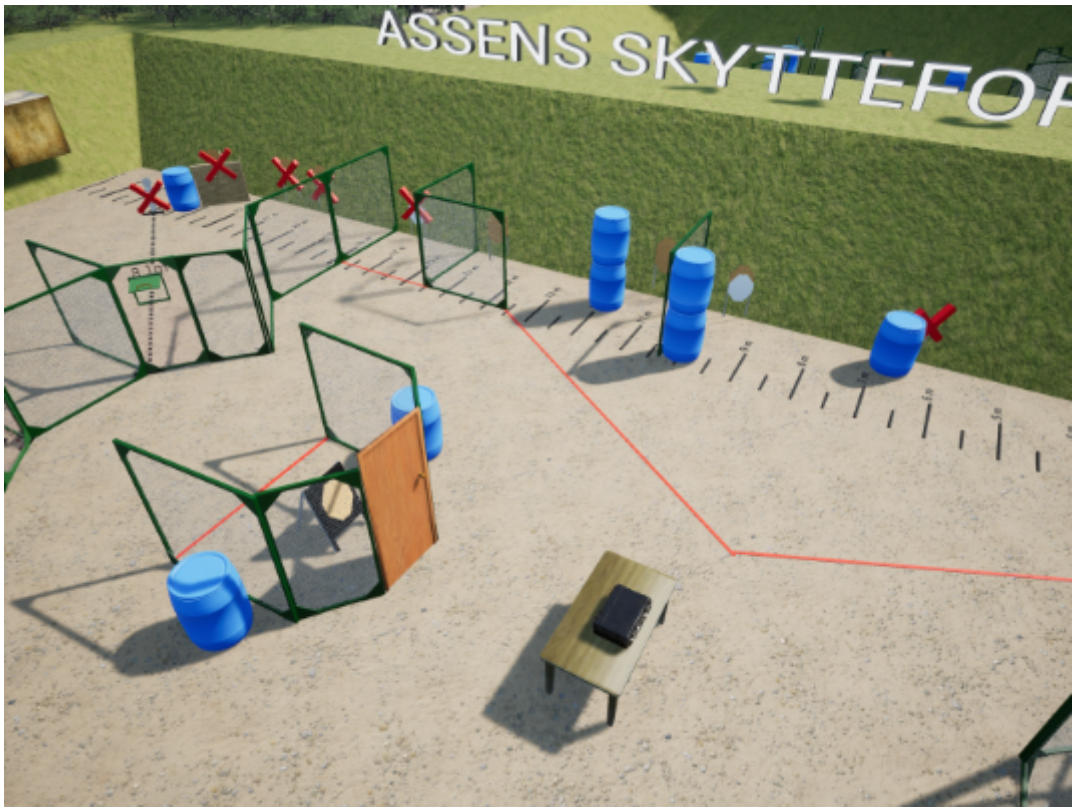
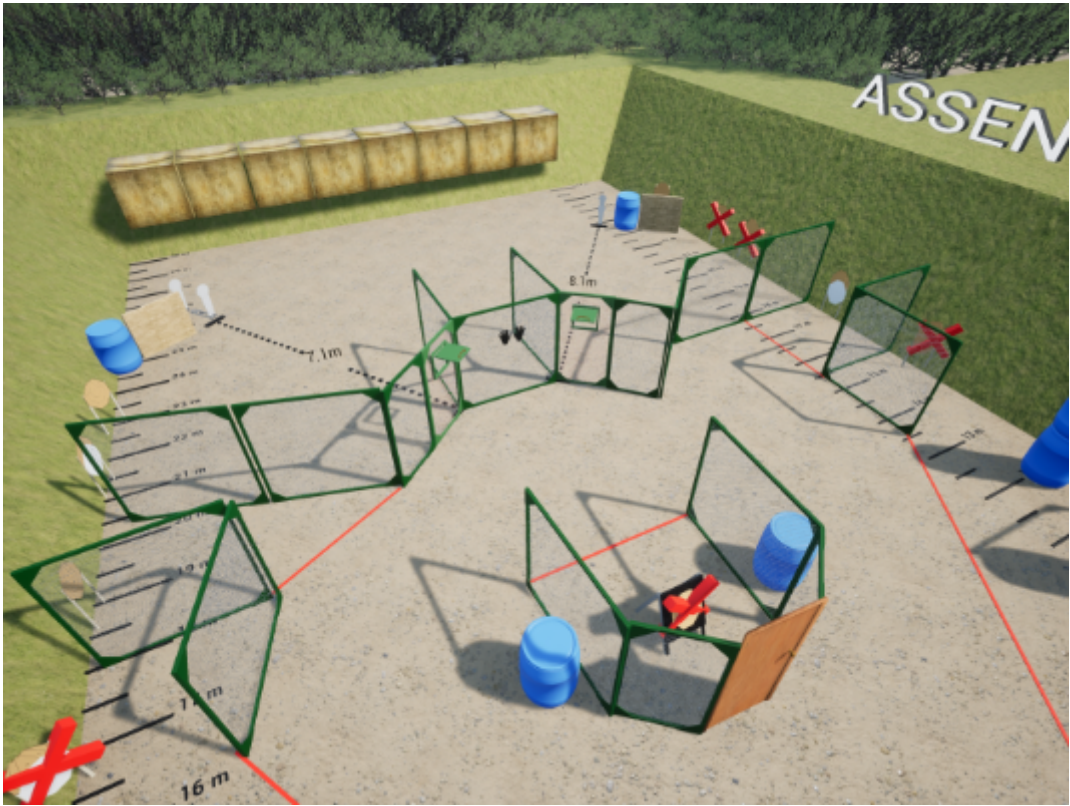


1. Stage 1



CoF	Comstock - Short	Points	60 p
Targets	6 paper, 6 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	5.63%
Procedure			
Starting position			
Firearm ready condition	Unloaded, empty chamber, empty magwell, lying inside box with both hatches applied		
Start on	00		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

2. Stage 2



CoF	Comstock - Medium	Points	80 p
Targets	6 paper, 4 popper, 6 no-shoot, Total 10 targets	Min rounds	16
Firearm	Handgun	Match-%	7.51%

Procedure	
Starting position	
Firearm ready condition	
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

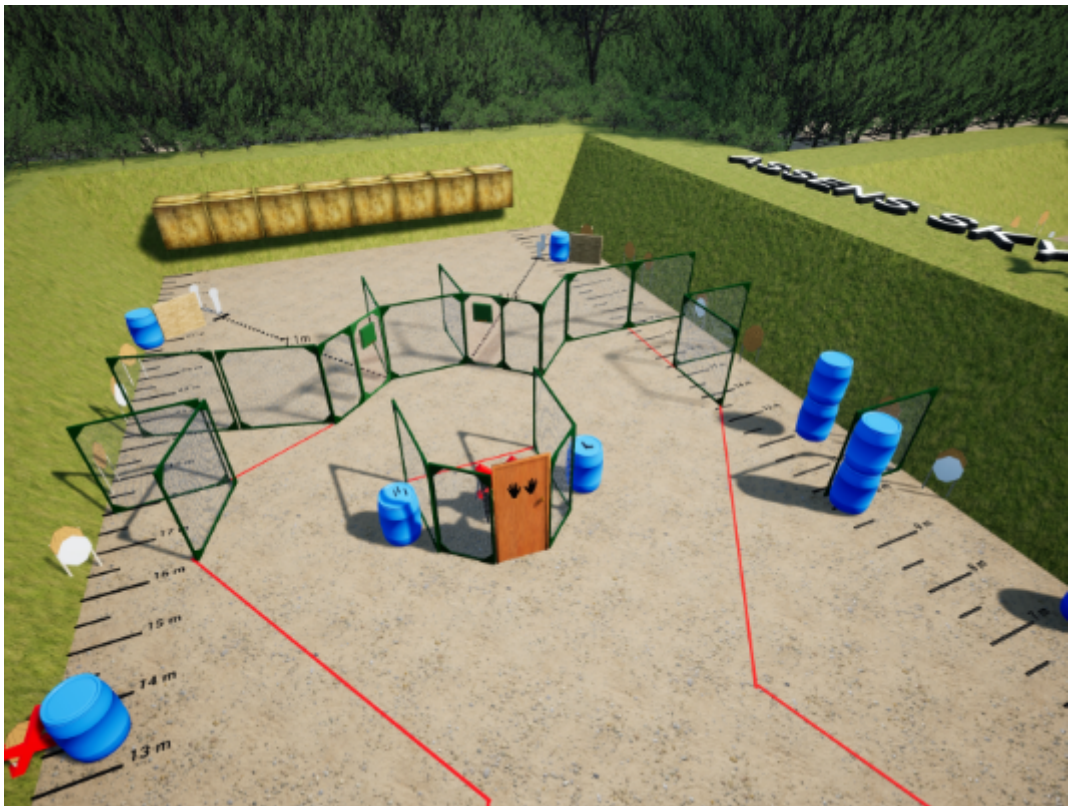
3. Stage 3



CoF	Comstock - Medium	Points	110 p
Targets	10 paper, 2 popper, 10 no-shoot, Total 12 targets	Min rounds	22
Firearm	Handgun	Match-%	10.33%

Procedure	
Starting position	
Firearm ready condition	
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

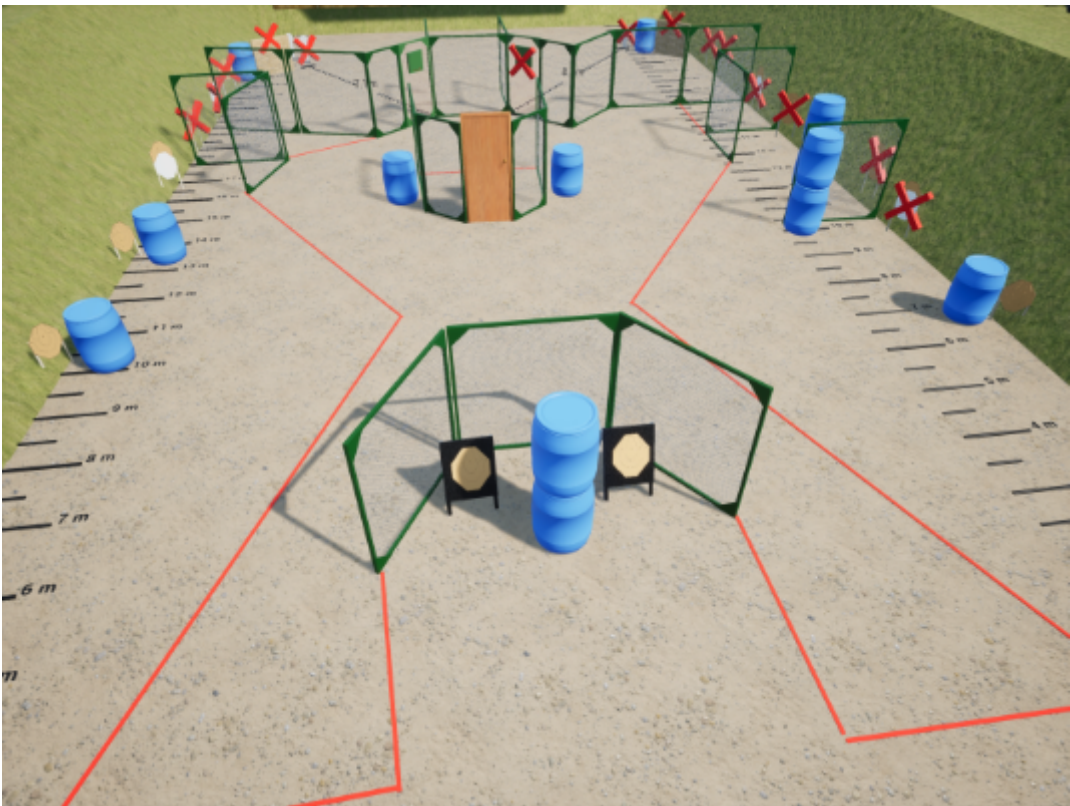
4. Stage 4



CoF	Comstock - Long	Points	150 p
Targets	14 paper, 2 popper, 14 no-shoot, Total 16 targets	Min rounds	30
Firearm	Handgun	Match-%	14.08%

Procedure	
Starting position	
Firearm ready condition	Unloaded lying on one barrel, all magazines to be used on the other barrel
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

5. Stage 5



CoF	Comstock - Medium	Points	70 p
Targets	7 paper, 7 no-shoot, Total 7 targets	Min rounds	14
Firearm	Handgun	Match-%	6.57%

Procedure	
Starting position	
Firearm ready condition	
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

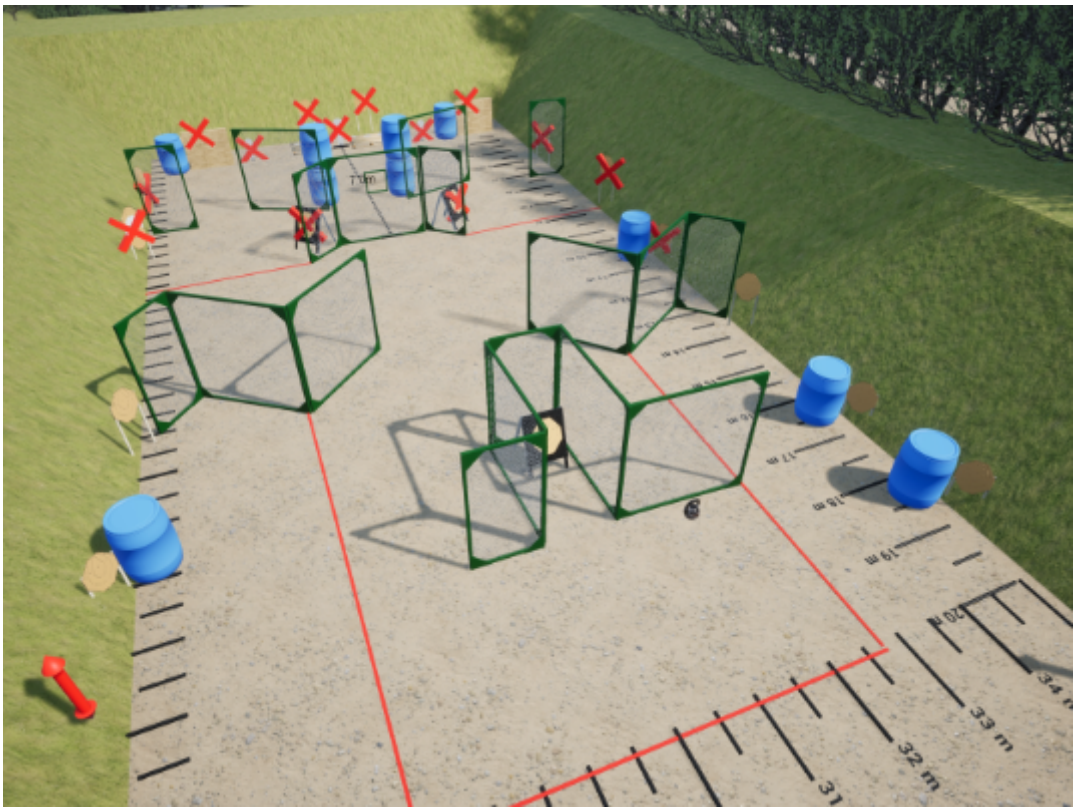
6. Stage 6



CoF	Comstock - Medium	Points	105 p
Targets	10 paper, 1 popper, 10 no-shoot, Total 11 targets	Min rounds	21
Firearm	Handgun	Match-%	9.86%

Procedure	
Starting position	
Firearm ready condition	Unloaded and holstered, alle magazines to be used inside the box with both hatches applied
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

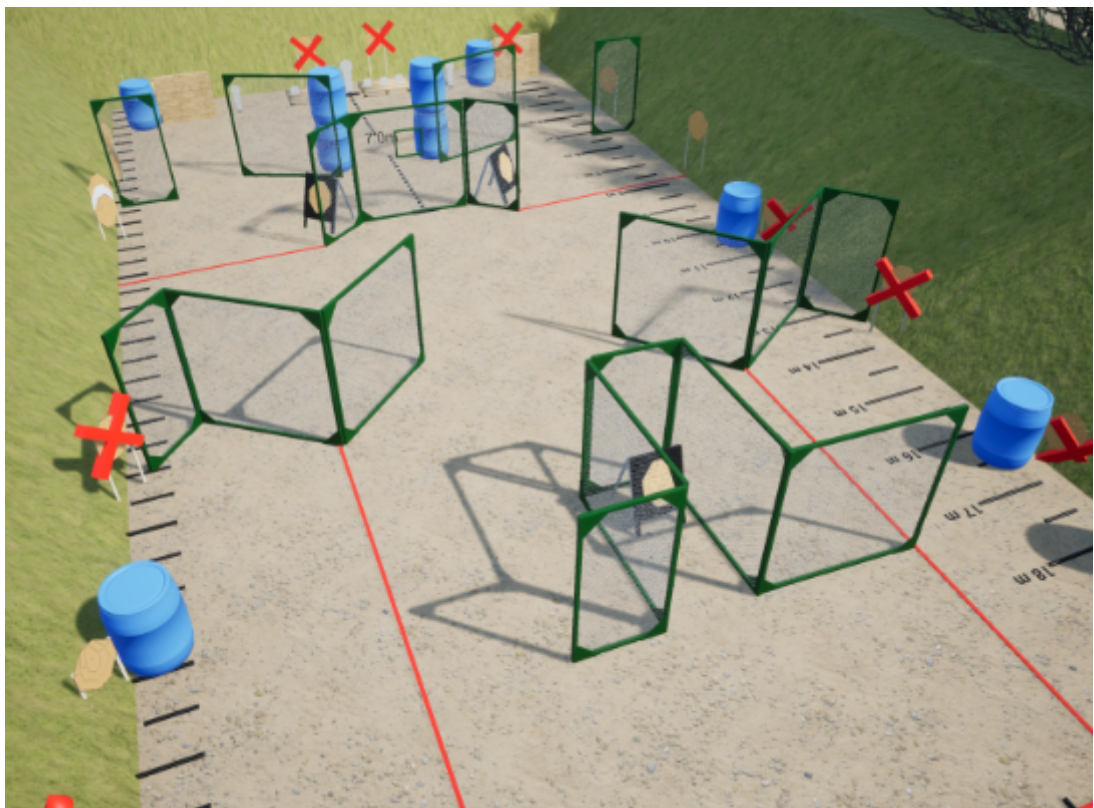
7. Stage 7



CoF	Comstock - Short	Points	60 p
Targets	6 paper, 6 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	5.63%

Procedure	
Starting position	
Firearm ready condition	
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

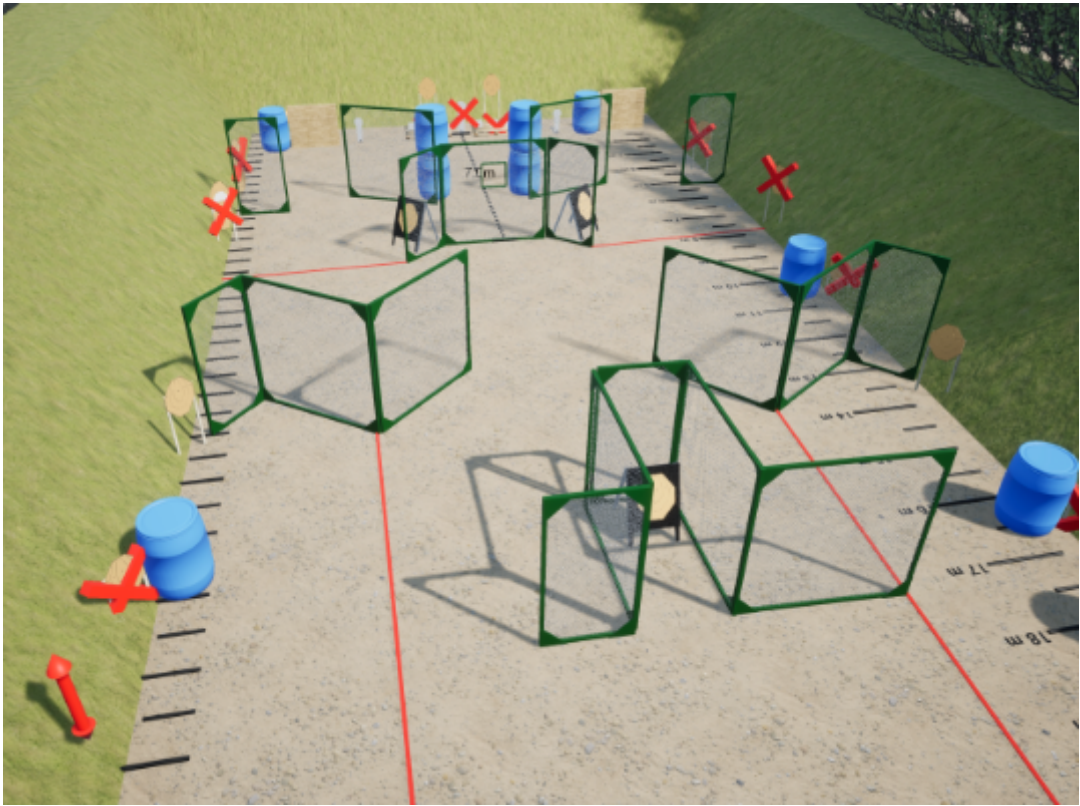
8. Stage 8



CoF	Comstock - Long	Points	155 p
Targets	11 paper, 3 popper, 6 plates, 11 no-shoot, Total 20 targets	Min rounds	31
Firearm	Handgun	Match-%	14.55%

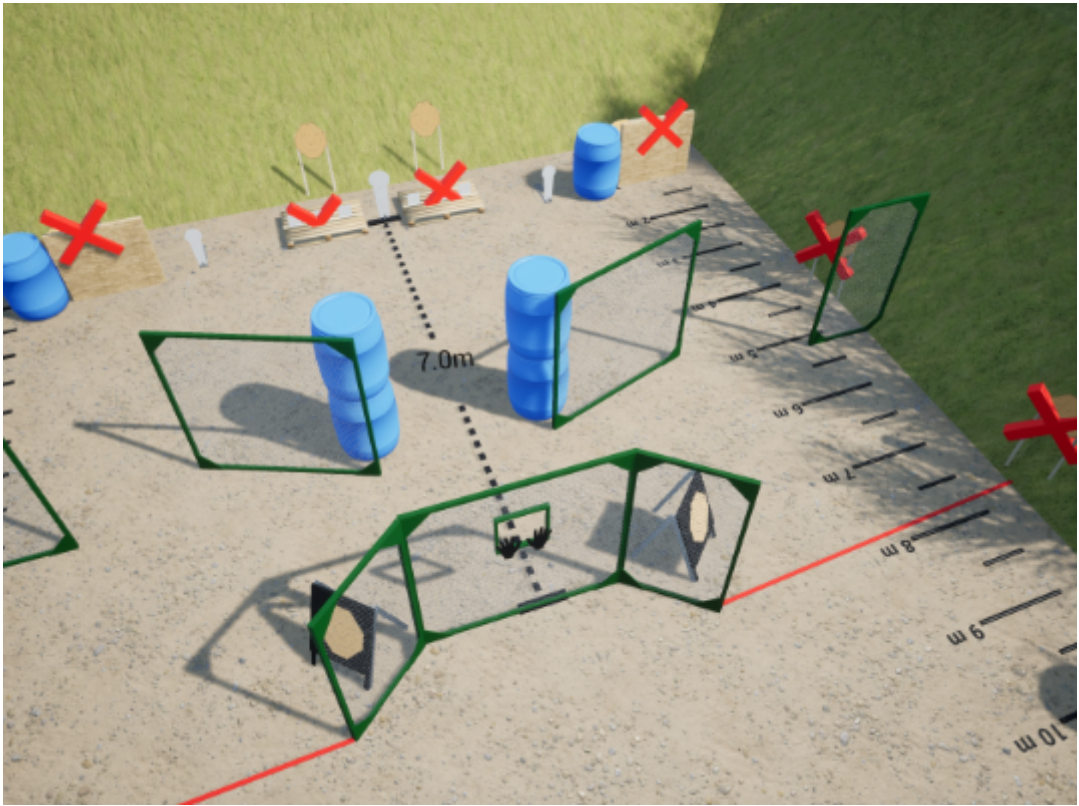
Procedure	
Starting position	
Firearm ready condition	Loaded, empty chamber, magasin inserted, revolver cylinder loaded
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

9. Stage 9



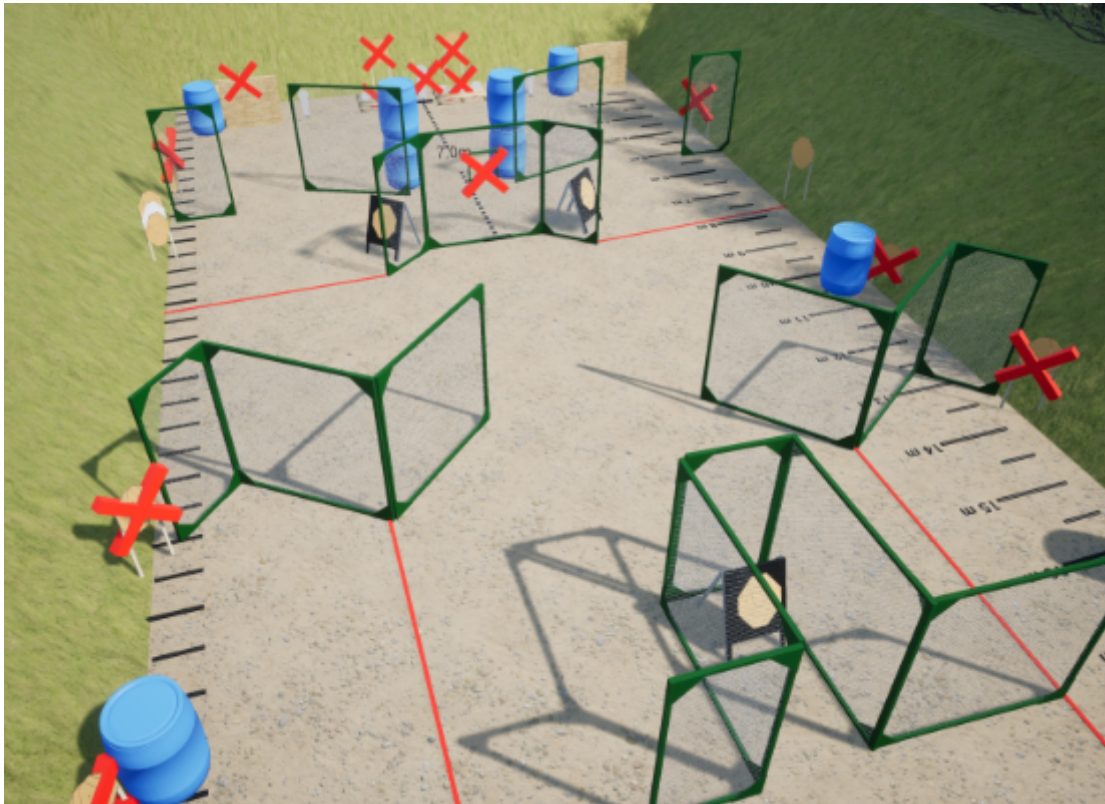
CoF	Comstock - Medium	Points	100 p
Targets	9 paper, 2 popper, 9 no-shoot, Total 11 targets	Min rounds	20
Firearm	Handgun	Match-%	9.39%
Procedure			
Starting position			
Firearm ready condition			
Start on	00		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

10. Stage 10 - STRONG HAND



CoF	Comstock - Short	Points	55 p
Targets	4 paper, 3 popper, 4 no-shoot, Total 7 targets	Min rounds	11
Firearm	Handgun	Match-%	5.16%
Procedure			
Starting position			
Firearm ready condition			
Start on	00		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

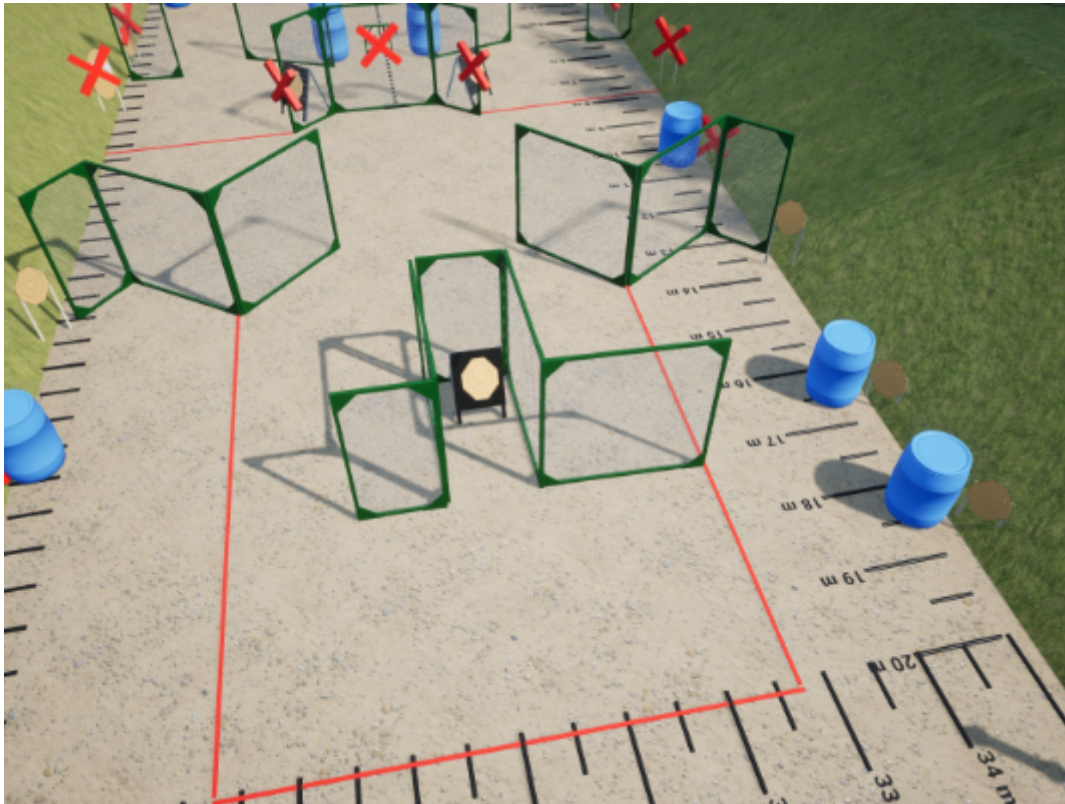
11. Stage 11



CoF	Comstock - Medium	Points	70 p
Targets	6 paper, 2 popper, 6 no-shoot, Total 8 targets	Min rounds	14
Firearm	Handgun	Match-%	6.57%

Procedure	
Starting position	
Firearm ready condition	
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

12. Stage 12



CoF	Comstock - Short	Points	50 p
Targets	5 paper, 5 no-shoot, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	4.69%

Procedure	
Starting position	
Firearm ready condition	Unloaded, empty chamber, empty magwell.
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	