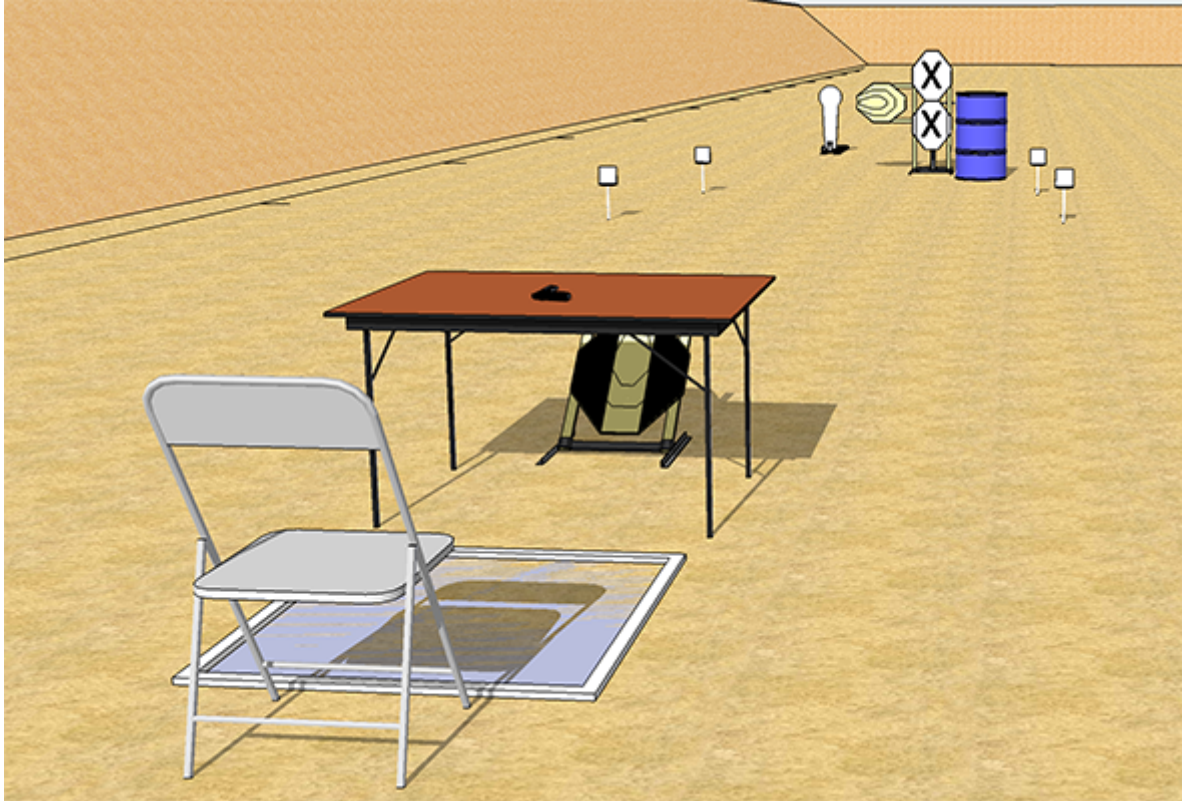


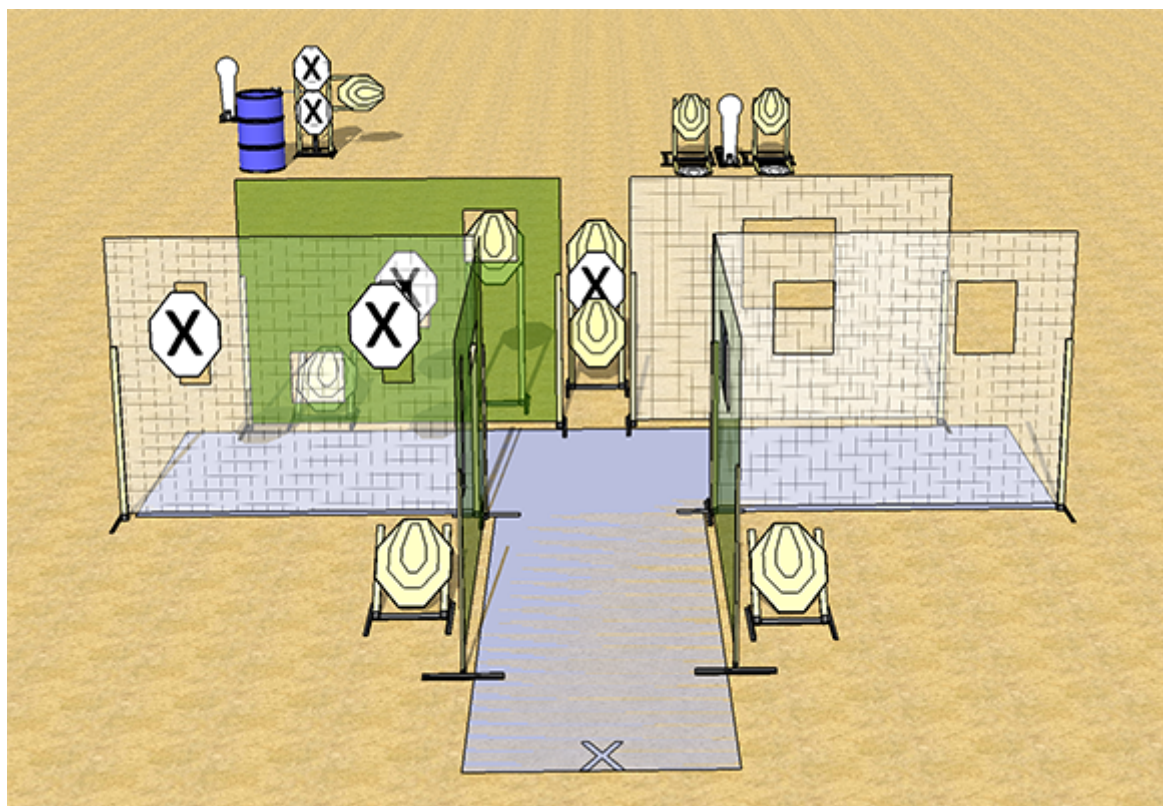
# 1. STAGE1



CoF	Comstock - Short	Points	45 p
Targets	2 paper, 1 popper, 4 plates, 2 no-shoot, Total 7 targets	Min rounds	9
Firearm	Handgun	Match-%	11.69%

Procedure	On the start signal engage all targets as visible.
Starting position	Gun loaded on the table, all magazines to be used on the table.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

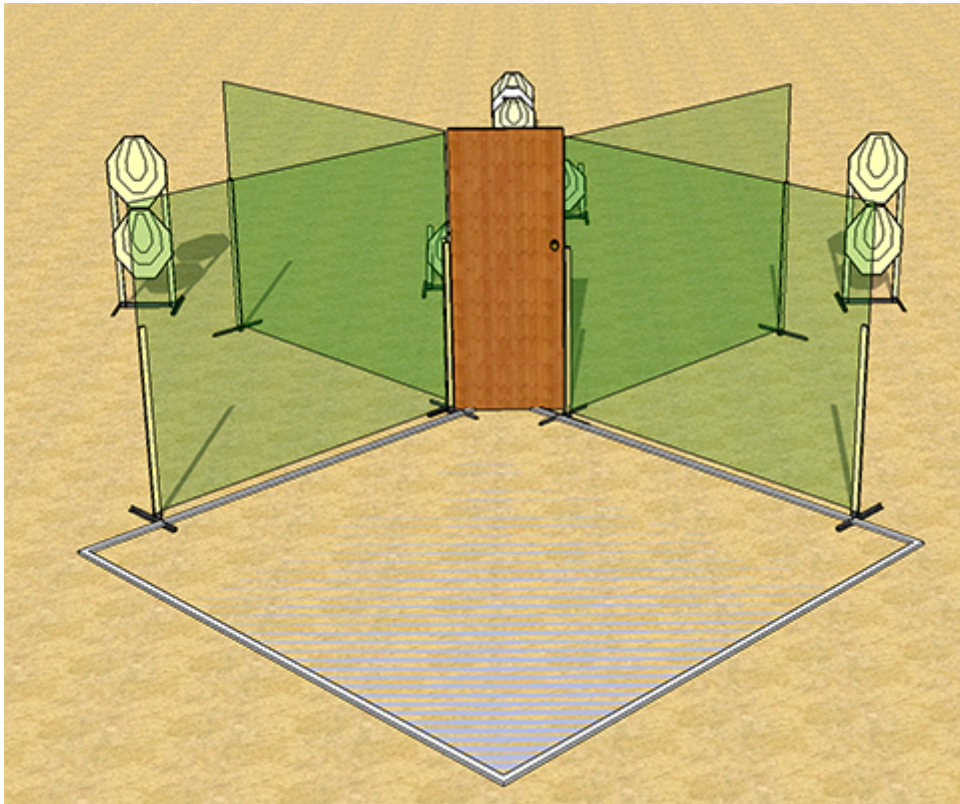
## 2. STAGE2



CoF	Comstock - Medium	Points	120 p
Targets	9 paper, 2 disappearing/bonus, 2 popper, 6 no-shoot, Total 13 targets	Min rounds	20
Firearm	Handgun	Match-%	31.17%

Procedure	On the start signal engage all targets as visible. First two targets on the Flipper are disappearing Targets.
Starting position	Default, standing on the marked position.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

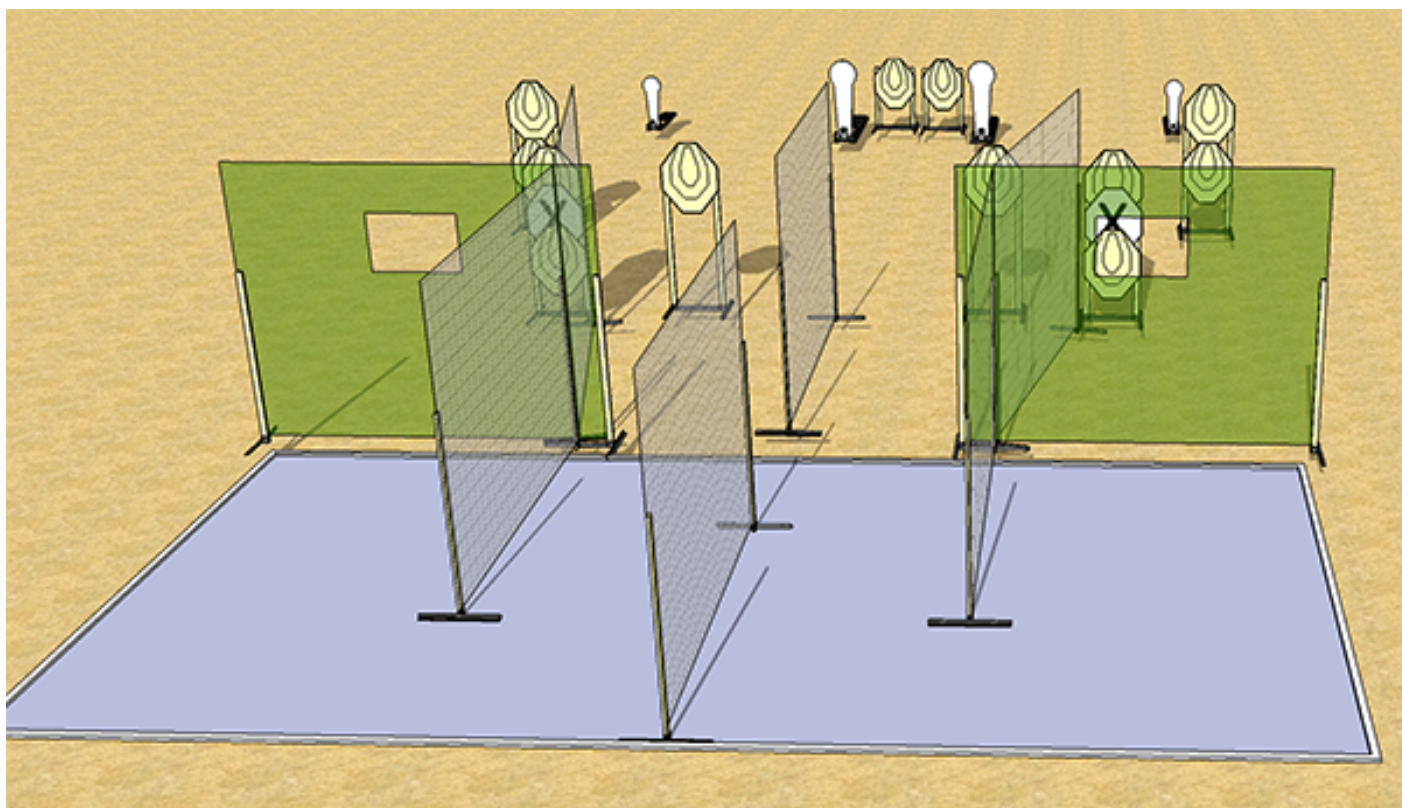
### 3. STAGE3



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 1 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	20.78%

Procedure	On start signal engage all targets as visible from within the demarcated area.
Starting position	Gun loaded & holstered, standing in the back corner of 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	12 paper, 4 popper, 2 no-shoot, Total 16 targets	Min rounds	28
Firearm	Handgun	Match-%	36.36%

Procedure	On start signal engage all targets as visible from within the demarcated area.
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	