

# 1. Stage 1

No image

CoF	Comstock - Long	Points	150 p
Targets	12 paper, 6 popper, Total 18 targets	Min rounds	30
Firearm	Handgun	Match-%	21.13%

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	105 p
Targets	8 paper, 5 popper, Total 13 targets	Min rounds	21
Firearm	Handgun	Match-%	14.79%

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 - Long	Points	150 p
Targets	13 paper, 4 popper, Total 17 targets	Min rounds	30
Firearm	Handgun	Match-%	21.13%

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	100 p
Targets	8 paper, 4 popper, Total 12 targets	Min rounds	20
Firearm	Handgun	Match-%	14.08%

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 - Medium	Points	120 p
Targets	12 paper, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	16.90%

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. Stage 6

No image

CoF	Comstock - Medium	Points	85 p
Targets	6 paper, 5 popper, Total 11 targets	Min rounds	17
Firearm	Handgun	Match-%	11.97%

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	