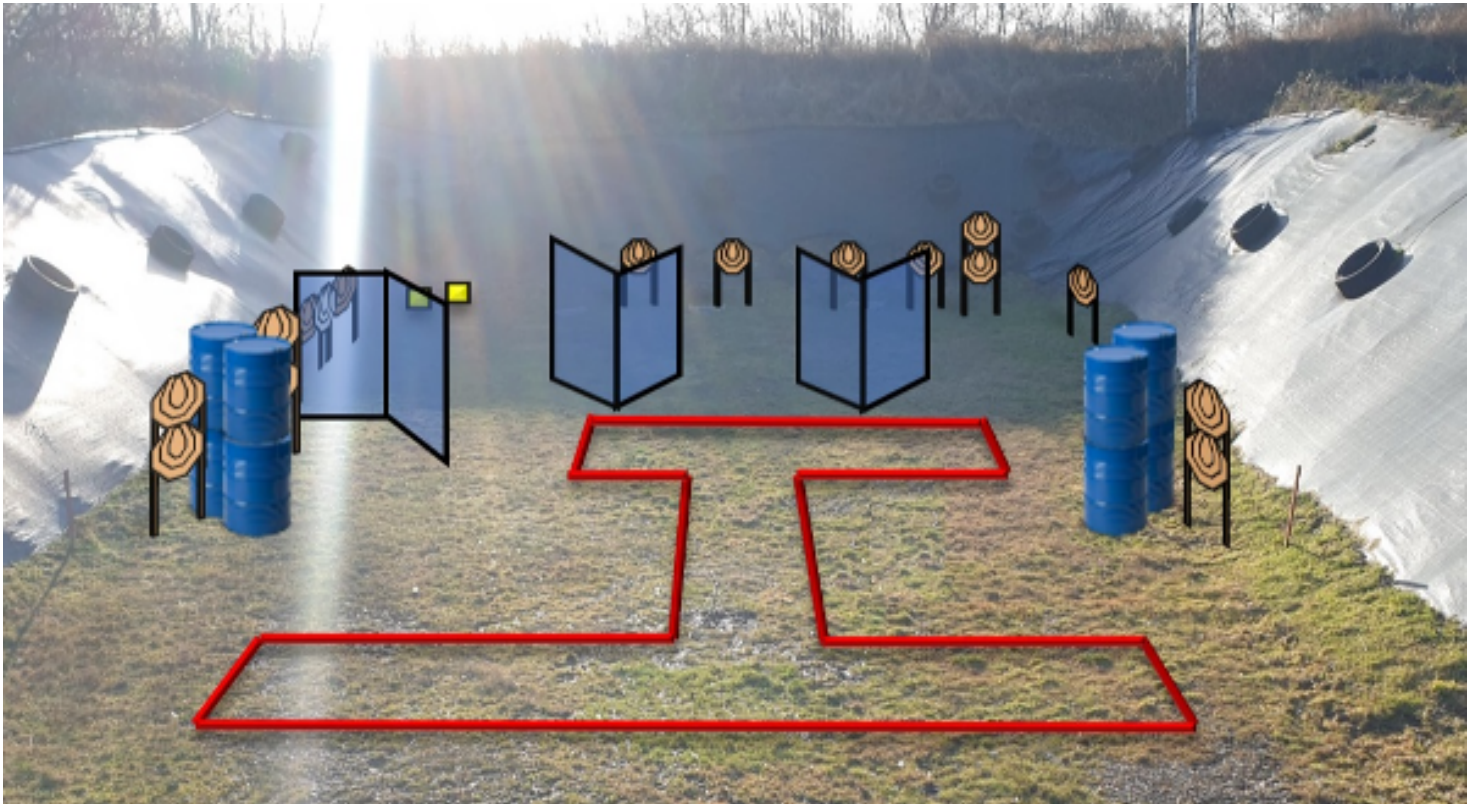


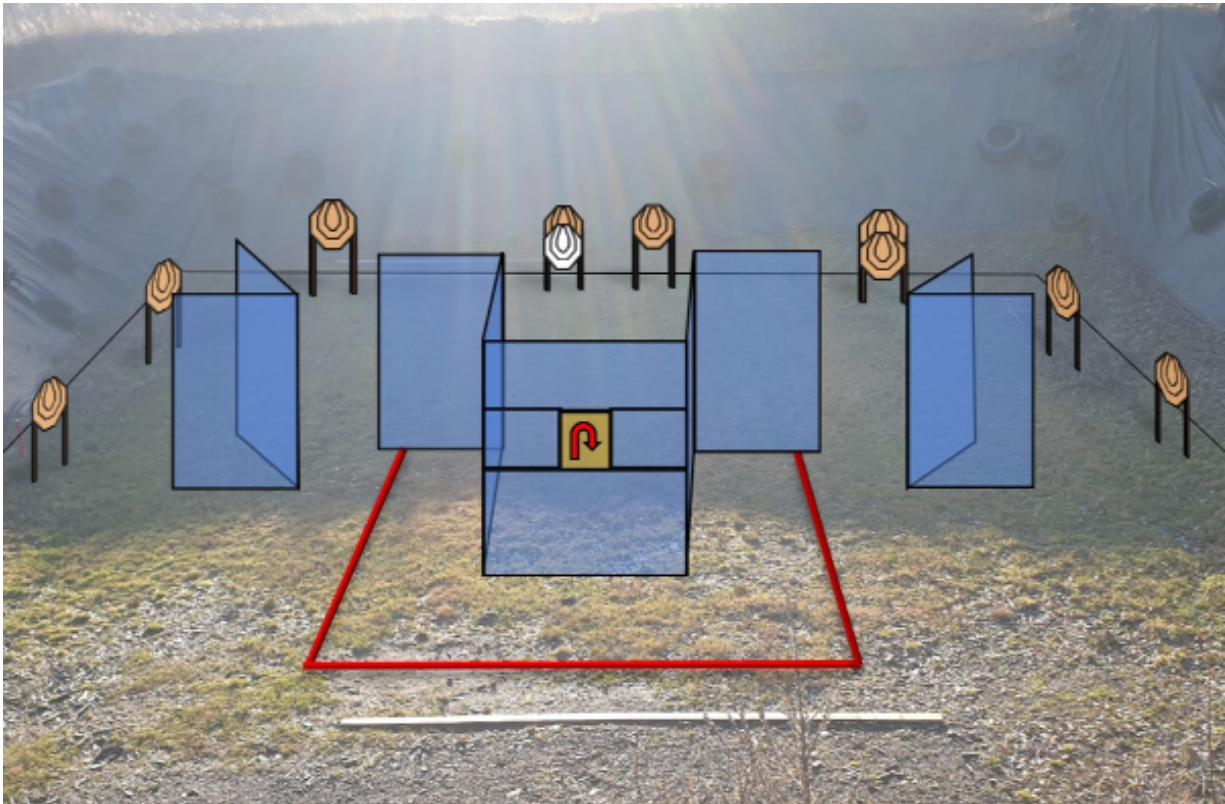
1. Stage 1 - Träsket 1



CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 plates, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	31.37%

Procedure	After audible signal, engage targets.
Starting position	Standing
Firearm ready condition	
Start on	Audible signal
Stop on	
Penalties	
Safety angles	L/R
Setup notes	

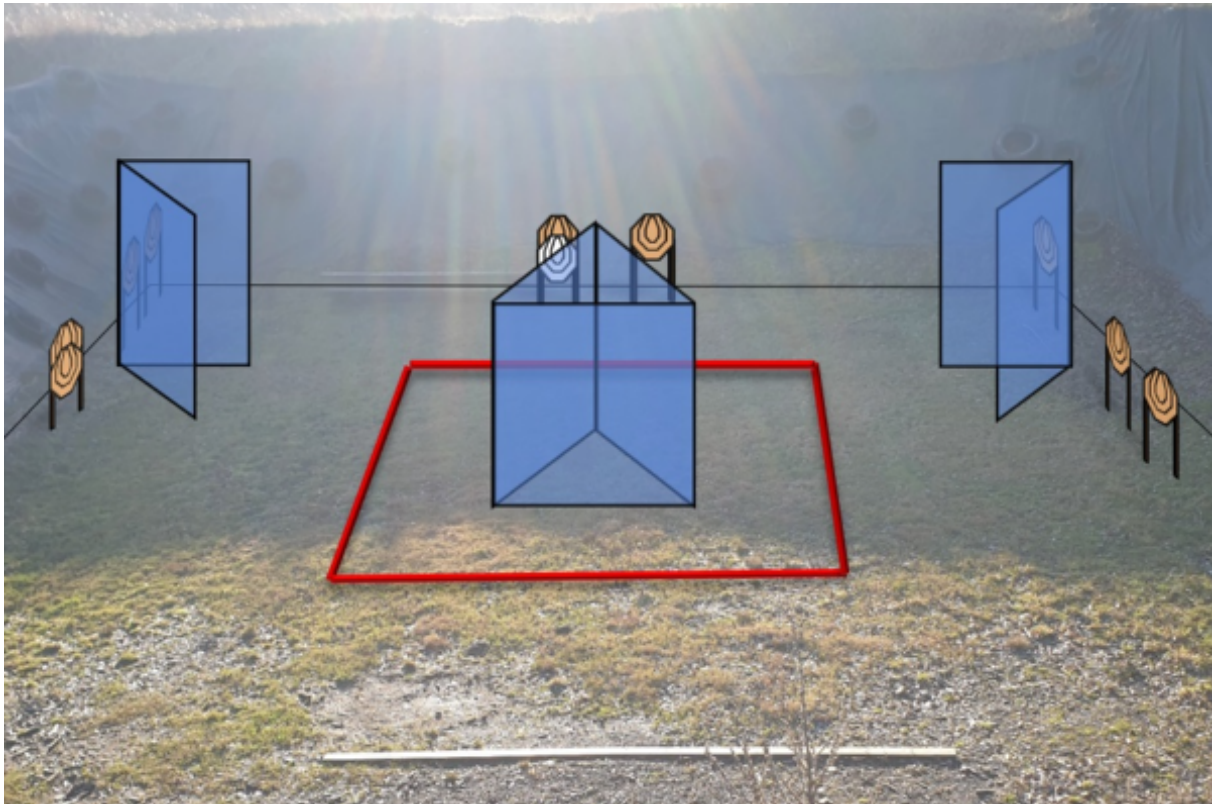
2. Stage 2 - Träsket 2



CoF	Comstock - Medium	Points	90 p
Targets	9 paper, Total 9 targets	Min rounds	18
Firearm	Handgun	Match-%	17.65%

Procedure	After audible signal, engage targets
Starting position	Standing
Firearm ready condition	
Start on	Audible signal
Stop on	
Penalties	
Safety angles	L/R
Setup notes	

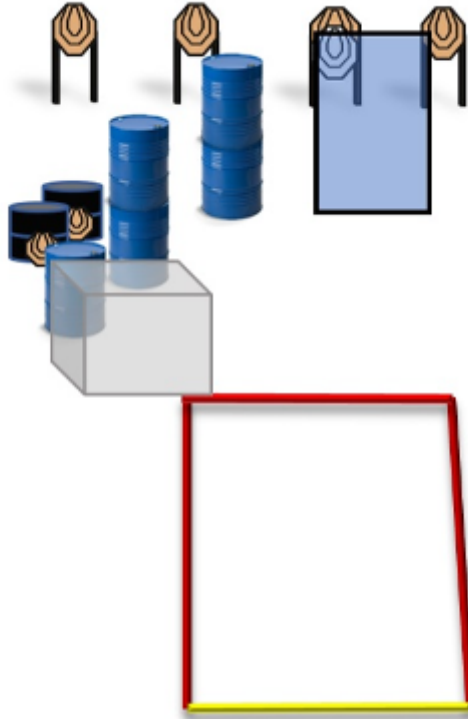
3. Stage 3 - Träsket 3



CoF	Comstock - Medium	Points	90 p
Targets	9 paper, Total 9 targets	Min rounds	18
Firearm	Handgun	Match-%	17.65%

Procedure	After audible signal, engage targets
Starting position	Standing
Firearm ready condition	
Start on	Audible signal
Stop on	
Penalties	
Safety angles	L/R
Setup notes	

4. Stage 4 - Container 1



CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	11.76%

Procedure	After audible signal, engage targets.
Starting position	Standing, heels touching yellow mark
Firearm ready condition	
Start on	Audible signal
Stop on	
Penalties	
Safety angles	L/R
Setup notes	

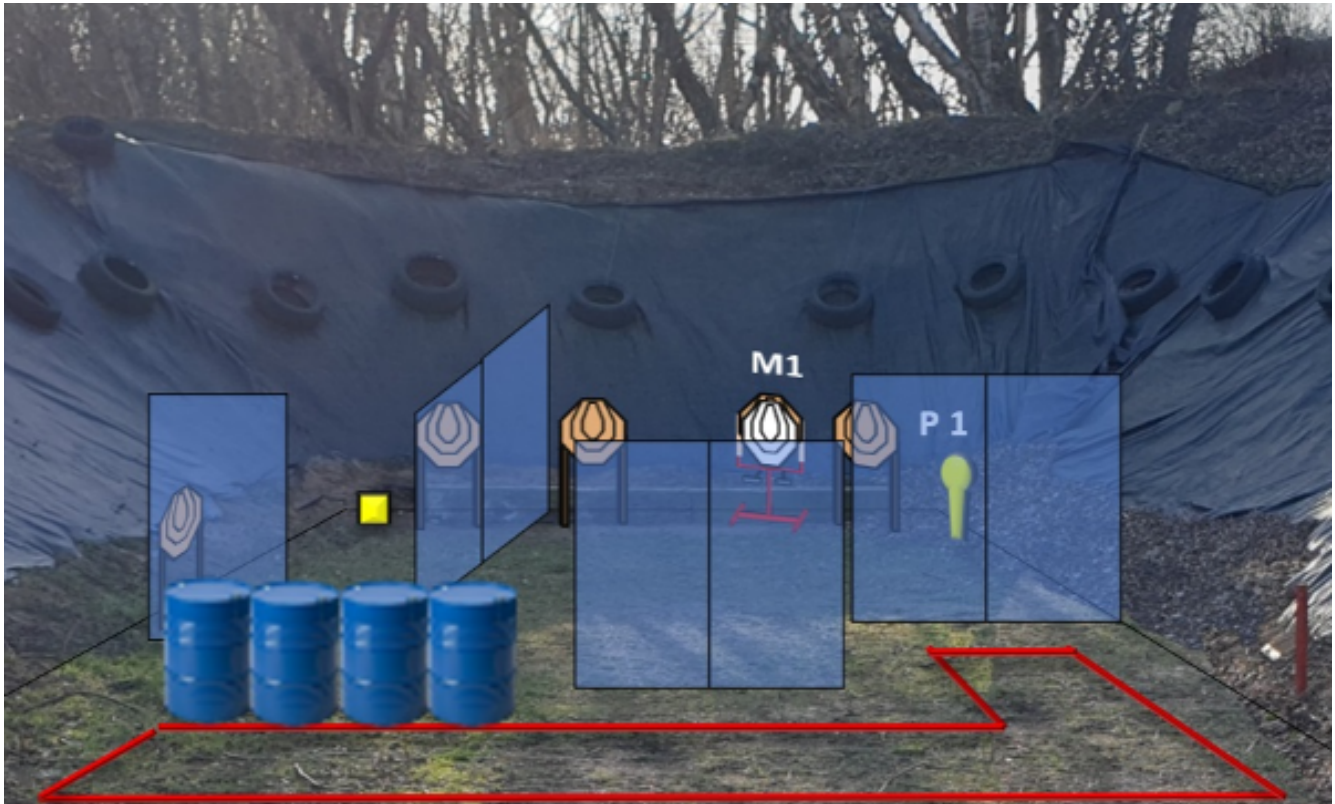
5. Stage 5 - Containern 2



CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	9.80%

Procedure	On signal, engage targets
Starting position	Standing
Firearm ready condition	Gun loaded & holstered, empty chamber
Start on	Audible signal
Stop on	
Penalties	
Safety angles	L/R
Setup notes	

6. Stage 6 - Containern 3



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 1 popper, 1 plates, 5 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	11.76%

Procedure	After audible signal, engage targets. Popper P1 will activate mouse trap M1, target is visible at rest
Starting position	Standing
Firearm ready condition	
Start on	Audible signal
Stop on	
Penalties	
Safety angles	L/R
Setup notes	