1. Stage 1 "TableDance"

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 1 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	7.36%
Procedure	Start A, Face downrange, Gun empty, muzzle straight downrage &	all mags on table	
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 "HandsUp"

CoF	Comstock - Short	Points	55 p
Targets	5 paper, 1 plates, Total 6 targets	Min rounds	11
Firearm	Handgun	Match-%	6.75%
Procedure	Start Hands on A, Face straight, Gun unloaded & holstered		
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 "TurnLeft"

CoF	Comstock - Medium	Points	90 p
Targets	8 paper, 2 plates, 1 no-shoot, Total 10 targets	Min rounds	18
Firearm	Handgun	Match-%	11.04%
Procedure	Start A, Face downrange, Gun loaded & holstered		
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 "Swinging"

CoF	Comstock - Medium	Points	115 p
Targets	11 paper, 1 popper, Total 12 targets	Min rounds	23
Firearm	Handgun	Match-%	14.11%
Procedure	Start A, Face downrange, Gun loaded & holstered At start signal, e area.Popper P1 activates Swinger S1	engage all targets fr	om within the designated
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 "Backdraft"

CoF	Comstock - Medium	Points	100 p
Targets	10 paper, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	12.27%
Procedure	Start A, Face downrange, Gun loaded & holstered		
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. Stage 6 "LongWay"

CoF	Comstock - Long	Points	155 p
Targets	15 paper, 1 popper, Total 16 targets	Min rounds	31
Firearm	Handgun	Match-%	19.02%
Procedure	Start A, Face downrange, Gun unloaded		
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			

7. Stage 7 "Heavy One"

CoF	Comstock - Short	Points	55 p
Targets	5 paper, 1 popper, 2 no-shoot, Total 6 targets	Min rounds	11
Firearm	Handgun	Match-%	6.75%
Procedure	Start A, Face downrange, Gun loaded & holstered At start signal, engage all targets from within the designated area.STRONG HAND only; move the weight from M1 to M2 after first and before last shot		
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			

8. Stage 8 "Heavy Two"

CoF	Comstock - Short	Points	55 p
Targets	5 paper, 1 popper, 2 no-shoot, Total 6 targets	Min rounds	11
Firearm	Handgun	Match-%	6.75%
Procedure	Start A, Face downrange, Gun loaded & holstered At start signal, engage all targets from within the designated area. STRONG HAND only, move the weight from M1 to M2 after first and before last shot		
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			

9. Stage 9 "Triangle"

CoF	Comstock - Long	Points	130 p
Targets	12 paper, 2 popper, Total 14 targets	Min rounds	26
Firearm	Handgun	Match-%	15.95%
Procedure	Start Sitting relaxed on Chair, Hands on Knees, Face downrange,	Gun loaded & holste	ered
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			