1. stage medium

CoF	Comstock - Medium	Points	75 p
Targets	7 paper, 1 plates, Total 8 targets	Min rounds	15
Firearm	Handgun	Match-%	23.08%
Procedure	Start in box A and all steel must be shot from box B engage all targets as they become visible		
Starting position	standing relaxed pcc paralell to ground magwel down stock at hip level		
Firearm ready condition	pcc option 1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R 90		
Setup notes			

2. Stage 2 short

CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 plates, Total 6 targets	Min rounds	10
Firearm	Handgun	Match-%	15.38%
Procedure	Standing relaxed facing downrange pcc paralell to the ground magwell down stock at hip level engage all targets as they become visible		
Starting position	standing relaxed pcc paralell to ground magwel down stock at hip		
Firearm ready condition	PCC option 1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R 90		
Setup notes			

3. Stage 3 long

CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 plates, 3 no-shoot, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	49.23%
Procedure	starting anywhere behind fault line all steel must be shot before pasing red line engage all target as they become visible		
Starting position	Standing relaxed facing downrange PCC paralell to ground magwel down stock at hip		
Firearm ready condition	PCC optin 3		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R 90		
Setup notes			

4. Stage 4 short

CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	12.31%
Procedure	Start i box A engage all targets as they become visible		
Starting position	standing relaxed in box A pcc paralell to the ground magwel down stock at hip		
Firearm ready condition	PCC option 1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R 90		
Setup notes			