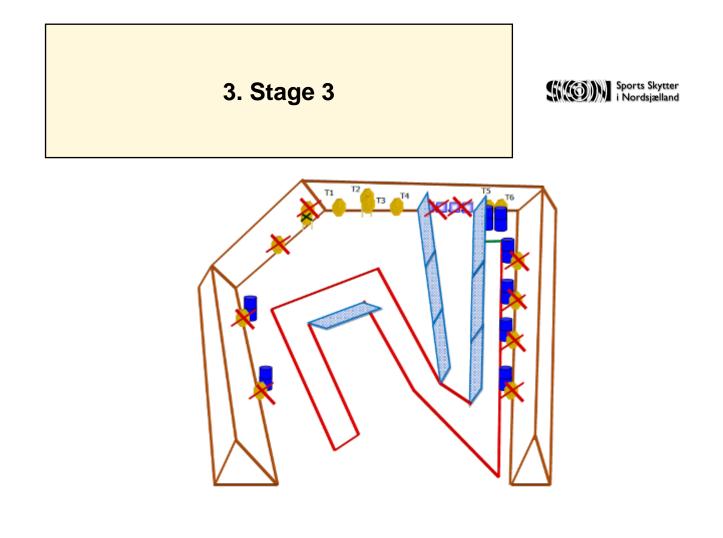
Procedure	
Starting position	
Firearm ready condition	
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Safetyflag on the right. After passing the flag, 90 degrees.
Setup notes	



Tegnet af Dennis Kastrup Jakobsen

CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 11 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	17.65%

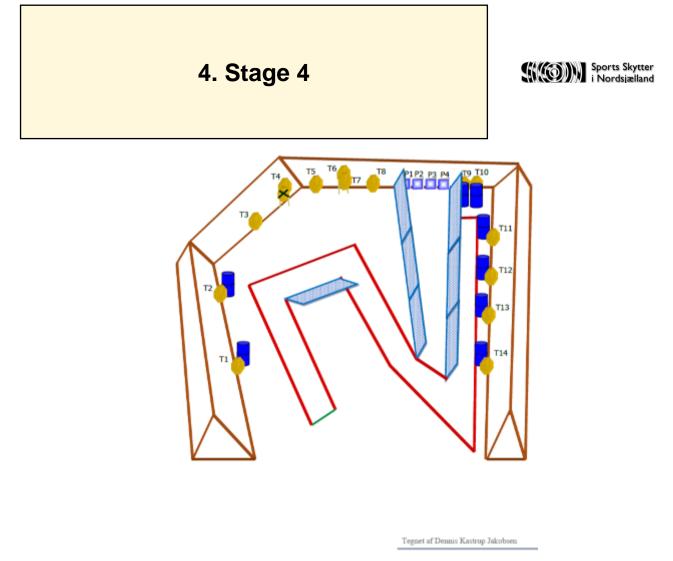
Procedure	
Starting position	
Firearm ready	
condition Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Safetyflag on the right. After passing the flag, 90 degrees.
Setup notes	



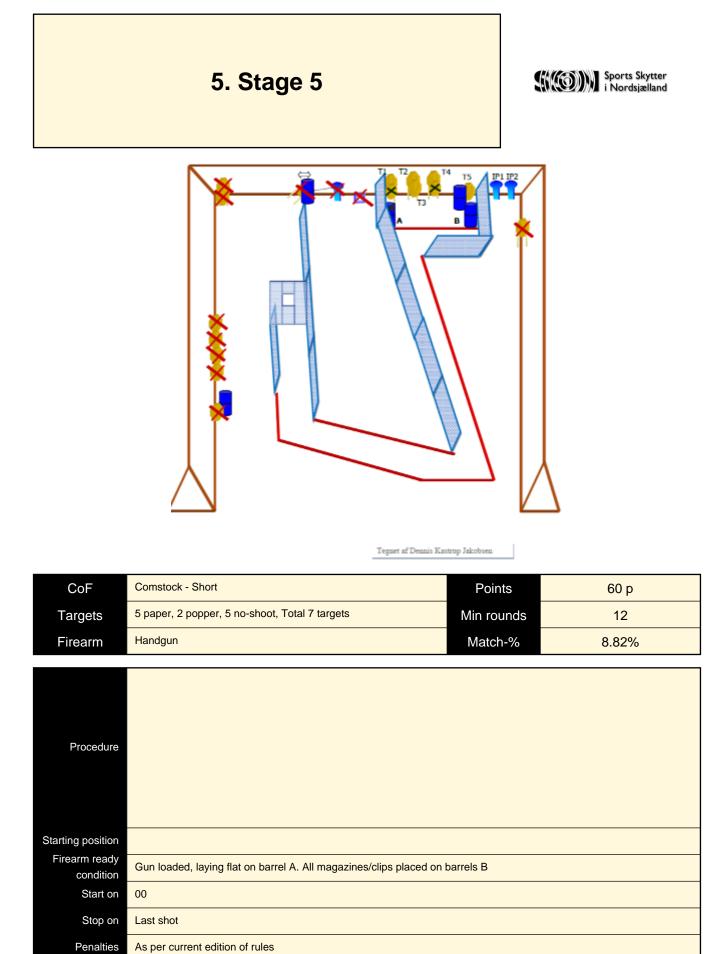
Tegnet af Dennis Kastrup Jakobsen

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 6 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	8.82%

Procedure	
Starting position	
Firearm ready	
condition	
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	
Setup notes	



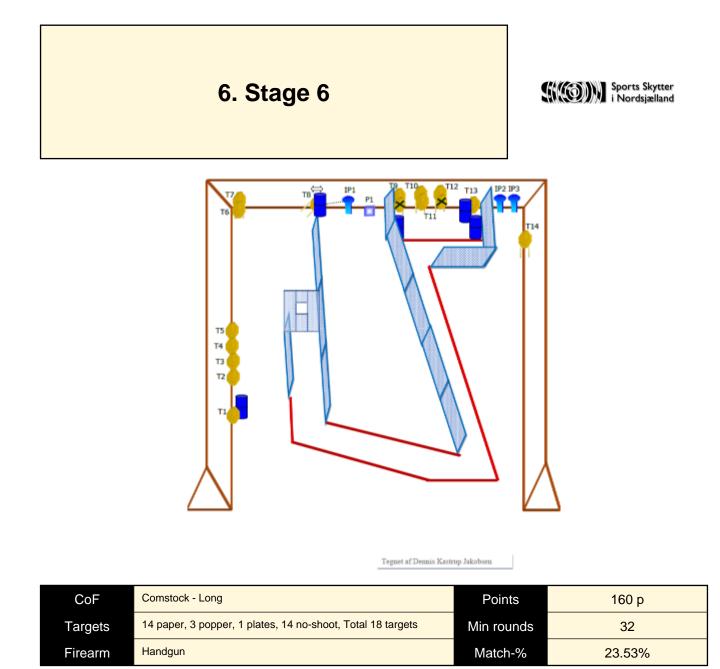
CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 plates, 14 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	23.53%
Procedure			
Starting position			
Firearm ready			
condition			
Start on	00		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles			
Setup notes			



Penalties

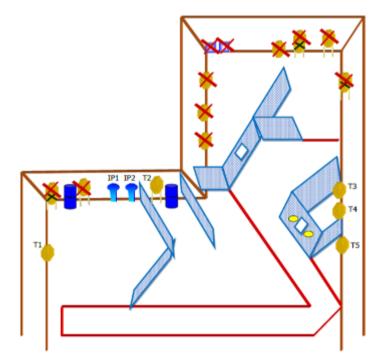
Setup notes

Safety angles



Procedure	
Starting position	
Firearm ready	
condition	
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	
Setup notes	

## 7. Stage 7



Tegnet af Dennis Kastrop Jakobsen

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 5 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	8.82%

Procedure	
Starting position	
Firearm ready	
condition	
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	
Setup notes	