

1. Stage 1 Box

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	7.69%

Procedure	On start signal engage all targets as they become visible with in the designated area. Ribber tape is part of the wall
Starting position	Standing relaxed
Firearm ready condition	Gun loaded & holster / Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left side Red mark on the tree, on the right side 90 degrees
Setup notes	

2. Stage 2 Pancake

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 1 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	7.69%

Procedure	On start signal engage all targets as they become visible with in the designated area. Ribber tape is part of the wall
Starting position	Standing relaxed
Firearm ready condition	Gun loaded & holster / Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left side Red mark on the tree, on the right side 90 degrees
Setup notes	

3. Stage 3 Barrel

No image

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	7.69%
Procedure	On start signal engage all targets as they become visible with in the designated area. Poper p1 activate moving target T1& T2 moving target is visible from the rest		
Starting position	Standing relaxed on mark		
Firearm ready condition	Unloaded, on the barrel. Option 3.. All magasi to be used on the second barrel		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Red mark on the left cornel of the building GOES TO !!! ((Left side Red mark on the tree)), red marker on the right behind it 90 degrees follow's behaind shooter		
Setup notes			

4. Stage 4 Bridge

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CoF	Comstock - Medium	Points	120 p
Targets	12 paper, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	15.38%

Procedure	On start signal engage all targets as they become visible with in the designated area.
Starting position	Standing relaxed
Firearm ready condition	Gun loaded & holster / Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Red mark on the left cornel of the building GOES TO !!! (Left side Red mark on the tree), red marker on the right behind it 90 degrees follow's behaind shooter
Setup notes	

5. Stage 5 Platform

No image

CoF	Comstock - Short	Points	60 p
Targets	4 paper, Total 4 targets	Min rounds	12
Firearm	Handgun	Match-%	7.69%

Procedure	On start signal engage all targets as they become visible with in the designated area. Three shots on each target, minimum. Mandatory reload. Mandatory reload must be completed after engaging the first target, but before engaging the last target. Please load your firearm, outside the platform
Starting position	Stand on the platform
Firearm ready condition	Gun loaded & holster / Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Red mark on the left cornel of the building GOES TO !!! (Left side Red mark on the tree), red marker on the right behind it 90 degrees follow's behaind shooter
Setup notes	

6. Stage 6 Forest

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CoF	Comstock - Long	Points	160 p
Targets	16 paper, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	20.51%

Procedure	On start signal engage all targets as they become visible with in the designated area. Ribber tape is part of the wall
Starting position	Standing relaxed
Firearm ready condition	Gun loaded & holster / Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Red mark on the left, Red mark on the right (behind it 90 degrees follow's behaind shooter))
Setup notes	

7. Sage 7 Steel

No image

CoF	Comstock - Short	Points	60 p
Targets	2 popper, 10 plates, Total 12 targets	Min rounds	12
Firearm	Handgun	Match-%	7.69%

Procedure	On start signal engage all targets as they become visible with in the designated area. Steel targets only. Ribber tape is part of the wall
Starting position	Standing relaxed
Firearm ready condition	Gun loaded & holster / Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Red mark on the left, Red mark on the right ((behind it 90 degrees follow's behaind shooter))
Setup notes	

8. Stage 8 Run

No image

CoF	Comstock - Long	Points	140 p
Targets	12 paper, 2 popper, 2 plates, 2 no-shoot, Total 16 targets	Min rounds	28
Firearm	Handgun	Match-%	17.95%

Procedure	On start signal engage all targets as they become visible with in the designated area. Ribber tape is part of the wall
Starting position	Standing relaxed
Firearm ready condition	Gun unloaded on barrel. Option 2
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Red marker on the left side 90 degrees follow's behaind shooter. On the right side, back corner of the container
Setup notes	

9. Stage 9 Keyhole

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	7.69%

Procedure	On start signal engage all targets as they become visible with in the designated area.
Starting position	Standing relaxed
Firearm ready condition	Gun loaded & holster / Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Red marker on the left side 90 degrees follow's behaind shooter. On the right side, back corner of the container
Setup notes	