CoF	Comstock - Long	Points	155 p
Targets	15 paper, 1 popper, 5 no-shoot, Total 16 targets	Min rounds	31
Firearm	Handgun	Match-%	27.19%

Procedure	On signal engage all targets within the designated area. Popper will open Target T7
Starting position	Starting anywhere in the designated area.
Firearm ready condition	Gun loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Note Right side. Red mark on wall
Setup notes	

CoF	Comstock - Long	Points	145 p
Targets	14 paper, 1 popper, 1 no-shoot, Total 15 targets	Min rounds	29
Firearm	Handgun	Match-%	25.44%

Procedure	On signal engage all targets within the designated area
Starting position	Standing behind table
Firearm ready condition	Gun loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Right side . Red mark on wall
Setup notes	

CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 1 no-shoot, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	17.54%

Procedure	On signal. Engage targets from the designated area
Starting position	Standing in front of hatch. Fingers touching the top of the hatch
Firearm ready condition	Gun loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Red mark on wall right and left side
Setup notes	

4. Stage 4 - Short course

CoF	Comstock - Short	Points	50 p
Targets	4 paper, 1 popper, 1 plates, 1 no-shoot, Total 6 targets	Min rounds	10
Firearm	Handgun	Match-%	8.77%

Procedure	On signal engage all targets while standing behind the table
Starting position	Standing behind table
Firearm ready condition	Gun loaded laying flat on table
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 6 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	21.05%

Procedure	On signal engage all targets from within the designated area. Stell Must be shoot while both feets touching the yellow circle. P1 will release moving target T5 and moving noshoot. P2 will release wobber T8
Starting position	Standing in yellow circle. Both feets must touch the circle
Firearm ready condition	Gun loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	