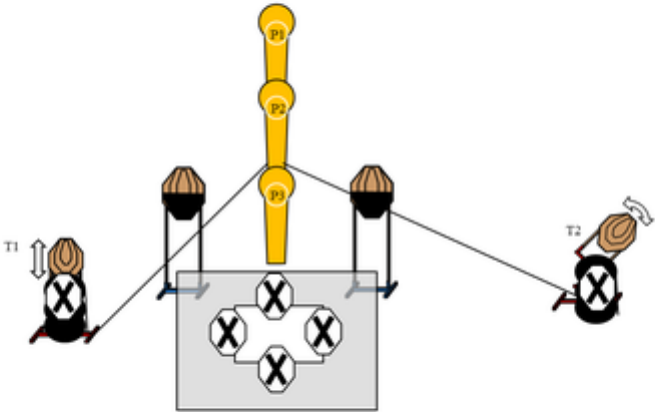


# 1. Stage 1

## Roodepoort League

Stage 1	Rounds 11	IPSC Targets 4	No Shoots 6	Poppers 3	Mini Poppers
Range 1	Shooter starts in anywhere in the designated area. Gun loaded, holstered and hands raised above shoulders, palms facing forward. On the audible start signal, engage targets whilst remaining in the designated area . P2 activates movers T1 and T2. T1 and T2 remain visible.				



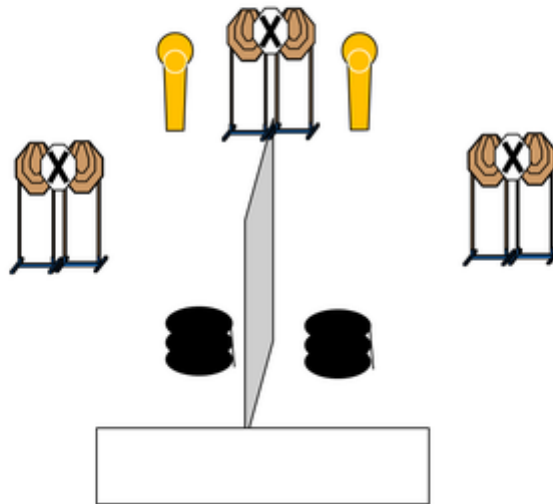
CoF	Comstock - Short	Points	55 p
Targets	4 paper, 3 popper, 6 no-shoot, Total 7 targets	Min rounds	11
Firearm	Handgun	Match-%	6.51%

Procedure	Shooter starts in anywhere in the designated area. Gun loaded, holstered and hands raised above shoulders, palms facing forward. On the audible start signal, engage targets whilst remaining in the designated area . P2 activates movers T1 and T2. T1 and T2 remain visible.		
Starting 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			

## 2. Stage 2

### Roodepoort League

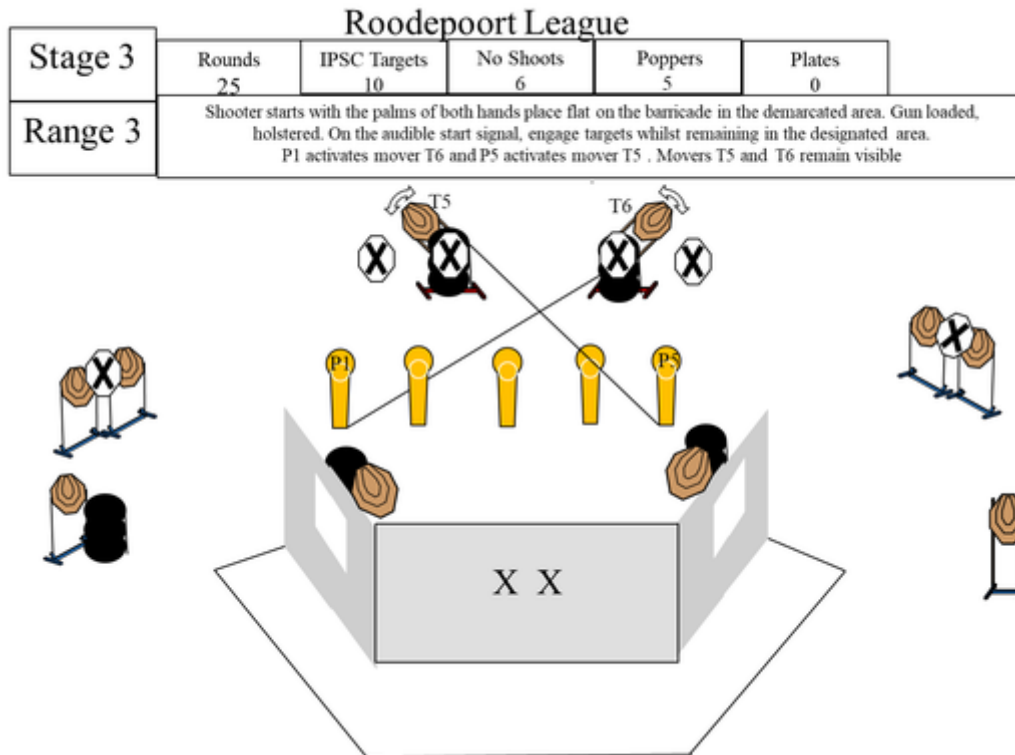
Stage 2	Rounds 14	IPSC Targets 6	No Shoot s 3	Poppers 2	Steel Plates
Range 2	Shooter starts anywhere in the designated area. Gun loaded and holstered. On the start signal engage the targets while remaining in the designated area.				



CoF	Comstock - Medium	Points	70 p
Targets	6 paper, 2 popper, 3 no-shoot, Total 8 targets	Min rounds	14
Firearm	Handgun	Match-%	8.28%

Procedure	Shooter starts anywhere in the designated area. Gun loaded and holstered. On the start signal engage the targets while remaining in the designated area.		
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. Stage 3



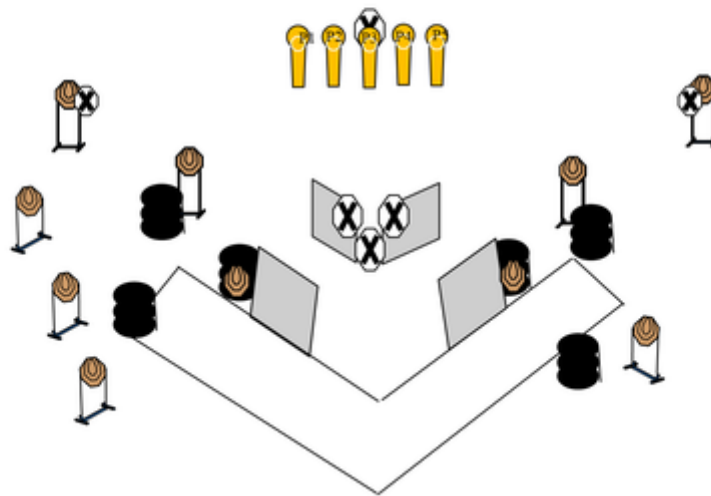
CoF	Comstock - Long	Points	125 p
Targets	10 paper, 5 popper, 6 no-shoot, Total 15 targets	Min rounds	25
Firearm	Handgun	Match-%	14.79%

Procedure	Shooter starts with the palms of both hands place flat on the barricade in the demarcated area. Gun loaded, holstered. On the audible start signal, engage targets whilst remaining in the designated area. P1 activates mover T6 and P5 activates mover T5 . Movers T5 and T6 remain visible .		
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. Stage 4

### Roodepoort League

Stage 4	Rounds 25	IPSC Targets 10	No Shoots 6	Poppers 5	Steel Plates
Range 4	Shooter starts anywhere in the designated area. Gun loaded and holstered. On the start signal engage the targets while remaining in the designated area.				

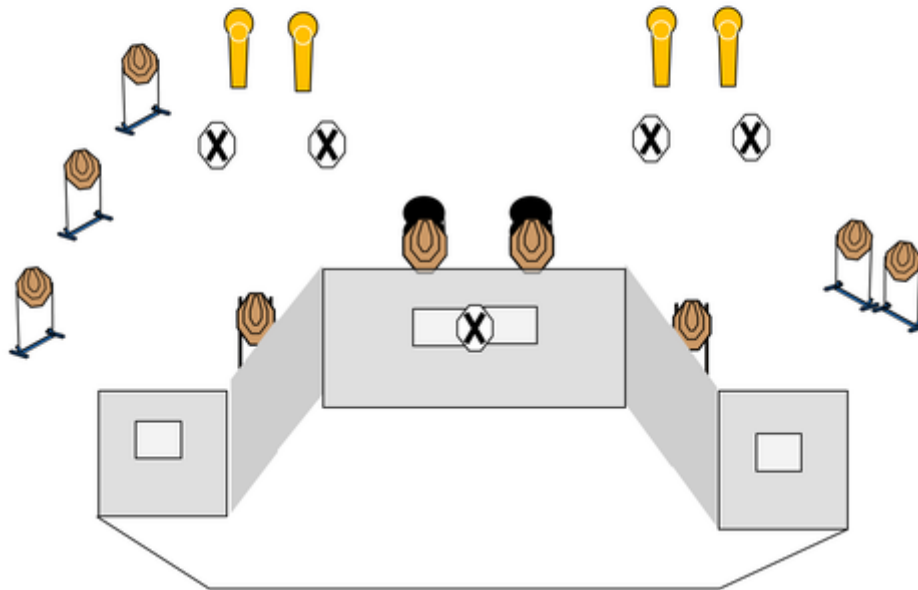


CoF	Comstock - Long	Points	125 p
Targets	10 paper, 5 popper, Total 15 targets	Min rounds	25
Firearm	Handgun	Match-%	14.79%

Procedure	Shooter starts anywhere in the designated area. Gun loaded and holstered. On the start signal engage the targets while remaining in the designated area.		
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. Stage 5

Roodepoort League					
Stage 5	Rounds 22	IPSC Targets 9	No Shoots 5	Poppers 4	Plates 0
Range 5	Shooter starts anywhere in the designated area. Gun loaded, holstered, hands raised above shoulders with the palms facing forward. On the audible start signal, engage targets whilst remaining in the designated area.				

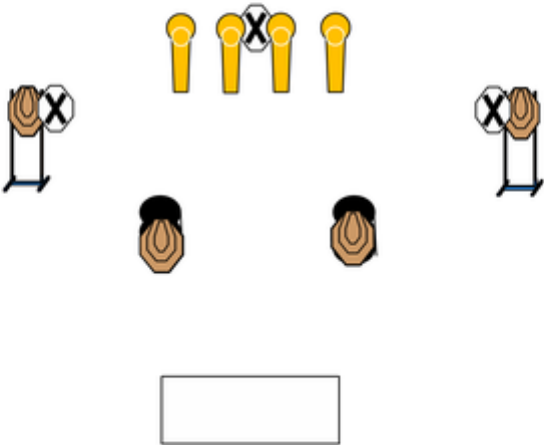


CoF	Comstock - Medium	Points	110 p
Targets	9 paper, 4 popper, 5 no-shoot, Total 13 targets	Min rounds	22
Firearm	Handgun	Match-%	13.02%

Procedure	Shooter starts anywhere in the designated area. Gun loaded, holstered, hands raised above shoulders with the palms facing forward. On the audible start signal, engage targets whilst remaining in the designated area.		
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			

## 6. Stage 6

Stage 6	Rounds 12	IPSC Targets 4	No Shoots 3	Poppers 4	Mini Poppers
Range 7	Shooter starts anywhere in the designated area. Gun loaded, holstered and hands clasped in front of the shooter waist height.. On the audible start signal, engage targets whilst remaining in the designated area.				



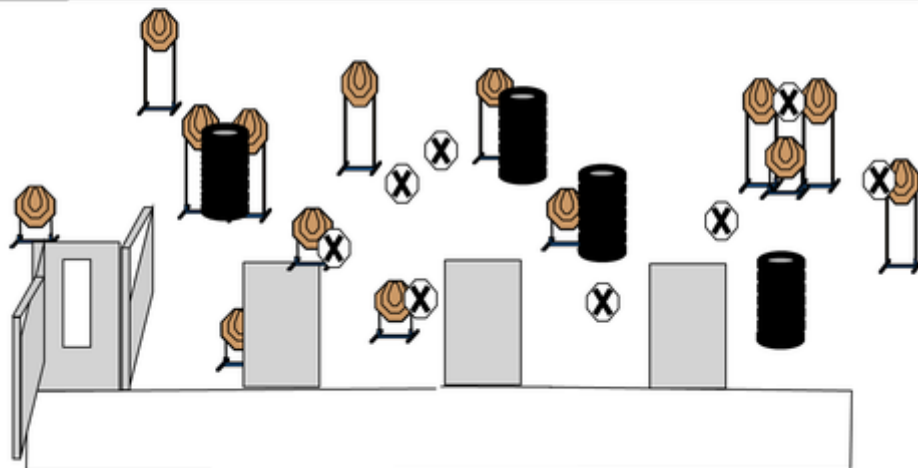
CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, 3 no-shoot, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	7.10%

Procedure	Shooter starts anywhere in the designated area. Gun loaded, holstered and hands clasped in front of the shooter waist height.. On the audible start signal, engage targets whilst remaining in the designated area.		
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			

## 7. Stage 7

### Roodepoort League

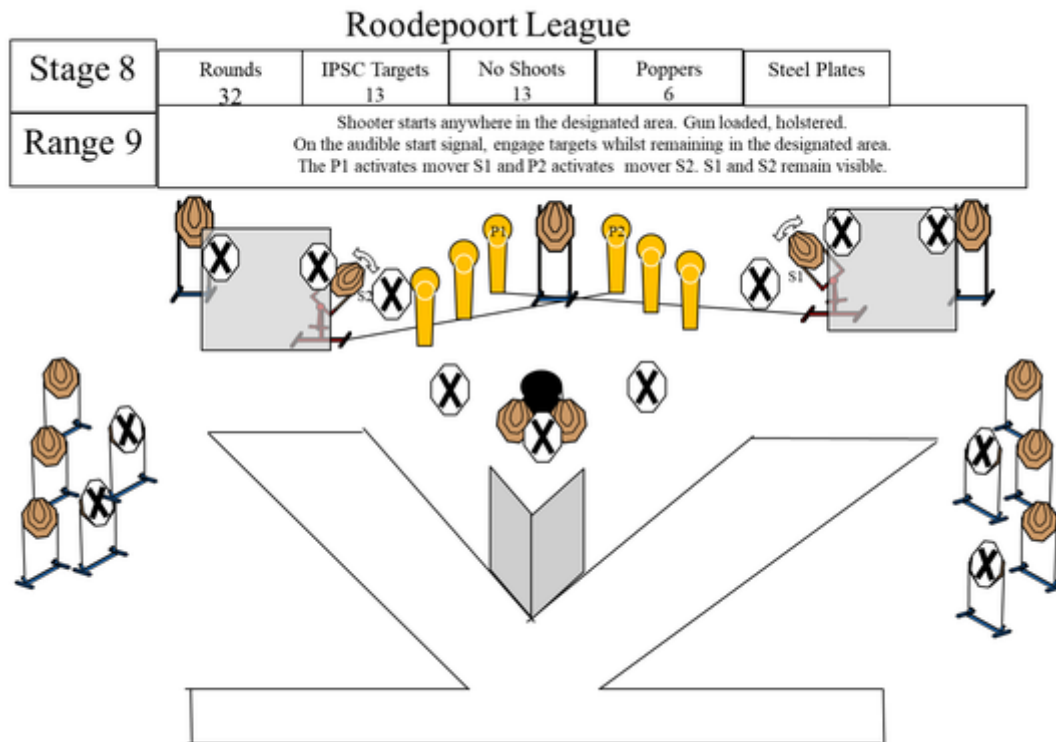
Stage 7	Rounds 28	IPSC Targets 14	No Shoots 8	Poppers	Steel Plates
Range 8	Shooter starts anywhere in the designated area. Gun loaded and holstered. On the start signal engage the targets while remaining in the designated area.				



CoF	Comstock - Long	Points	140 p
Targets	14 paper, 8 no-shoot, Total 14 targets	Min rounds	28
Firearm	Handgun	Match-%	16.57%

Procedure	Shooter starts anywhere in the designated area. Gun loaded and holstered. On the start signal engage the targets while remaining in the designated area.		
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			

## 8. Stage 8



CoF	Comstock - Long	Points	160 p
Targets	13 paper, 6 popper, 13 no-shoot, Total 19 targets	Min rounds	32
Firearm	Handgun	Match-%	18.93%

Procedure	Shooter starts in anywhere in the designated area. Gun loaded, holstered. On the audible start signal, engage targets whilst remaining in the designated area. The P1 activates mover S1 and P2 activates mover S2. S1 and S2 remain visible.		
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			