

1. Stage 1

No image

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 6 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	16.22%

Procedure	On signal engage all targets from within designated area
Starting position	Anywhere within the designated area
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90 degrees left side. Yellow marker right side
Setup notes	

2. Stage 2

No image

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 2 popper, 2 plates, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	8.11%

Procedure	On signal engage all targets from within the designated area. Popper P2 will activate moving targets P3 and P4 and will be visible at rest Steel must fall to count
Starting position	standing relaxed on the concrete bridge
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	On bridge Yellow marker L/R after bridge 90 L/R
Setup notes	

3. Stage 3

No image

CoF	Comstock - Short	Points	60 p
Targets	10 popper, 2 plates, Total 12 targets	Min rounds	12
Firearm	Handgun	Match-%	8.11%

Procedure	On signal engage all target as you see them from within the designated area. Designated area is the concrete steel must fall to count
Starting position	Anywhere within the designated area
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Yellow marker L/R
Setup notes	Pass på bjelken når man løper fra den ene siden til den andre

4. Stage 4

No image

CoF	Comstock - Long	Points	160 p
Targets	13 paper, 4 popper, 2 plates, Total 19 targets	Min rounds	32
Firearm	Handgun	Match-%	21.62%

Procedure	On signal engage all targets from within designated area. Popper P1 will activate moving target T5. Popper P2 will activate moving target P3 and P4. Popper P4 will activate moving target T13 and will be visible at rest Steel must fall to count
Starting position	Heels touching mark as demonstrated by RO
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Yellow mark L/R
Setup notes	

5. Stage 5

No image

CoF	Comstock - Long	Points	160 p
Targets	16 paper, 4 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	21.62%

Procedure	On signal engage all targets from within the designated area.
Starting position	Heels touching mark as demonstrated by RO
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90 degrees L/R
Setup notes	

6. Stage 6

No image

CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 1 popper, 1 plates, 1 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	16.22%

Procedure	On signal engage all target from within the designated area. Popper P1 will activate moving target T3 and T4 and will be visible at rest
Starting position	Anywhere inside designated area
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Yellow marker L/R After yellow marker on right side 90*
Setup notes	Round plate, paint after every shooter. If not fall it will be scored as hit if you can se the hit

7. Stage 7

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	8.11%

Procedure	On signal engage all targets from within designated area
Starting position	Anywhere inside designated area
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left side 90° yellow marker on right side
Setup notes	