

1. Stage I Pistol

No image

CoF	Comstock - Medium	Points	110 p
Targets	10 paper, 2 plates, Total 12 targets	Min rounds	22
Firearm	Handgun	Match-%	19.30%

Procedure	On start signal engage all targets as they become visible within the designated area.
Starting position	Standing relaxed
Firearm ready condition	Gun unloaded & holster
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. Stage II Pistol

No image

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 plates, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	28.07%

Procedure	On start signal engage all targets as they become visible within the designated area. Stop line. It is the last place to shoot steel targets
Starting position	Standing relaxed
Firearm ready condition	Gun loaded & holster
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. Stage III Pistol

No image

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 plates, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	10.53%

Procedure	On start signal engage all targets as they become visible within the designated area. Shoot from the platform only.
Starting position	Sit on a chair
Firearm ready condition	Gun unloaded & holster
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

4. Stage IV Pistol

No image

CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	21.05%

Procedure	On start signal engage all targets as they become visible within the designated area.
Starting position	Standing relaxed
Firearm ready condition	Gun loaded & holster
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

5. Stage V Pistol

No image

CoF	Comstock - Short	Points	60 p
Targets	3 paper, 2 popper, 4 plates, Total 9 targets	Min rounds	12
Firearm	Handgun	Match-%	10.53%

Procedure	On start signal engage all targets as they become visible within the designated area. Poper P1 activate moving targets T1. Poper P2 activate moving targets T2 Moving targets are visible at.
Starting position	Standing relaxed
Firearm ready condition	Gun loaded & holster
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

6. Stage VI Pistol

No image

CoF	Comstock - Short	Points	60 p
Targets	12 paper, Total 12 targets	Min rounds	12
Firearm	Handgun	Match-%	10.53%

Procedure	On start signal engage all targets as they become visible within the designated area. One shot on target.
Starting position	Standing relaxed
Firearm ready condition	Gun loaded & holster
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	