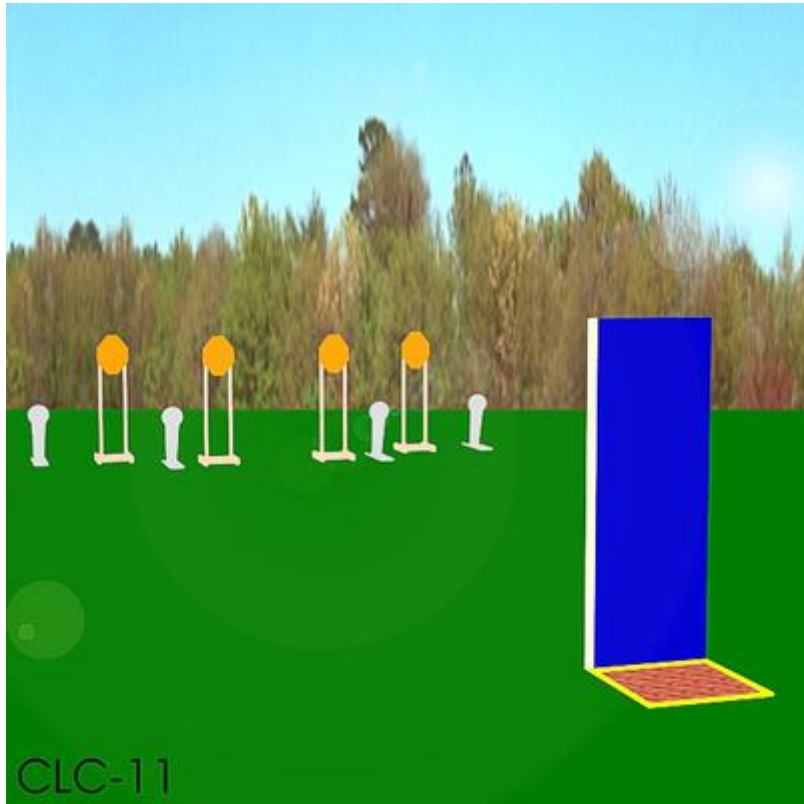


1. Stage



CoF	Comstock - Medium	Points	75 p
Targets	5 paper, 5 popper, 1 no-shoot, Total 10 targets	Min rounds	15
Firearm	Handgun	Match-%	20.00%

Procedure	
Starting position	Gun loaded & holstered
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. Stage



CoF	Comstock - Short	Points	45 p
Targets	9 plates, Total 9 targets	Min rounds	9
Firearm	Handgun	Match-%	12.00%
Procedure	Engage all targets Weakhand only		
Starting position	Gun loaded & holstered		
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. Stage

No image

CoF	Comstock - Medium	Points	75 p
Targets	7 paper, 1 popper, 2 no-shoot, Total 8 targets	Min rounds	15
Firearm	Handgun	Match-%	20.00%

Procedure	
Starting position	Gun loaded & holstered
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. Stage 1+ 3

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	16.00%

Procedure	
Starting position	Gun loaded & holstered
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.

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 1 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	16.00%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

6.

No image

CoF	Comstock - Short	Points	60 p
Targets	2 paper, Total 2 targets	Min rounds	12
Firearm	Handgun	Match-%	16.00%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	