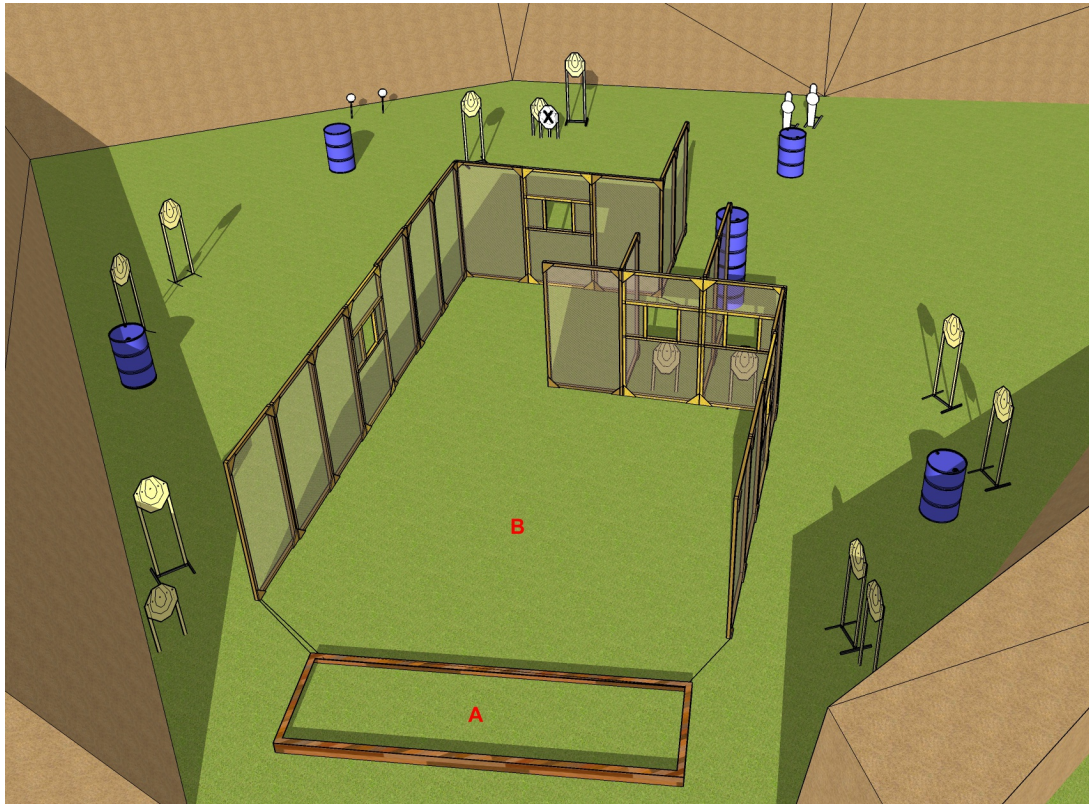


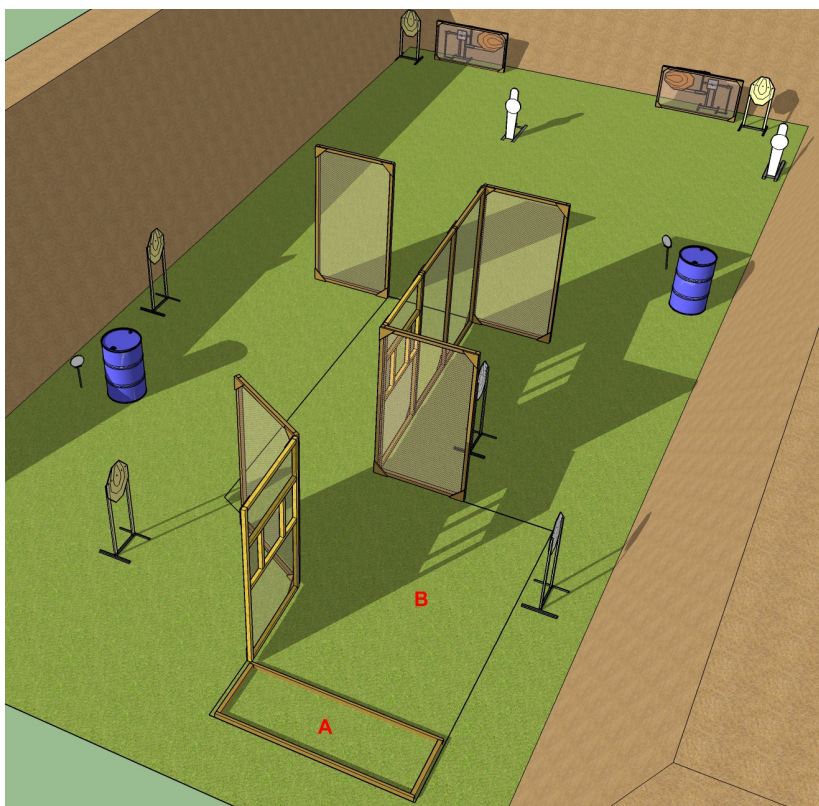
# 1. Stage 1



CoF	Comstock - Long	Points	150 p
Targets	13 paper, 2 popper, 2 plates, 1 no-shoot, Total 17 targets	Min rounds	30
Firearm	Handgun	Match-%	17.65%

Procedure	After start signal engage all targets from area A and B.
Starting position	Inside area A
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left and right marked with red sticks, up and down 90 degrees.
Setup notes	

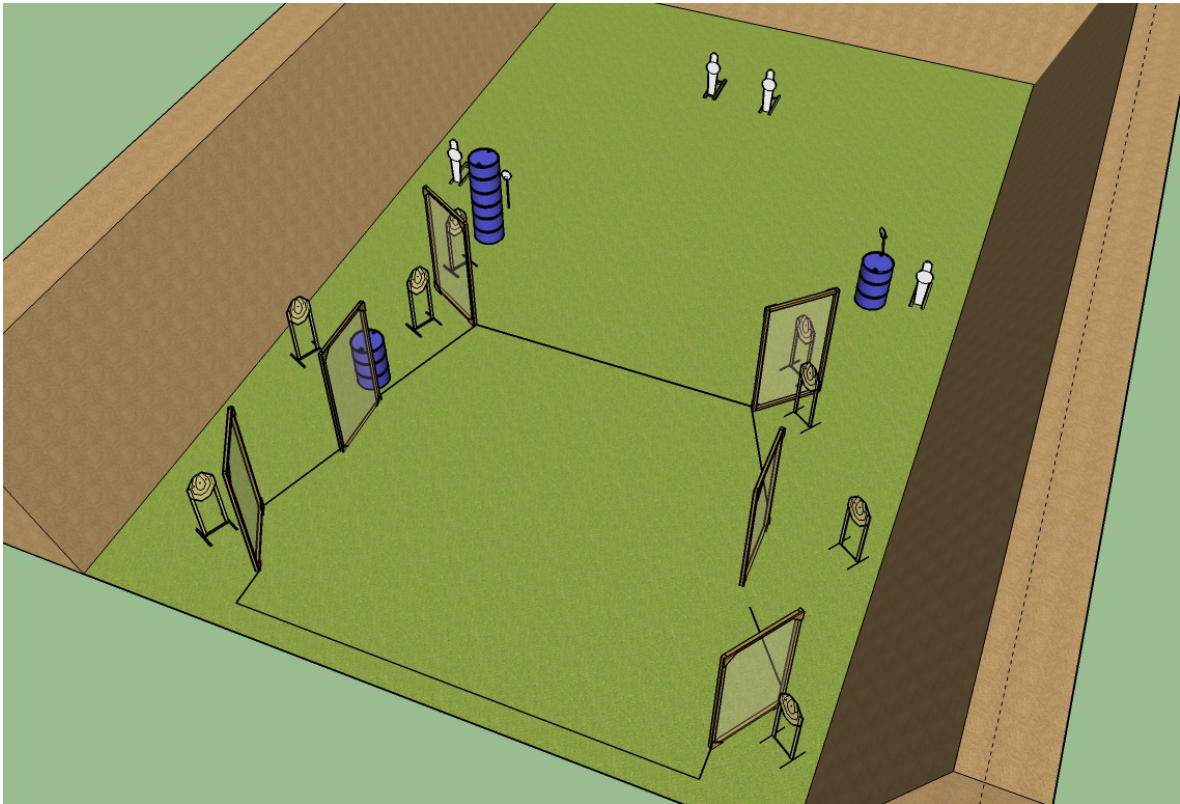
## 2. Stage 2



CoF	Comstock - Medium	Points	100 p
Targets	8 paper, 2 popper, 2 plates, Total 12 targets	Min rounds	20
Firearm	Handgun	Match-%	11.76%

Procedure	After start signal engage all targets from area A and B. Poppers will activate swingers, stay visible at end of movement.
Starting position	Inside area A
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90 degrees left/right and top following the shooter.
Setup notes	

### 3. Stage 3

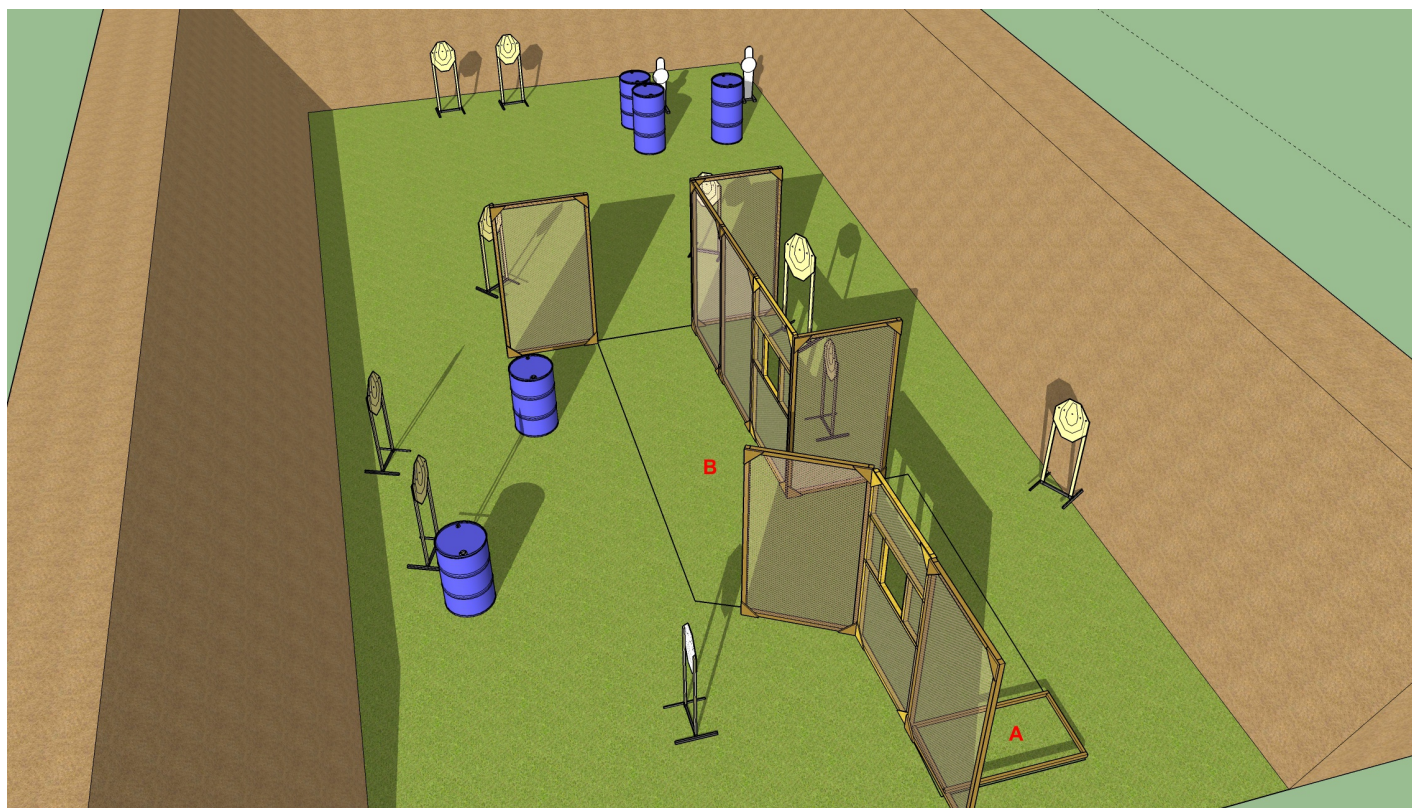


CoF	Comstock - Medium	Points	110 p
Targets	8 paper, 4 popper, 2 plates, Total 14 targets	Min rounds	22
Firearm	Handgun	Match-%	12.94%

Procedure	After start signal engage all targets from area A
Starting position	Inside area A
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90 degrees left/right and top following the shooter.
Setup notes	



## 4. Stage 4

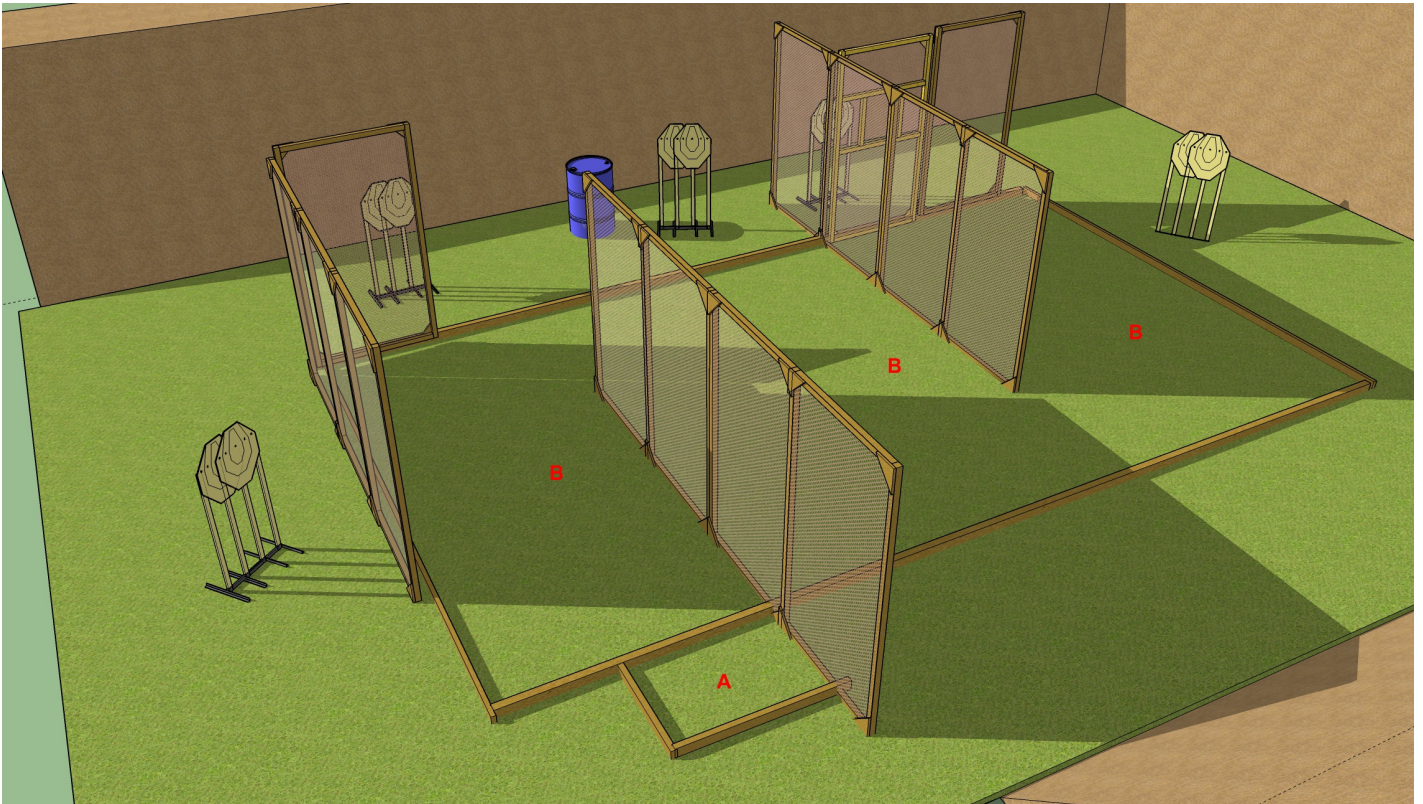


CoF	Comstock - Short	Points	60 p
Targets	10 paper, 2 popper, Total 12 targets	Min rounds	12
Firearm	Handgun	Match-%	7.06%

Procedure	Inside area A After start signal engage all targets from area A and B. Scoring: One hit per IPSC target
Starting position	Inside area A
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90 degrees left/right and top following the shooter.
Setup notes	



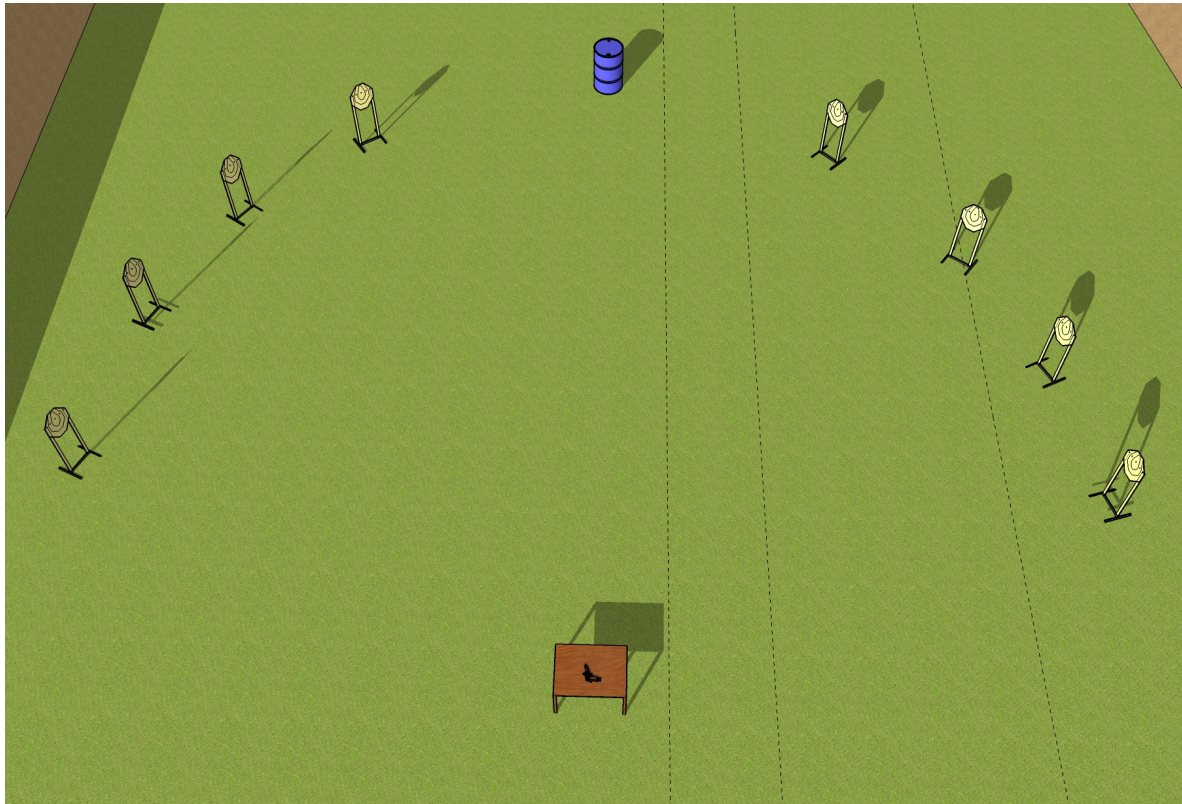
## 5. Stage 5



CoF	Comstock - Medium	Points	100 p
Targets	10 paper, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	11.76%

Procedure	Procedure: After start signal engage all targets from area A and B.
Starting position	Inside area A
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left and right marked with red sticks, up and down 90 degrees.
Setup notes	

## 6. Stage 6



CoF	Comstock - Short	Points	40 p
Targets	8 paper, Total 8 targets	Min rounds	8
Firearm	Handgun	Match-%	4.71%

Procedure	After start signal engage all targets , left side from barrel at left hand, rights side with right hand. Magazine change before changing sides. Scoring: One hit per IPSC target.
Starting position	Hands touching table
Firearm ready condition	Gun unloaded, magazine inserted marked place at table, other magazines at table.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90 degrees left/right and top following the shooter.
Setup notes	



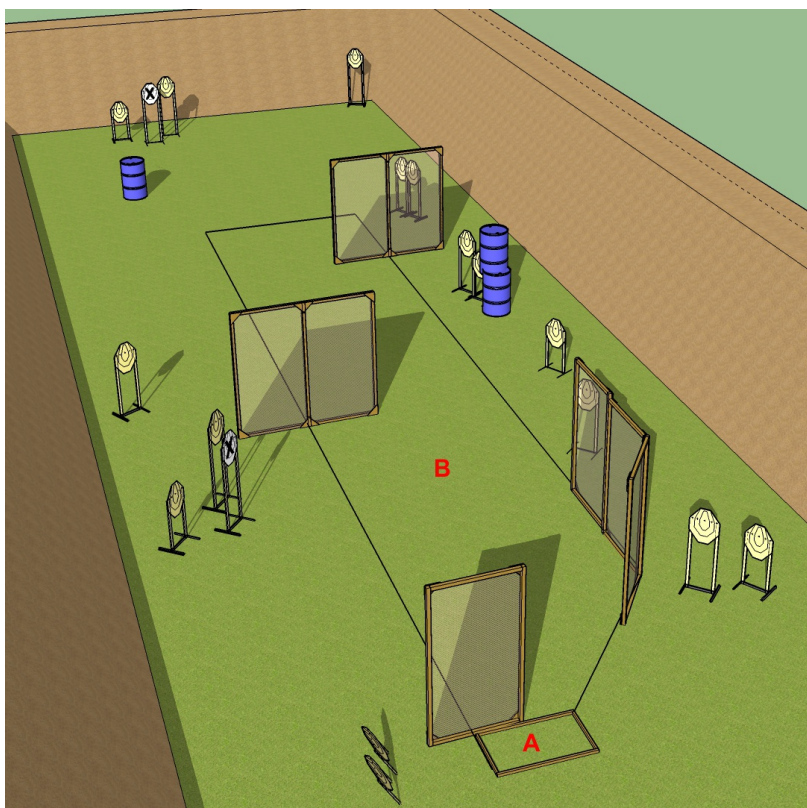
## 7. Stage 7



CoF	Comstock - Long	Points	130 p
Targets	13 paper, Total 13 targets	Min rounds	26
Firearm	Handgun	Match-%	15.29%

Procedure	After start signal engage all targets from area A and B.
Starting position	Inside area A1 or A2 hand touching marks at wall.
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left and right marked with red sticks, up and down 90 degrees.
Setup notes	

## 8. Stage 8



CoF	Comstock - Long	Points	160 p
Targets	16 paper, 2 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	18.82%

Procedure	After start signal engage all targets from area A and B.
Starting position	Inside area A
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90 degrees left/right and top following the shooter.
Setup notes	