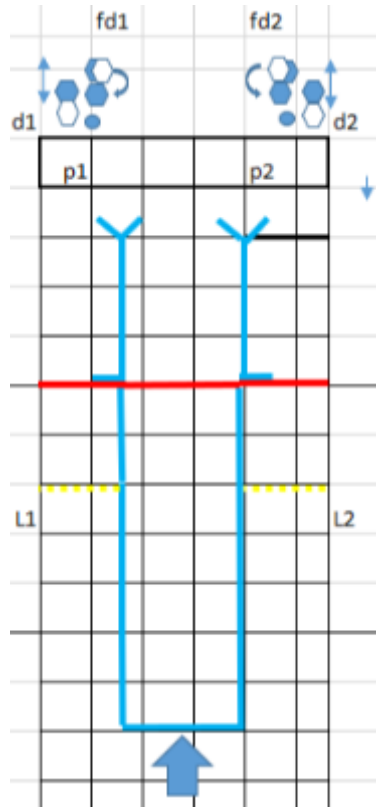




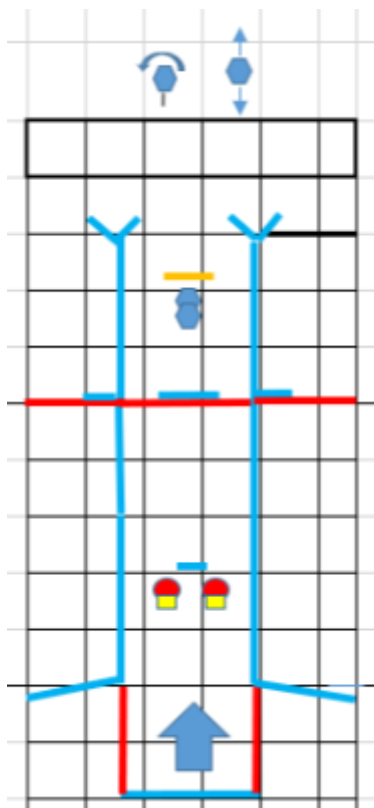
## 2. Stage 2



CoF	Comstock - Medium	Points	70 p
Targets	6 paper, 2 plates, 4 no-shoot, Total 8 targets	Min rounds	14
Firearm	Handgun	Match-%	17.95%

Procedure	Engage targets. Light barrier L1 activates duck target d1. Light barrier L2 activates duck target d2. Plate p1 activates flip down no-shoot fd2. Plate p2 activates flip down no-shoot fd1.
Starting position	Both hands touch the markings on the barrier.
Firearm ready condition	Chamber and Magwell empty.
Start on	Audible signal
Stop on	
Penalties	
Safety angles	
Setup notes	

### 3. Stage 3



CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	10.26%

Procedure	Engage targets. While the right mushroom button is pressed the left moving target will activate. While the left mushroom button is pressed the right moving target will activate.
Starting position	One foot at X.
Firearm ready condition	Chamber empty, magazine inserted.
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 - Long	Points	160 p
Targets	15 paper, 2 plates, 6 no-shoot, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	41.03%

Procedure	Engage targets. Plate p1 activates flip down no-shoot fd1 and duck no-shoot d1. Plate p2 activates flip down no-shoot fd2 and duck no-shoot d2. Plates p1 and p2 together activate flip-up target fu1 and flip-up target fu2.
Starting position	Both hands touch the marking on the opening.
Firearm ready condition	
Start on	Audible signal
Stop on	
Penalties	
Safety angles	
Setup notes	