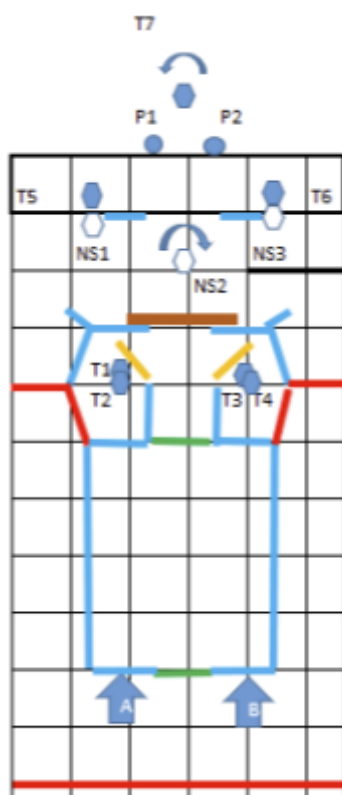




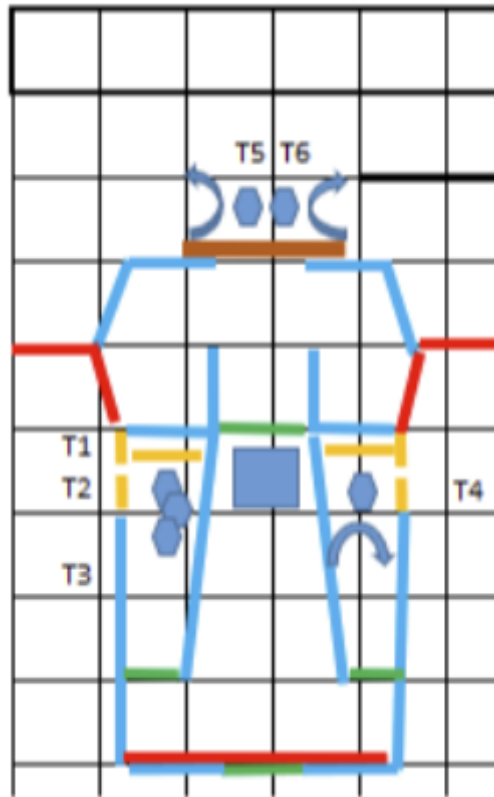
## 2. Stage 2



CoF	Comstock - Medium	Points	80 p
Targets	7 paper, 2 plates, 3 no-shoot, Total 9 targets	Min rounds	16
Firearm	Handgun	Match-%	21.05%

Procedure	Engage targets. Plates P1 and P2 in any order will activate moving target T7, which will move indefinitely, and moving No-Shoot NS2, which will stop after some time.
Starting position	Standing at A or at B with both hands on the mark.
Firearm ready condition	
Start on	Audible signal.
Stop on	Last shot.
Penalties	As per current edition of rules.
Safety angles	90° to main backstop.
Setup notes	

### 3. Stage 3



CoF	Comstock - Short	Points	60 p
Targets	3 paper, 3 disappearing/bonus, Total 6 targets	Min rounds	6
Firearm	Handgun	Match-%	15.79%

Procedure	Engage targets. Picking up the gun will activate moving targets T4, T5, and T6, which all will disappear. A Reload after the first and before the last shot is mandatory.
Starting position	Anywhere.
Firearm ready condition	Magazine inserted, Chamber empty. Gun lying on the table.
Start on	Audible signal.
Stop on	Last shot.
Penalties	As per current edition of rules.
Safety angles	90° to main backstop.
Setup notes	

## 4. Stage 4



CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 plates, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	42.11%

Procedure	Engage targets. Plate P1 will hide target T12 and show target T14. Plate P2 will hide target T13 and show target T11. Plates P1 and P2 in any order will activate moving target T15, which will move indefinitely.
Starting position	Both heels touching A.
Firearm ready condition	
Start on	Audible signal.
Stop on	Last shot.
Penalties	As per current edition of rules.
Safety angles	90° to main backstop.
Setup notes	