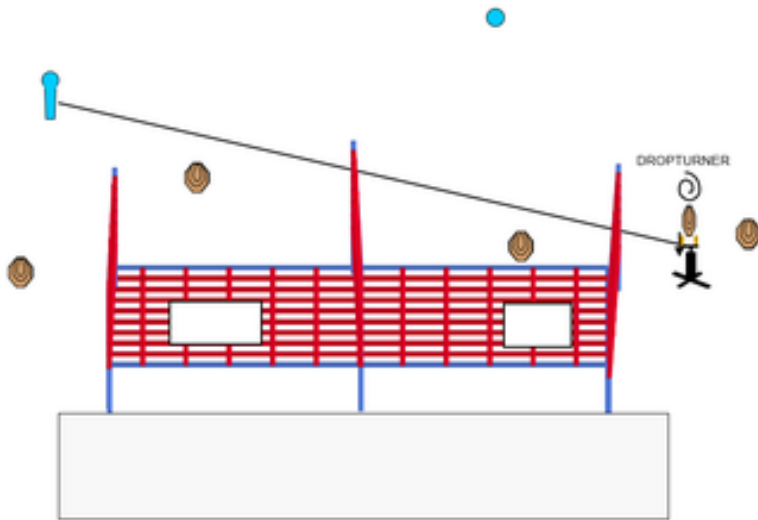


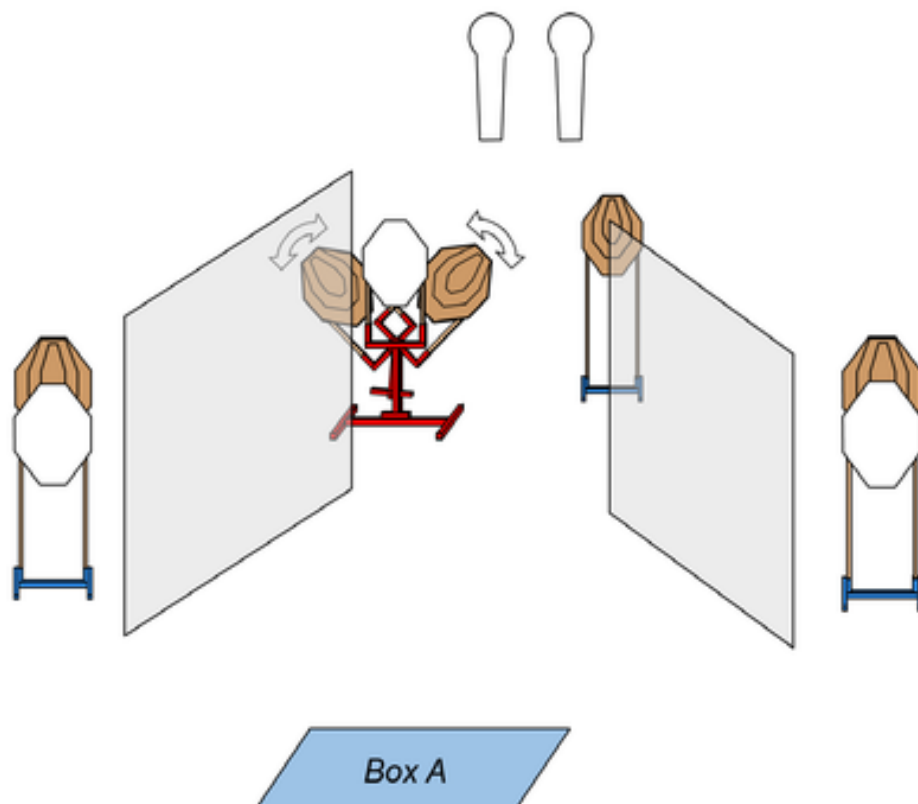
# 1. Stage 1.



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 1 popper, 1 plates, 1 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	4.62%

Procedure	On signal engage all targets from within the designated area.
Starting position	Anywhere inside designated area. Gun loaded & holstered
Firearm ready condition	
Start on	
Stop on	
Penalties	
Safety angles	L/R safety flag
Setup notes	Popper 1 activates swinger1

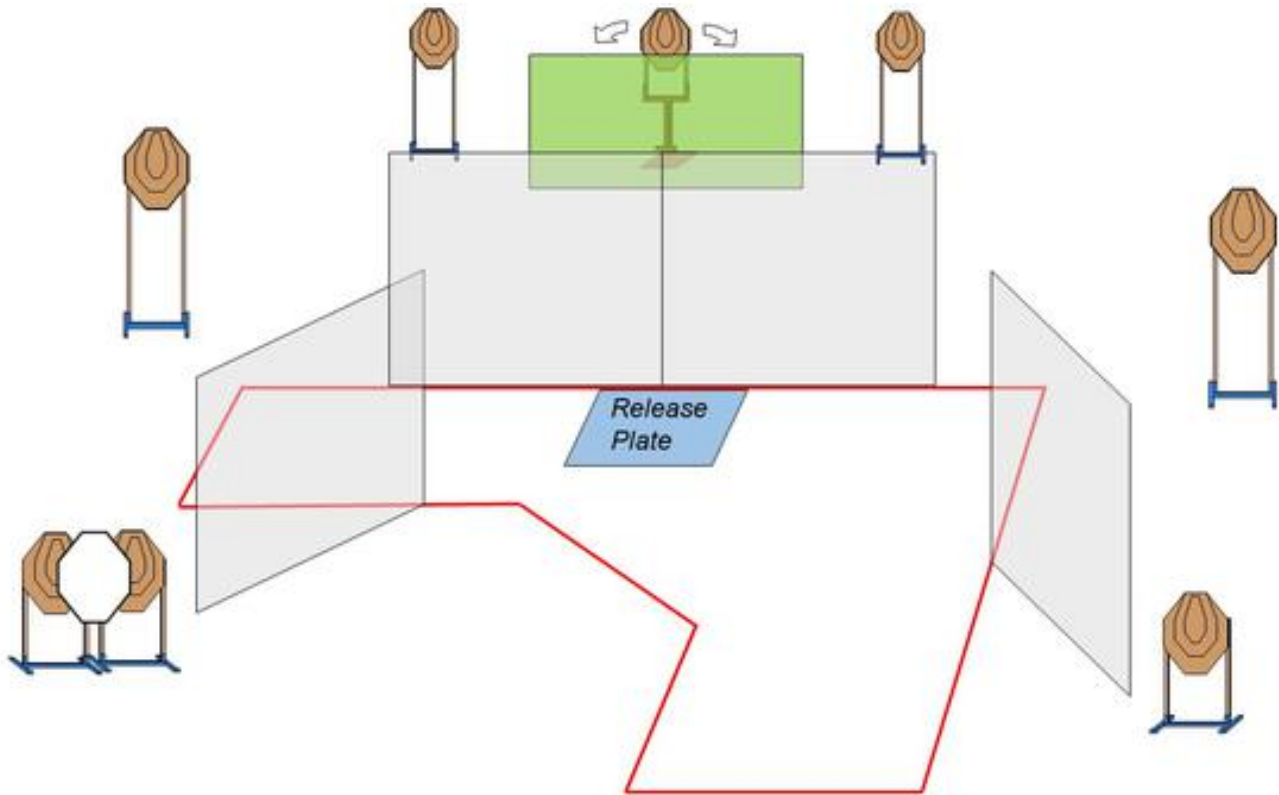
## 2. Stage 2.



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 4 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	4.62%

Procedure	Popper1 activates swinger 1/2
Starting position	Anywhere inside designated area. Gun loaded & holstered
Firearm ready condition	
Start on	
Stop on	
Penalties	
Safety angles	L/R safety flag
Setup notes	Popper 1 activates swinger

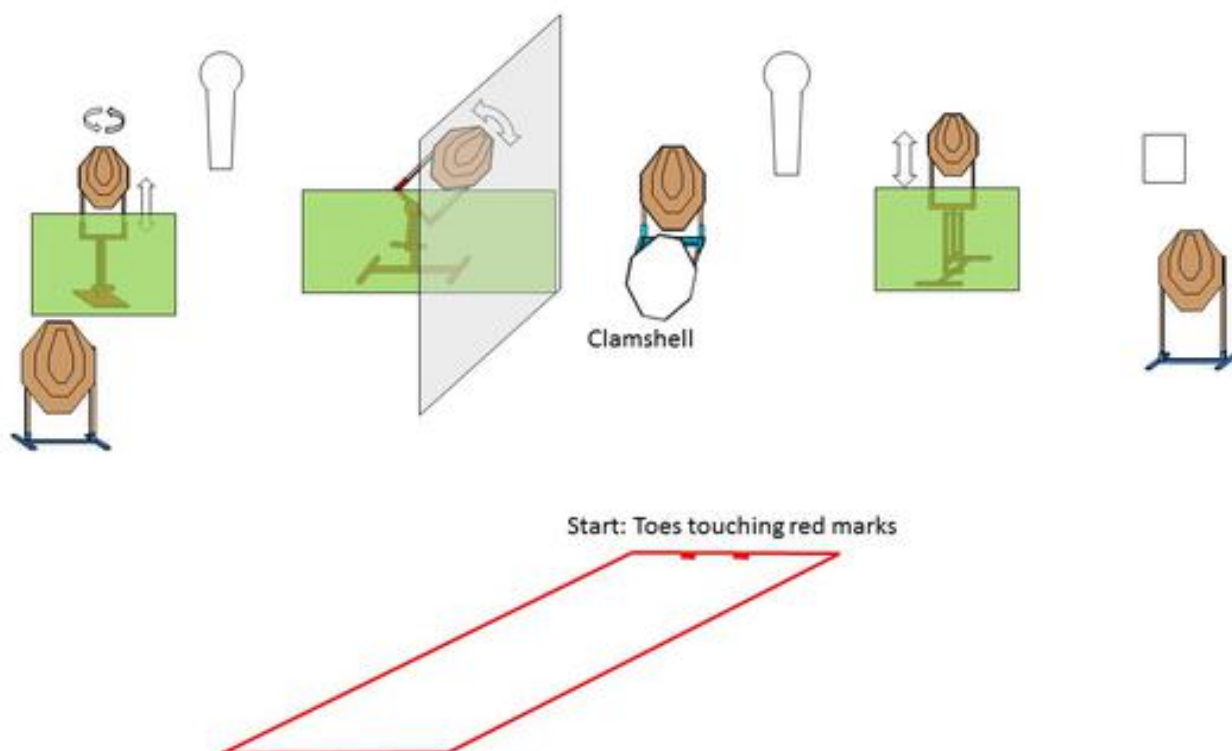
### 3. Stage 3.



CoF	Comstock - Short	Points	60 p
Targets	6 paper, 1 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	4.62%

Procedure	On signal engage all targets within the demarcated area. Moving targets will be visible at rest
Starting position	Anywere inside demarcated area, gun unloaded, chamber empty and magwell empty
Firearm ready condition	
Start on	
Stop on	
Penalties	As per current edition of rules
Safety angles	
Setup notes	Stepping off the release plate activates swinger.

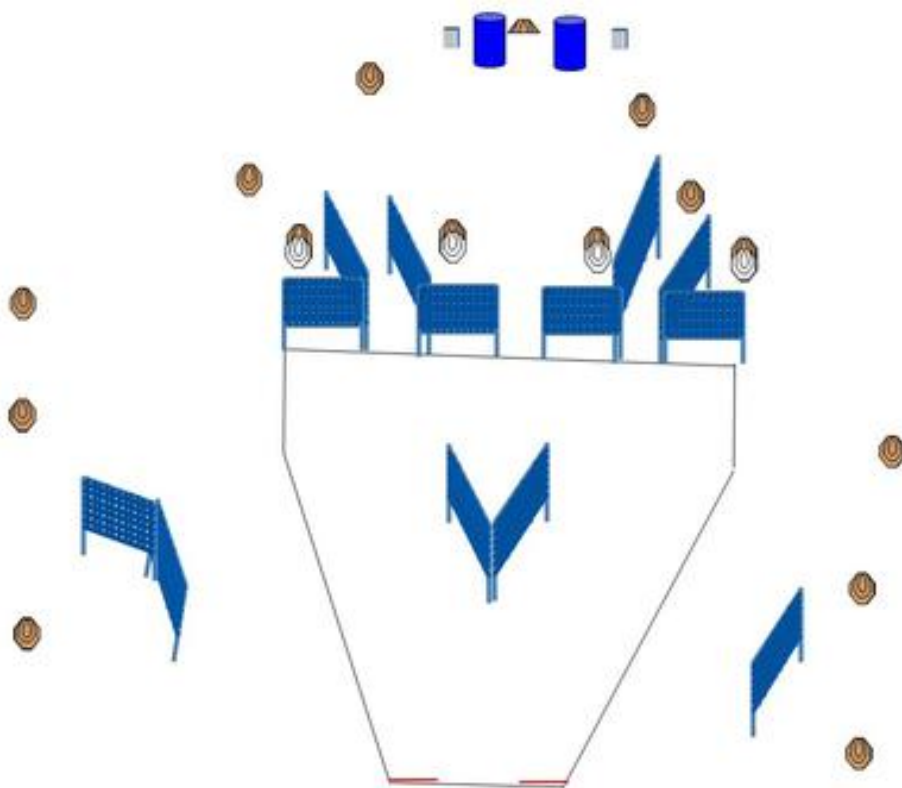
## 4. Stage 4.



CoF	Comstock - Medium	Points	75 p
Targets	6 paper, 2 popper, 1 plates, 1 no-shoot, Total 9 targets	Min rounds	15
Firearm	Handgun	Match-%	5.77%

Procedure	On signal engage all targets within the designated area.
Starting position	Toes touching red marks , Gun loaded & holstered .
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90°
Setup notes	Popper1 activates Bobber1, and clamshell1, popper2 activates swinger1 and dropturner 1

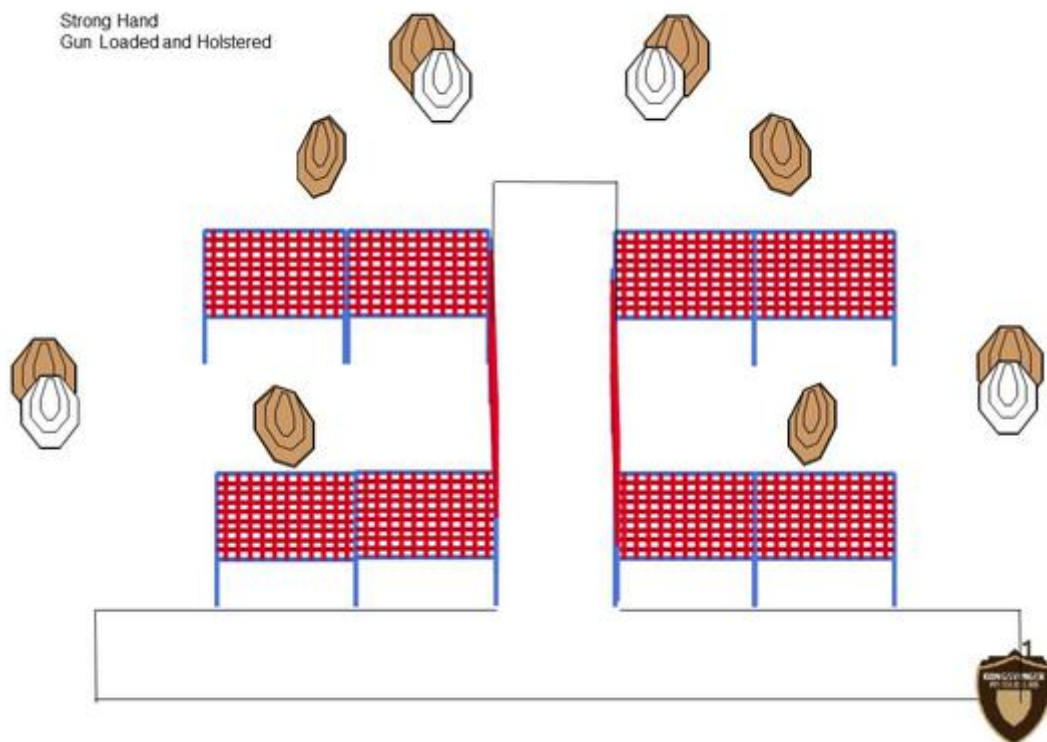
## 5. Stage 5.



CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 plates, 4 no-shoot, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	12.31%

Procedure	On signal engage all targets within the designated area.
Starting position	Standing relaxed heels touching red marks on either side, gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 6. Stage 6.

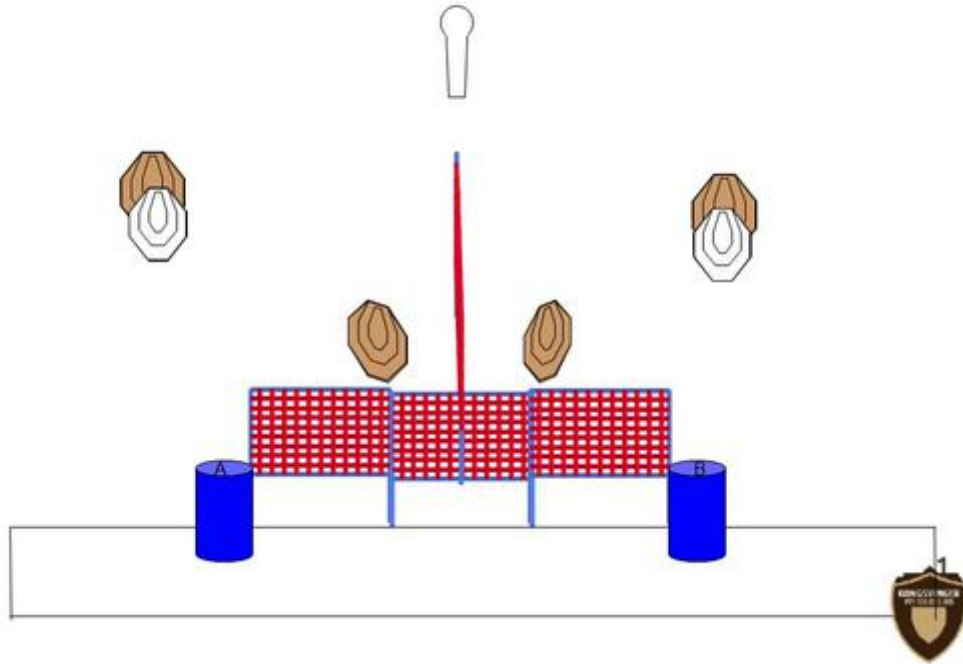


CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 3 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	6.15%

Procedure	On signal engage all targets strong hand only within the demarcated area
Starting position	Anywere inside demarcated area, gun loaded holsterd.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90°
Setup notes	

## 7. Stage 7.

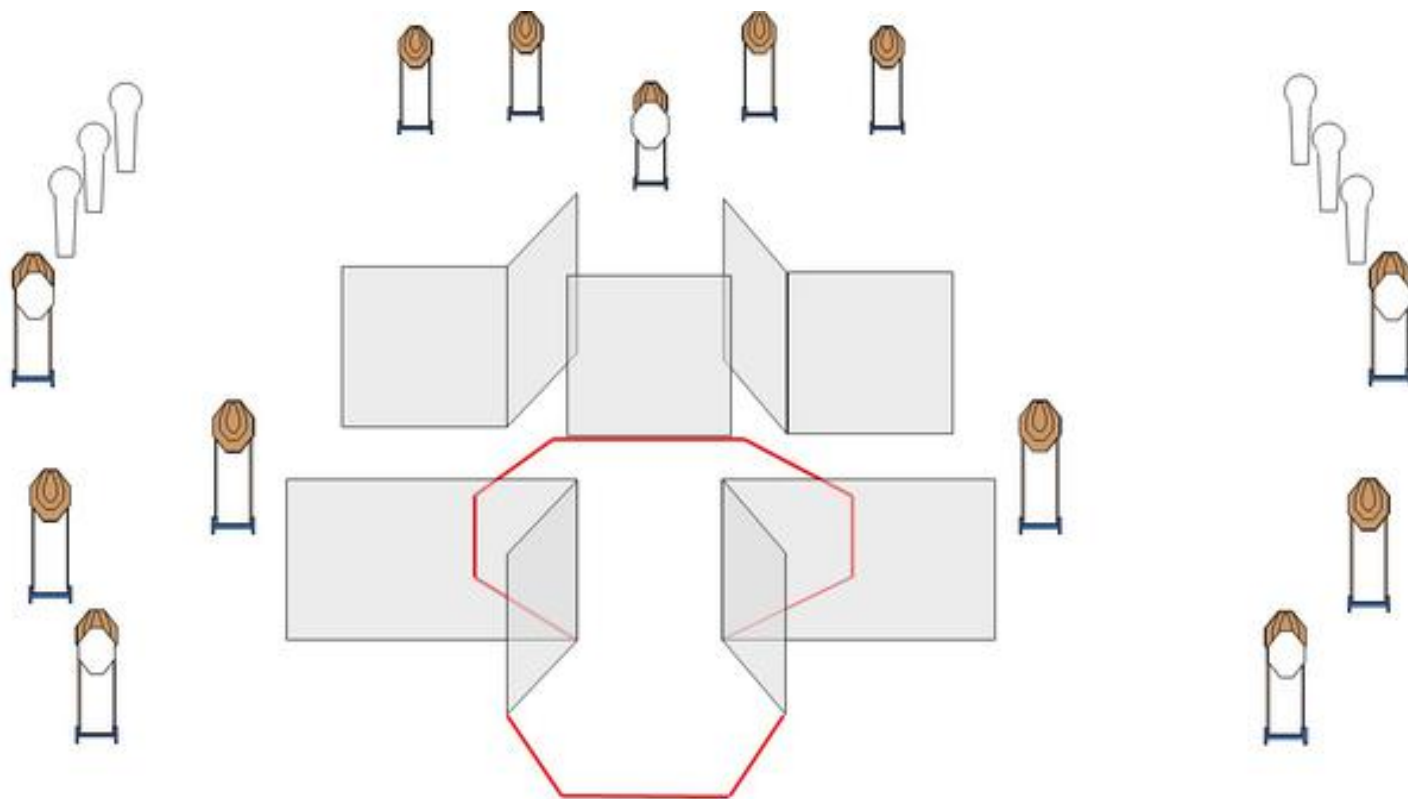
Weak Hand  
Gun loaded on Barrel A or B



CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 plates, 2 no-shoot, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	3.46%

Procedure	On signal engage all targets weak hand only within the designated area. Steel must fall to score.		
Starting position	Gun loaded on barrel A or B., mags anywhere on barrel/rig		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R 90°		
Setup notes			

## 8. Stage 8.

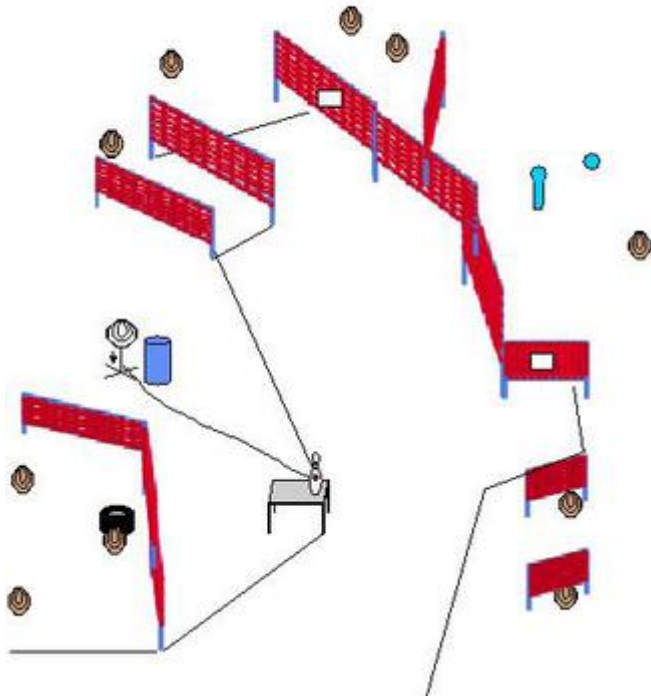


CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 2 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	12.31%

Procedure	On signal engage all targets within the demarcated area.
Starting position	Anywere inside demarcated area. Gun loaded & holsterd
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90°
Setup notes	



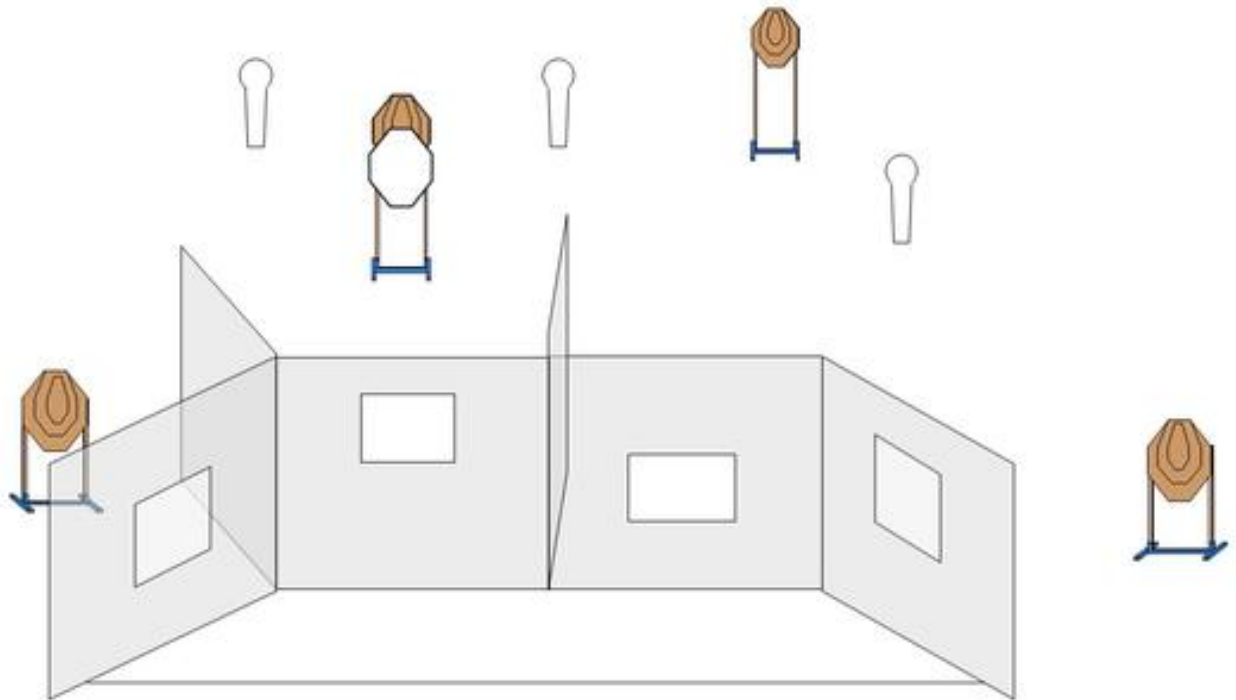
## 9. Stage 9.



CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 1 popper, 1 plates, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	9.23%

Procedure	On signal engage all targets within the demarcated area. Moving targets will be visible at rest. Red button activates dropturner
Starting position	Anywhere inside demarcated area, gun loaded and holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90°
Setup notes	Red button activates dropturner

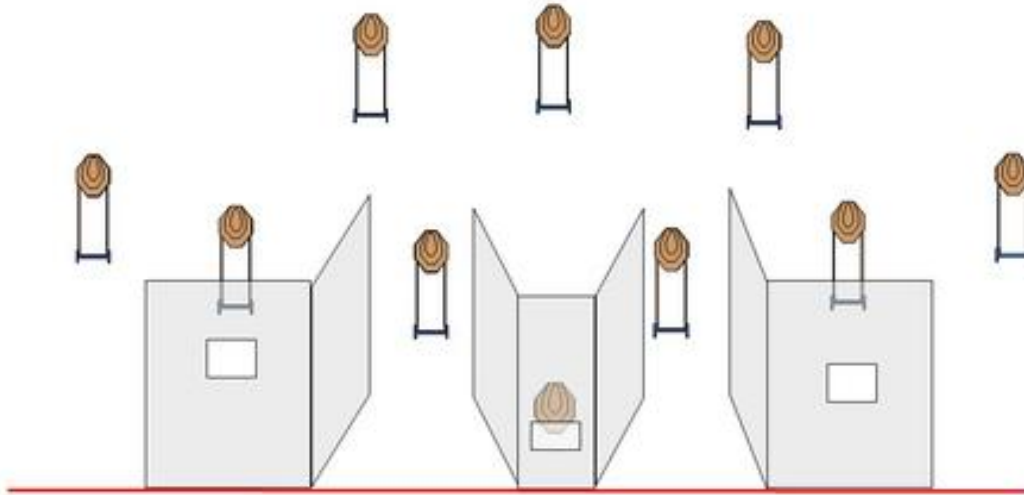
## 10. Stage 10.



CoF	Comstock - Short	Points	55 p
Targets	4 paper, 3 plates, 1 no-shoot, Total 7 targets	Min rounds	11
Firearm	Handgun	Match-%	4.23%

Procedure	On signal engage all targets within the demarcated area
Starting position	Anywere inside demarcated area, gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90°
Setup notes	

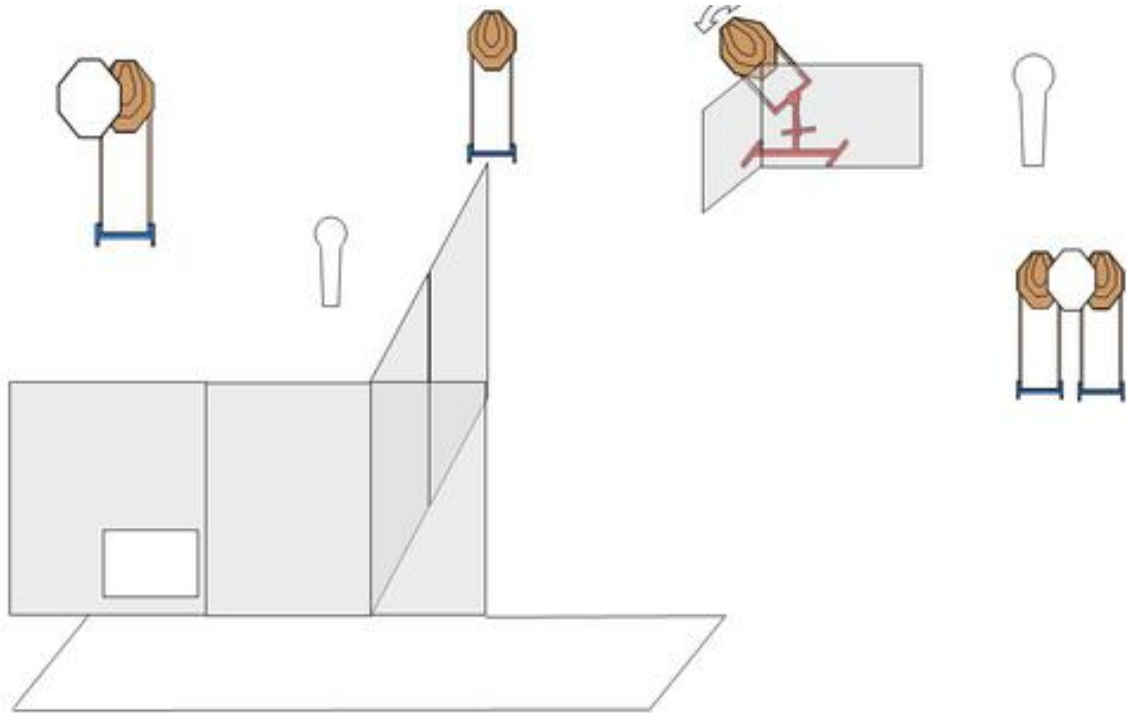
## 11. Stage 11.



CoF	Comstock - Medium	Points	100 p
Targets	10 paper, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	7.69%

Procedure	On signal engage all targets within the demarcated area
Starting position	Anywere inside demarcated area, gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90°
Setup notes	

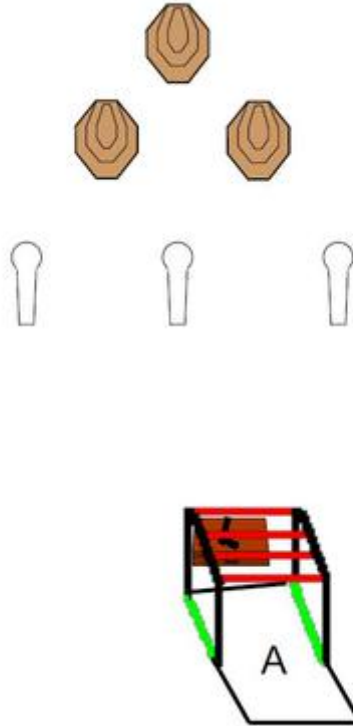
## 12. Stage 12.



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 2 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	4.62%

Procedure	On signal engage all targets within the demarcated area. Moving targets will be visible at rest.
Starting position	Anywhere inside designated area, gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90°
Setup notes	Popper 1 activates swinger1

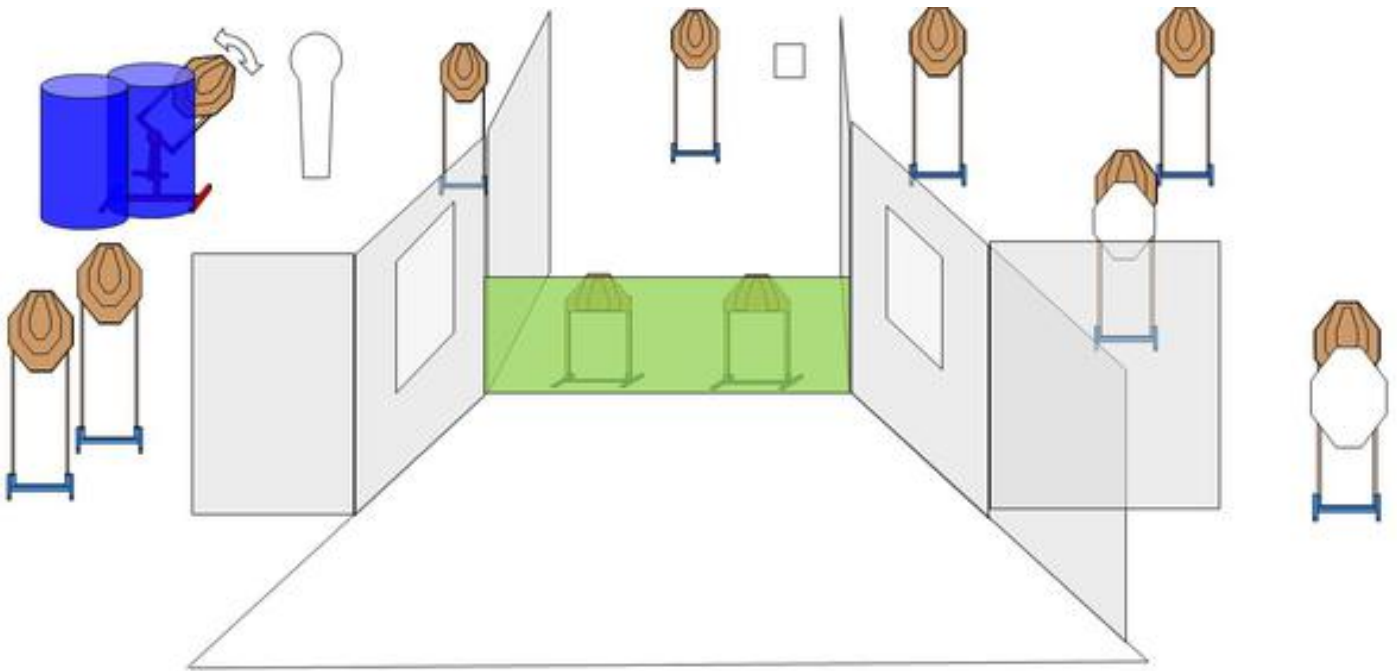
## 13. Stage 13.



CoF	Comstock - Short	Points	30 p
Targets	3 paper, 3 popper, Total 6 targets	Min rounds	6
Firearm	Handgun	Match-%	2.31%

Procedure	On signal engage all targets within the demarcated area with minimum one round each. Standing outside the Cooper tunnel, gun laying flat on mark with all magazines to be used, chamber empty and magwell empty.		
Starting position	Standing outside the Cooper tunnel, gun laying flat on mark with all magazines to be used, unloaded		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R 90°		
Setup notes			

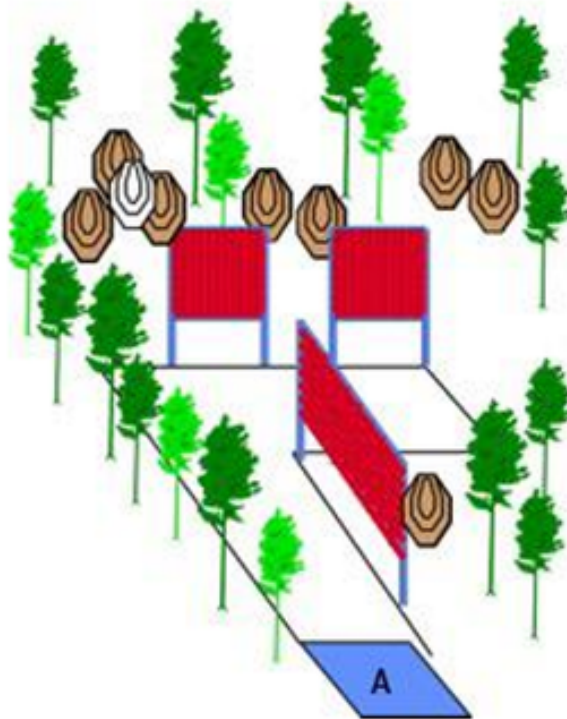
## 14. Stage 14.



CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 1 popper, 1 plates, 2 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	9.23%

Procedure	On signal engage all targets within the demarcated area. Moving targets will be visible at rest.
Starting position	Anywere inside demarcated area, gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90°
Setup notes	Popper 1 activates swinger1

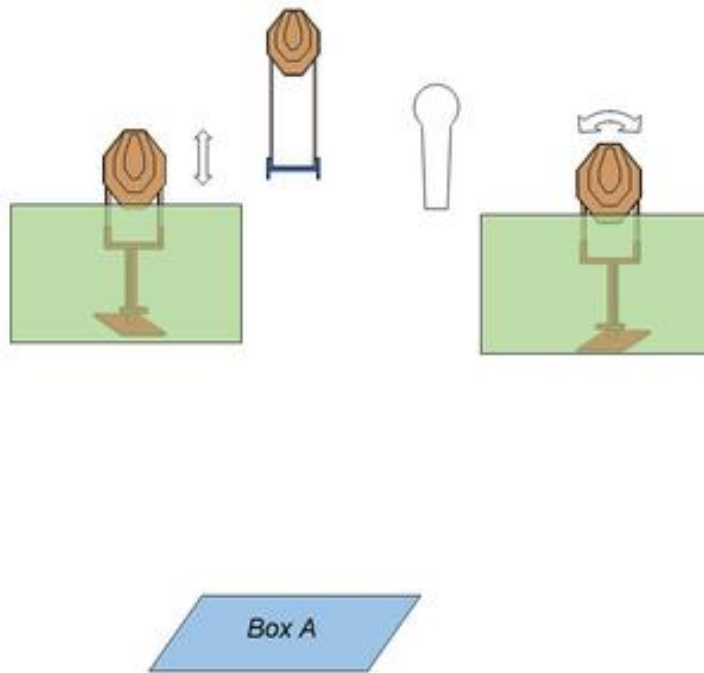
## 15. Stage 15.



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 1 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	6.15%

Procedure	On signal engage all targets within the demarcated area
Starting position	Standing in area A , Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90°
Setup notes	

## 16. Stage 16.



CoF	Comstock - Short	Points	35 p
Targets	3 paper, 1 popper, Total 4 targets	Min rounds	7
Firearm	Handgun	Match-%	2.69%

Procedure	On signal engage all targets within, the demarcated area. Moving targets will be visible at rest
Starting position	Anywere inside demarcated area, gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90°
Setup notes	Popper 1 activates svinger and bobber.