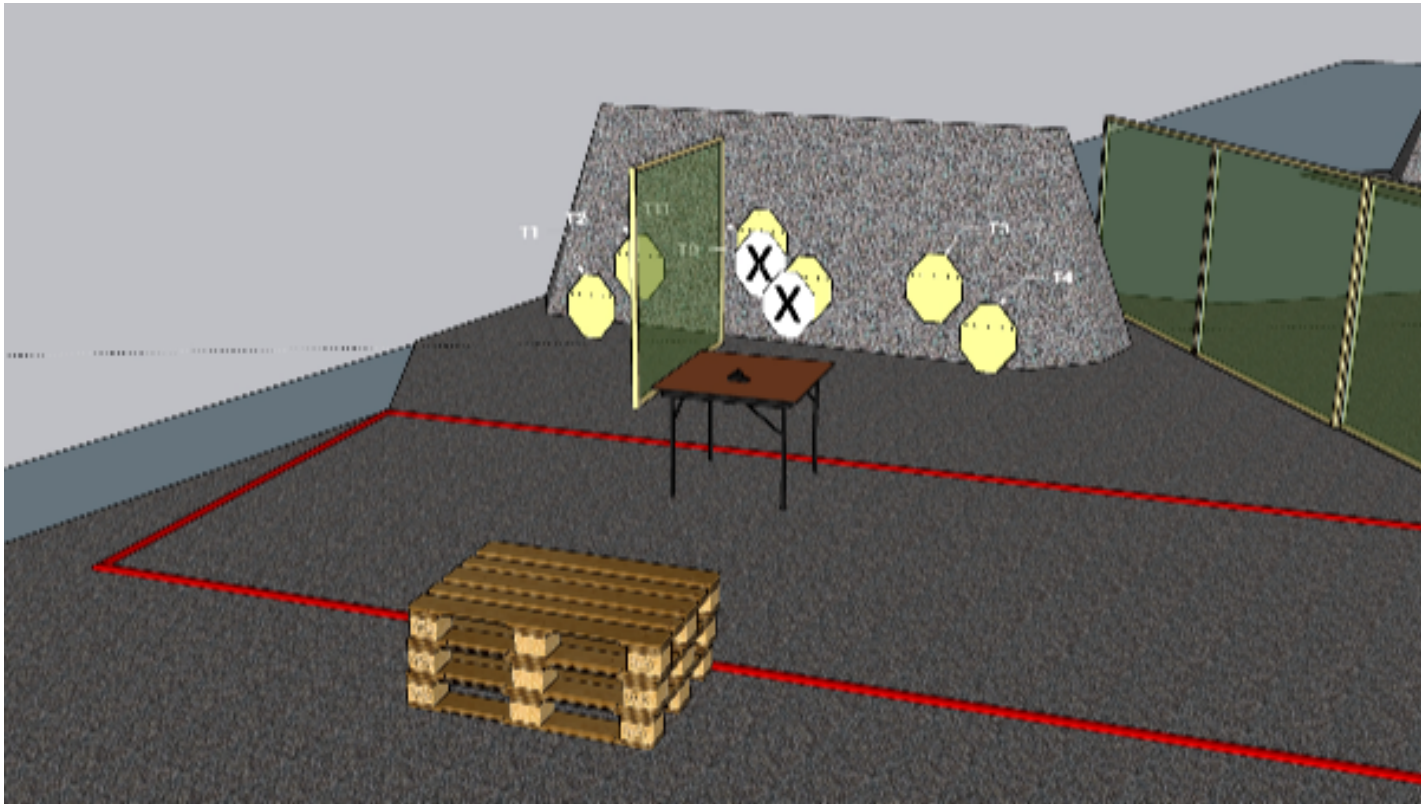


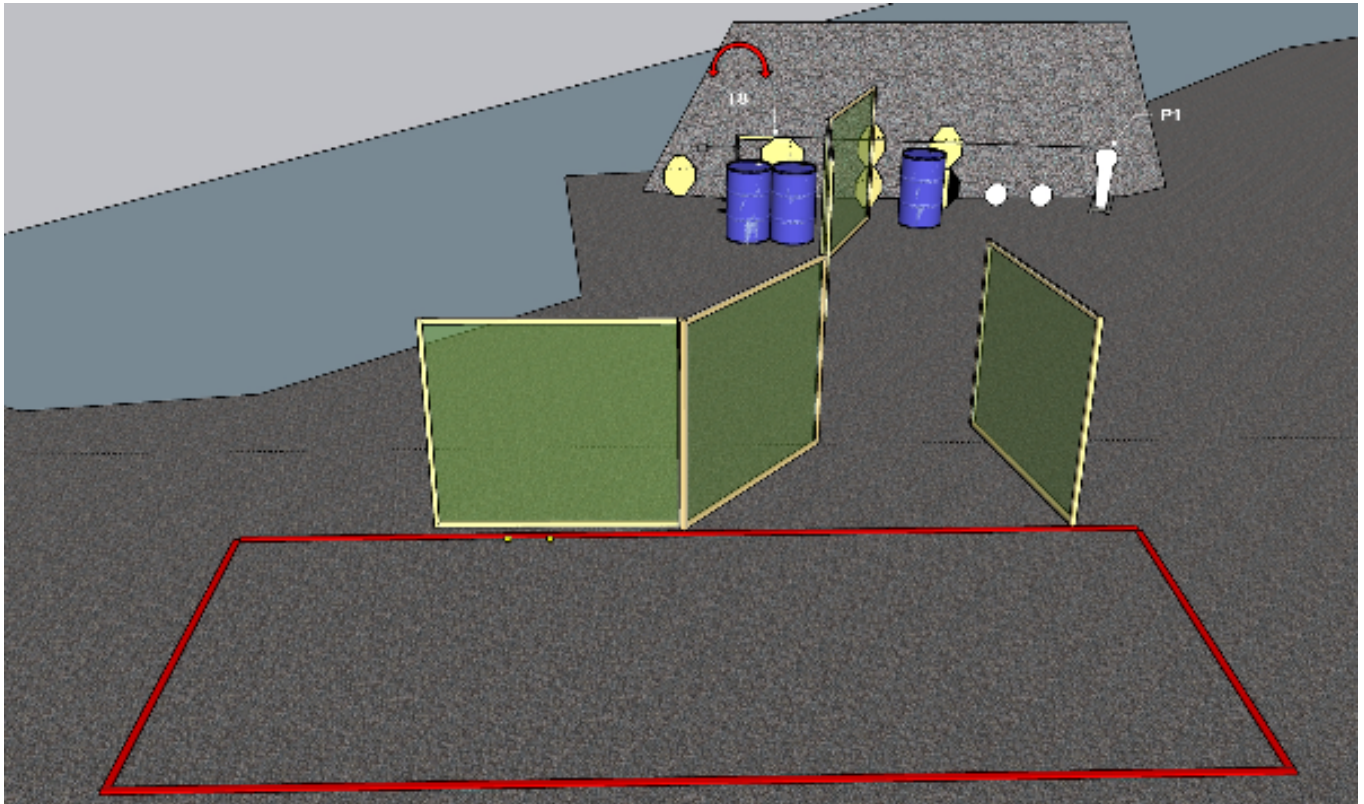
# 1. Stage 1



CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Pistol Caliber Carbine	Match-%	8.16%

Procedure	Engage all targets as they become visible, from within demarcated area
Starting position	Sitting on pallets, hands on knees. As denonstrated by RO
Firearm ready condition	Chamber and magwell empty, laying on table. Slide on mark. Magazines to be used in magholders.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R marks
Setup notes	

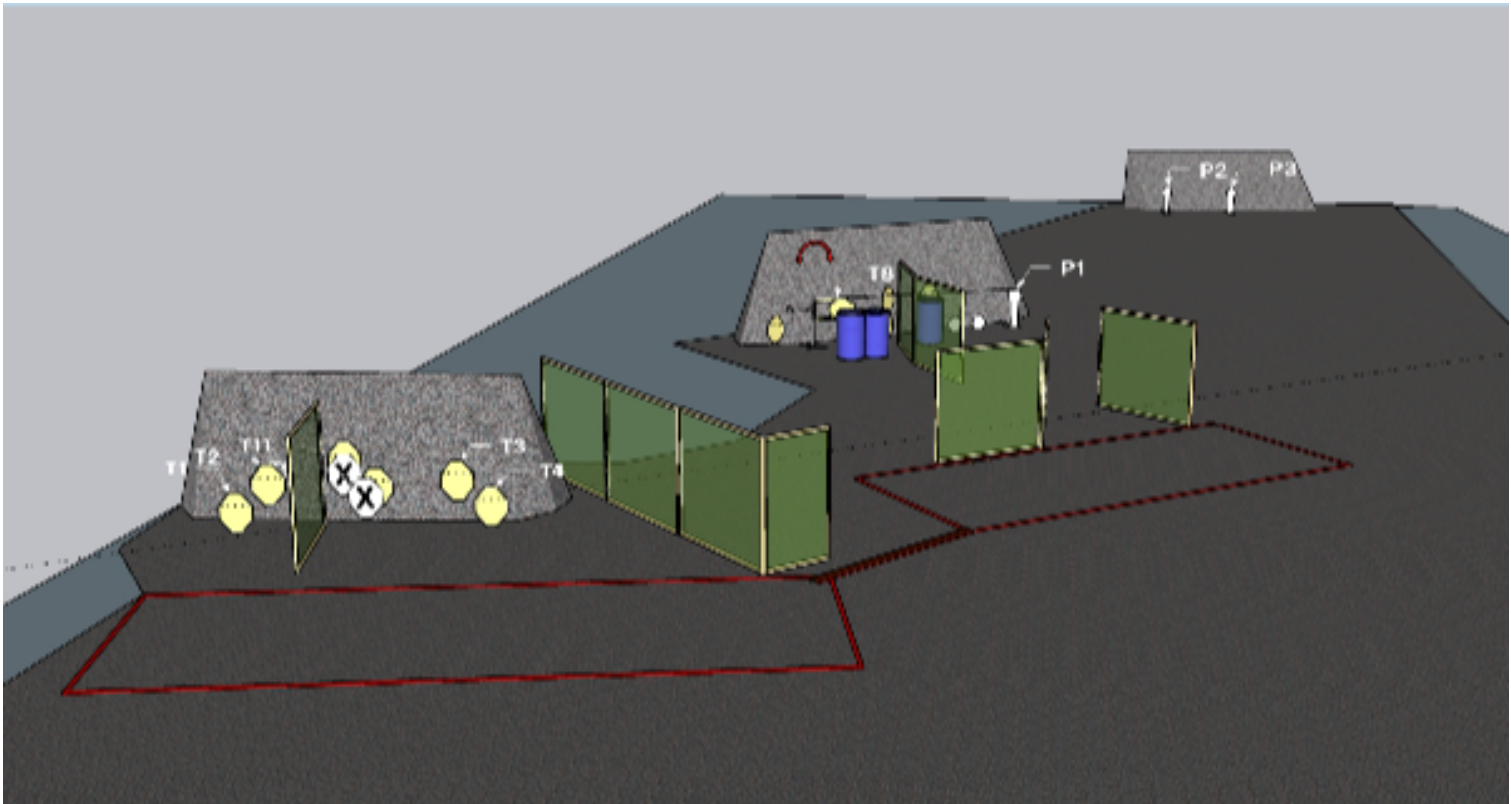
## 2. Stage 2



CoF	Comstock - Medium	Points	75 p
Targets	6 paper, 1 popper, 2 plates, Total 9 targets	Min rounds	15
Firearm	Pistol Caliber Carbine	Match-%	10.20%

Procedure	Engage all targets as they become visible, from within demarcated area. Popper P1 will activate swinger T8. Swinger is visible at rest
Starting position	Heels on marks, as demonstrated by RO
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R marks
Setup notes	

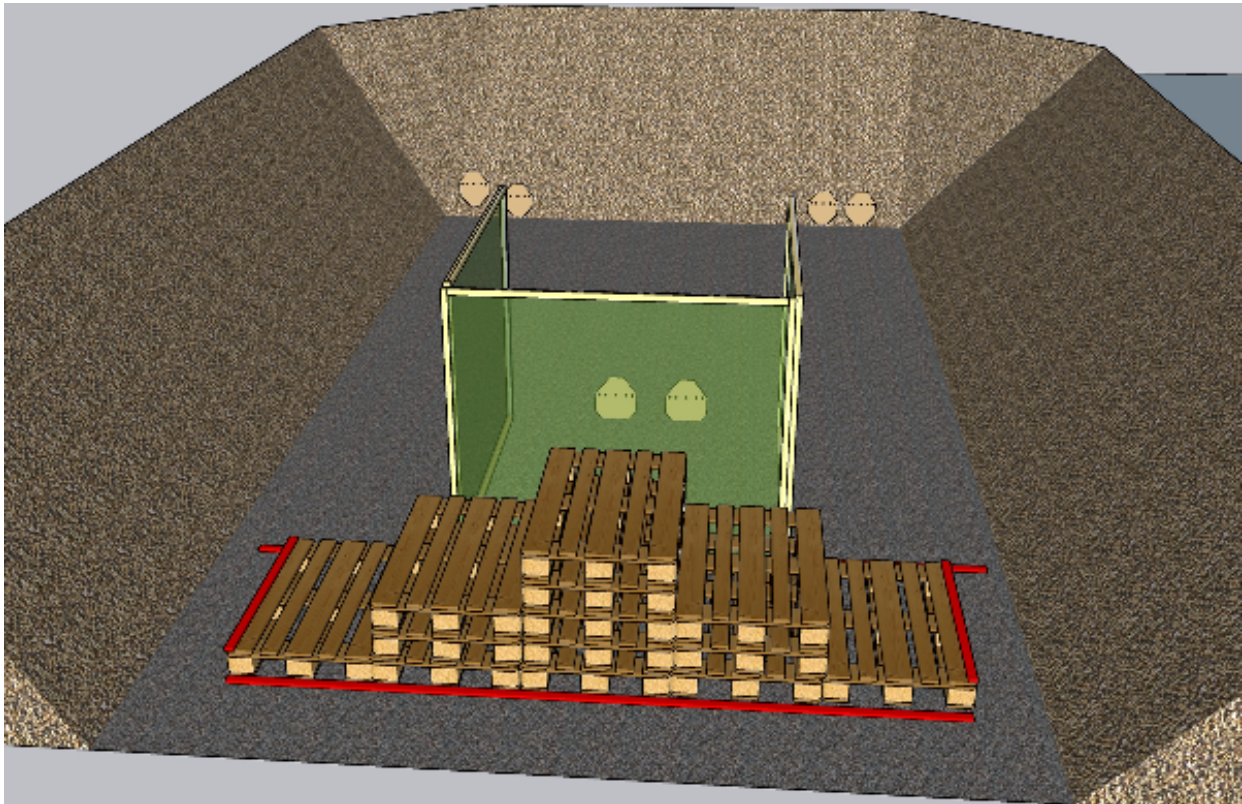
3. stage 3



CoF	Comstock - Long	Points	145 p
Targets	12 paper, 3 popper, 2 plates, 2 no-shoot, Total 17 targets	Min rounds	29
Firearm	Pistol Caliber Carbine	Match-%	19.73%
Procedure	Engage all targets as they become visible, within demarcated area. Popper p1 will activate swinger T8. swinger is visible at rest. P2 and P3 resets after 60 seconds, only 1 hit will count per target.		
Starting position	Anywhere within demarcated area		
Firearm ready condition	Option 1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R Marks		
Setup notes	Area 1		



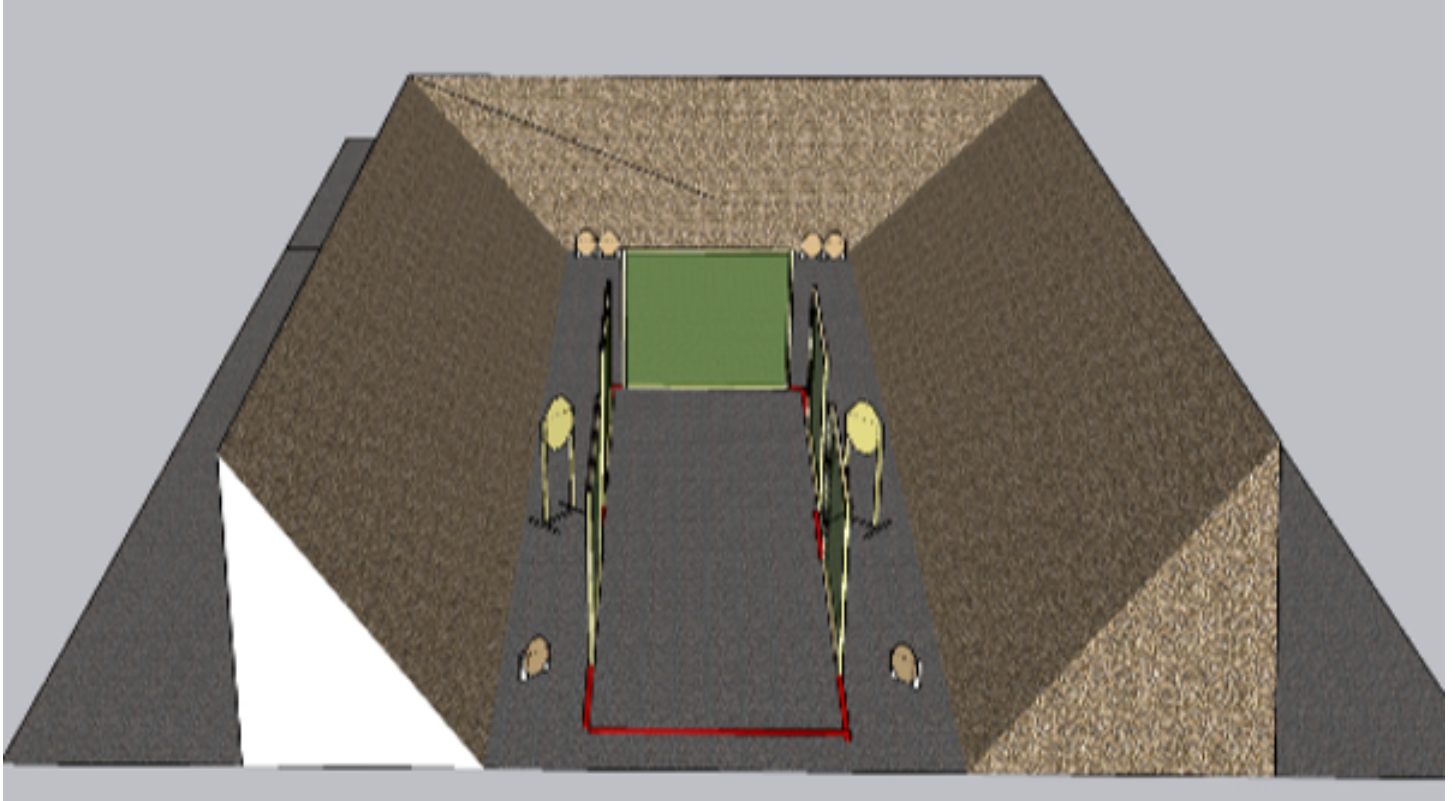
## 4. Stage 4



CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Pistol Caliber Carbine	Match-%	8.16%

Procedure	Engage all targets as they become visible, within demarcated area
Starting position	Anywhere within demarcated area
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R Red/white ribbons
Setup notes	Area 2

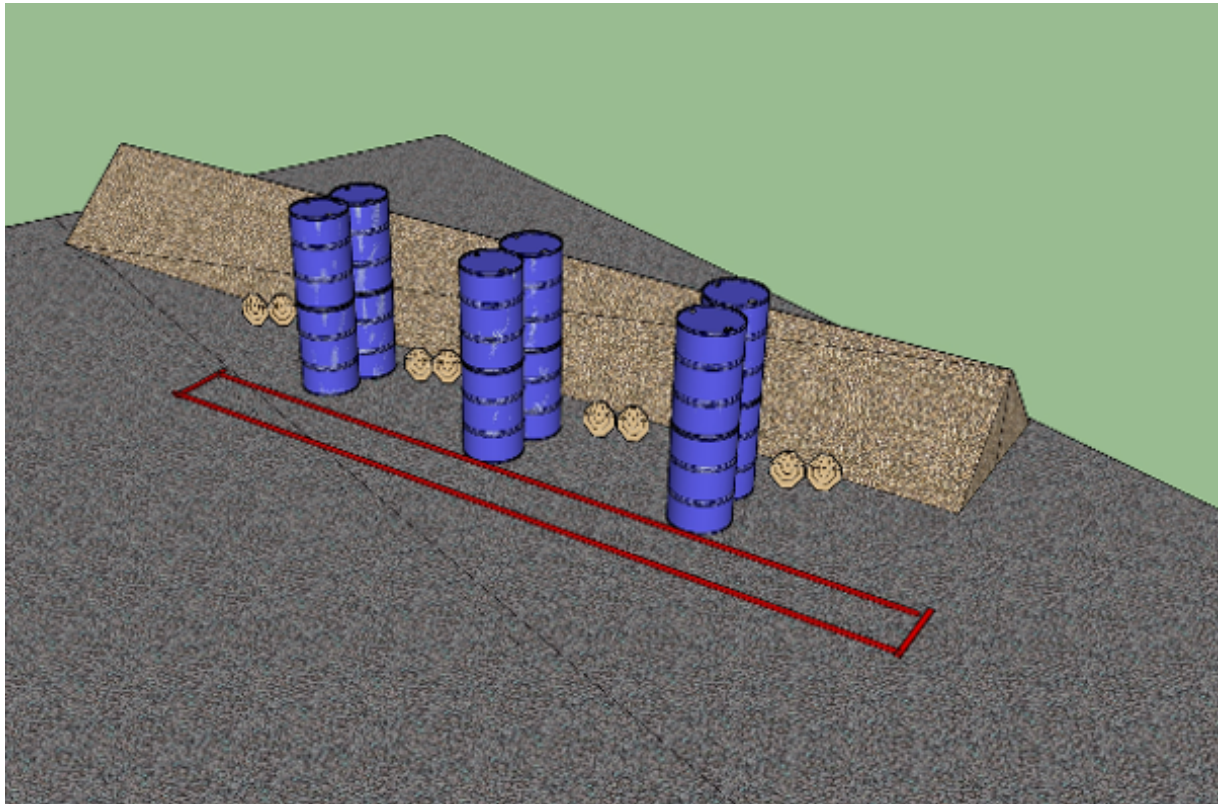
## 5. Stage 5



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Pistol Caliber Carbine	Match-%	10.88%

Procedure	Engage all targets as they become visible, within demarcated area
Starting position	Anywhere within demarcated area
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R. Red/white ribbons
Setup notes	Area 2

## 6. Stage 6

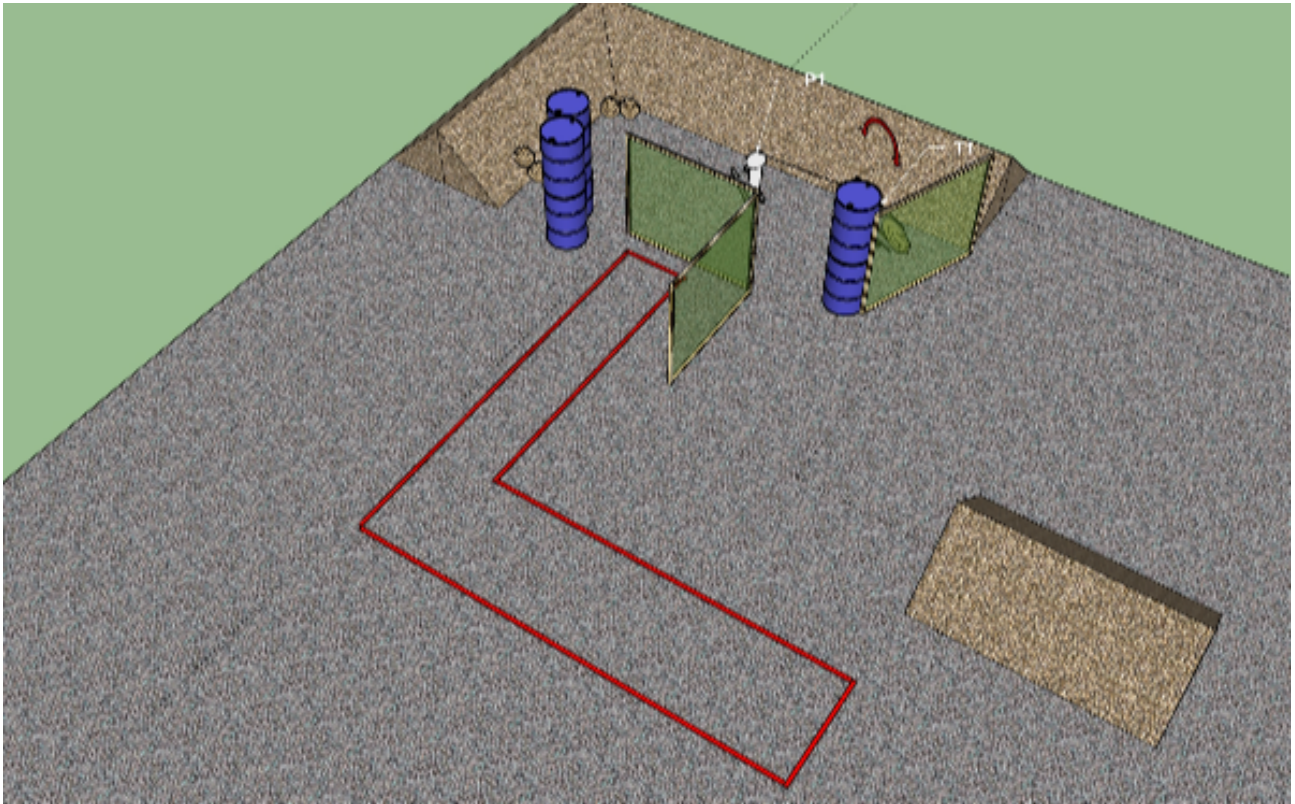


CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Pistol Caliber Carbine	Match-%	10.88%

Procedure	Engage all targets as they become visible, within demarcated area. First engage all targets with one shot per target, strong hand and shoulder only. Then engage all targets one shot per target with weak hand/shoulder only. Procedural penalty for more than one shot per hand per target.
Starting position	Anywhere within demarcated area
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R Red/white ribbons
Setup notes	Area 4



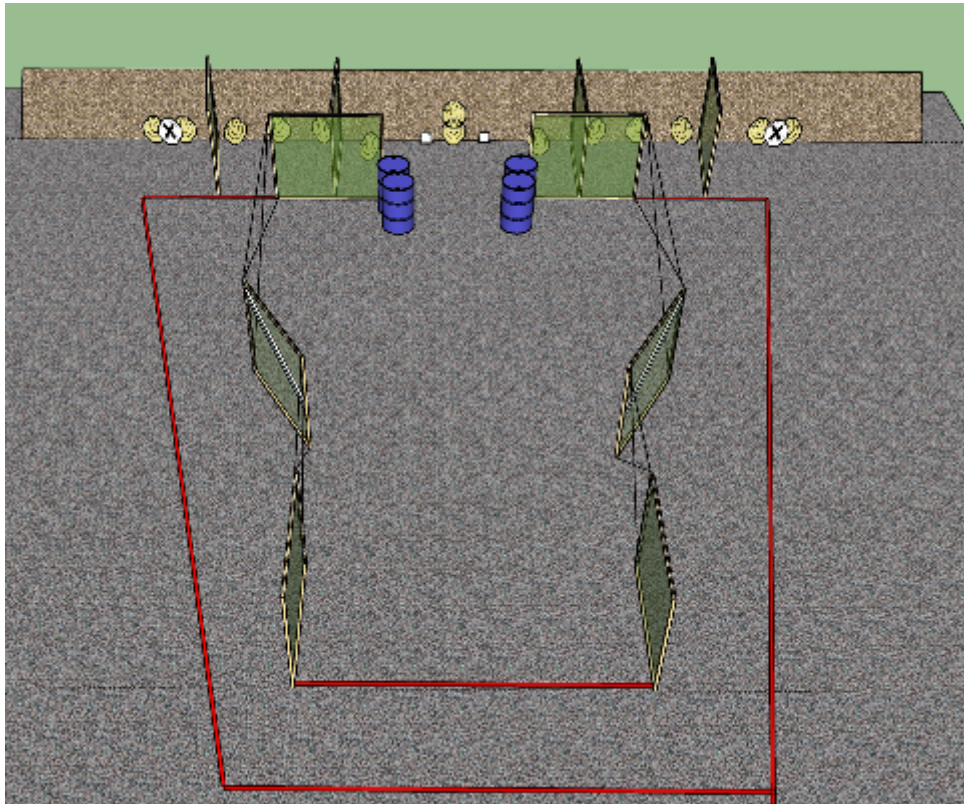
## 7. Stage 7



CoF	Comstock - Short	Points	55 p
Targets	5 paper, 1 popper, Total 6 targets	Min rounds	11
Firearm	Pistol Caliber Carbine	Match-%	7.48%

Procedure	Engage all targets as they become visible, within demarcated area. Popper P1 releases swinger T1. Swinger is visible at rest
Starting position	Muzzle touching mark on wall
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R Red/White ribbons
Setup notes	Area 4

## 8. Stage 8



CoF	Comstock - Long	Points	180 p
Targets	15 paper, 4 popper, 2 plates, 2 no-shoot, Total 21 targets	Min rounds	36
Firearm	Pistol Caliber Carbine	Match-%	24.49%

Procedure	Engage all targets as they become visible, within demarcated area.
Starting position	Anywhere within demarcated area
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R Red/white ribbons
Setup notes	