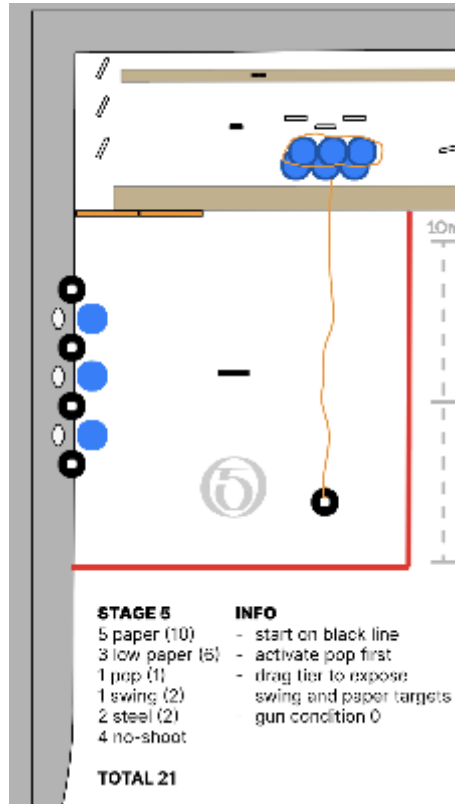


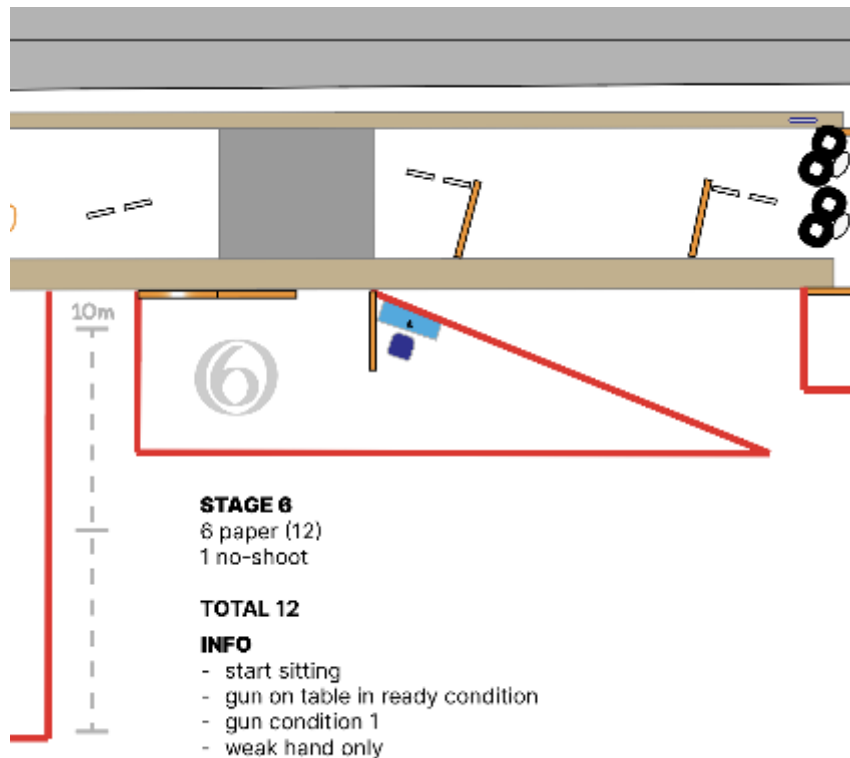
# 1. The parking space



|         |   |            |        |
|---------|---|------------|--------|
| 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             |  |

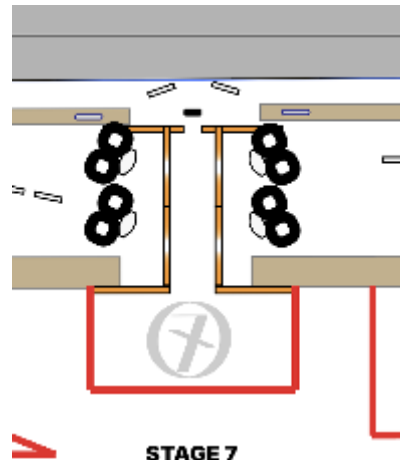
## 2. The bad hand



|         |                                      |            |        |
|---------|--------------------------------------|------------|--------|
| 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**

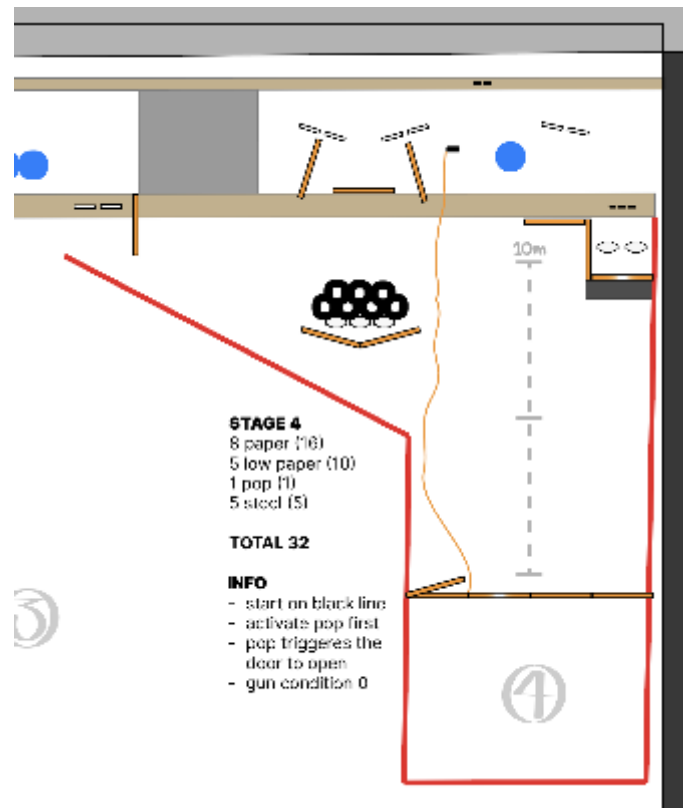
**INFO**

- 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                                |

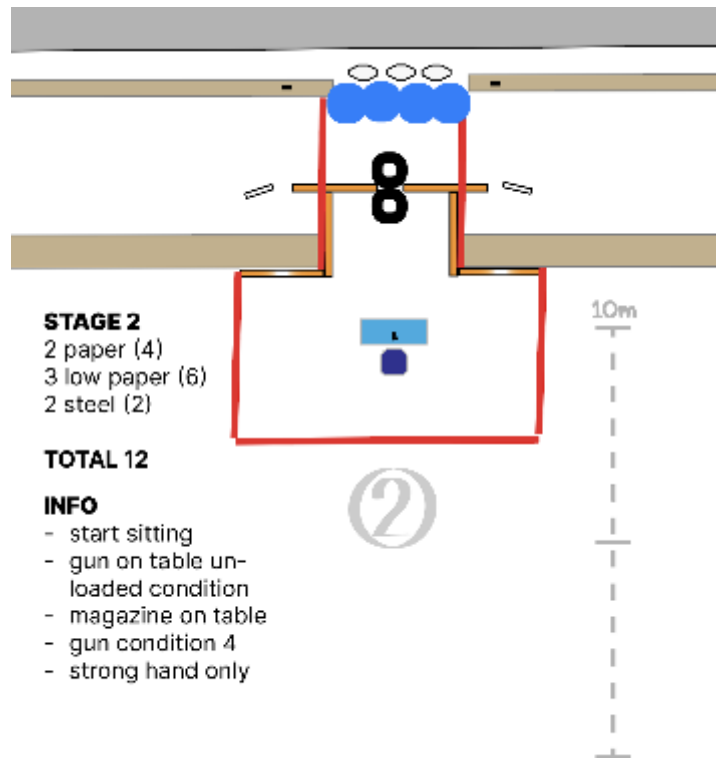
## 4. The key card



|         |  |            |        |
|---------|--|------------|--------|
| 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             |   |