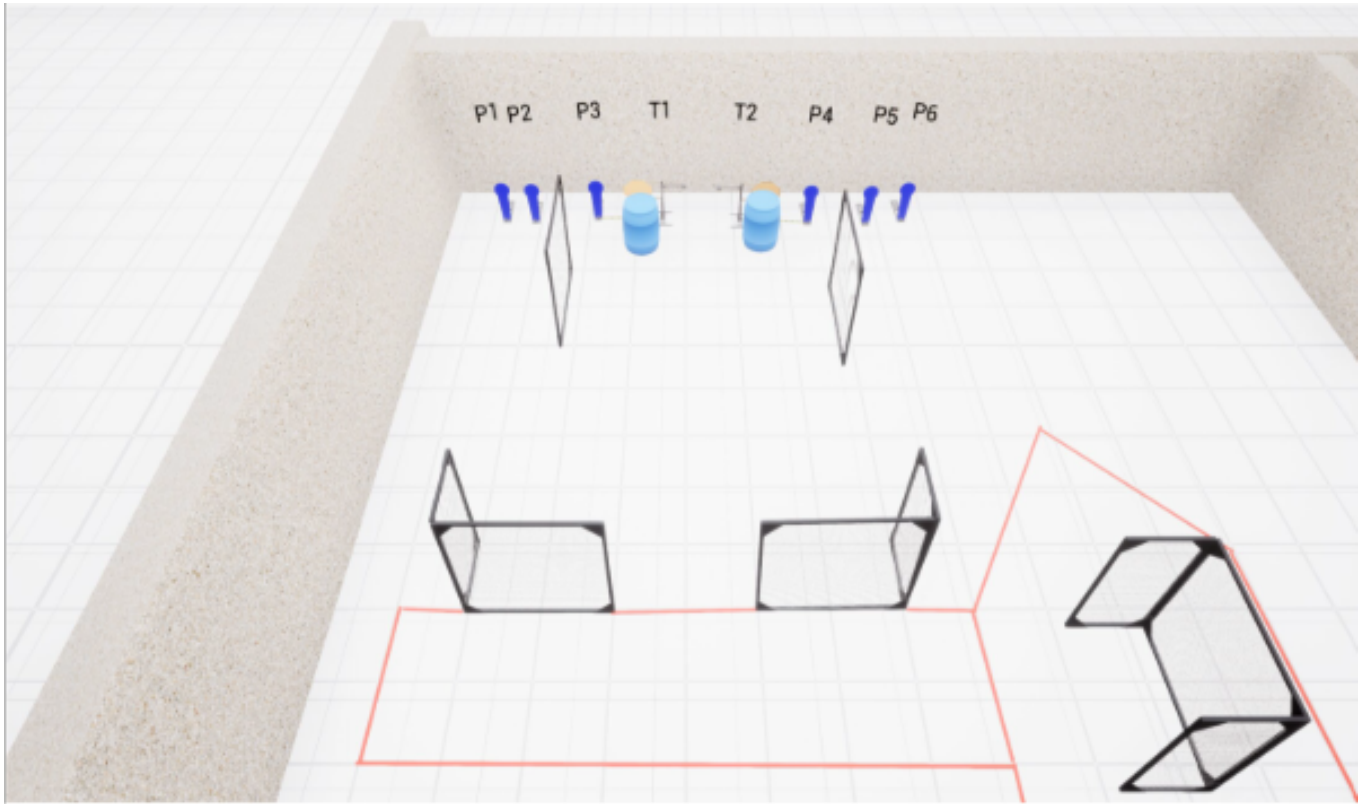


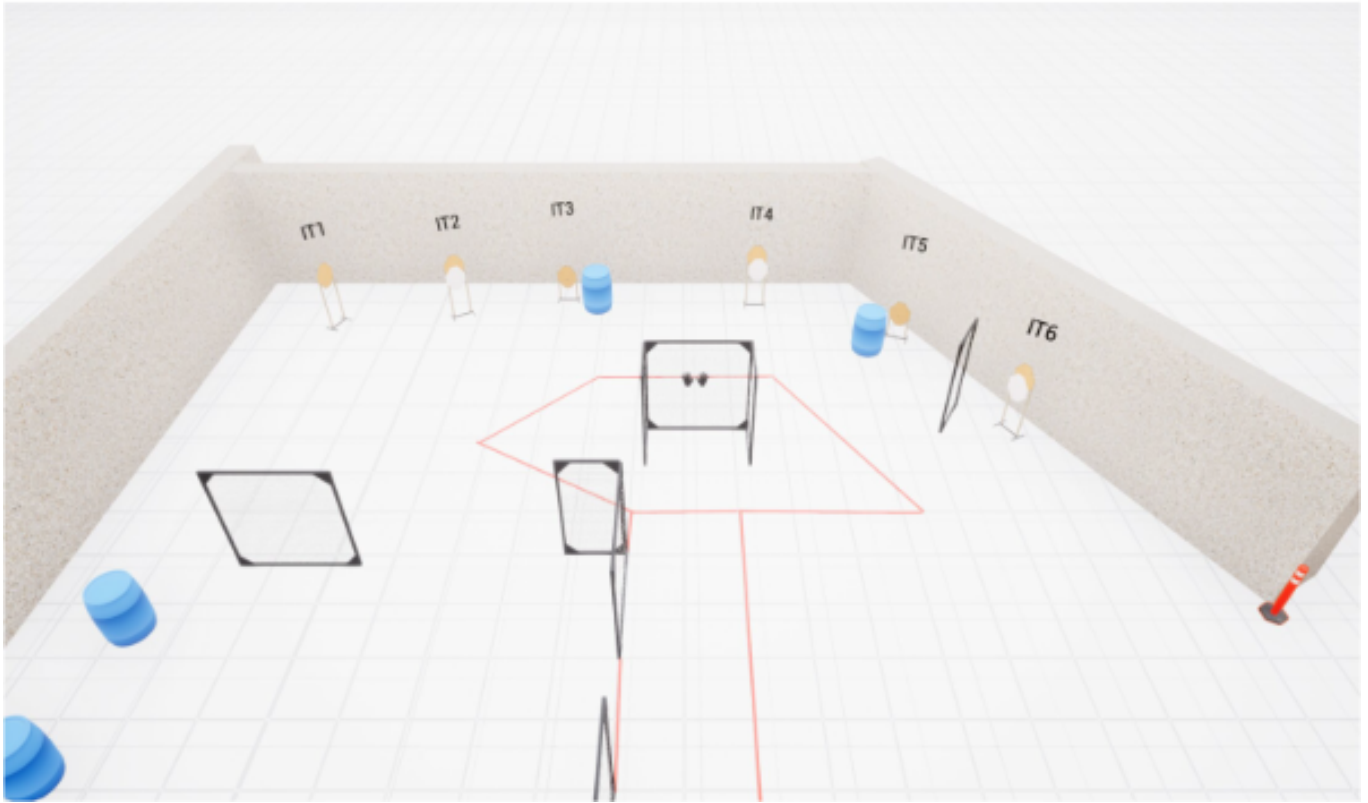
1.



CoF	Comstock - Short	Points	50 p
Targets	2 paper, 6 popper, Total 8 targets	Min rounds	10
Firearm	Handgun	Match-%	9.80%

Procedure	On signal engage targets. IP3 activates moving target T1, IP4 activates moving target T2. Both are visible at rest.
Starting position	Anywhere as demonstrated
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Flag on the right
Setup notes	

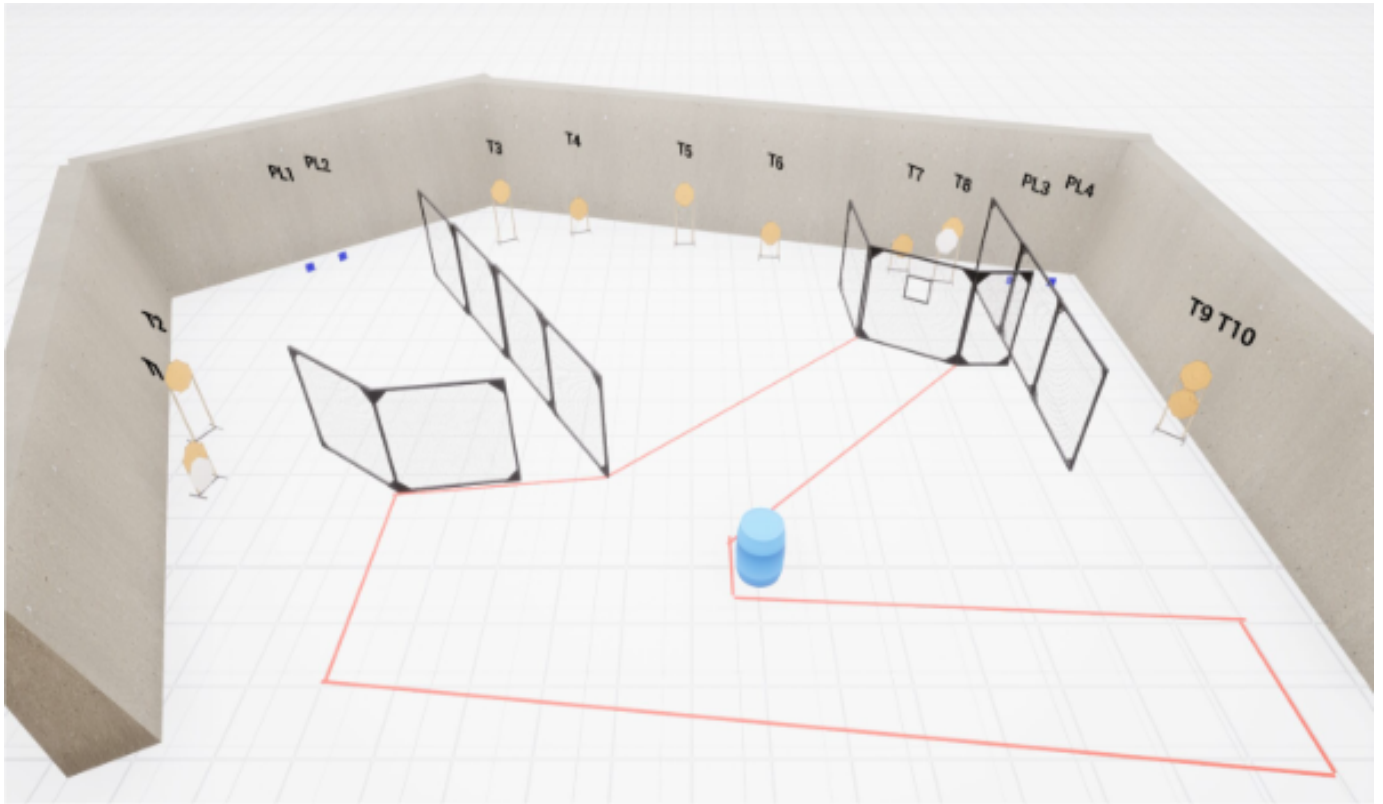
2.



CoF	Comstock - Short	Points	60 p
Targets	6 paper, 4 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	11.76%

Procedure	On signal engage targets. One mandatory reload must be performed after engaging first target, and before engaging last target.
Starting position	Both hands laying flat on marks as demonstrated.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Flag on the right
Setup notes	

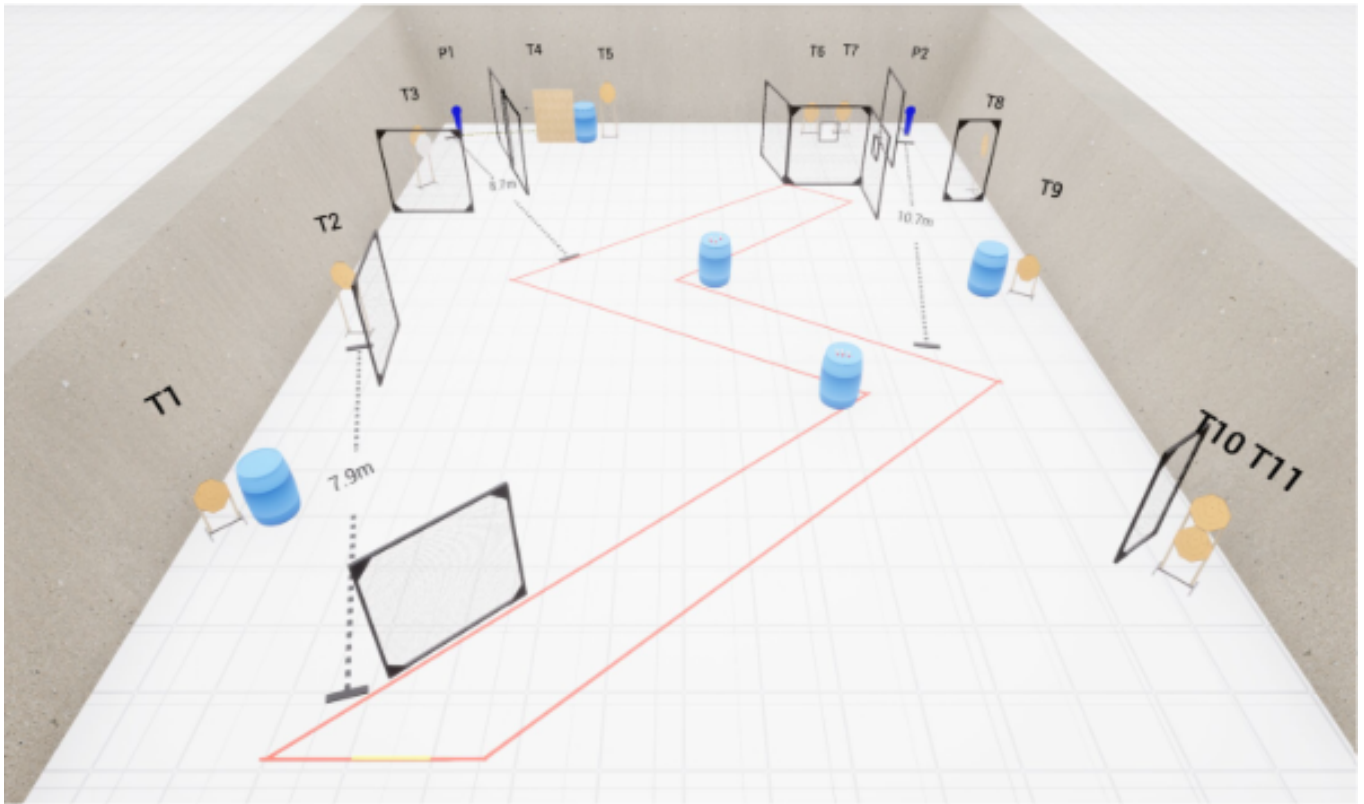
3.



CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 plates, 2 no-shoot, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	23.53%

Procedure	On signal engage targets.
Starting position	Anywhere as demonstrated.
Firearm ready condition	unloaded.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

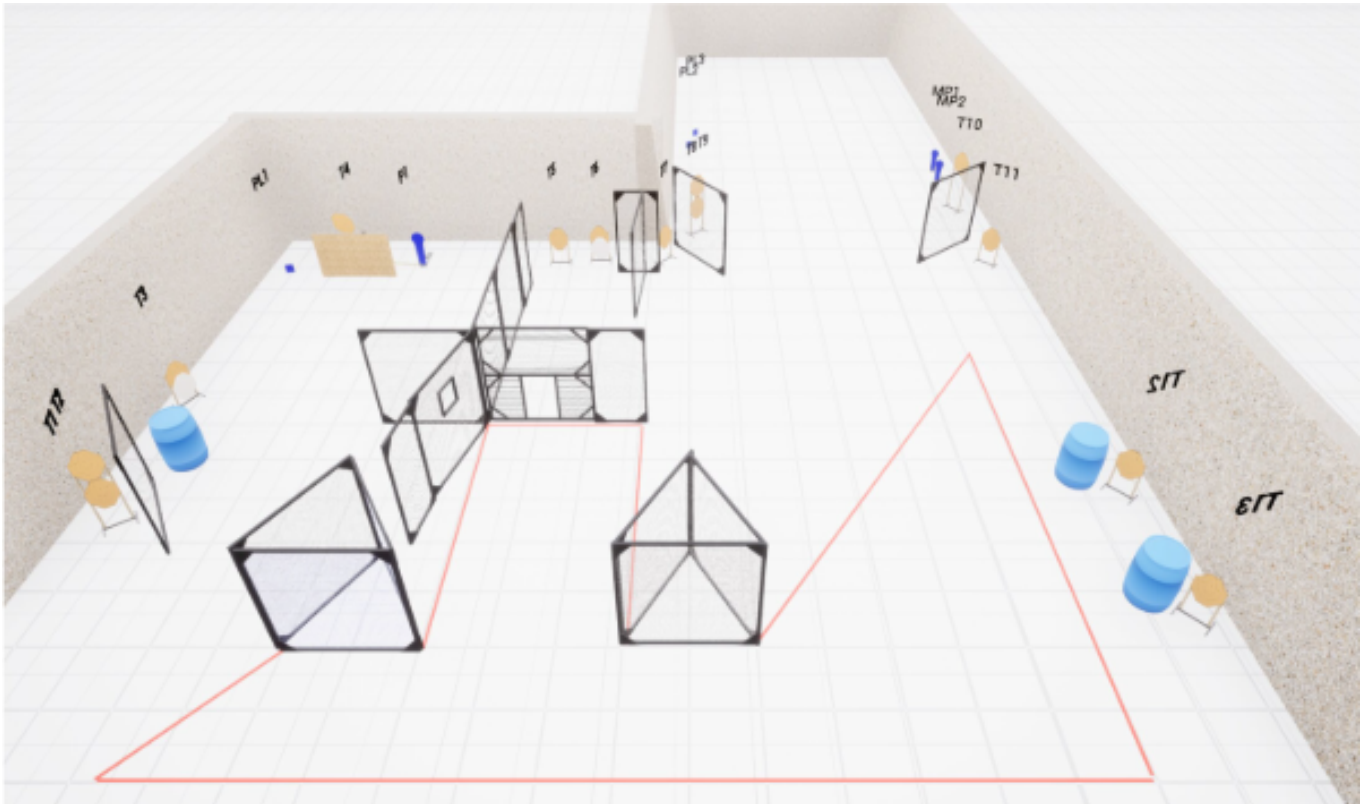
4.



CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 1 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	23.53%

Procedure	On signal engage targets. IP1 activates Moving target T4 which remain visible at rest.
Starting position	Both heels touching yellow mark as demonstrated.
Firearm ready condition	Loaded and holstered. All magazines/Clips to be used, has to be placed on the barrels.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

5.



CoF	Comstock - Long	Points	160 p
Targets	13 paper, 3 popper, 3 plates, 2 no-shoot, Total 19 targets	Min rounds	32
Firearm	Handgun	Match-%	31.37%

Procedure	On signal engage targets. IP1 activates Moving target T4 which remain visible at rest.
Starting position	Anywhere as demonstrated.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	IP2 and 3 are Minipoppers