

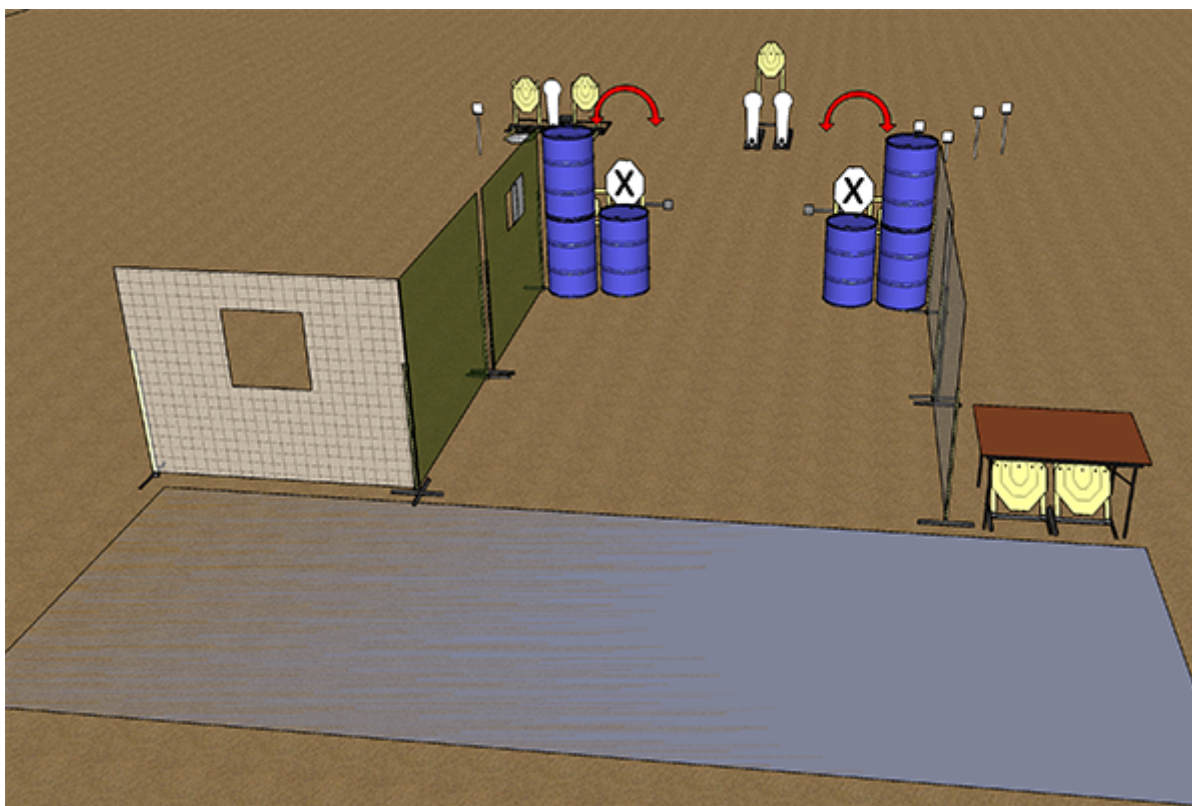
1. STAGE1



CoF	Comstock - Long	Points	140 p
Targets	13 paper, 2 popper, 3 no-shoot, Total 15 targets	Min rounds	28
Firearm	Handgun	Match-%	26.92%

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

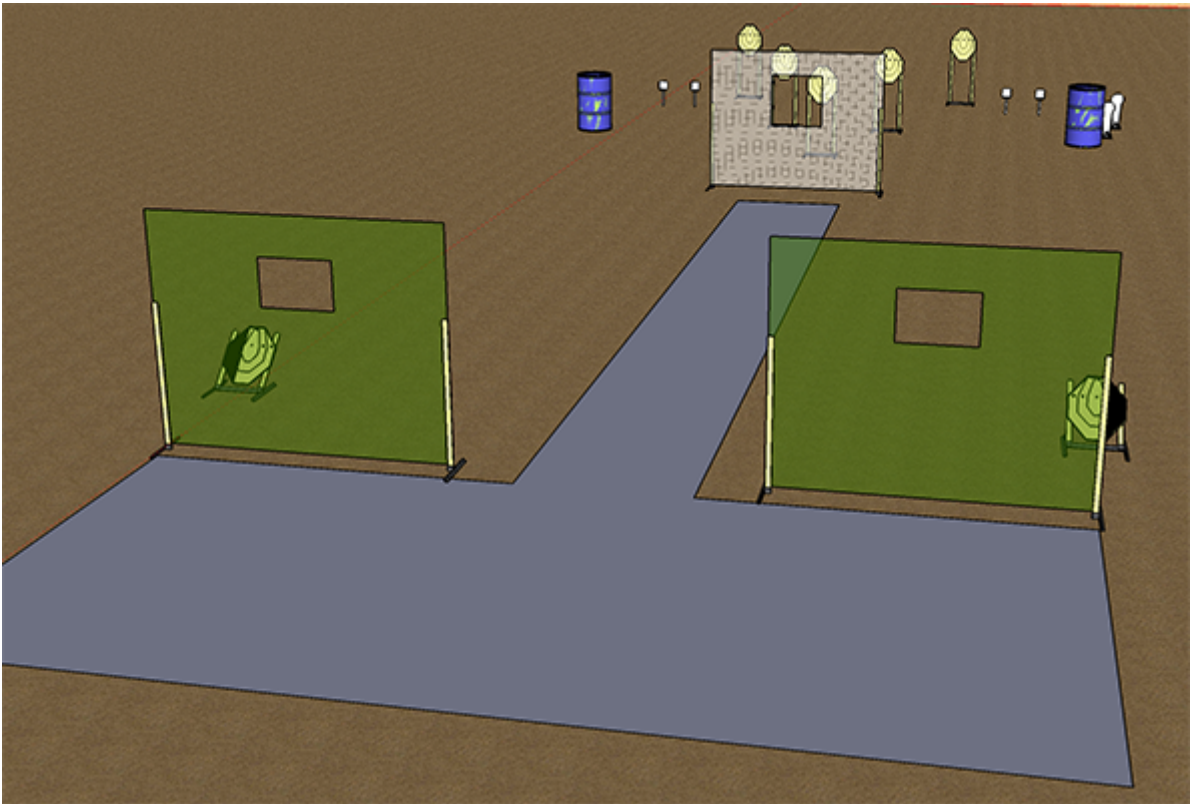
2. STAGE2



CoF	Comstock - Long	Points	130 p
Targets	7 paper, 2 disappearing/bonus, 3 popper, 5 plates, 2 no-shoot, Total 17 targets	Min rounds	22
Firearm	Handgun	Match-%	25.00%

Procedure	On the start signal engage all targets as visible from within the demarcated area. The two targets displayed on the flipper before activation are disappearing targets.
Starting position	Gun loaded on the table, heels against the middle of the rear boundary
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

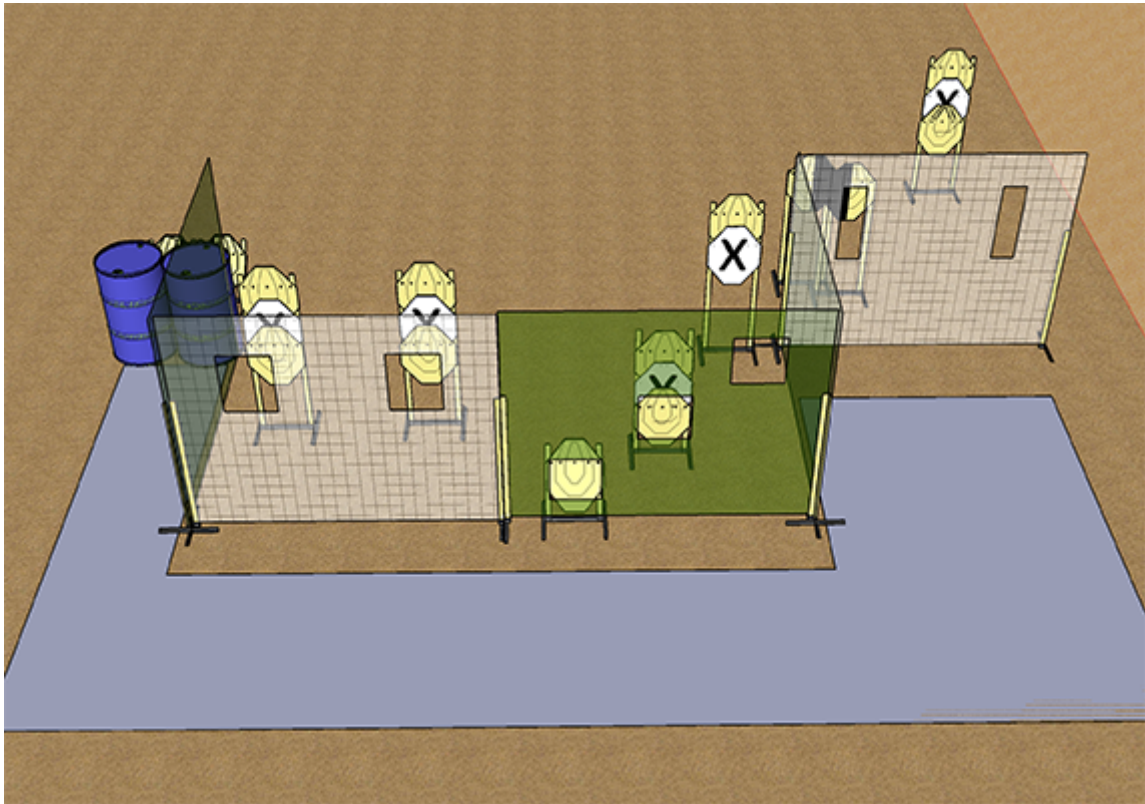
3. STAGE3



CoF	Comstock - Medium	Points	110 p
Targets	7 paper, 4 popper, 4 plates, Total 15 targets	Min rounds	22
Firearm	Handgun	Match-%	21.15%

Procedure	On start signal engage all targets as visible
Starting position	Gun loaded & holstered standing anywhere in the demarcated area
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

4. STAGE4



CoF	Comstock - Long	Points	140 p
Targets	14 paper, 5 no-shoot, Total 14 targets	Min rounds	28
Firearm	Handgun	Match-%	26.92%

Procedure	On start signal engage all targets as visible.
Starting position	Gun unloaded on the blue barrel with first magazine. Hand on each Barrel.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	