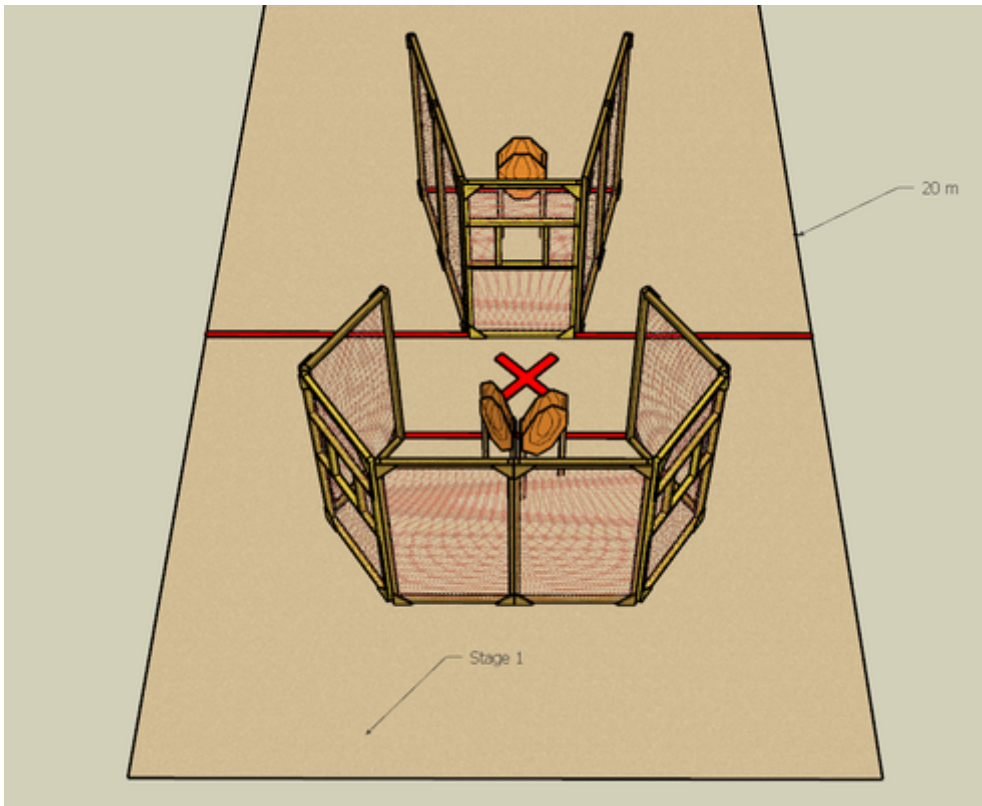


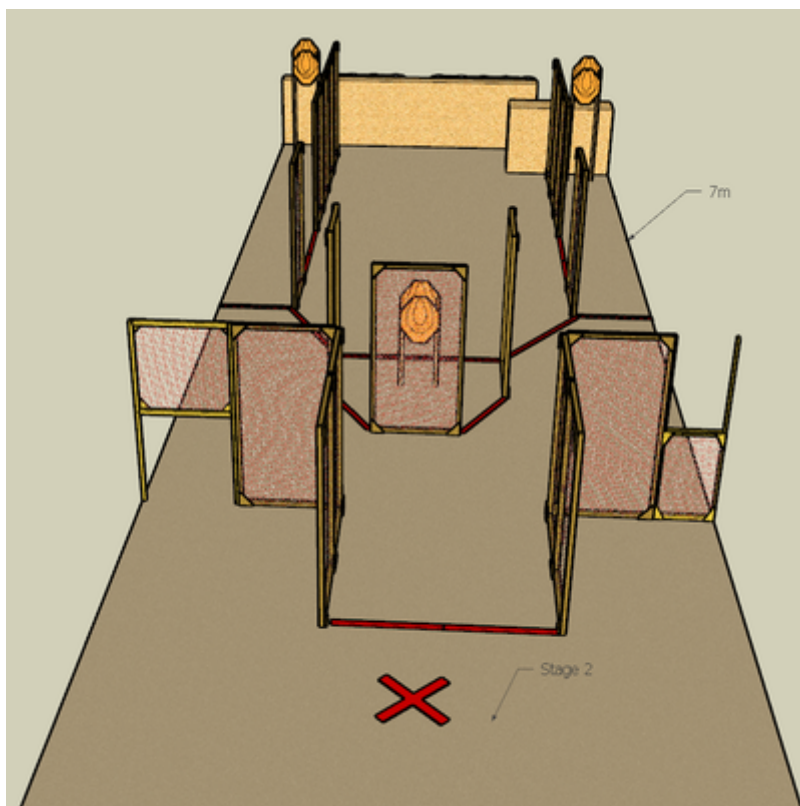
1. Stage 1



CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	11.76%

Procedure	Engage targets.
Starting position	Both feet at X. Hands touch the marks on the opening.
Firearm ready condition	
Start on	Audible signal.
Stop on	
Penalties	
Safety angles	
Setup notes	

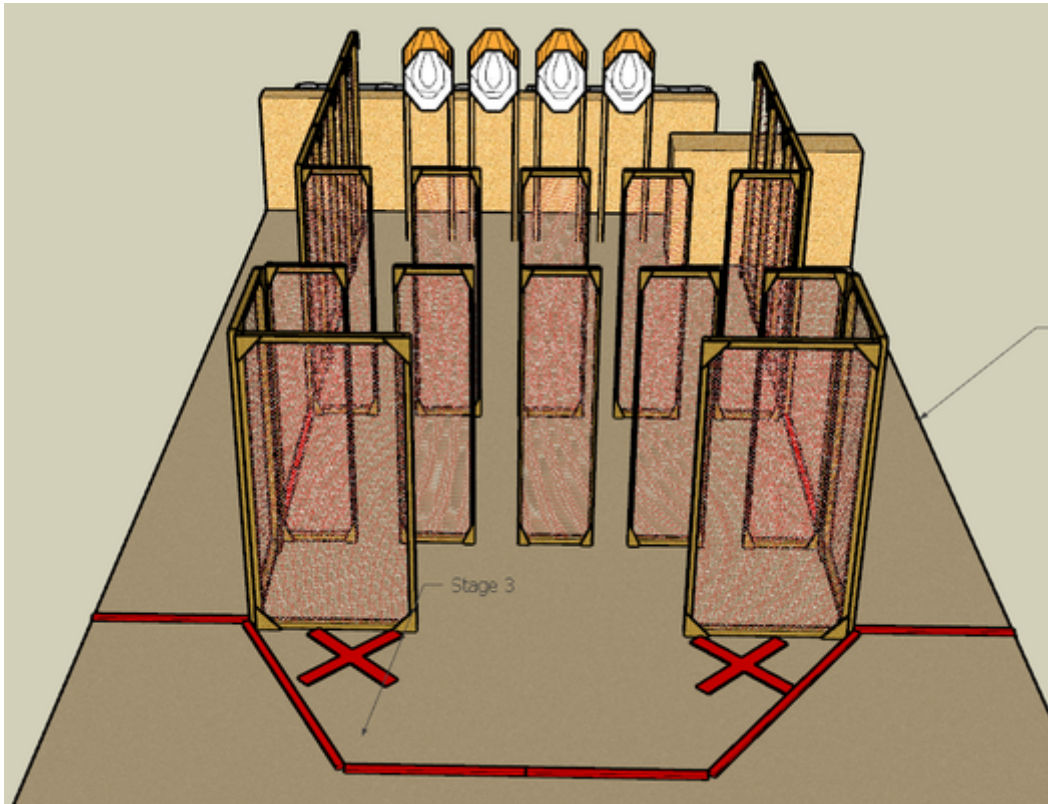
2. Stage 2



CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	11.76%

Procedure	Engage targets. By throwing the lever, the right-side opening will appear.
Starting position	One foot at X, facing uprange.
Firearm ready condition	Chamber empty, magazine inserted.
Start on	Audible signal.
Stop on	
Penalties	
Safety angles	
Setup notes	

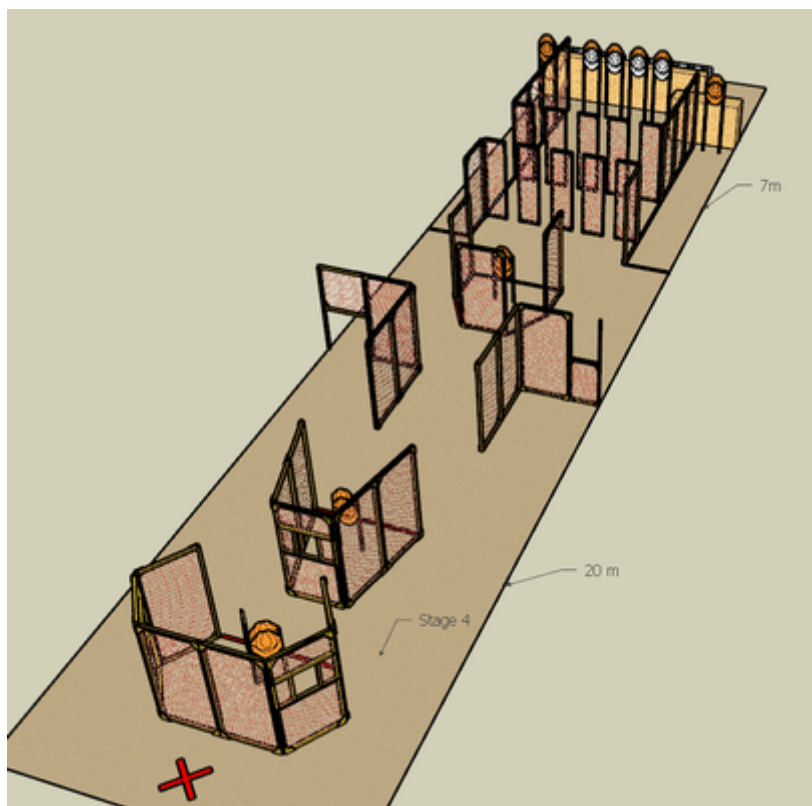
3. Stage 3



CoF	Comstock - Short	Points	40 p
Targets	4 paper, 4 no-shoot, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	7.84%

Procedure	Engage targets.
Starting position	Start left, facing left or right, facing right.
Firearm ready condition	Chamber and magwell empty.
Start on	Audible signal.
Stop on	
Penalties	
Safety angles	
Setup notes	

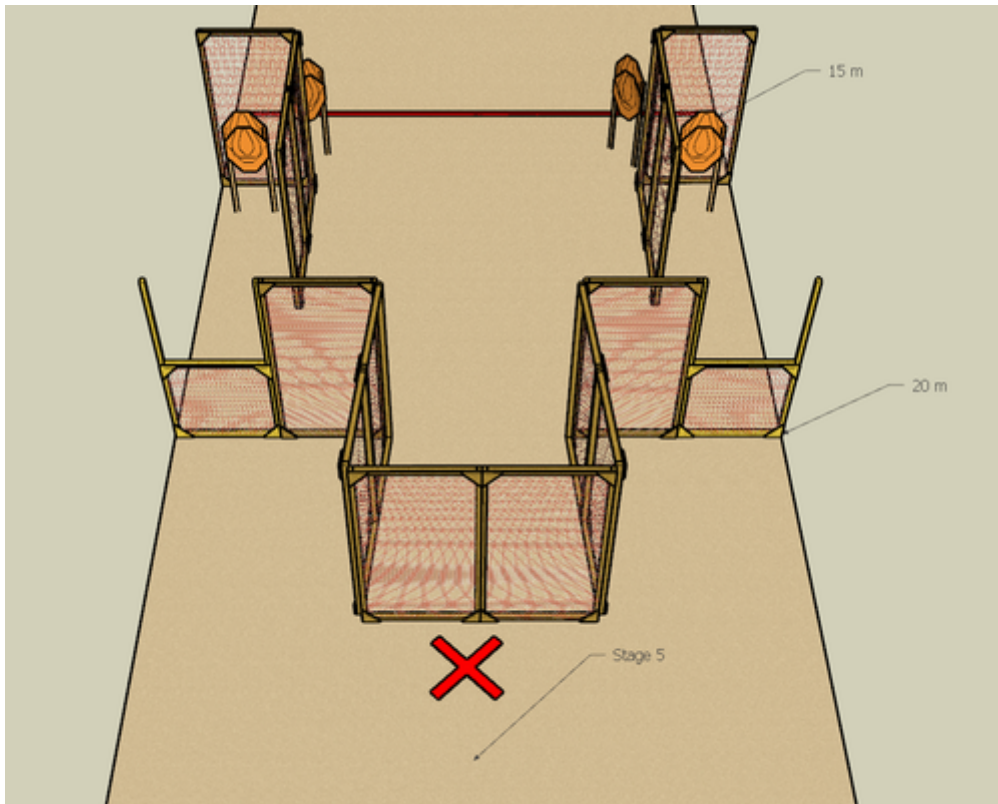
4. Stage 4



CoF	Comstock - Long	Points	160 p
Targets	16 paper, 4 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	31.37%

Procedure	Engage targets.
Starting position	One foot at X.
Firearm ready condition	
Start on	Audible signal.
Stop on	
Penalties	
Safety angles	
Setup notes	

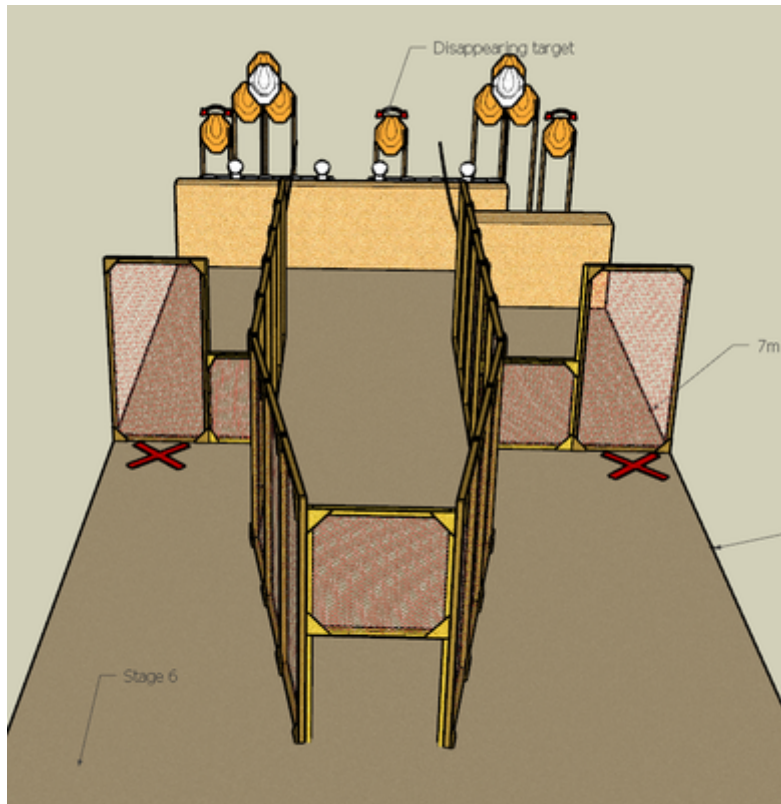
5. Stage 5



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	15.69%

Procedure	Engage targets.
Starting position	Both feet at X.
Firearm ready condition	
Start on	Audible signal.
Stop on	
Penalties	
Safety angles	
Setup notes	

6. Stage 6



CoF	Comstock - Medium	Points	110 p
Targets	8 paper, 1 disappearing/bonus, 4 plates, 2 no-shoot, Total 13 targets	Min rounds	20
Firearm	Handgun	Match-%	21.57%

Procedure	Engage targets. Plate P1 activates moving target MT1 which will stay visible at rest. Plate P4 activates moving target MT2 which will stay visible at rest. Plate P2 and P3 activate moving target MT3 which will disappear.
Starting position	One foot at either X. Hands touch the marks on the wall.
Firearm ready condition	
Start on	Audible signal.
Stop on	
Penalties	
Safety angles	
Setup notes	