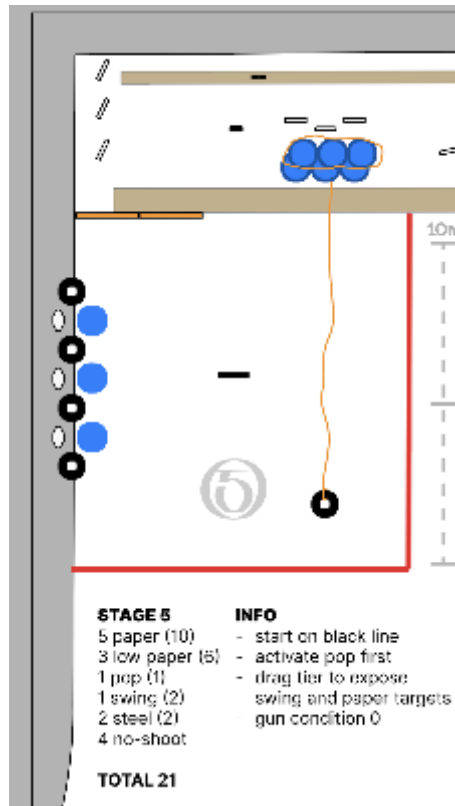


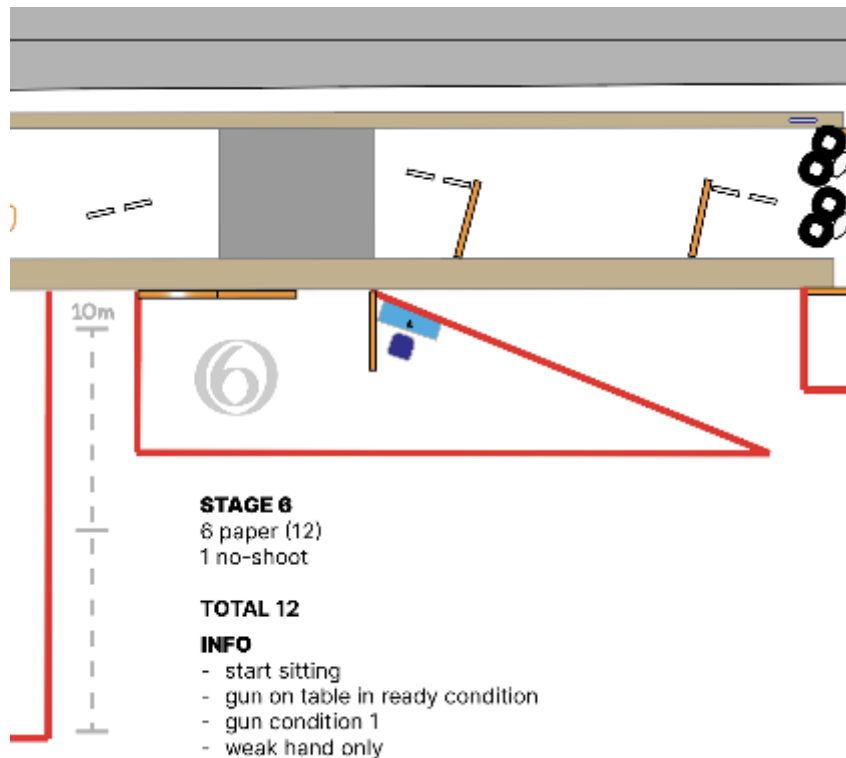
# 1. The parking space



CoF	Comstock - Medium	Points	100 p
Targets	9 paper, 1 popper, 1 plates, 4 no-shoot, Total 11 targets	Min rounds	20
Firearm	Handgun	Match-%	21.74%

Procedure	- activate pop first - drag car tier 5 meters to collapse the wall which exposes one swing and two targets
Starting position	Middle - on the black line
Firearm ready condition	Firearm ready condition
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

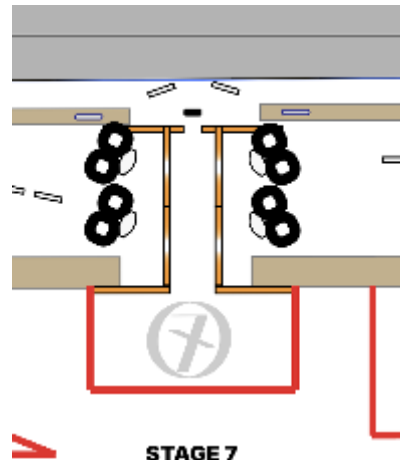
## 2. The bad hand



CoF	Comstock - Short	Points	60 p
Targets	6 paper, 1 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	13.04%

Procedure	- gun on table in ready condition - gun condition 1 - one hand - weak hand only - engage first targets at sitting position
Starting position	Sitting at the desk
Firearm ready condition	Firearm ready condition on table
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	second course - right of the IPSC storage house

### 3. The corridor drama



**STAGE 7**

- 2 paper (4)
- 4 low paper (8)
- 2 swing (4)
- 1 pop (1)

**TOTAL 19**

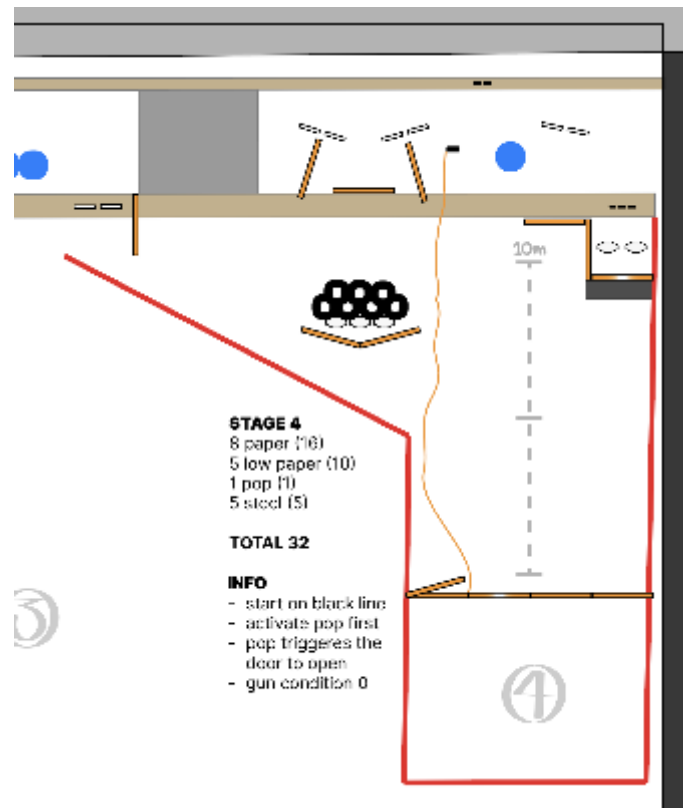
**INFO**

- start anywhere
- pop activates hidden swings (left & right)
- gun condition 0

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	17.39%

Procedure	- start anywhere - pop activates two hidden swings - the swings are hidden on stop
Starting position	start anywhere
Firearm ready condition	Firearm ready condition
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	pop activates hidden swing targets - hidden on stop

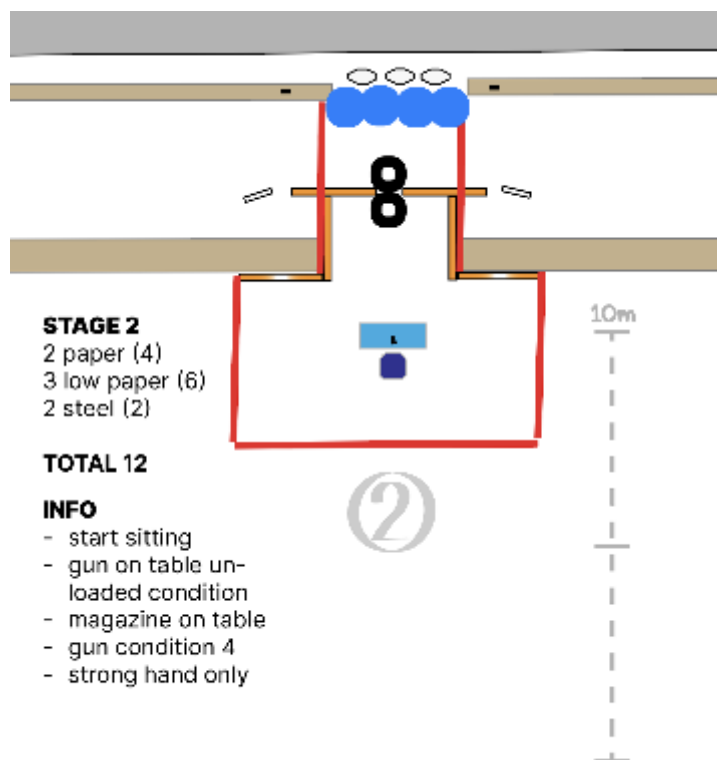
## 4. The key card



CoF	Comstock - Long	Points	160 p
Targets	13 paper, 1 popper, 5 plates, Total 19 targets	Min rounds	32
Firearm	Handgun	Match-%	34.78%

Procedure	- activate pop first - pop triggers the door to open
Starting position	In the box on the black line
Firearm ready condition	Firearm ready condition
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Pop needs to be connected with string to wall / door

## 5. The water cooler



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 plates, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	13.04%

Procedure	- gun on table unloaded condition - gun condition 4 - magazine on table - one hand - strong hand only
Starting position	Sitting at the desk
Firearm ready condition	Firearm placed on table unloaded with magazine table
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	