

1. Stage 1

No image

CoF	Comstock - Medium	Points	100 p
Targets	10 paper, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	19.23%

Procedure	Gun loaded & holstered
Starting position	Anywhere in demarked area
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 - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	7.69%

Procedure	Gun loaded & holstered, strong hand only
Starting position	
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 - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	7.69%

Procedure	Week hand only
Starting position	Gun loaded on table
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	120 p
Targets	10 paper, 4 plates, 2 no-shoot, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	23.08%

Procedure	
Starting position	Anywhere in demarked area
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

No image

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 plates, 2 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	11.54%

Procedure	Gun empty, unloaded & holstered
Starting position	Heels touching yellow mark
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	

6. Stage 6

No image

CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 plates, 5 no-shoot, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	30.77%

Procedure	Gun loaded & holstered
Starting position	Heels touching yellow mark
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	