

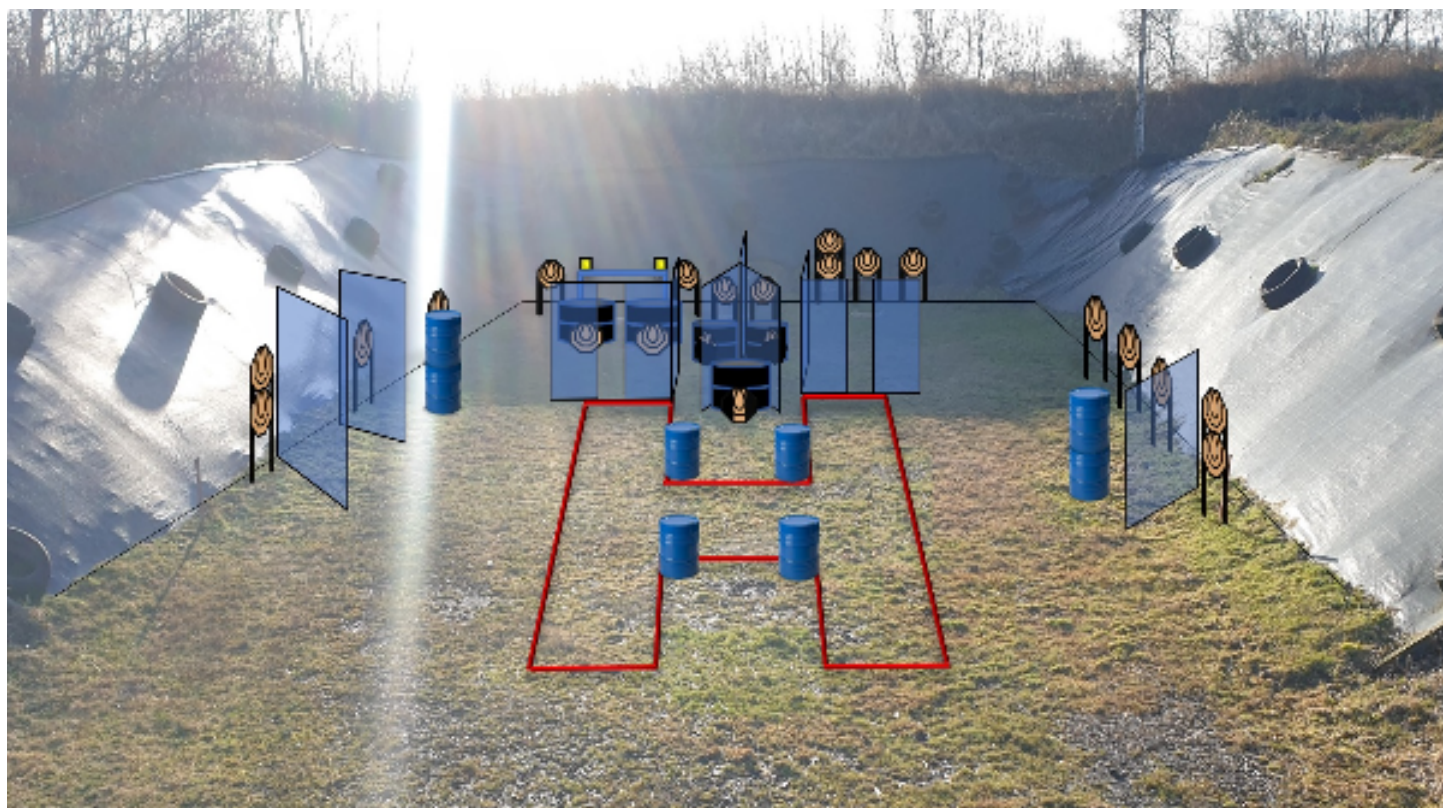
1. Stage 1 - Containern



CoF	Comstock - Long	Points	160 p
Targets	16 paper, 2 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	21.33%

Procedure	On audible signal, engage targets
Starting position	Standing, heels touching yellow mark
Firearm ready condition	Loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Red sticks on berms L/R. After passing blue sticks, L/R
Setup notes	

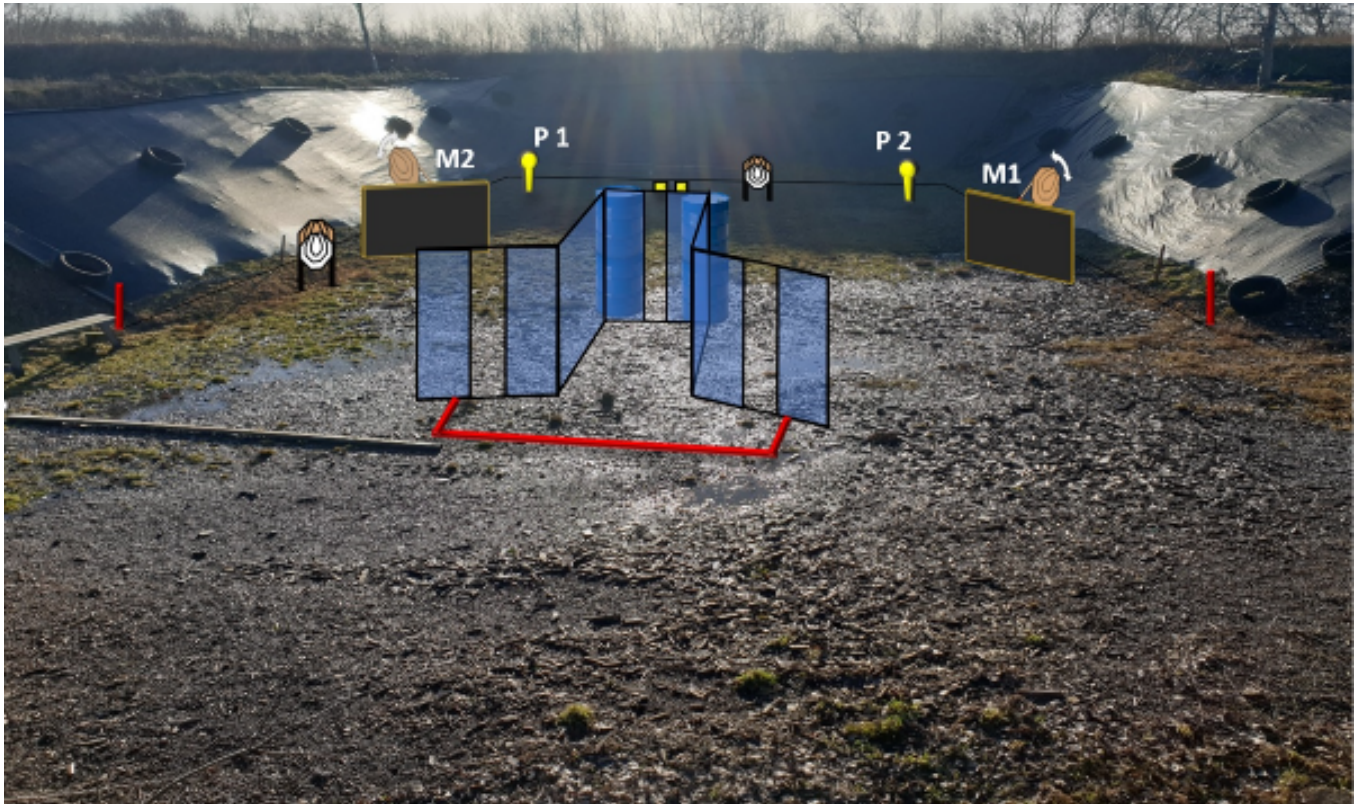
2. Stage 2 - Träsket 1



CoF	Comstock - Medium	Points	120 p
Targets	22 paper, 2 plates, Total 24 targets	Min rounds	24
Firearm	Handgun	Match-%	16.00%

Procedure	On audible signal, engage with a minimum of 1 round, best hit/target will score.
Starting position	Standing
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

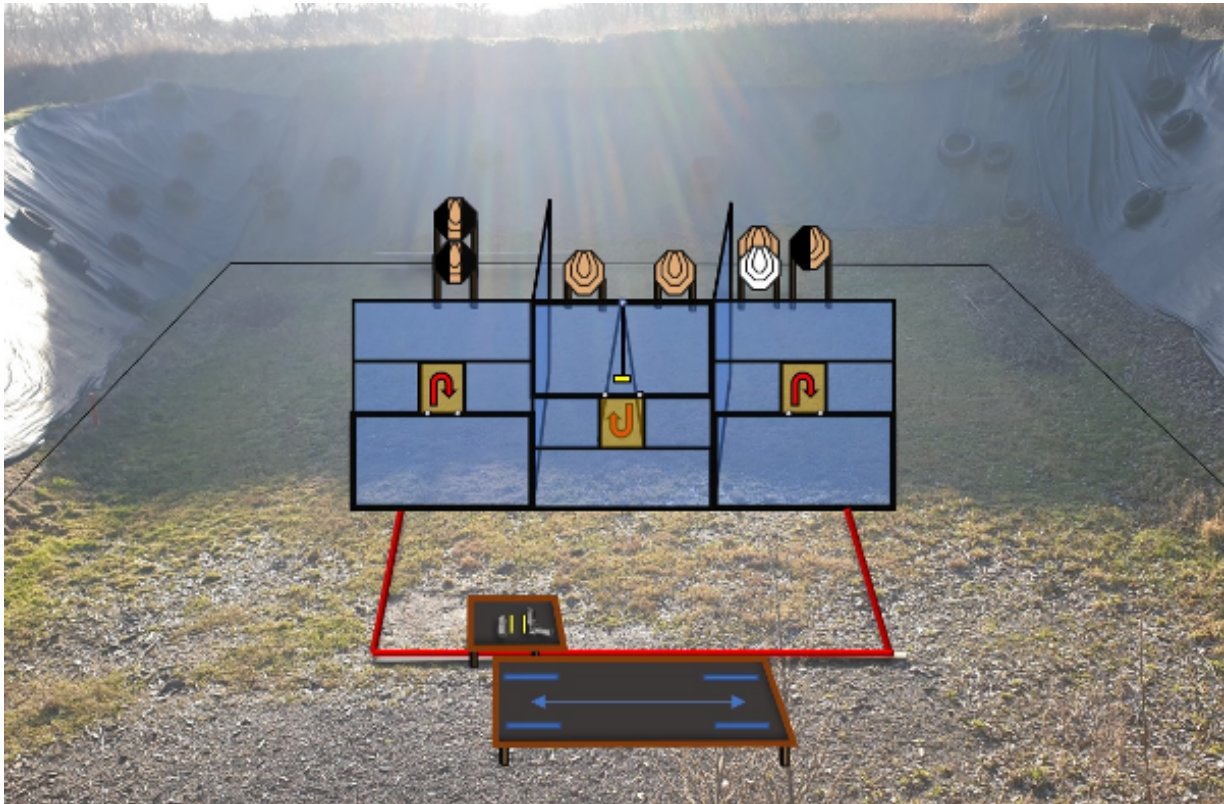
3. Stage 3 - Träsket 2



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 2 popper, 2 plates, 2 no-shoot, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	8.00%

Procedure	On audible signal, engage targets. Popper P1 activates moving target M1. Popper P2 activates moving target M2. Both M1/M2 targets will be visible at rest.		
Starting position	Standing		
Firearm ready condition	Loaded & holstered		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Red sticks on birms L/R		
Setup notes			

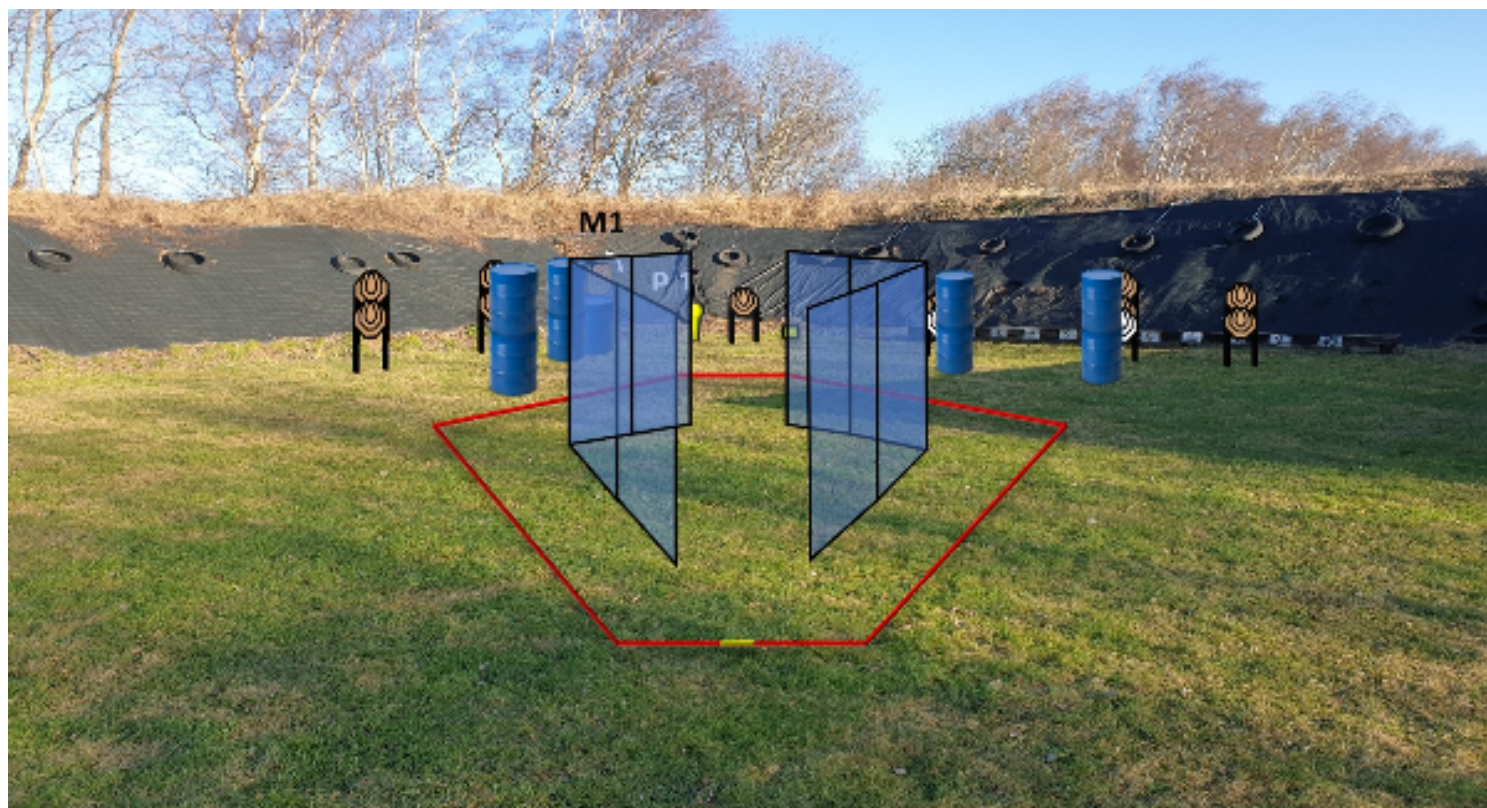
4. Stage 4 - Träsket 3



CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	8.00%

Procedure	On audible signal engage targets. Hatches L/R must be opened with shooters hands and not e.g. the feet or firearm. Center hatch must be opened by pulling the rope above the hatch. On signal engage targets		
Starting position	Lying on bed as shown by RO Head and feet within the marked lines.		
Firearm ready condition	Empty magwell, empty chamber. Gun and magazines to be used, placed on marks on table.		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

5. Stage 5 - Gevärssbanan 1



CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 1 popper, 1 plates, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	16.00%

Procedure	On audible signal, engage targets. Popper P1 activates moving target M1. Target M1 will be visible at rest.
Starting position	Standing, heels touching yellow mark
Firearm ready condition	Loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Red sticks on berms L&R;
Setup notes	

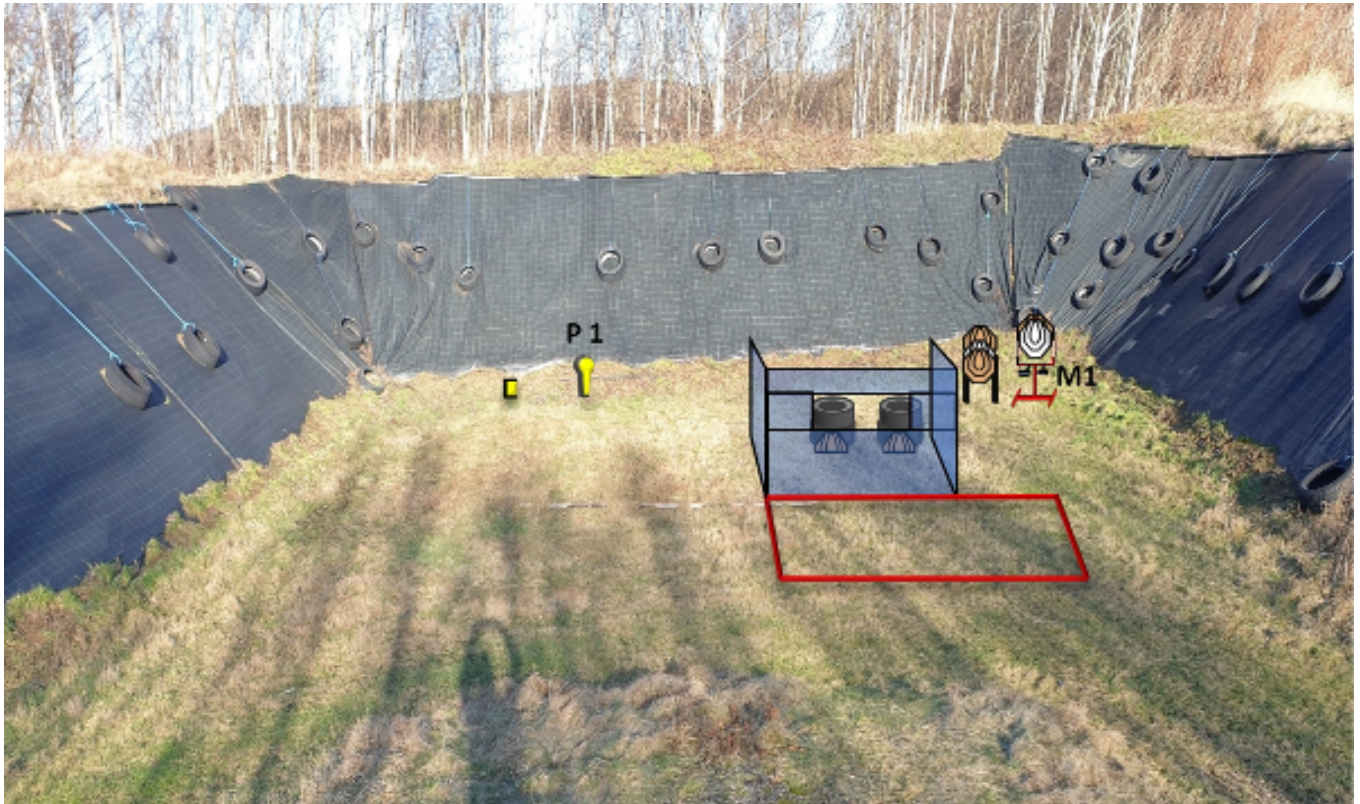
6. Stage 6 - Gevärssbanan 2



CoF	Comstock - Medium	Points	110 p
Targets	10 paper, 1 popper, 1 plates, Total 12 targets	Min rounds	22
Firearm	Handgun	Match-%	14.67%

Procedure	On audible signal, engage targets. Popper P1 activates moving target M1. Target M1 will be visible at rest.
Starting position	Standing
Firearm ready condition	Loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Red sticks on berm L&R.;
Setup notes	

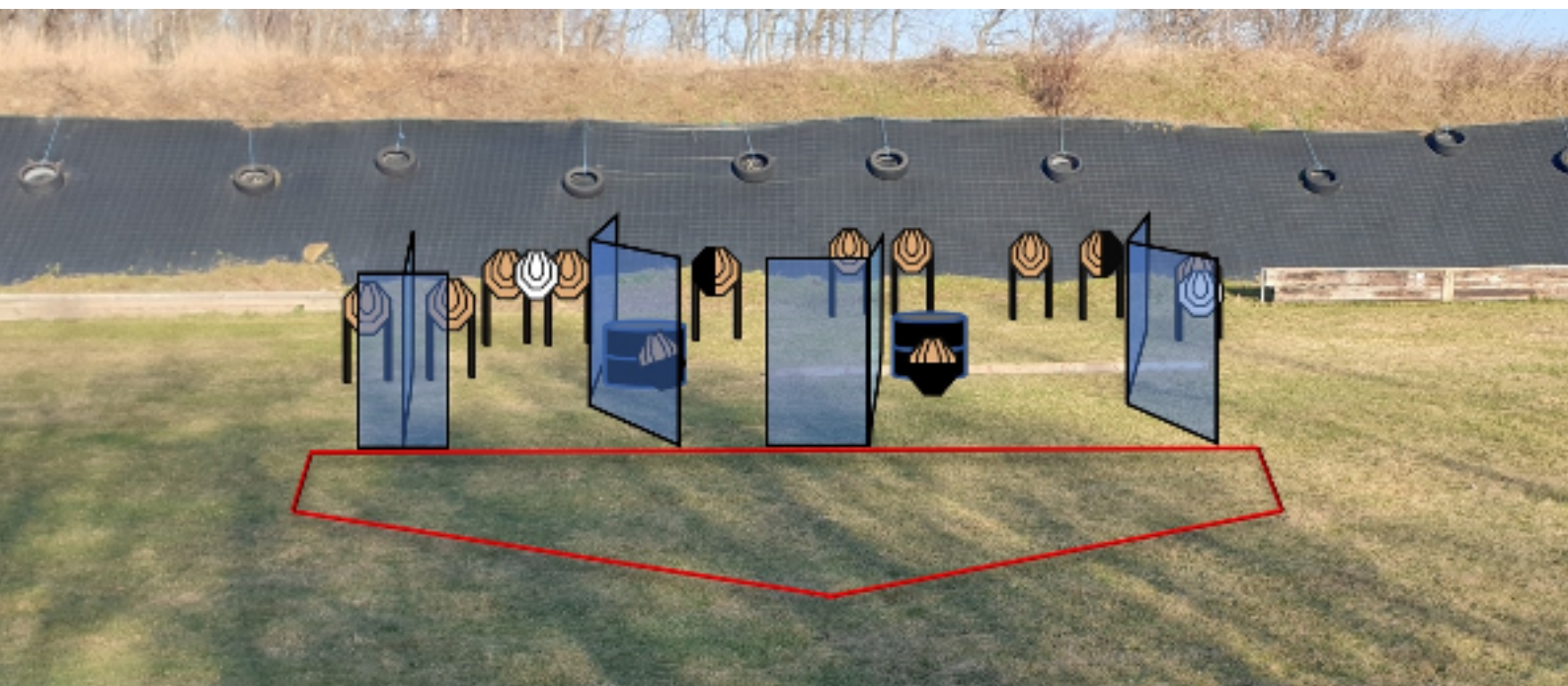
7. Stage 7 - Gevärssbanan 3



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 1 popper, 1 plates, 2 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	8.00%

Procedure	On audible signal, engage targets. Popper P1 activates moving target M1. Target M1 will be partially visible at rest.
Starting position	Standing
Firearm ready condition	Loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

8. Stage 8 - Gevärssbanan 4



CoF	Comstock - Short	Points	60 p
Targets	12 paper, Total 12 targets	Min rounds	12
Firearm	Handgun	Match-%	8.00%

Procedure	On audible signal, engage with a minimum of 1 round, best hit/target will score.
Starting position	Standing
Firearm ready condition	Magazine inserted, empty chamber.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Red sticks on birms L/R
Setup notes	