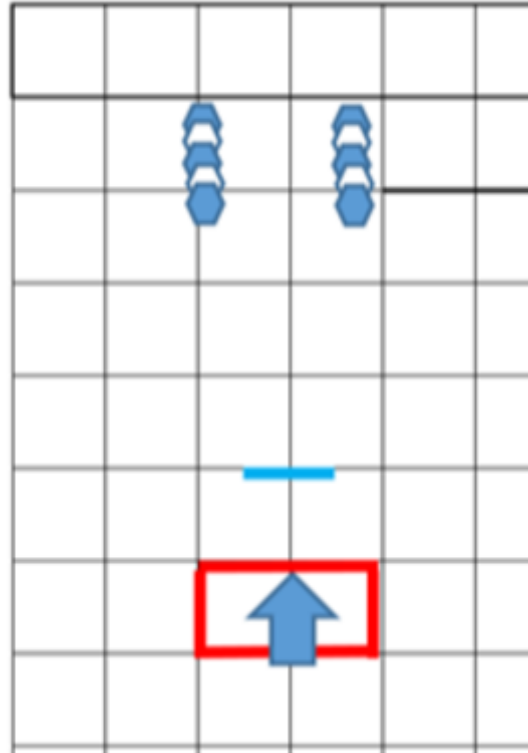


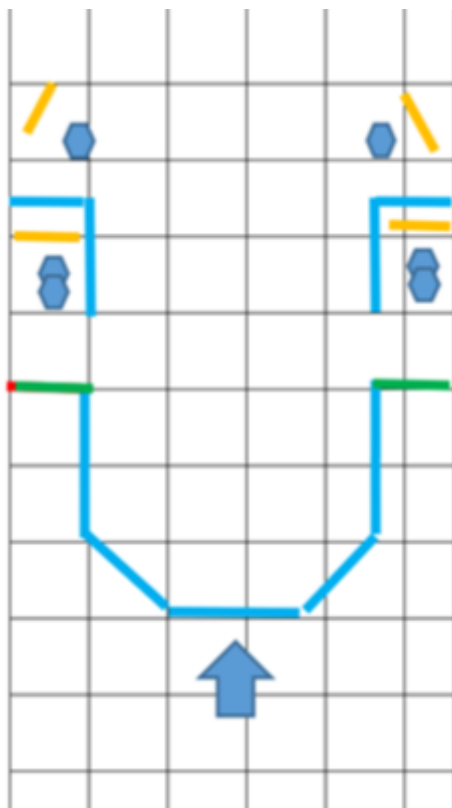
# 1. Stage 1



CoF	Comstock - Short	Points	60 p
Targets	6 paper, 4 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	16.67%

Procedure	Engage targets. A mandatory reload is required after the first shot and before the last shot fired.
Starting position	One foot touching the mark.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

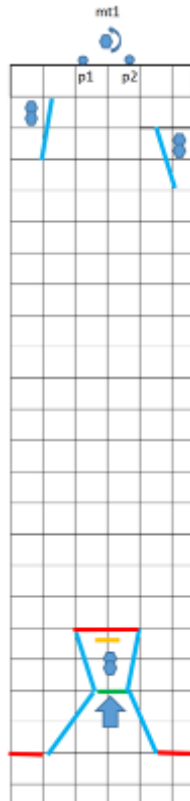
## 2. Stage 2



CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	16.67%

Procedure	Engage targets.
Starting position	One foot touching the mark.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

### 3. Stage 3



CoF	Comstock - Medium	Points	80 p
Targets	7 paper, 2 plates, Total 9 targets	Min rounds	16
Firearm	Handgun	Match-%	22.22%

Procedure	Engage targets. Plates p1 and p2 in any order will activate moving target mt1, which will move indefinitely.
Starting position	One foot at the mark.
Firearm ready condition	Chamber and magwell empty.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 4. Stage 4



CoF	Comstock - Long	Points	160 p
Targets	13 paper, 2 disappearing/bonus, 2 plates, Total 17 targets	Min rounds	28
Firearm	Handgun	Match-%	44.44%

Procedure	Engage targets. Plate p1 activates moving target mt2, which will disappear. Plate p2 activates moving target mt1, which will disappear. Plates p1 and p2 in any order will activate moving target mt3, which will move indefinitely.
Starting position	Facing the wall with both feet touching either mark A or mark B.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	