1. Stage 1 Short

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 3 no-shoot, Total 6 targets	Min rounds	12
Firearm	Action Air	Match-%	10.00%
Procedure	At the start signal, engage all targets from within the shooting area	i.	
Starting position	Standing with the back against the hydrans facing downrange		
Firearm ready condition	Gun loaded & holstered		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

2. Stage 2 Medium

CoF	Comstock - Medium	Points	115 p
Targets	11 paper, 1 popper, 3 no-shoot, Total 12 targets	Min rounds	23
Firearm	Action Air	Match-%	19.17%
Procedure	At the start signal engage all targets from within the shooting area	steel must fall.	
Starting position	Standing relaxed anyware in the shooting area facing downrange.		
Firearm ready condition	Gun loaded & holstered		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

3. Stage 3 Medium

CoF	Comstock - Medium	Points	105 p
Targets	5 paper, 11 popper, Total 16 targets	Min rounds	21
Firearm	Action Air	Match-%	17.50%
Procedure	Pistol and all mags to be used on the marks on the table. Steel mu	ıst fall.	
Starting position	Standing relaxed with both feet on the marks.		
Firearm ready condition	unloaded		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

4. Stage 4 Long

CoF	Comstock - Long	Points	160 p
Targets	11 paper, 10 popper, Total 21 targets	Min rounds	32
Firearm	Action Air	Match-%	26.67%
Procedure	At the start signal engage all targets from within the shooting area.	. Steel must fall.	
Starting position	Standing relaxed with both feet on the marks.		
Firearm ready condition	Gun loaded & holstered		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

5. Stage 5 Long

CoF	Comstock - Long	Points	160 p
Targets	8 paper, 16 popper, Total 24 targets	Min rounds	32
Firearm	Action Air	Match-%	26.67%
Procedure	At the start signal engage al targets from within the shooting area. fall.	Paper targets must	be shot only once; steel must
Starting position	Standing relaxed facing the wall with both hands on the marks.		
Firearm ready condition	Gun loaded & holstered		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			