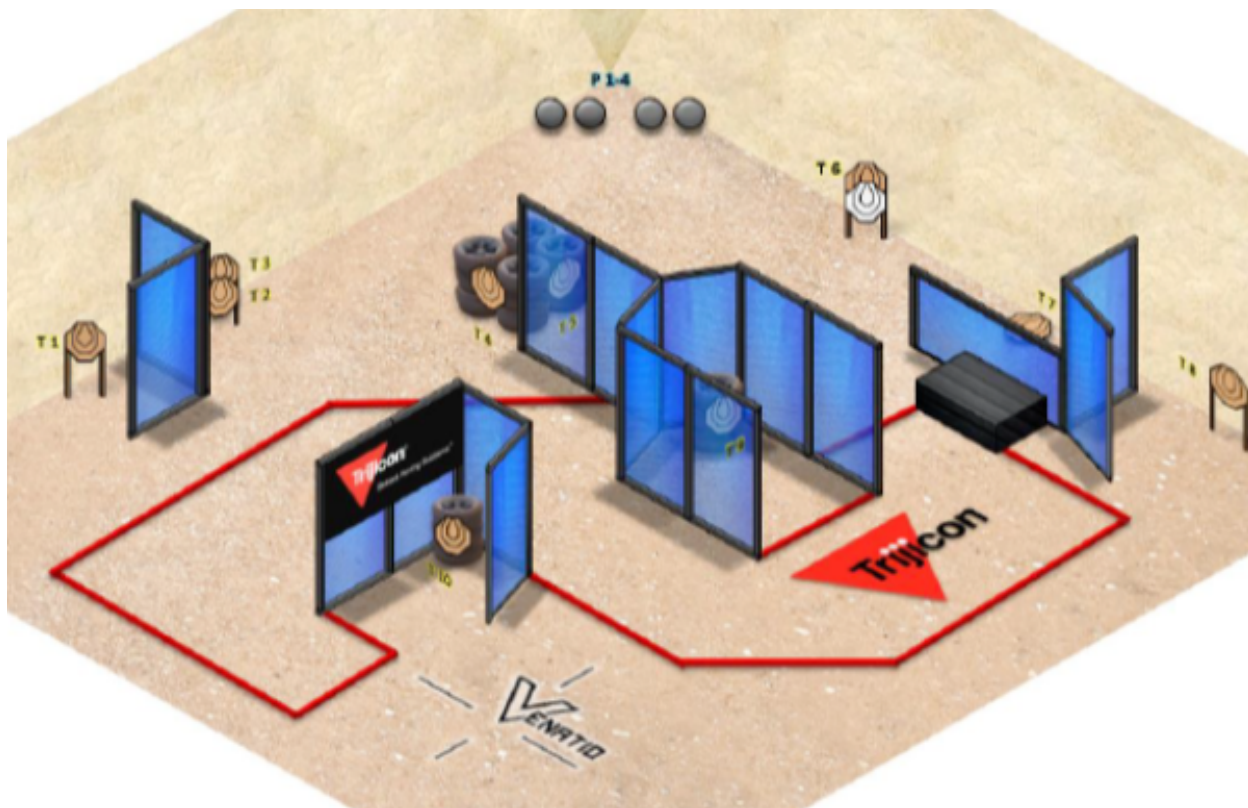


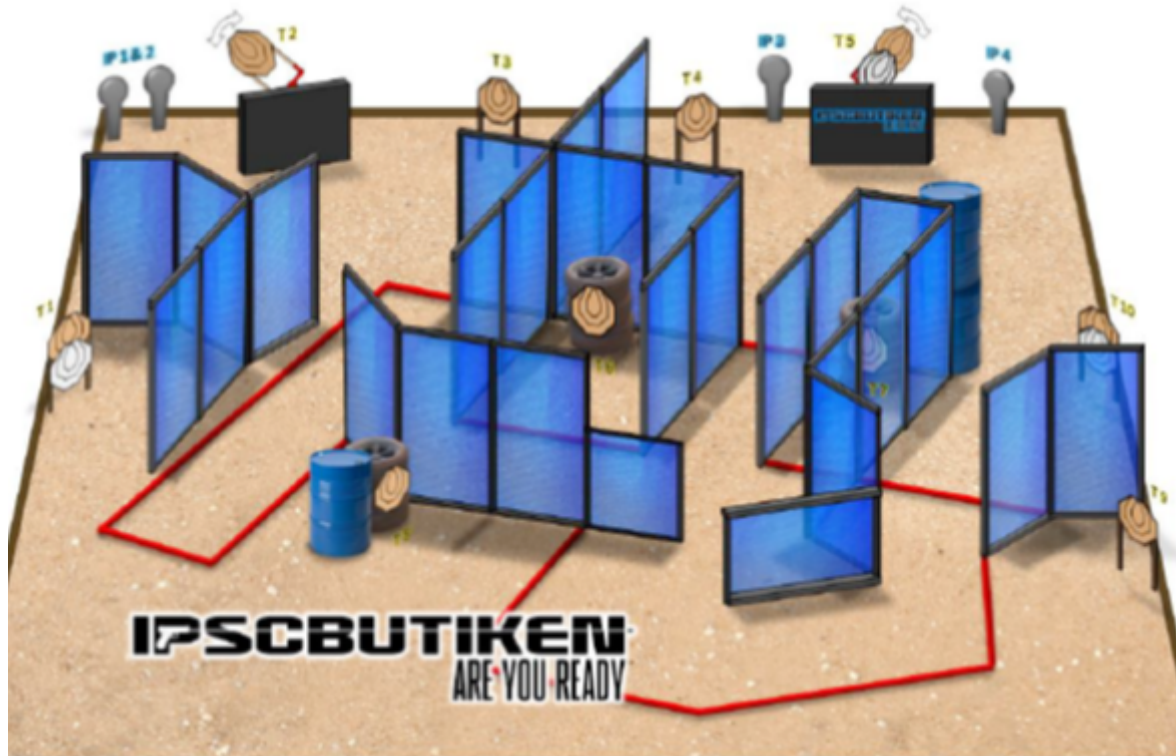
1. 75m left



CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 plates, 2 no-shoot, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	6.78%

Procedure	After signal engage targets.
Starting position	Standing anywhere inside area.
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

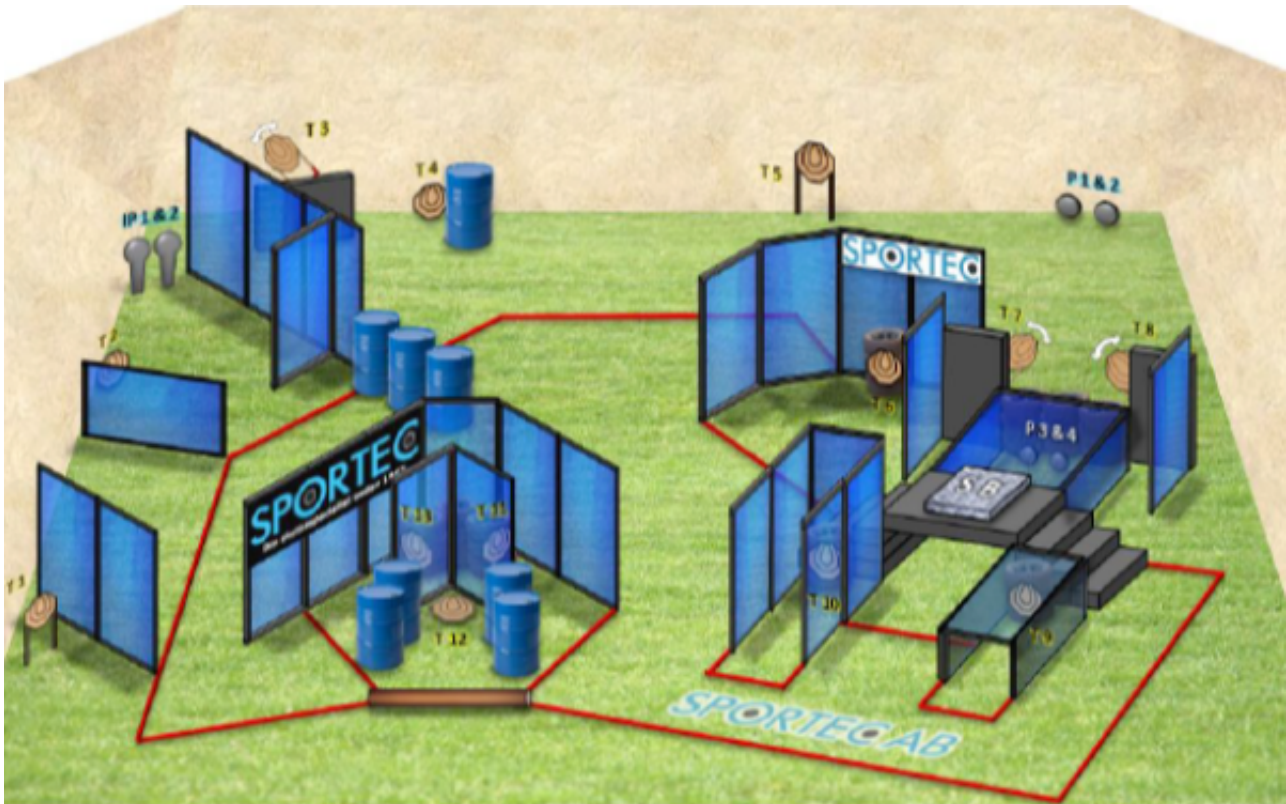
2. 75m right



CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, 3 no-shoot, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	6.78%

Procedure	After signal engage targets. IP2 activates moving targets T2. IP4 activates moving target T5. All moving targets will be visible at rest.
Starting position	Standing anywhere inside area.
Firearm ready condition	Loaded and holstered.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

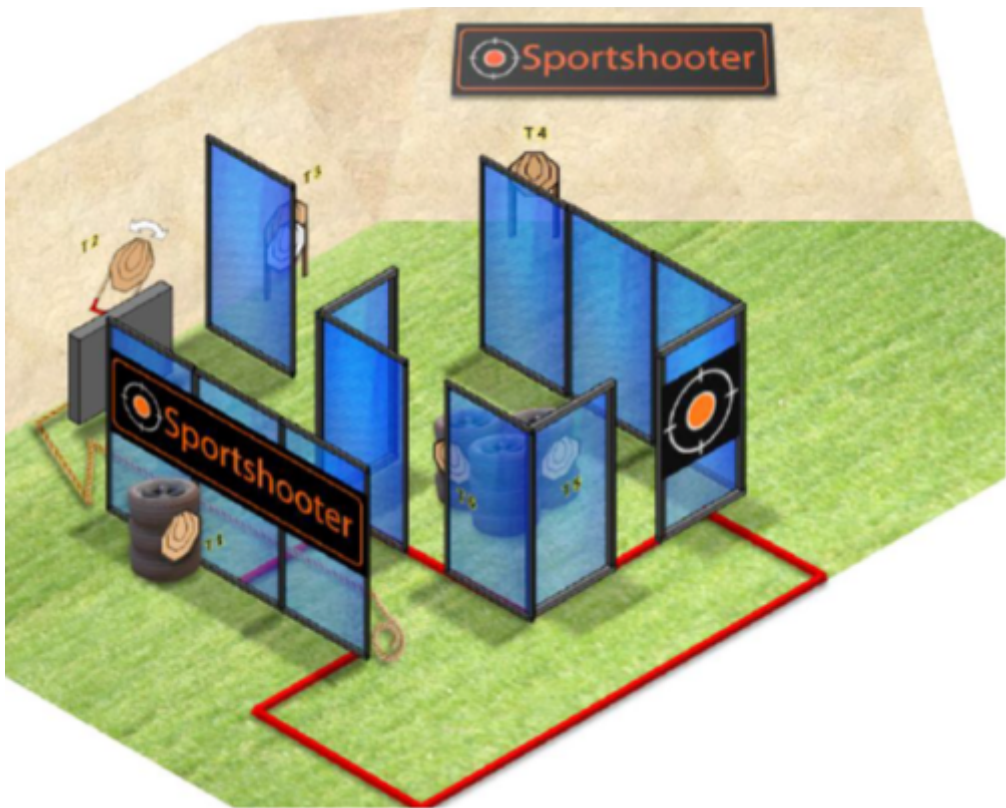
3. Police range



CoF	Comstock - Long	Points	160 p
Targets	13 paper, 2 popper, 4 plates, 2 no-shoot, Total 19 targets	Min rounds	32
Firearm	Handgun	Match-%	9.04%

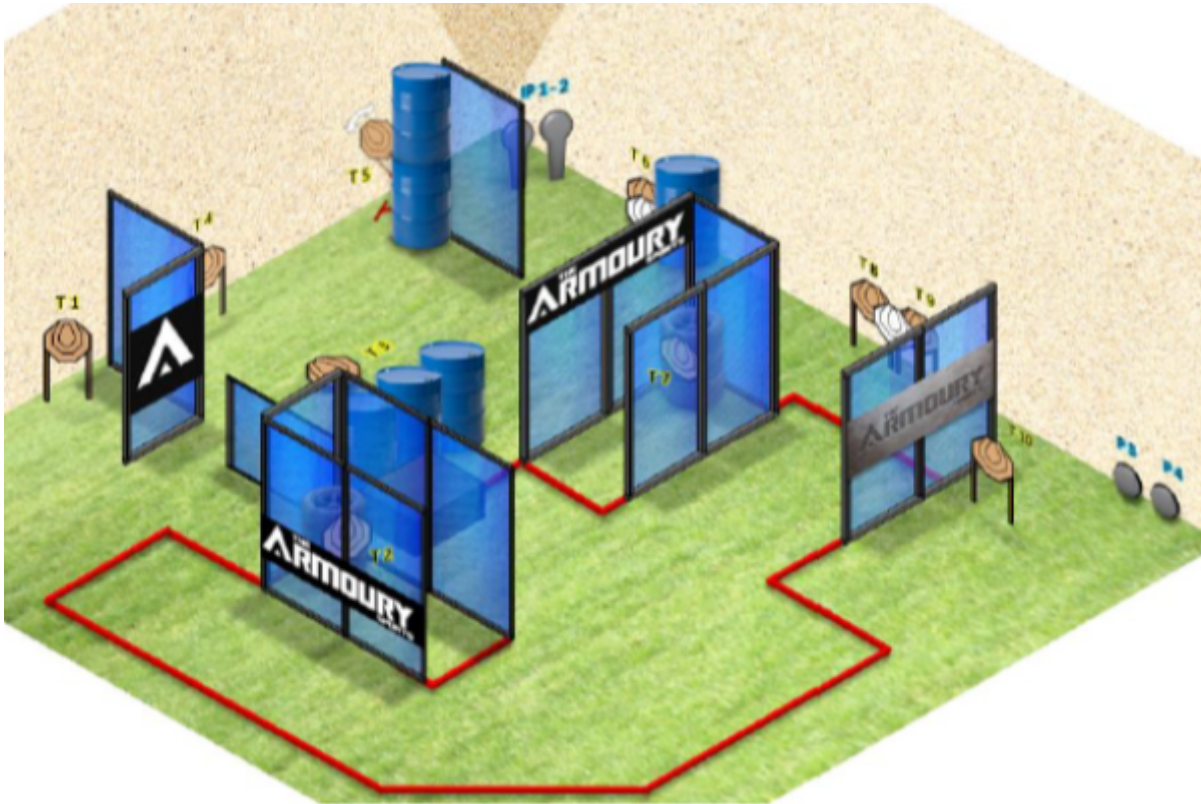
Procedure	After signal engage targets. IP2 activates moving targets T3. Light sensors activates moving targets T7 & T8. All moving targets will be partly visible at rest.		
Starting position	Standing anywhere inside area.		
Firearm ready condition	Loaded and holstered.		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

4. Behind the trap



CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	3.39%
Procedure	After signal engage targets. Pulling rope activates moving target T2 which will be visible at rest.		
Starting position	Standing anywhere inside area.		
Firearm ready condition	Loaded and holstered		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

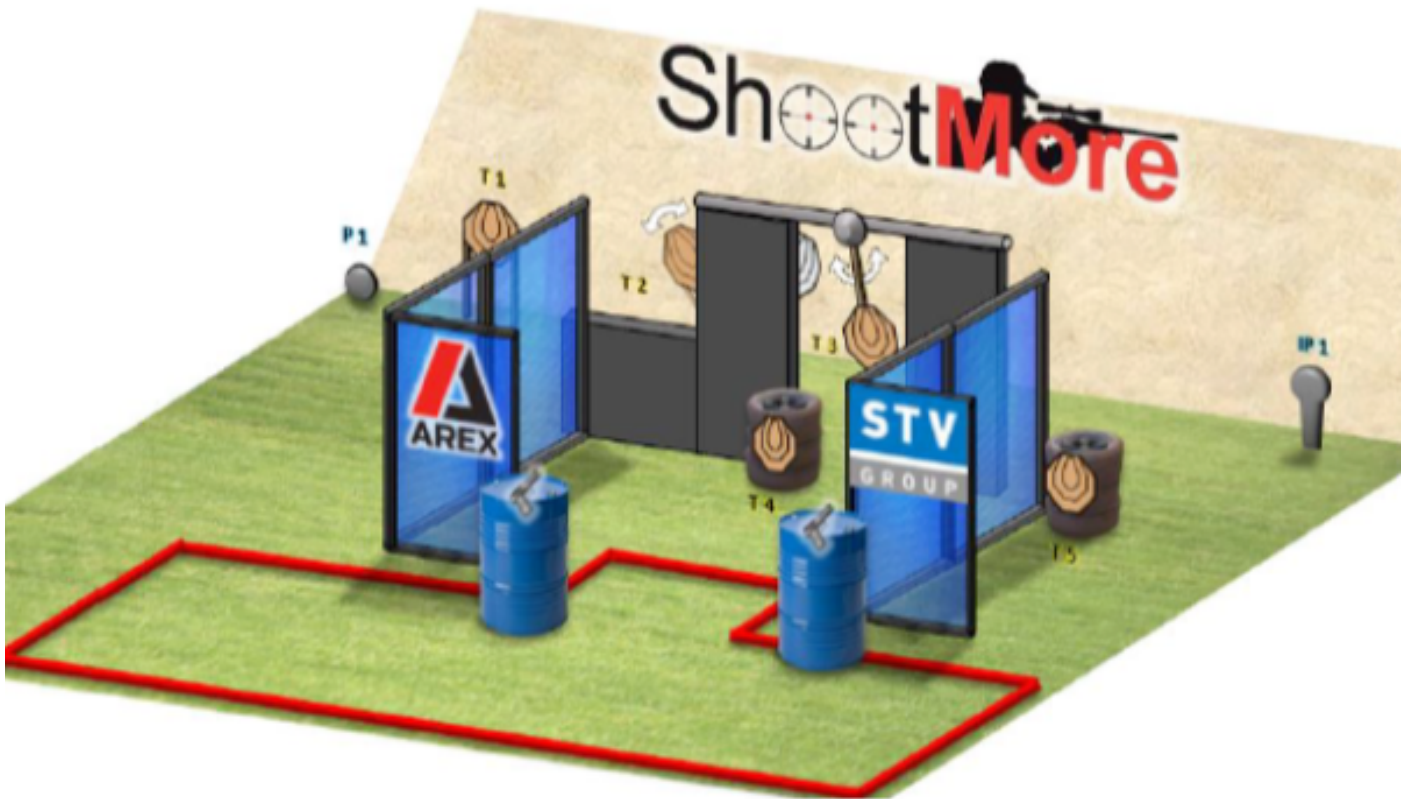
5. The corner



CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 2 popper, 2 plates, 1 no-shoot, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	6.78%

Procedure	After signal engage targets. IP2 activates moving target T5 which will be visible at rest.
Starting position	Standing anywhere inside area.
Firearm ready condition	Loaded & holstered.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

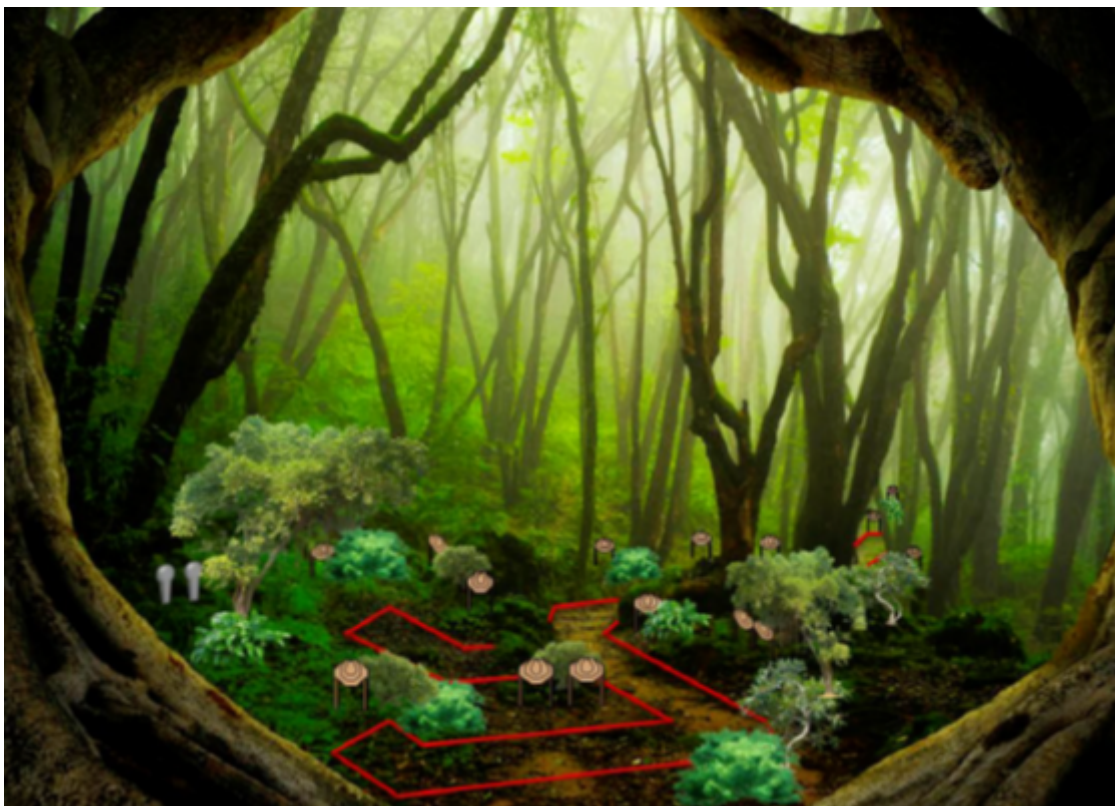
6. Behind 100m hall



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 1 popper, 1 plates, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	3.39%

Procedure	After signal engage targets. IP1 activates moving target T2 and T3, both will be visible at rest.
Starting position	Standing anywhere inside area.
Firearm ready condition	Laying flat on either barrel. Muzzle pointing downrange. Magazine inserted, empty chamber.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

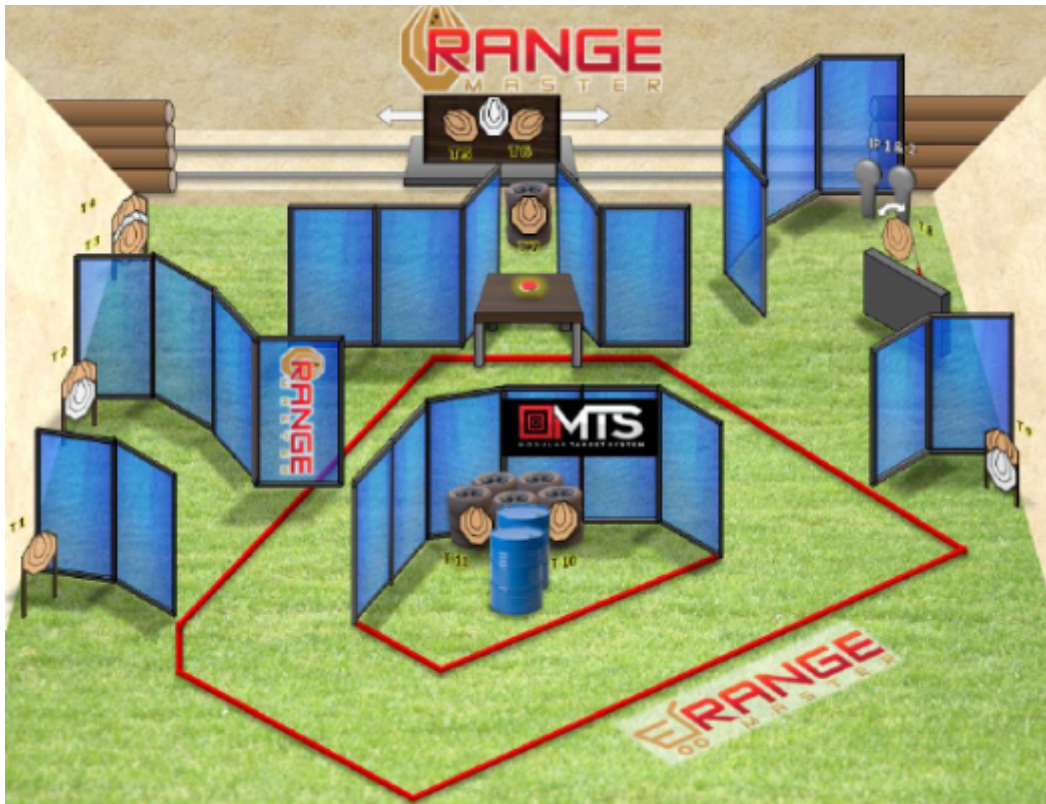
7. Jungle run



CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 popper, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	9.04%

Procedure	After signal engage targets.
Starting position	Standing anywhere in area.
Firearm ready condition	Loaded and holstered.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90 degrees left and right, and flag at the end
Setup notes	

8. The moose



CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 3 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	6.78%

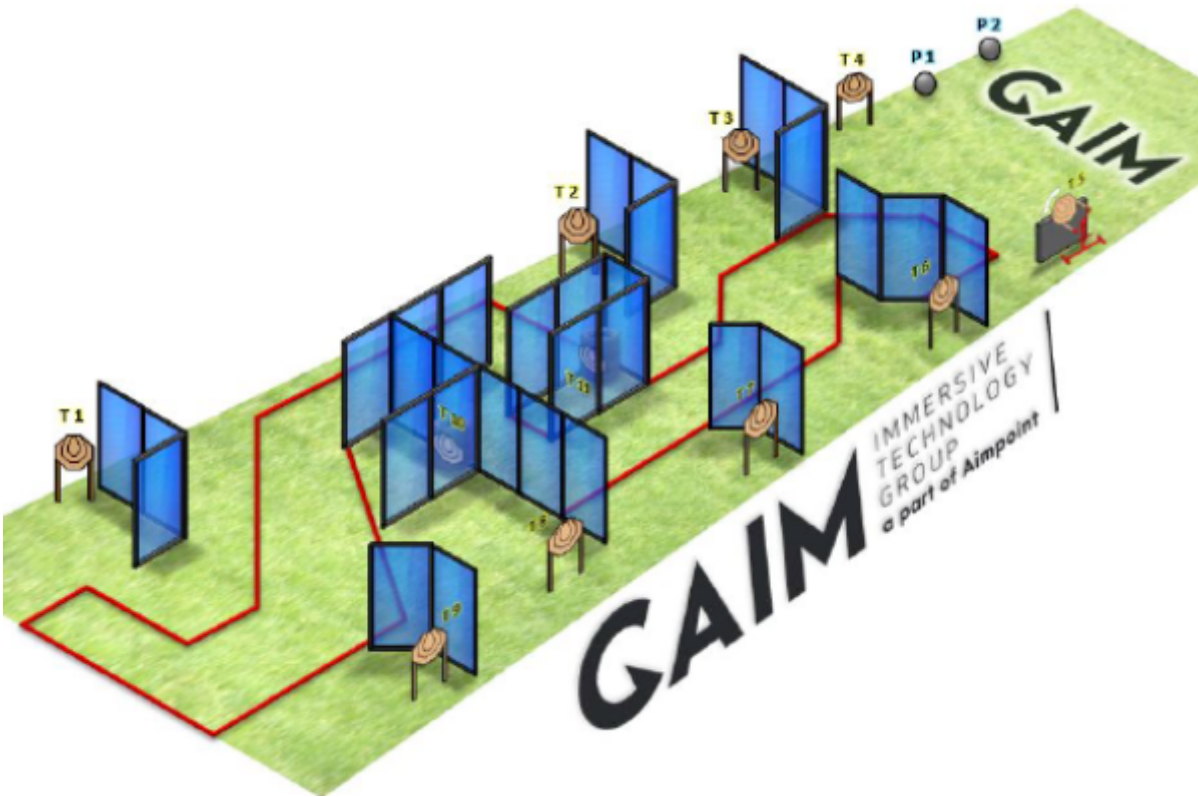
Procedure	After signal engage targets. Button activates moving targets T5 & T6 which will move until range is clear. IP2 activates moving target T8 which will be visible at rest.
Starting position	Standing anywhere inside area.
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90 degrees left, flag on the right
Setup notes	

9. The grave



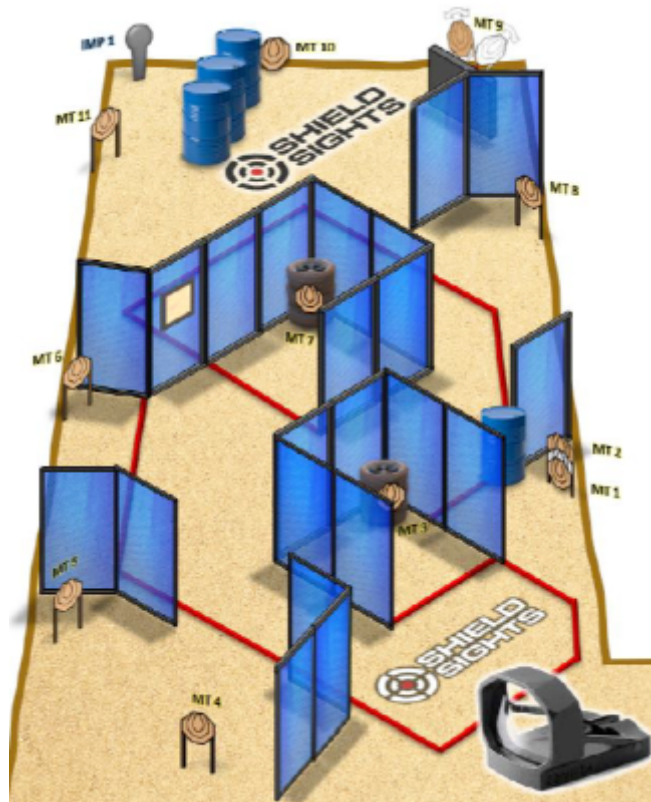
CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	2.54%
Procedure	After signal engage targets. IP1 activates moving target T3 & T4, both will be visible at rest.		
Starting position	Standing anywhere inside area.		
Firearm ready condition	Loaded and holstered.		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles			
Setup notes			

10. 80 meter range



CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 plates, 2 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	6.78%
Procedure	After signal engage targets. P2 activates moving target T5. T5 will be visible at rest.		
Starting position	Standing anywhere inside area.		
Firearm ready condition	Loaded and holstered.		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles			
Setup notes			

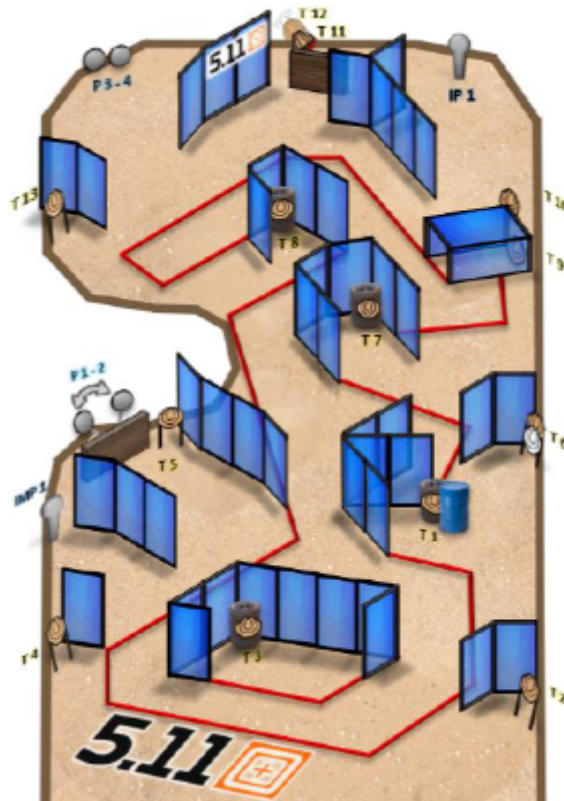
11. IPSC Bay 2



CoF	Comstock - Medium	Points	115 p
Targets	11 paper, 1 popper, 1 no-shoot, Total 12 targets	Min rounds	23
Firearm	Handgun	Match-%	6.50%

Procedure	After signal engage targets. IMP1 activates moving target MT9 which will be visible at rest.
Starting position	Standing anywhere inside area.
Firearm ready condition	Loaded and holstered.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

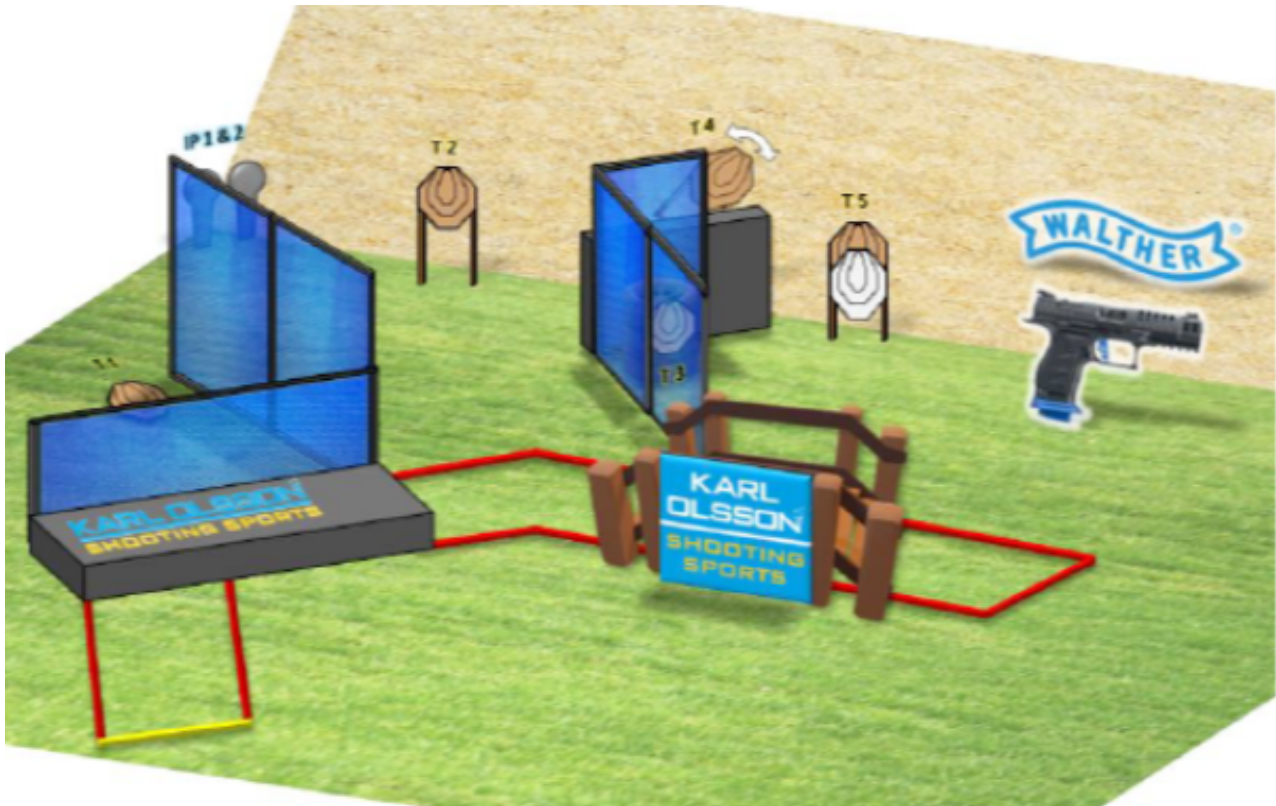
12. IPSC Bay 1



CoF	Comstock - Long	Points	160 p
Targets	13 paper, 2 popper, 4 plates, 1 no-shoot, Total 19 targets	Min rounds	32
Firearm	Handgun	Match-%	9.04%

Procedure	After signal engage targets. IMP1 activates moving targets P1 & P2. IP1 activates moving targets T11 & T12. All moving targets will be visible at rest.		
Starting position	Standing anywhere inside area.		
Firearm ready condition	Loaded and holstered.		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles			
Setup notes			

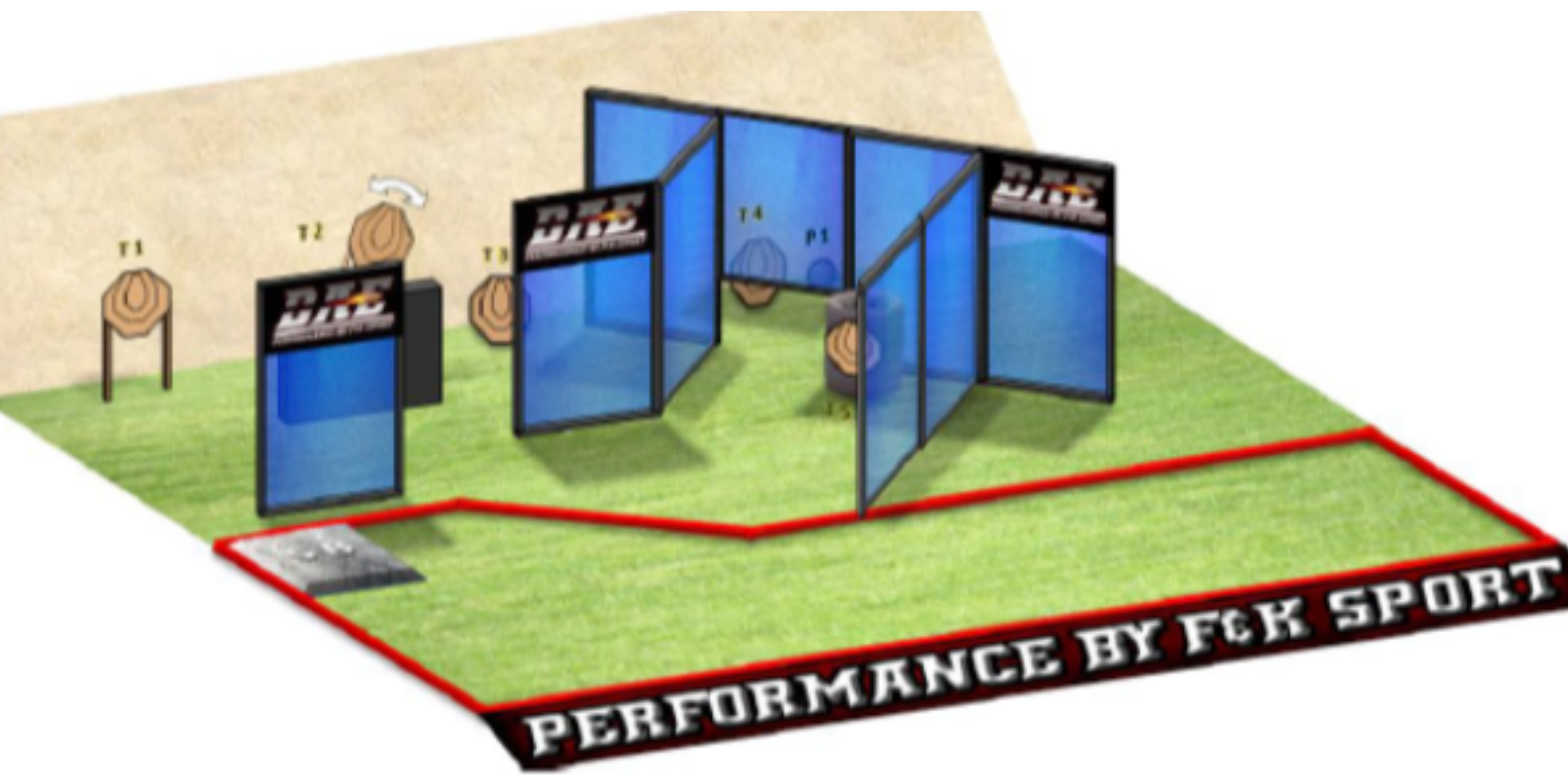
13. 200m right



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 1 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	3.39%

Procedure	After signal engage targets. IP2 activates moving target T4 which will be visible at rest.
Starting position	One foot touching yellow mark.
Firearm ready condition	Loaded and holstered.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90 degrees left, flag on right
Setup notes	

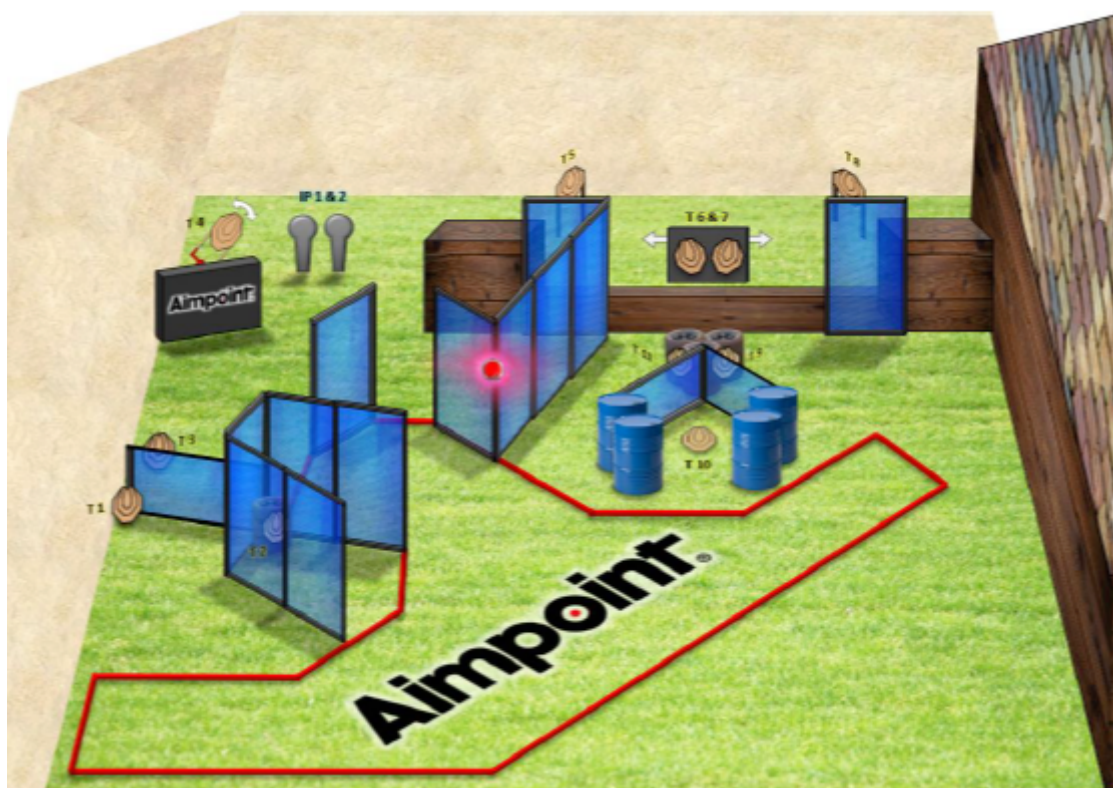
14. 200m left



CoF	Comstock - Short	Points	55 p
Targets	5 paper, 1 plates, Total 6 targets	Min rounds	11
Firearm	Handgun	Match-%	3.11%

Procedure	After signal engage targets. Stomp box activates moving target T2 which will visible at rest.
Starting position	Standing anywhere inside area, not touching stomp box.
Firearm ready condition	Loaded and holstered.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Flag on the left, 90 degrees right
Setup notes	

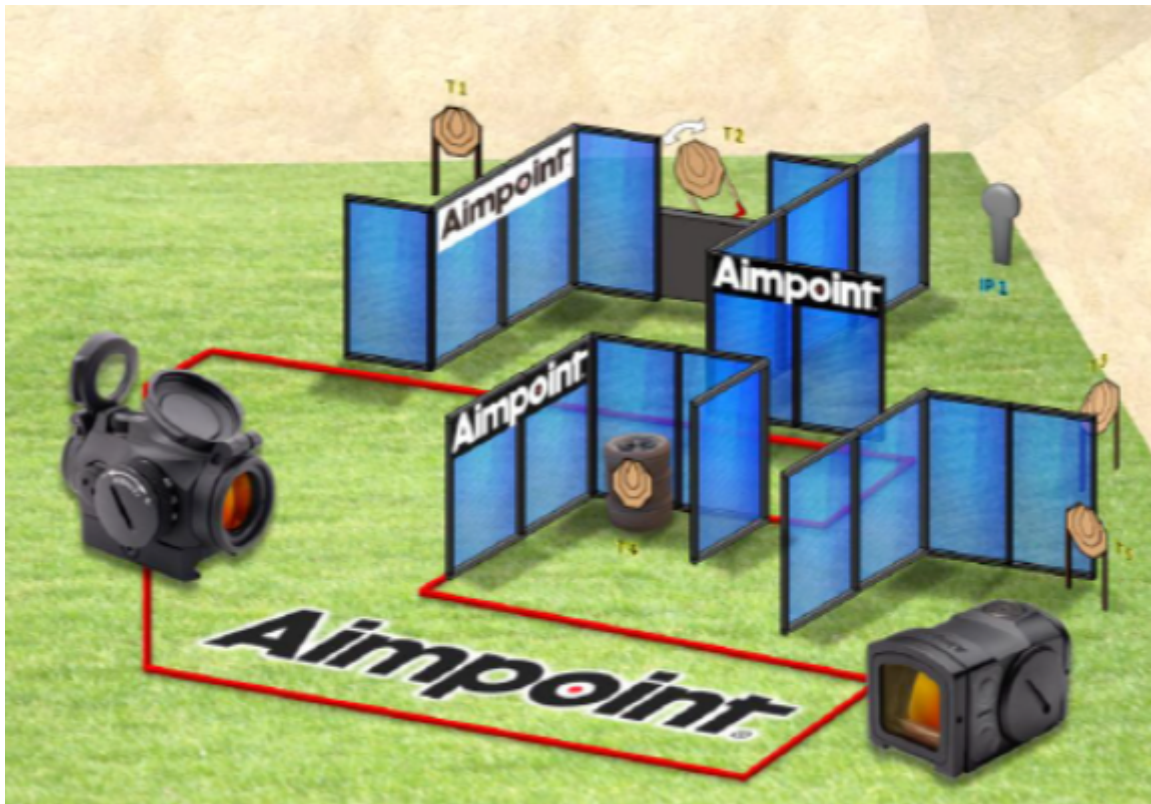
15. Ground target



CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 1 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	6.78%

Procedure	After signal engage targets. IP1 activates moving target T4 which will be visible at rest. Pushing button (with hand only) activates moving targets T6 & T7 which will move from the right to the left, then back again. Shooter may activate moving targets T6 & T7 as many times as they like.
Starting position	Standing anywhere inside area.
Firearm ready condition	Loaded and holstered.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

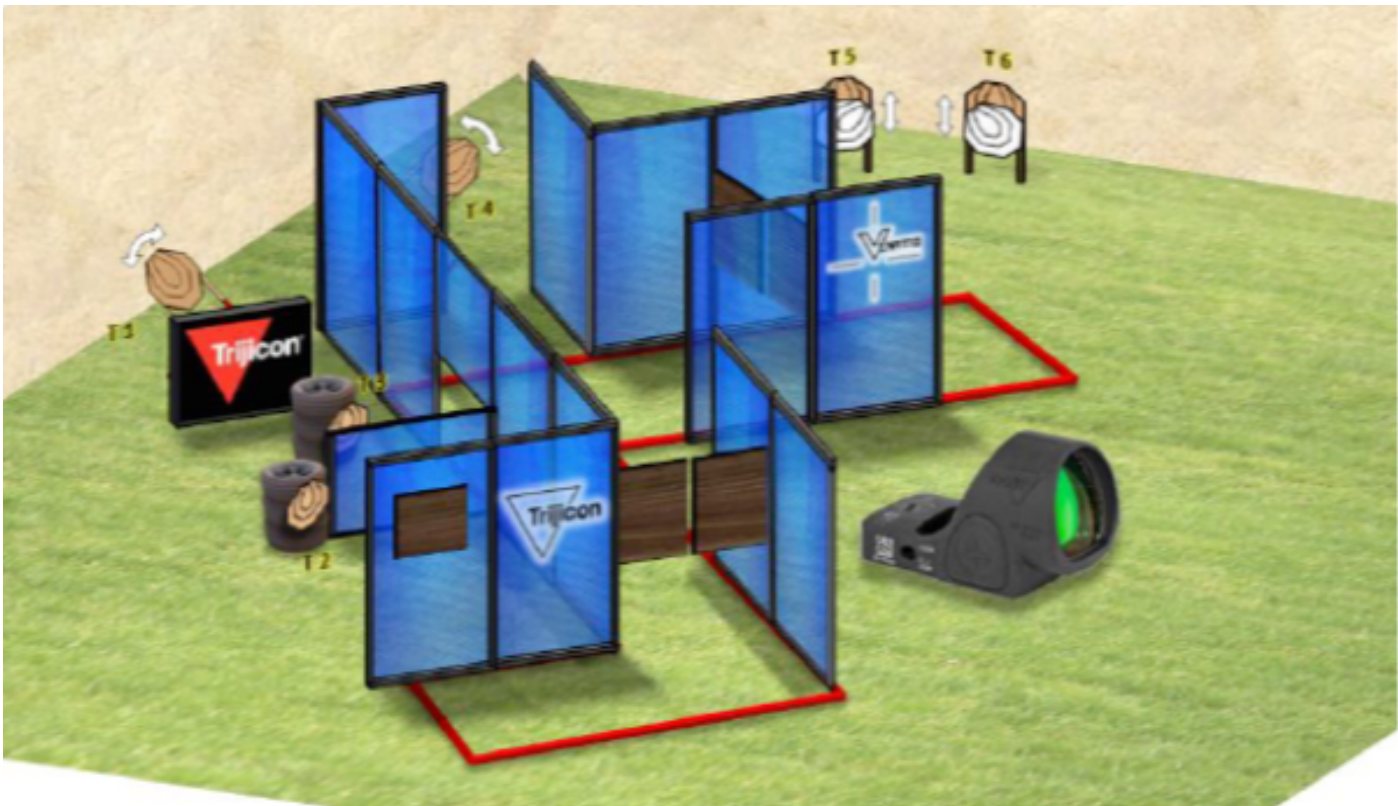
16. 50m right



CoF	Comstock - Short	Points	55 p
Targets	4 paper, 1 disappearing/bonus, 1 popper, Total 6 targets	Min rounds	9
Firearm	Handgun	Match-%	3.11%

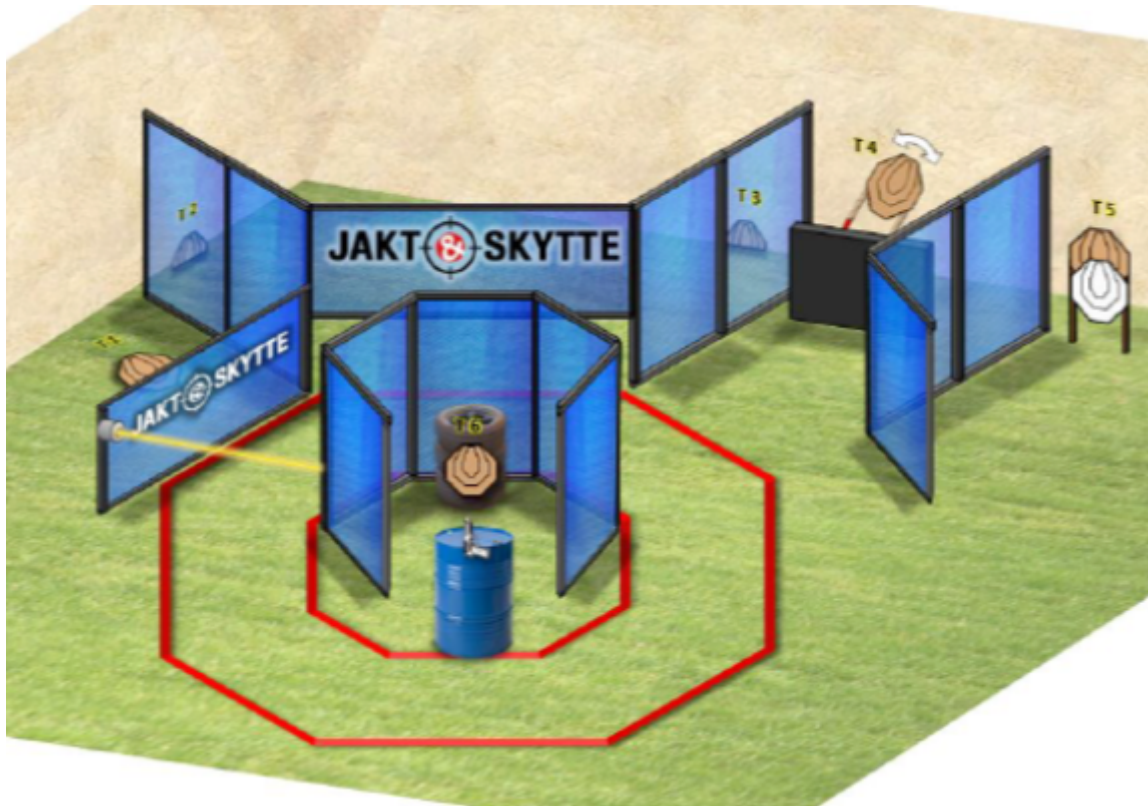
Procedure	After signal engage targets. IMP1 activates moving target T2 which will not be visible at rest.
Starting position	Standing anywhere inside area.
Firearm ready condition	Loaded and holstered.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

17. 50m left



CoF	Comstock - Short	Points	60 p
Targets	6 paper, 3 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	3.39%
Procedure	After signal engage targets. Hatch activates moving target T1 (open with hand only). Door 1 activates moving target T4. Door 2 activates moving targets T5 & T6. All moving targets will be visible at rest.		
Starting position	Standing anywhere inside area.		
Firearm ready condition	Loaded and holstered.		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

18. 25m left



CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	3.39%

Procedure	After signal engage targets. Light sensor activates moving target T4 which will be visible at rest.
Starting position	Standing anywhere inside area.
Firearm ready condition	Laying flat on barrel. Magazine inserted, empty chamber.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90 degrees left and flag right.
Setup notes	