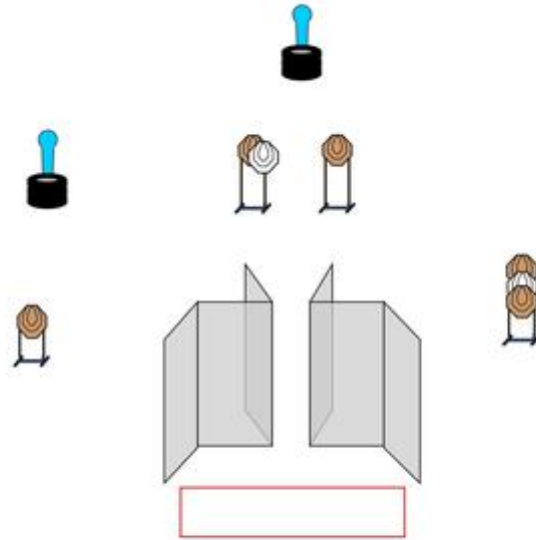


1. Duell vänster

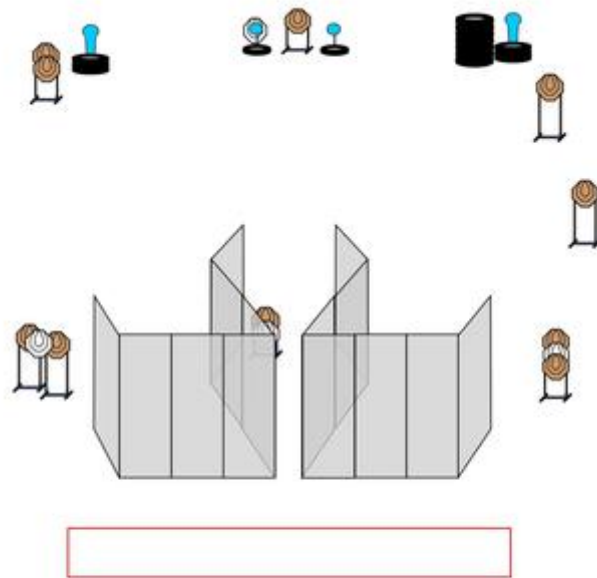


Stage 3
 Type of course: Short course
 Targets: 5x #35 paper target, 2x Pepper
 Rounds to be scored: 12 rnds. (max. 60 points)
 Handgun condition: Empty chamber
 Start position: Anywhere inside the marked area, relaxed, facing down range
 Time start: Audible
 Procedure: After the start signal engage the targets when become visible from within the designated area

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 plates, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	11.21%

Procedure	
Starting position	Empty chamber
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. Duell höger

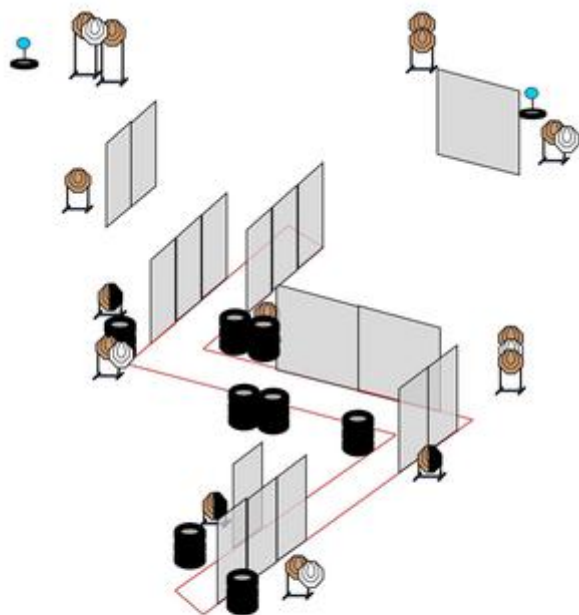


Stage 9
 Type of course: Medium course
 Targets: 10x IPSC paper target, 4x No Shoot, 2x Popper, 2x Plate
 Rounds to be scored: 24 rnds. (max. 120 points)
 Handgun condition: Loaded and holstered
 Start position: Anywhere inside the marked area, relaxed, facing down range
 Time start: Audible
 Procedure: After the start signal engage the targets when become visible from within the designated area.

CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 plates, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	22.43%

Procedure	
Starting 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. Gropen



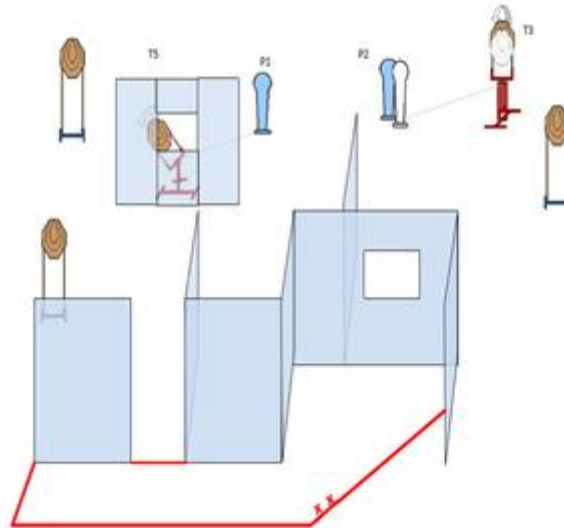
Stage 11
 Type of course: Long course
 Targets: 13x 95mm paper target, 5x No Shoot, 2x Plate
 Rounds to be scored: 28 min (140 points to be scored)
 Handgun condition: Loaded and holstered
 Start position: Anywhere inside the marked area, relaxed, facing down range
 Time start: Audible
 Procedure: After the start signal engage the targets when become visible from within the designated area.

CoF	Comstock - Long	Points	140 p
Targets	13 paper, 2 plates, Total 15 targets	Min rounds	28
Firearm	Handgun	Match-%	26.17%

Procedure	
Starting 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. Grus vänster

JAMAICA CUP Stage # 5 "CAN YOU SEE ME" Course Designer: Keith Miller		
START POSITION: Standing inside the shooting area facing downrange, heels on XXs.		
GUN READY CONDITION: Loaded and holstered.	ROUNDS TO BE SCORED: 12 rounds, 60 points	
STAGE PROCEDURE: Upon start signal, engage targets. P1 activates T5 and P2 activates T3. Both T3 and T5 remain visible at rest.	TARGETS: 5 IPSC Targets, 2 IPSC Poppers TIME STARTS: Audible	



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	11.21%

Procedure	
Starting 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. Grus mitten

Short course

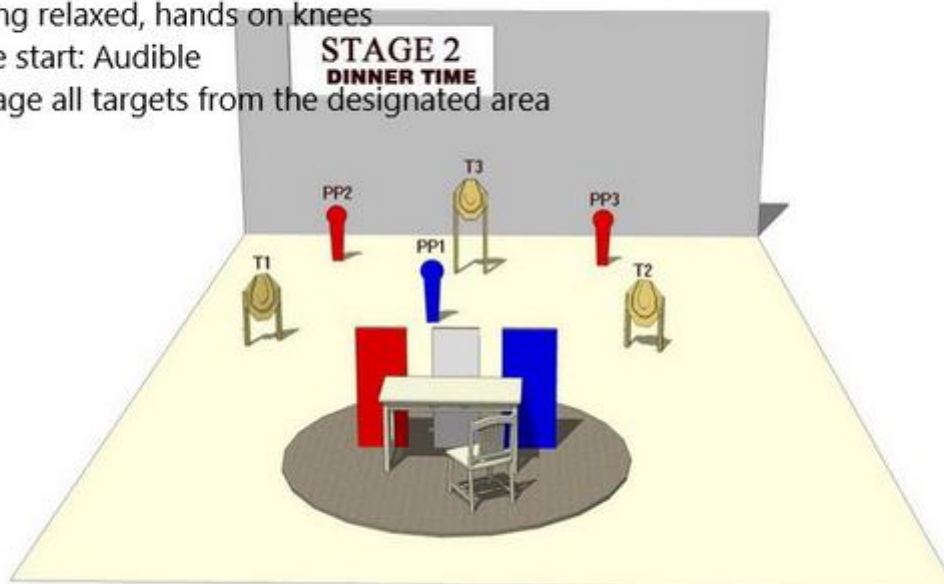
3 paper targets, 3 poppers (45p)

Gun empty on table, all magazine to be used on table

Sitting relaxed, hands on knees

Time start: Audible

Engage all targets from the designated area



CoF	Comstock - Short	Points	45 p
Targets	3 paper, 2 popper, 1 plates, Total 6 targets	Min rounds	9
Firearm	Handgun	Match-%	8.41%

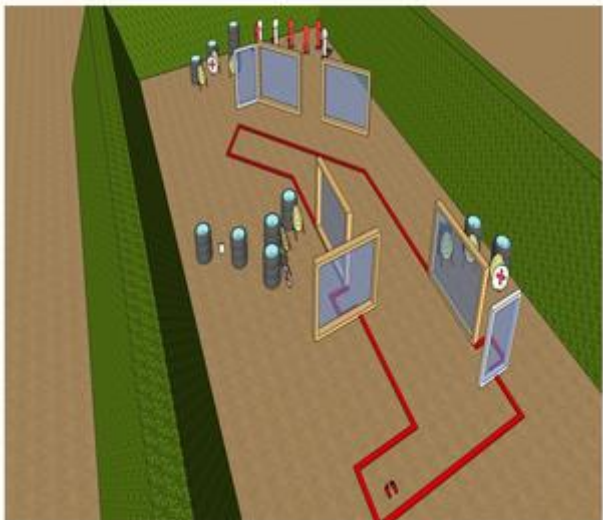
Procedure	
Starting position	Gun empty on table, all magazine to be used on table
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

6. Grus höger

St. Mary
Stage: 7
Course Designer: Lesgar Murdock



START POSITION: Standing inside shooting area on marks
GUN READY CONDITION: Loaded and holstered.
STAGE PROCEDURE: Upon start signal, engage targets.
ROUNDS TO BE SCORED: 22 rounds, 110 points
TARGETS: 9 IPSC Targets, 3 IPSC Poppers, 1 IPSC Plate
Time Start: Audible



CoF	Comstock - Medium	Points	110 p
Targets	9 paper, 3 popper, 1 plates, Total 13 targets	Min rounds	22
Firearm	Handgun	Match-%	20.56%

Procedure	
Starting 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	