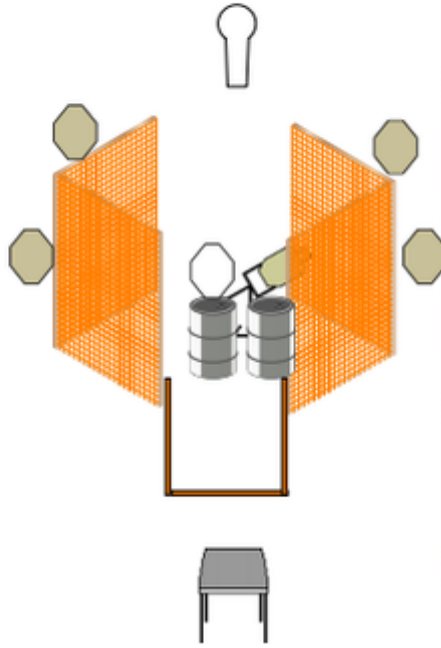


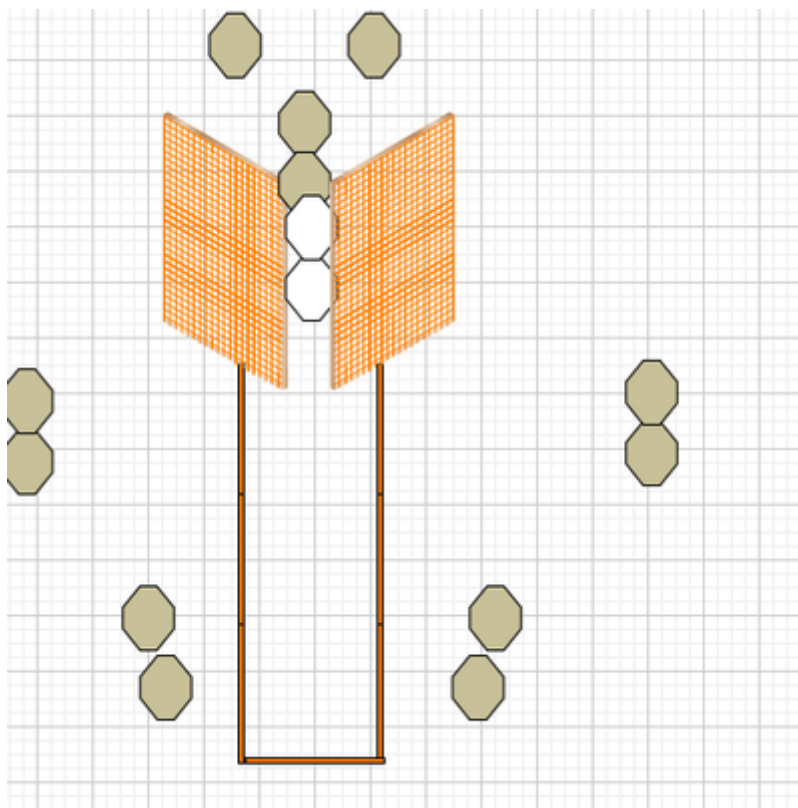
# 1. Stage 1



CoF	Comstock - Short	Firearm	Handgun
Targets	5 paper, 1 popper, 1 no-shoot, Total 6 targets	Min rounds	11
Points	55 p	Match-%	10.89%

Procedure	Engage all targets with case in hand, unless sitting in chair. Gun unloaded on table.
Start position	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	

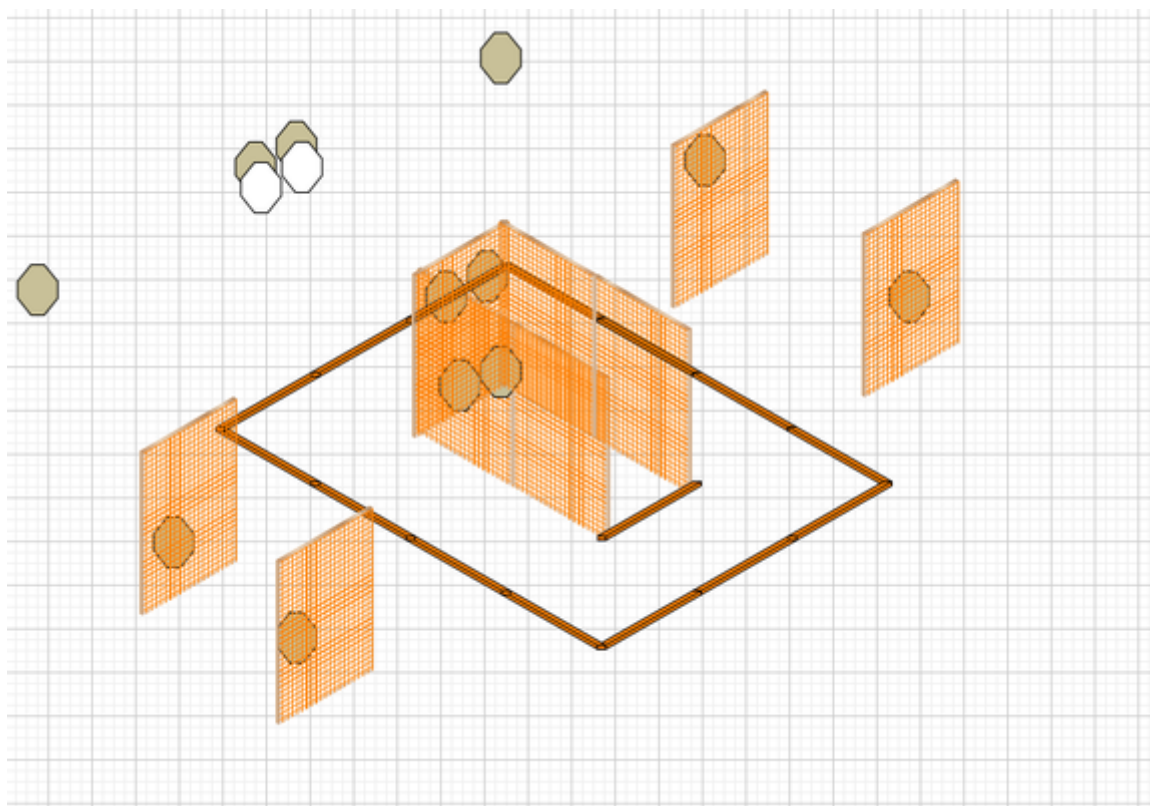
## 2. Stage 2



CoF	Comstock - Medium	Firearm	Handgun
Targets	12 paper, 2 no-shoot, Total 12 targets	Min rounds	24
Points	120 p	Match-%	23.76%

Procedure	Engage all targets. Starting position heels touching rear faultline.
Start position	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	

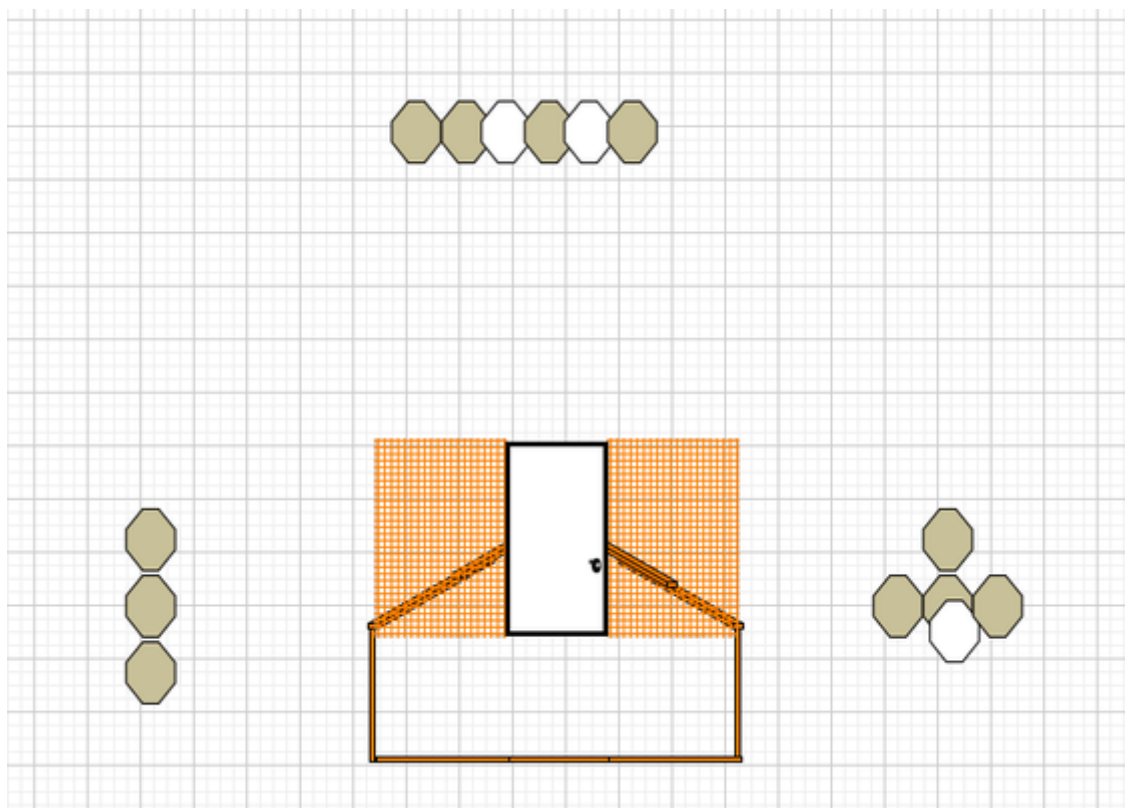
### 3. Stage 3



CoF	Comstock - Medium	Firearm	Handgun
Targets	12 paper, 2 no-shoot, Total 12 targets	Min rounds	24
Points	120 p	Match-%	23.76%

Procedure	Engage all targets.
Start position	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	

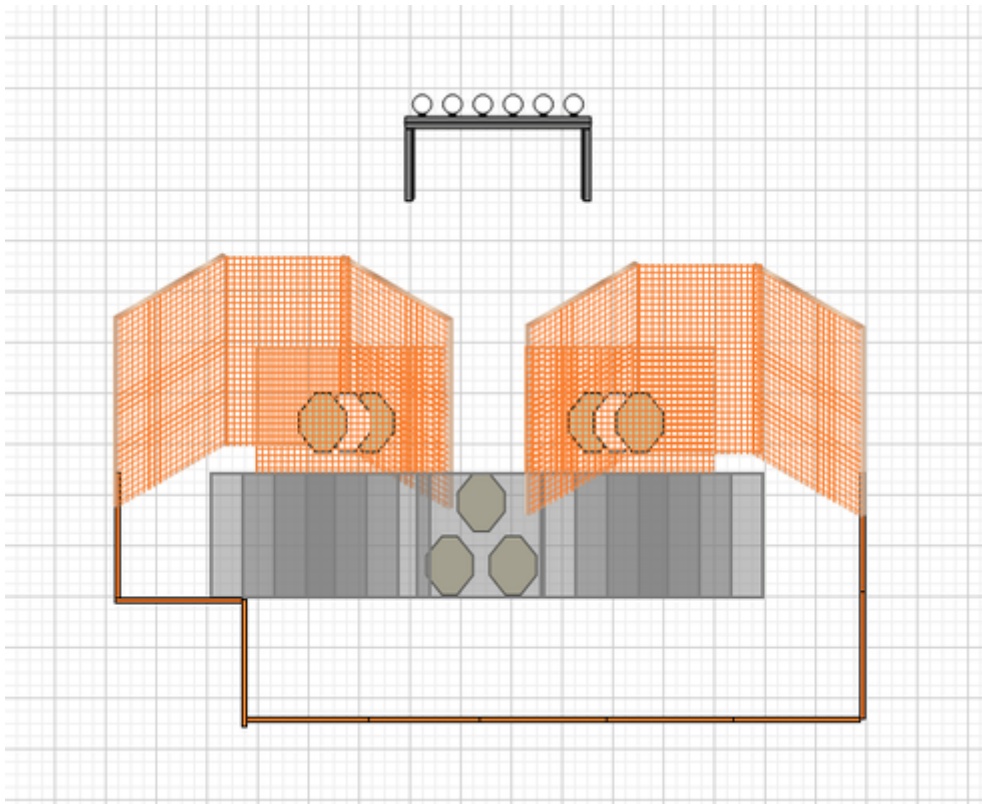
## 4. Stage 4



CoF	Comstock - Medium	Firearm	Handgun
Targets	11 paper, 3 no-shoot, Total 11 targets	Min rounds	22
Points	110 p	Match-%	21.78%

Procedure	Engage all targets. Targets on the side of the wall must be shot before opening door.
Start position	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	

## 5. Stage 5



CoF	Comstock - Medium	Firearm	Handgun
Targets	7 paper, 6 plates, 2 no-shoot, Total 13 targets	Min rounds	20
Points	100 p	Match-%	19.80%

Procedure	Engage all targets
Start position	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	