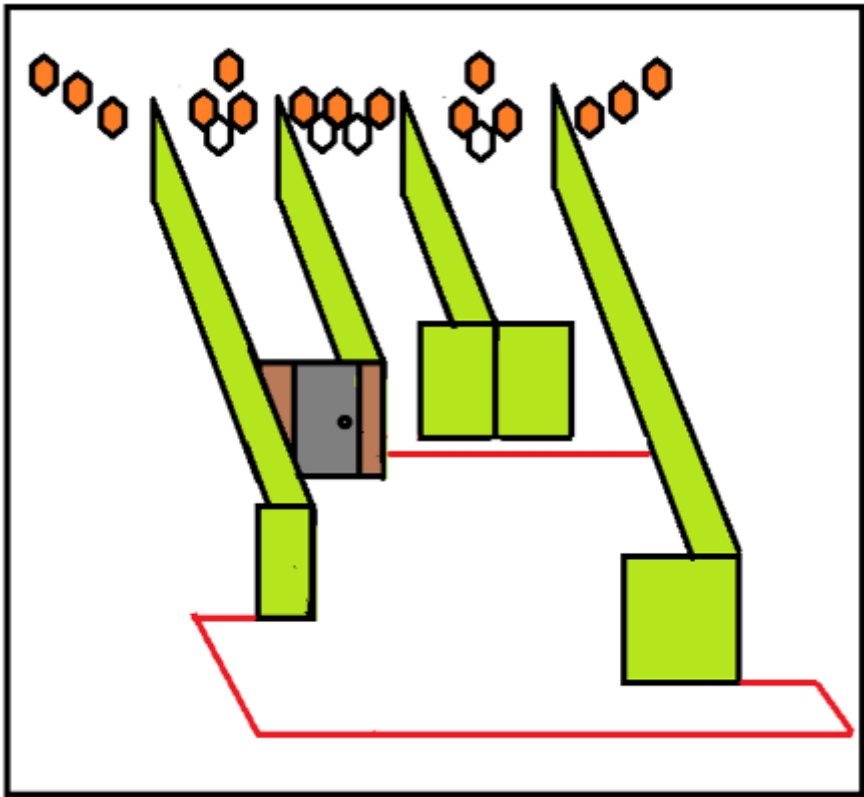


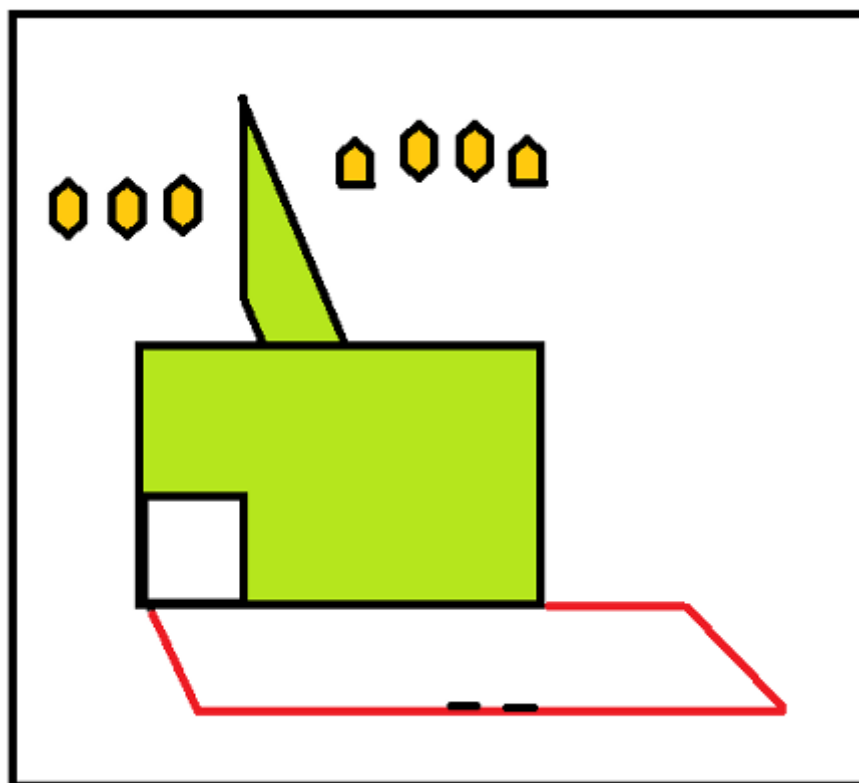
# 1. Stage 1



<b>CoF</b>	Comstock - Long	<b>Points</b>	150 p
<b>Targets</b>	15 paper, 4 no-shoot, Total 15 targets	<b>Min rounds</b>	30
<b>Firearm</b>	Handgun	<b>Match-%</b>	25.42%

<b>Procedure</b>	On audible start signal shoot the targets as they become visible from within the demarcated area.
<b>Starting position</b>	Gun loaded & holstered
<b>Firearm ready condition</b>	Rifles held in two hands Option 1
<b>Start on</b>	Audible signal
<b>Stop on</b>	Last shot
<b>Penalties</b>	As per current edition of rules
<b>Safety angles</b>	L/R
<b>Setup notes</b>	

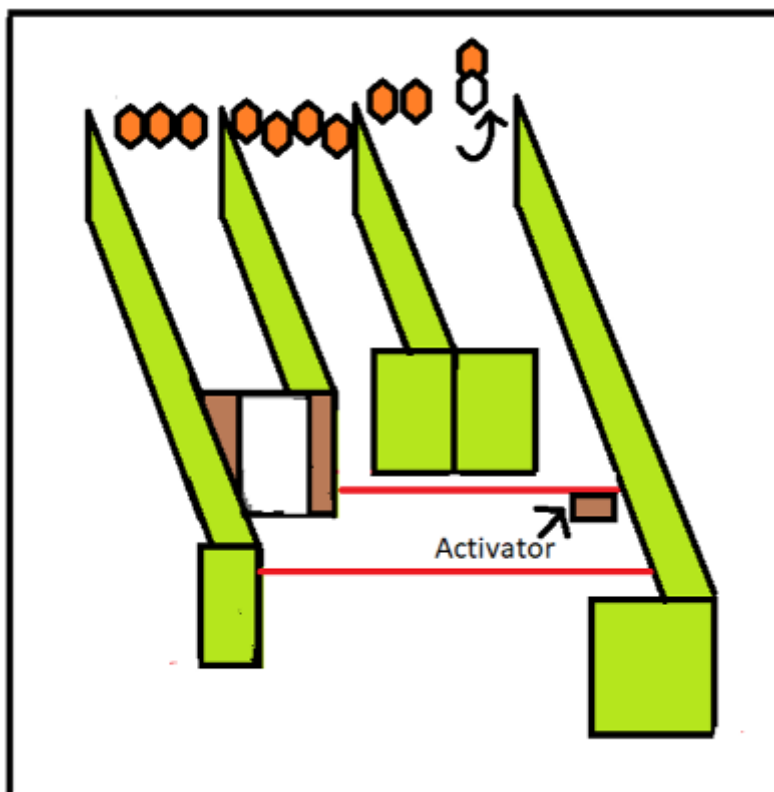
## 2. Stage 2



CoF	Comstock - Medium	Points	70 p
Targets	7 paper, Total 7 targets	Min rounds	14
Firearm	Handgun	Match-%	11.86%

Procedure	On audible start signal shoot the targets as they become visible from within the demarcated area.
Starting position	Gun loaded & holstered, heels touching marks.
Firearm ready condition	Rifles held in two hands. Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

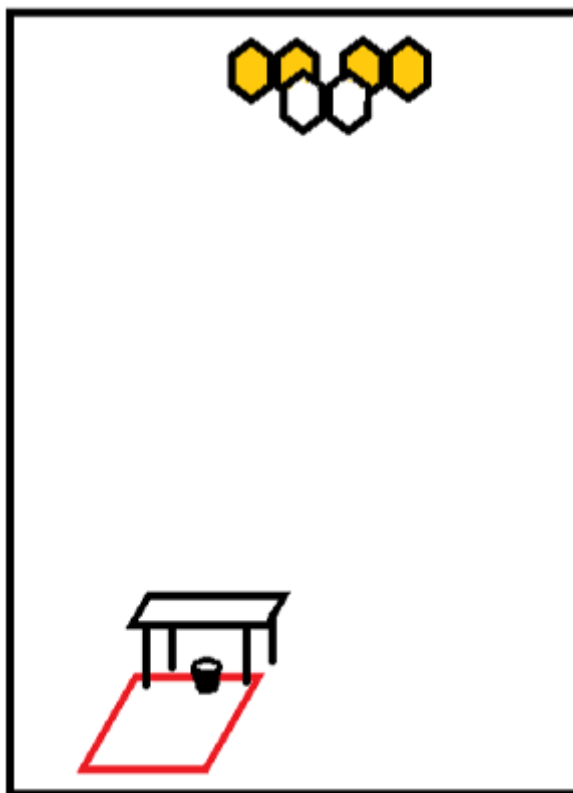
### 3. Stage 3



CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 1 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	20.34%

Procedure	On audible start signal shoot the targets as they become visible from within the demarcated area. You must step on box to activate an appearing target, which will then be partially covered by a No Shoot.
Starting position	Gun loaded & holstered
Firearm ready condition	Rifles held in two hands, Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

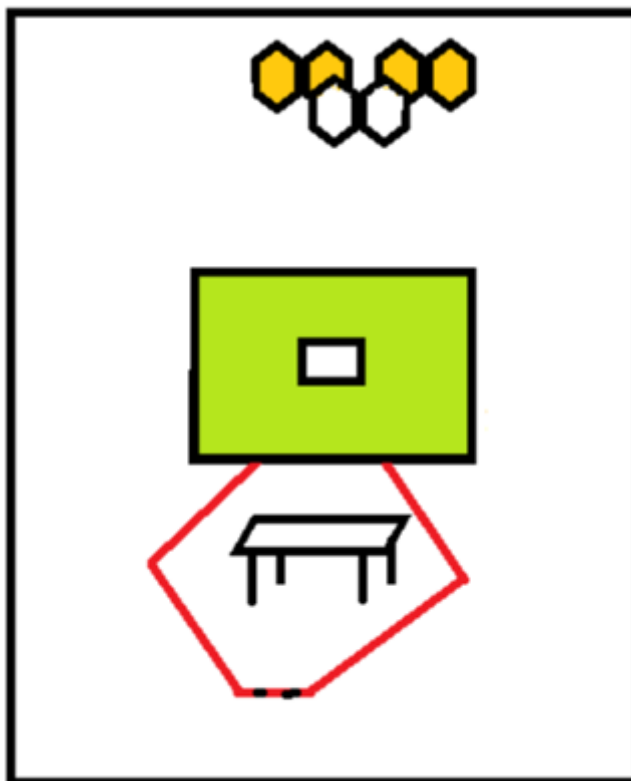
## 4. Stage 4



CoF	Comstock - Short	Points	40 p
Targets	4 paper, 2 no-shoot, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	6.78%

Procedure	On audible start signal shoot the targets as they become visible from within the demarcated area.
Starting position	Gun loaded 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	

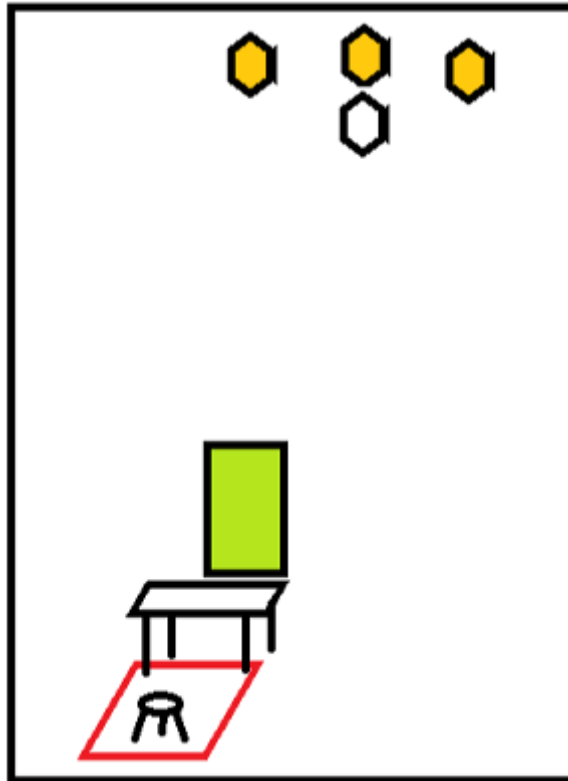
## 5. Stage 5



CoF	Comstock - Short	Points	40 p
Targets	4 paper, 2 no-shoot, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	6.78%

Procedure	On audible start signal shoot the targets as they become visible from within the demarcated area.
Starting position	Gun unloaded on table. Ammo in bucket.
Firearm ready condition	Ammo may be in magazines, loose or in a belt.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

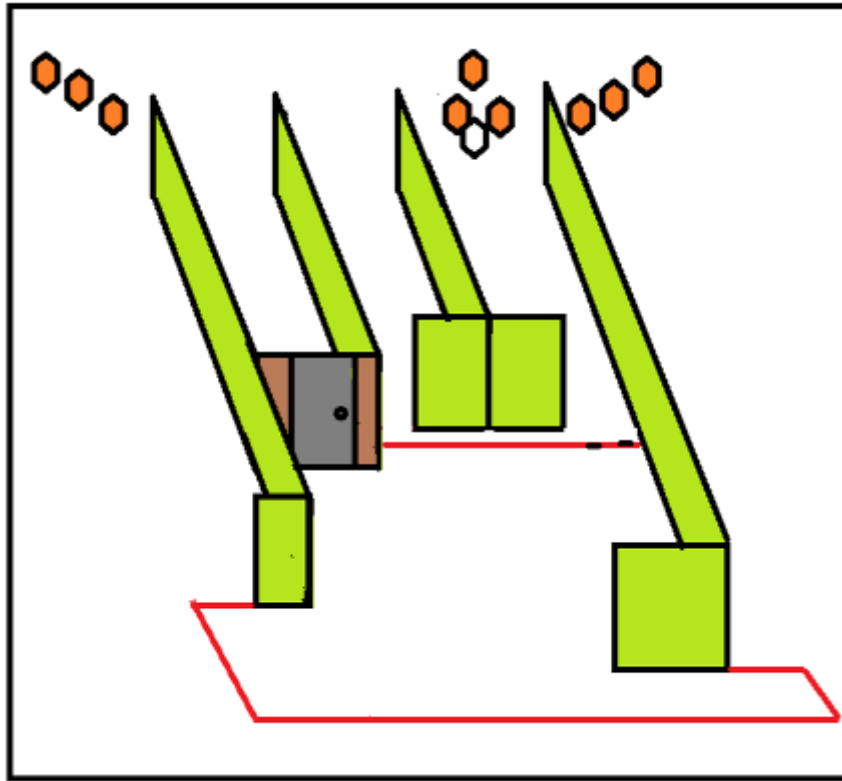
## 6. Stage 6



CoF	Comstock - Short	Points	30 p
Targets	3 paper, 1 no-shoot, Total 3 targets	Min rounds	6
Firearm	Handgun	Match-%	5.08%

Procedure	On audible start signal shoot the targets as they become visible from a seated position.
Starting position	Gun loaded and placed on table. Seated on stool hands on knees.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

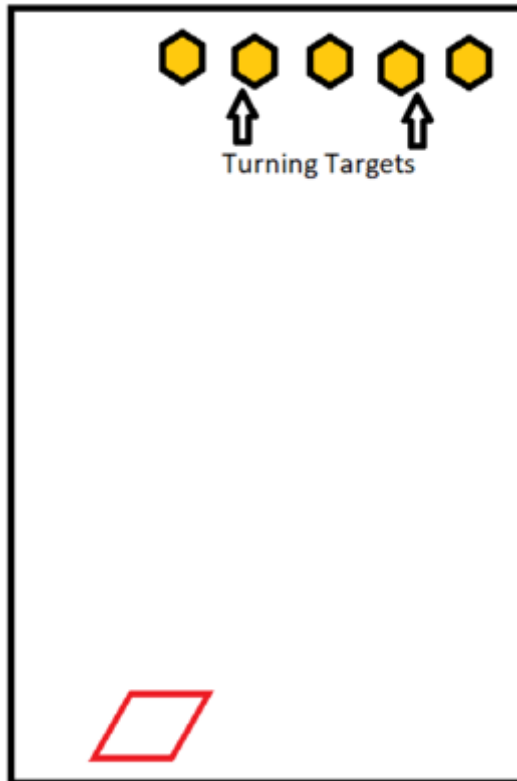
## 7. Stage 7



CoF	Comstock - Medium	Points	90 p
Targets	9 paper, Total 9 targets	Min rounds	18
Firearm	Handgun	Match-%	15.25%

Procedure	On audible start signal shoot the targets as they become visible from within the demarcated area.
Starting position	Gun loaded & holstered
Firearm ready condition	Rifles Loaded Option 1
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 - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	8.47%

Procedure	On audible start signal shoot the targets as they become visible from within the demarcated area. 2 of the targets will appear and turn away continuously through out the stage.
Starting position	Gun loaded & holstered
Firearm ready condition	Rifles held in two hands. Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	