

# 1. stage 1

No image

CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 7 no-shoot, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	20.20%

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 2

No image

CoF	Comstock - Medium	Points	90 p
Targets	9 paper, 6 no-shoot, Total 9 targets	Min rounds	18
Firearm	Handgun	Match-%	18.18%

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	

### 3. Stage 3

No image

CoF	Comstock - Medium	Points	110 p
Targets	10 paper, 2 plates, 7 no-shoot, Total 12 targets	Min rounds	22
Firearm	Handgun	Match-%	22.22%

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 4

No image

CoF	Comstock - Medium	Points	95 p
Targets	9 paper, 1 plates, Total 10 targets	Min rounds	19
Firearm	Handgun	Match-%	19.19%

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. stage 5

No image

CoF	Comstock - Short	Points	50 p
Targets	3 paper, 4 plates, Total 7 targets	Min rounds	10
Firearm	Rifle	Match-%	10.10%

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	50 p
Targets	3 paper, 4 plates, Total 7 targets	Min rounds	10
Firearm	Rifle	Match-%	10.10%

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	