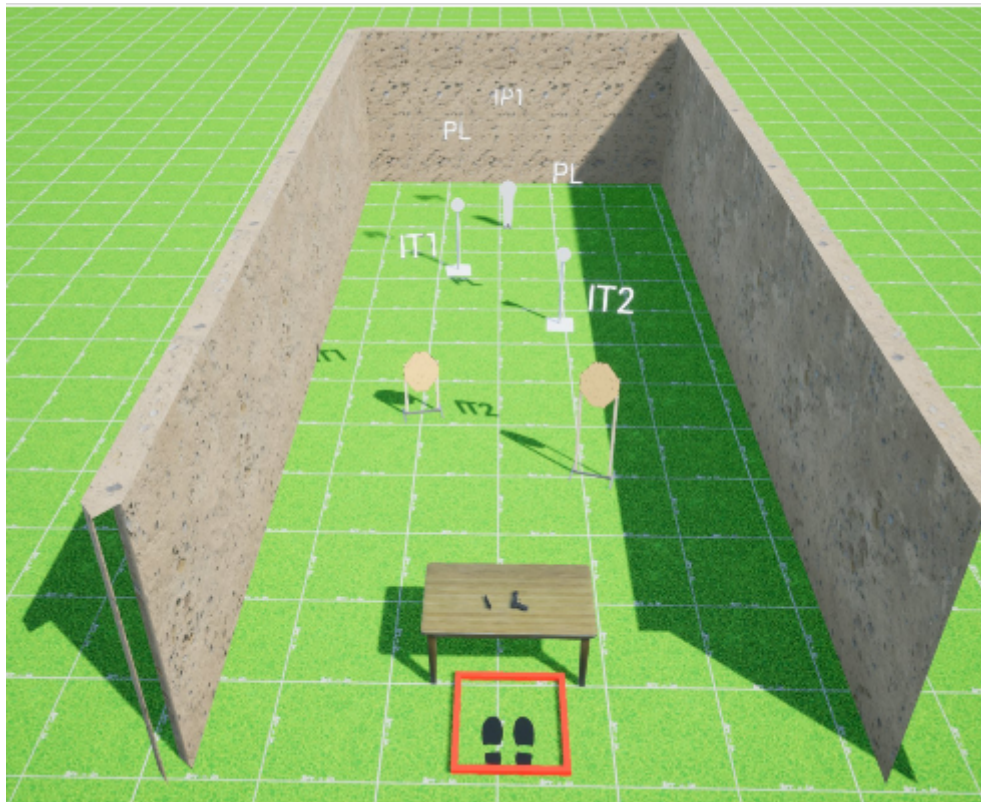


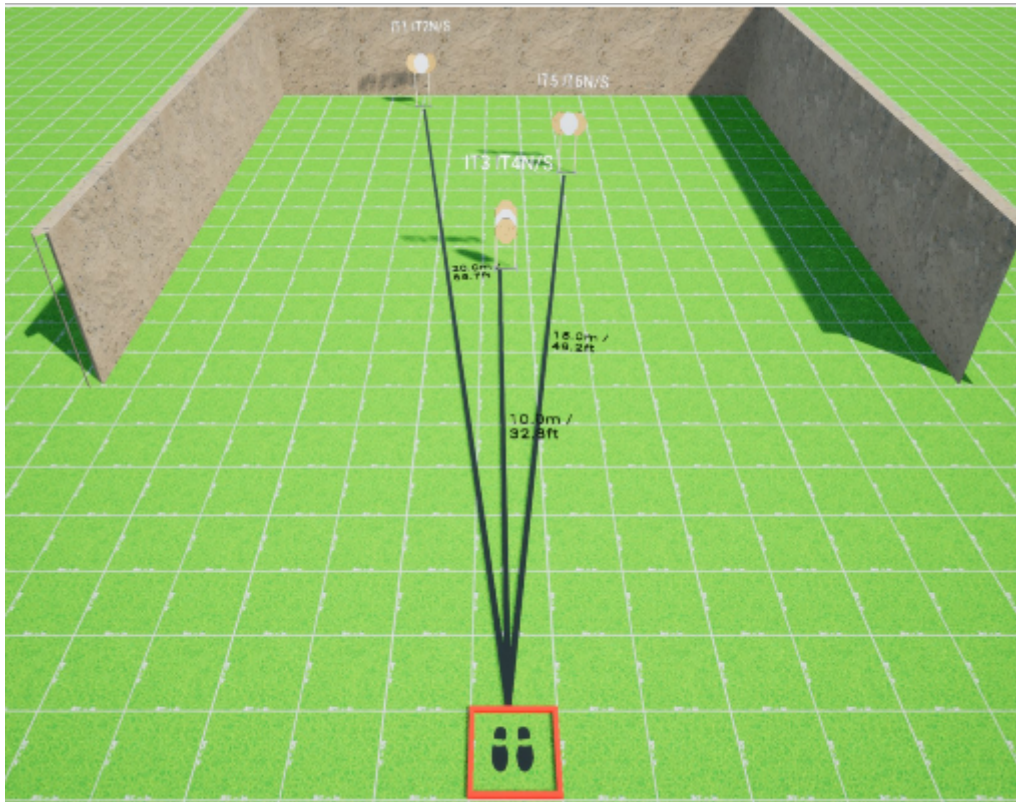
# 1. Stage 1 The Table start



CoF	Comstock - Short	Points	35 p
Targets	2 paper, 1 popper, 2 plates, Total 5 targets	Min rounds	7
Firearm	Handgun	Match-%	5.00%

Procedure	On signal Engage all targets from within the designated area.
Starting position	Anywhere
Firearm ready condition	Empty on table, down range, all magazines to be used on table
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R RED FLAG
Setup notes	

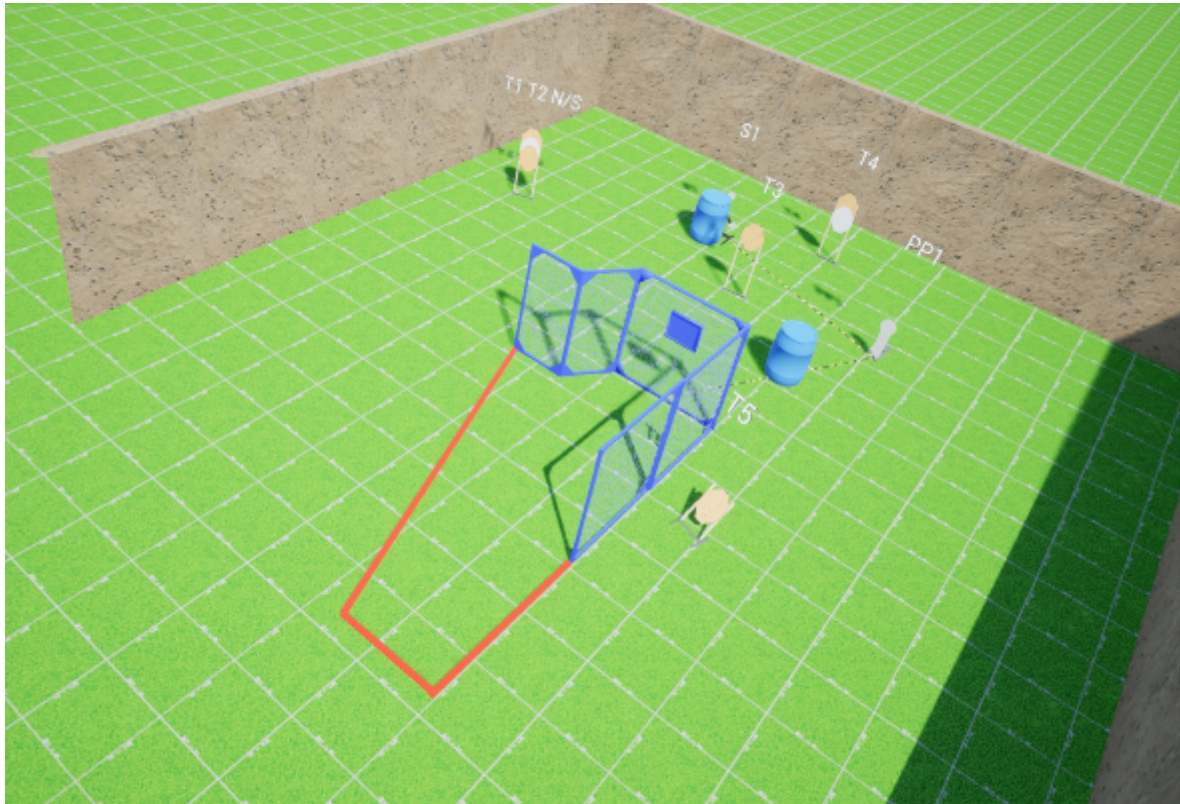
## 2. Stage 2 reload and shoot again?



CoF	Comstock - Short	Points	60 p
Targets	6 paper, 3 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	8.57%

Procedure	On signal, engage all targets from within the shooting area with one shot each, reload and engage all targets once again with one shot each
Starting position	Facing uprange, hands in surrender position, above shoulders.
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	

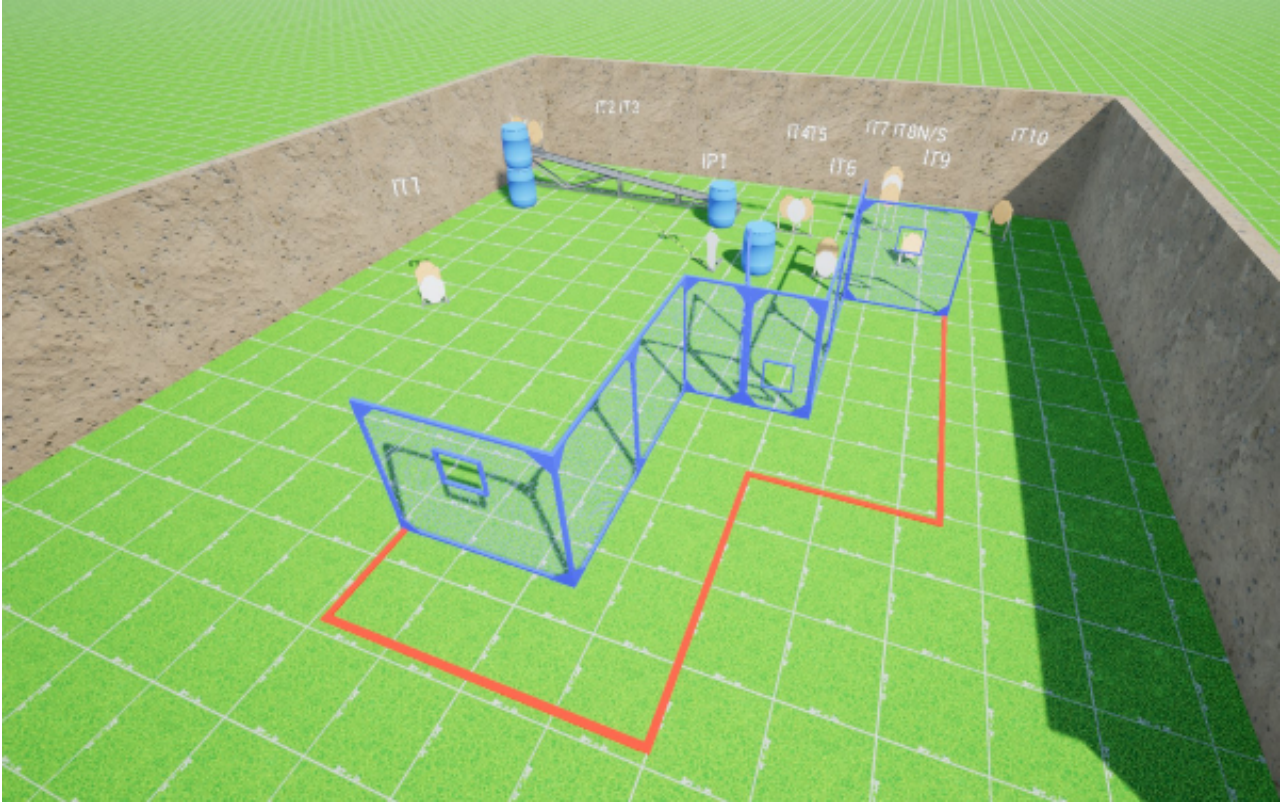
### 3. Stage 3 Hello Mickey



CoF	Comstock - Medium	Points	65 p
Targets	5 paper, 1 popper, 2 plates, 2 no-shoot, Total 8 targets	Min rounds	13
Firearm	Handgun	Match-%	9.29%

Procedure	On signal Engage all targets as they become visible. PP1 activates hatch and Mickey Mouse All moving targets are visible at rest.
Starting position	Anywhere
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L 90 /R red flag
Setup notes	

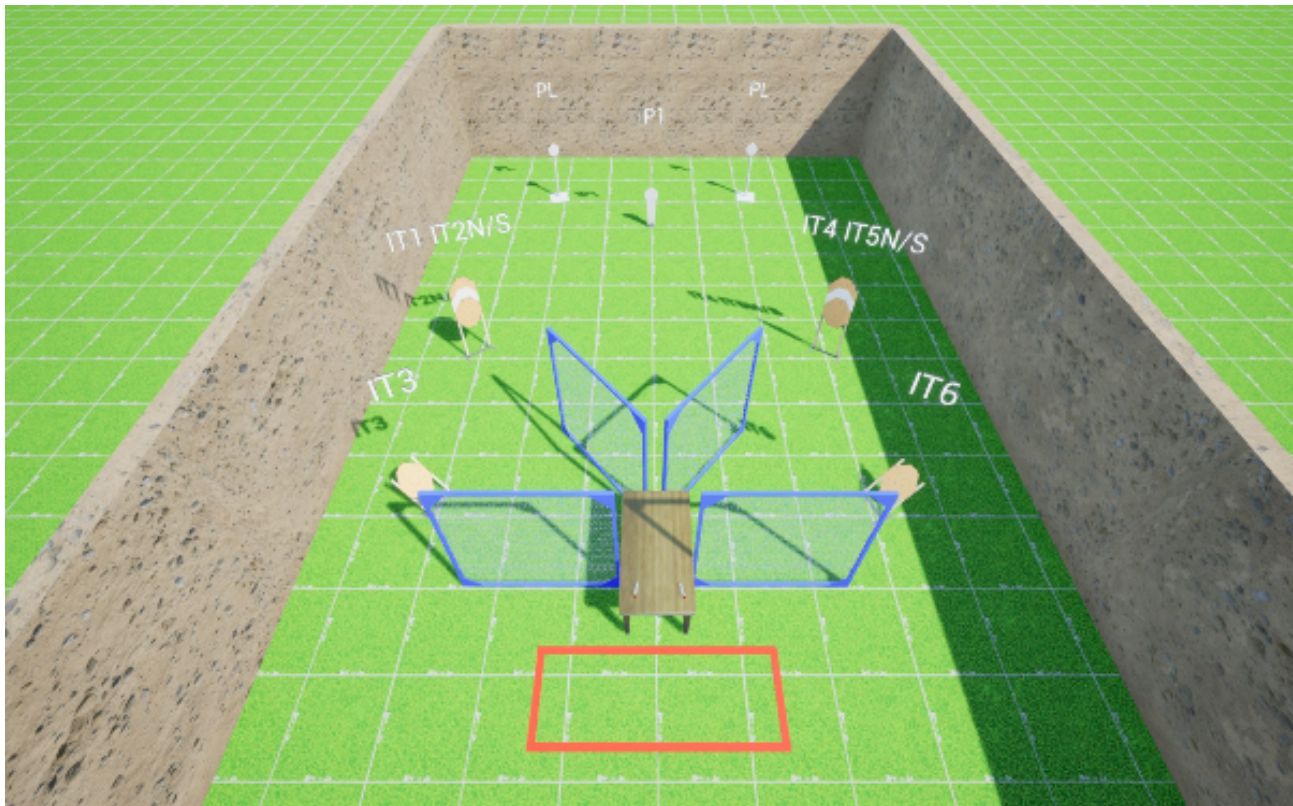
## 4. Stage 4 The slider



CoF	Comstock - Medium	Points	105 p
Targets	10 paper, 1 popper, 10 no-shoot, Total 11 targets	Min rounds	21
Firearm	Handgun	Match-%	15.00%

Procedure	On Signal Engage all targets from within the demarcated area. PP1 activates moving targets T2 and T3. All moving targets will be visible at rest
Starting position	Anywhere
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	

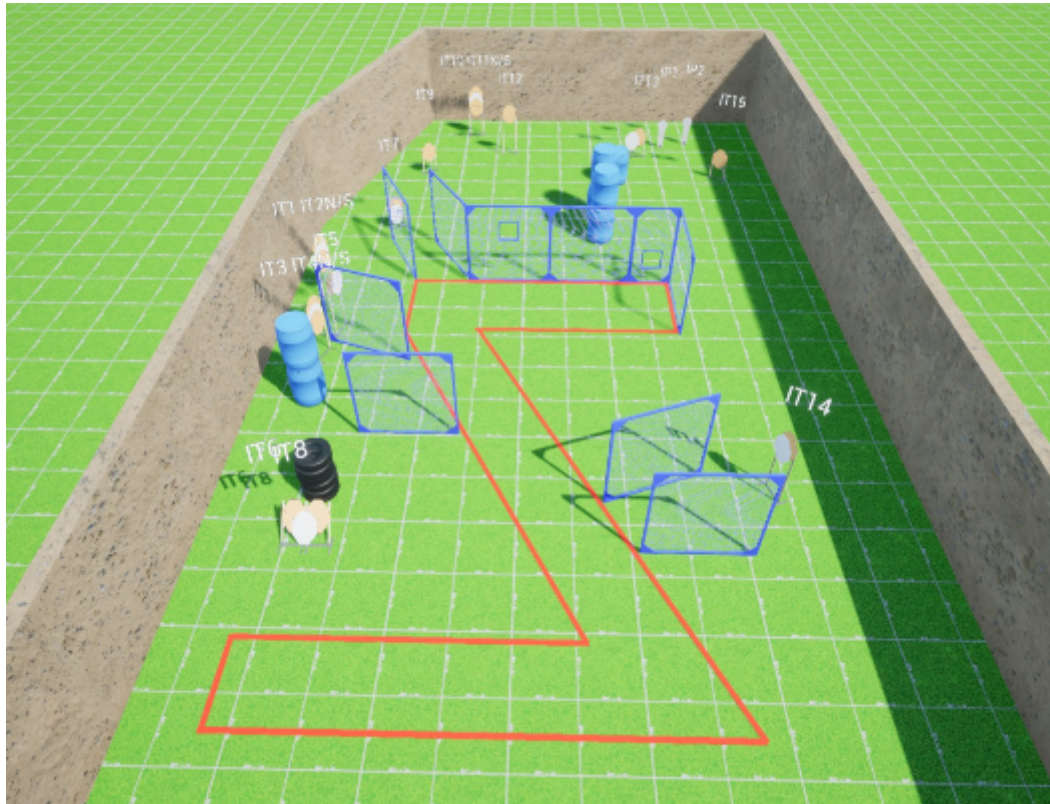
## 5. Stage 5 Another table?



CoF	Comstock - Medium	Points	75 p
Targets	6 paper, 1 popper, 2 plates, 2 no-shoot, Total 9 targets	Min rounds	15
Firearm	Handgun	Match-%	10.71%

Procedure	On signal Engage all targets from within the designated area.
Starting position	Anywhere
Firearm ready condition	Holstered and empty, all magazines to be used on table
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90 / 90
Setup notes	

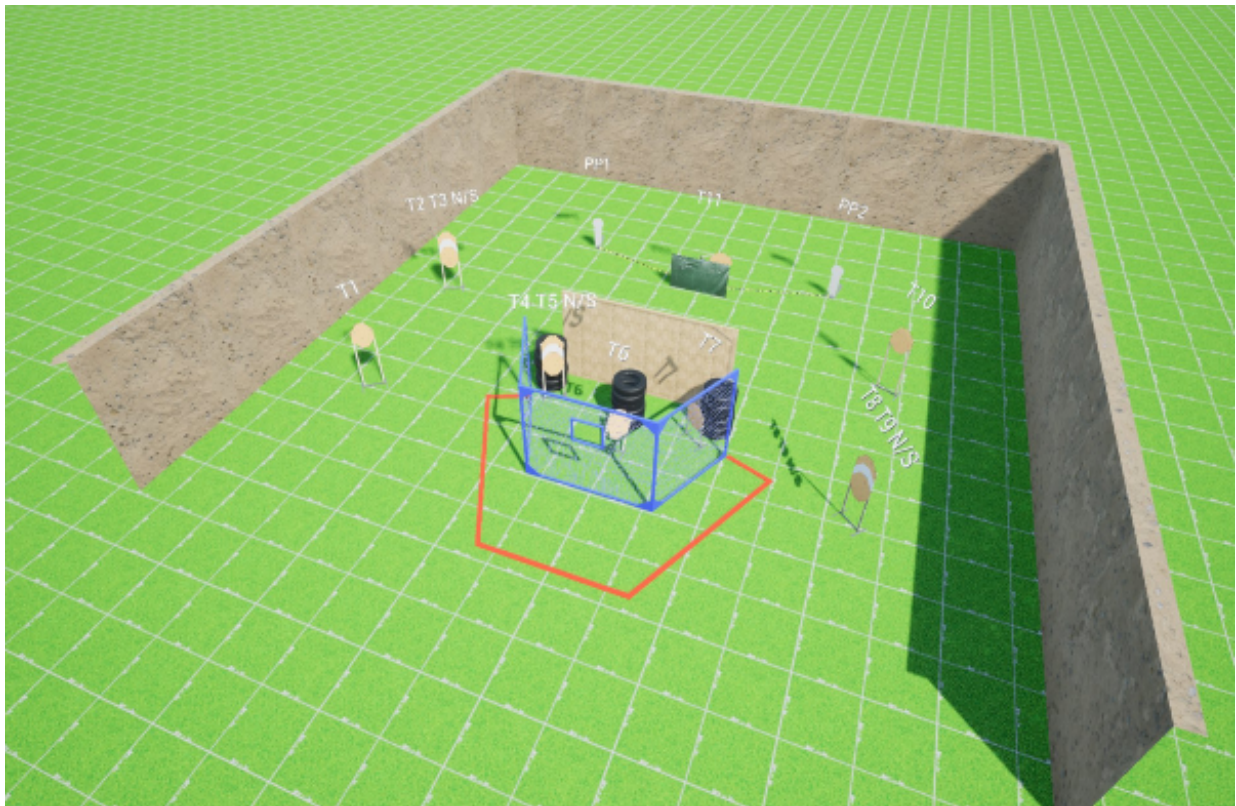
## 6. Stage 6 The Z



CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 popper, 10 no-shoot, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	22.86%

Procedure	On signal Engage all targets from within the designated area.
Starting position	Anywhere
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 RED FLAG
Setup notes	

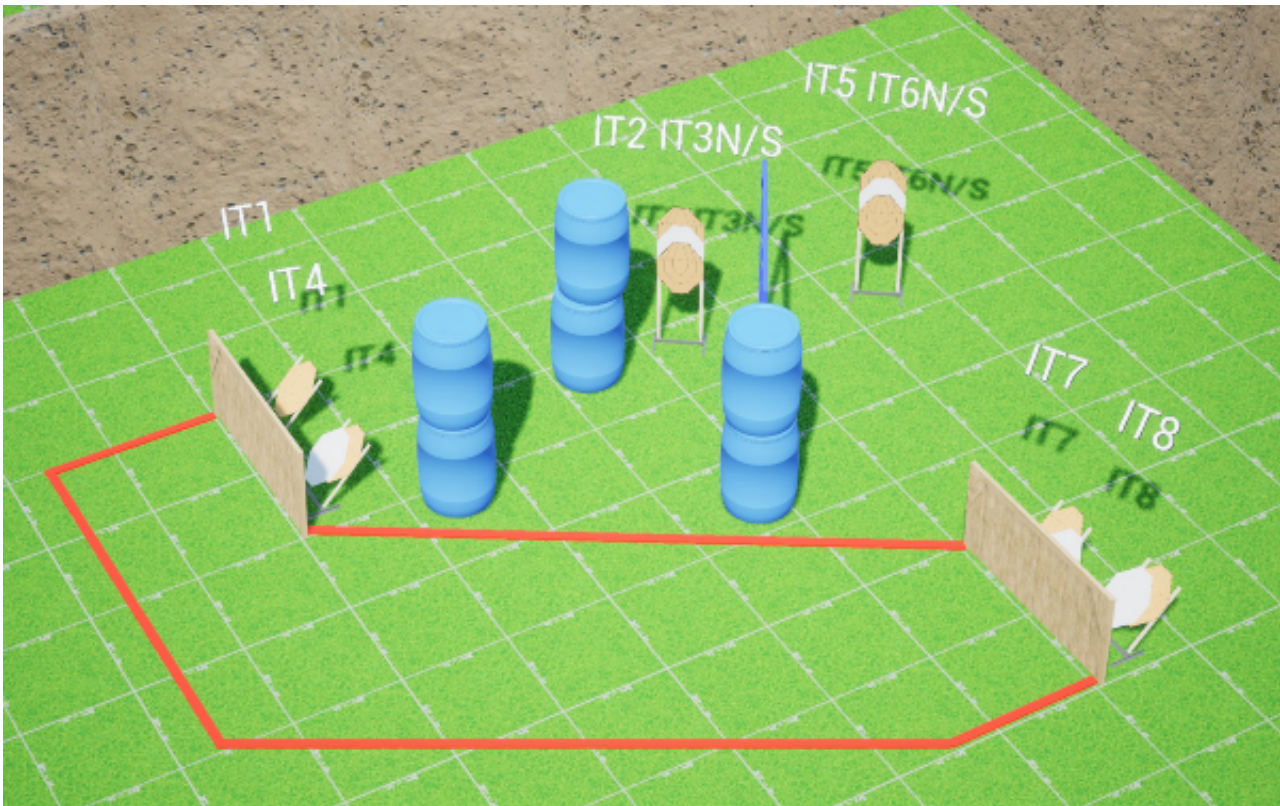
## 7. Stage 7 where to go first?



CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 3 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	17.14%

Procedure	On signal Engage all targets from within the demarcated area. PP1 or PP2 activates target T11. All moving targets are visible at rest
Starting position	Anywhere
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 Red Marker
Setup notes	

## 8. Stage 8 Fast and furious



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 5 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	11.43%

Procedure	On signal engage all targets from within the designated area.
Starting position	Anywhere
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 RED FLAG
Setup notes	