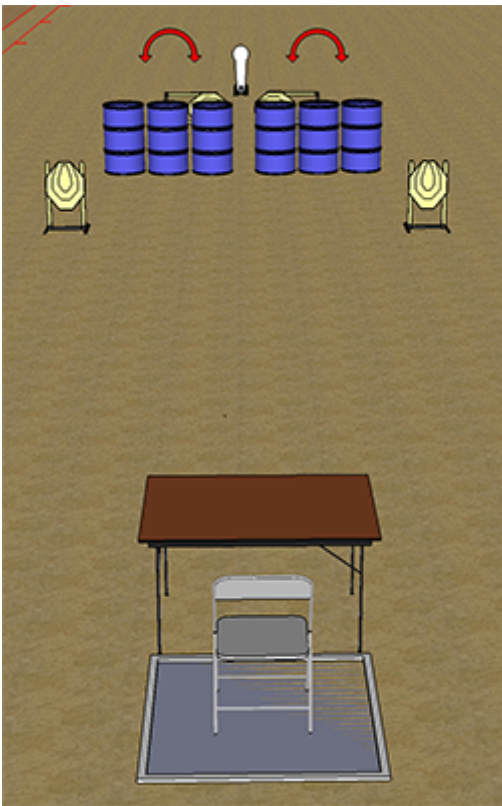
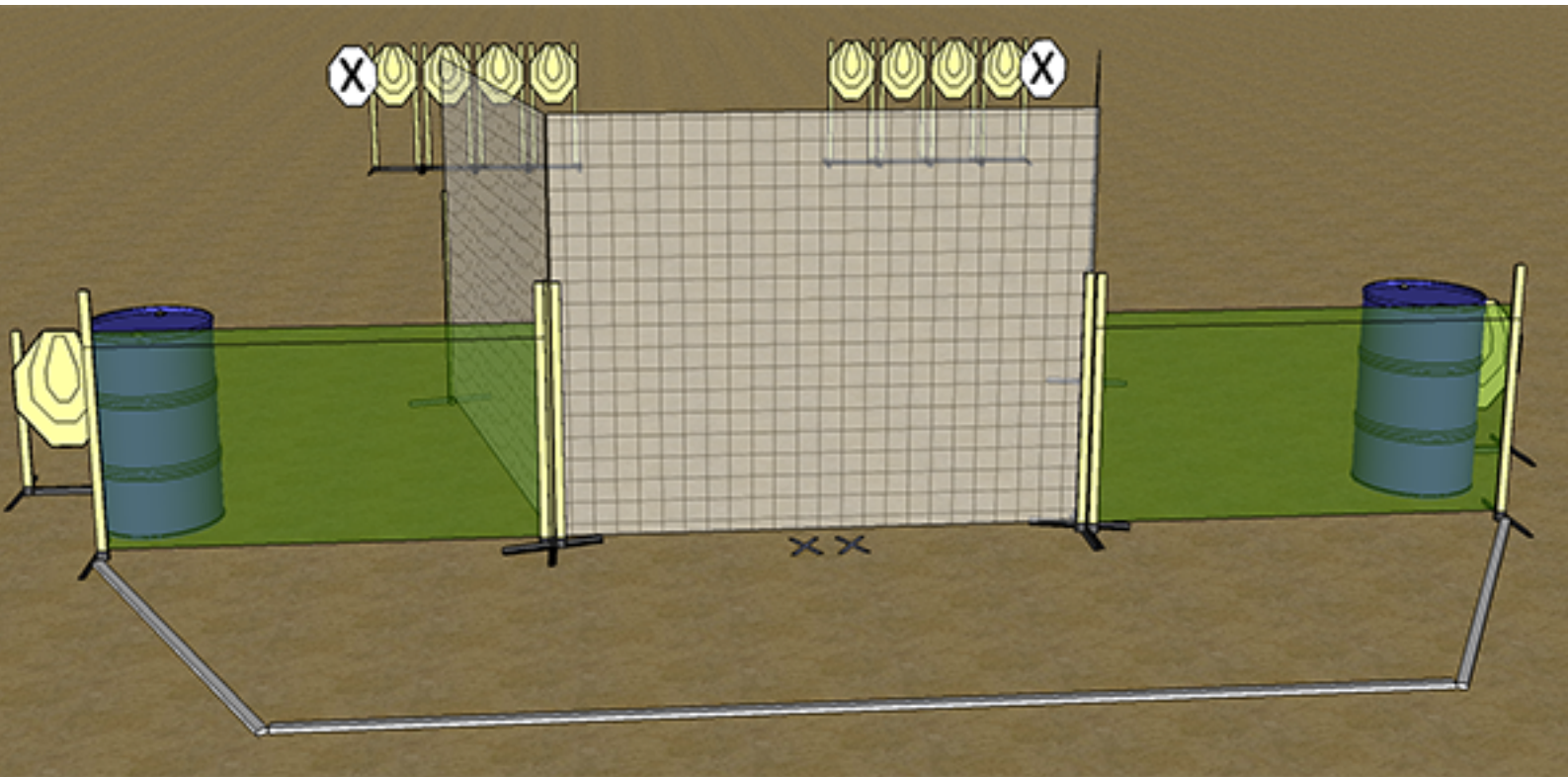


# 1. Stage1 - Double Swing



CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	12.00%
Procedure	On the start signal engage all targets as visible from within the demarcated area.		
Starting position	Gun loaded on the table, all magazines to be used on the 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			

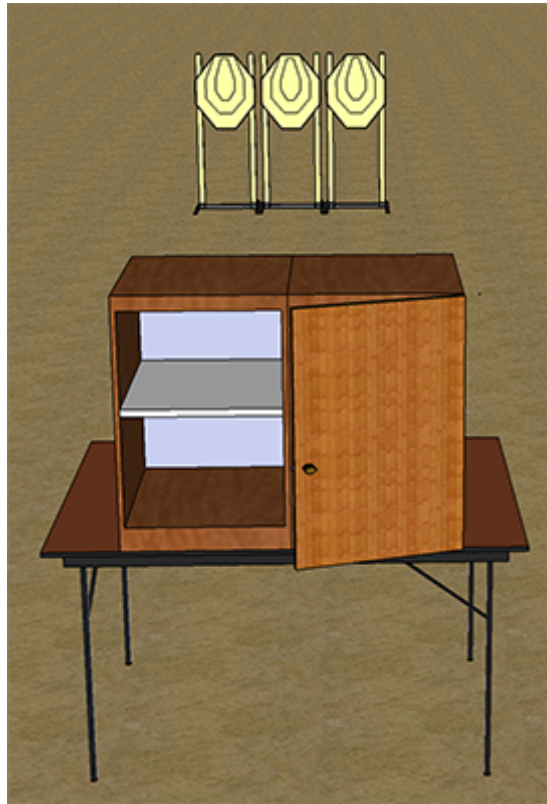
## 2. Stage2 - Free then strong



CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 2 no-shoot, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	26.67%

Procedure	On the start signal engage all targets as visible from within the demarcated area. The first side (five targets) is shot freestyle, the second side (five targets) is shot strong hand only.
Starting position	Default, standing on the area marked.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

### 3. Stage3 - Hide the goodies



CoF	Comstock - Short	Points	30 p
Targets	3 paper, Total 3 targets	Min rounds	6
Firearm	Handgun	Match-%	8.00%

Procedure	Weak hand on the cupboard door handle Strong hand on the box of goodies. On start signal throw box of goodies in the cupboard and engage targets as visible from within the demarcated area.		
Starting position	Magazine loaded, Gun un-racked and placed in the cupboard. Box of goodies on top of the cupboard.		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

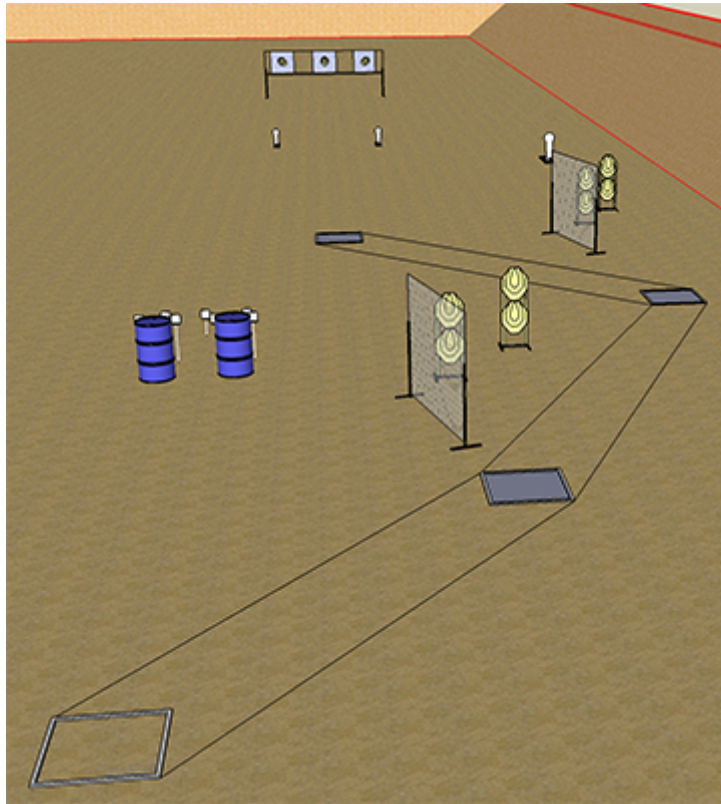
## 4. Stage4



CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	10.67%

Procedure	On start signal drop the stick, turn and engage the targets as visible from within the demarcated area.
Starting position	Default, facing up range with stick held above head.
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. Stage5 - Blaze and Run



CoF	Comstock - Long	Points	160 p
Targets	11 paper, 3 popper, 7 plates, Total 21 targets	Min rounds	32
Firearm	Handgun	Match-%	42.67%

Procedure	On the start signal engage all targets as visible from each shooting position in turn.
Starting position	Default, standing in the first box.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	