

1. Stage 1

No image

CoF	Comstock - Long	Points	140 p
Targets	14 paper, Total 14 targets	Min rounds	28
Firearm	Pistol Caliber Carbine	Match-%	26.17%

Procedure	On the audible signal, engage all targets as they become visible from within the shooting area. Opening the door activates the swinger target. All walls are considered ground to sky.
Starting position	Standing inside shooting area A, door closed
Firearm ready condition	Ready condition 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	LEft yellow marker labeled "Venstre", right yellow marked labeled "Høyre", as indicated by RO.
Setup notes	

2. Stage 2

No image

CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Pistol Caliber Carbine	Match-%	7.48%

Procedure	This stage is shot while Stage 1 is scored. On the audible signal, engage all targets through the openings in the wall as they become visible, from within the marked shooting area A only. All walls are considered ground to sky.
Starting position	Standing inside shooting area A
Firearm ready condition	Ready condition 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left yellow marker labeled "Venstre", right yellow marked labeled "Høyre", as indicated by RO.
Setup notes	

3. Stage 3

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Pistol Caliber Carbine	Match-%	11.21%

Procedure	On audible signal, engage all targets as they become visible from within the shooting area. All walls are considered ground to sky.
Starting position	Starting from within designated area A
Firearm ready condition	Ready condition 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R yellow markers labeled Venstre and Høyre, as indicated by RO
Setup notes	

4. Stage 4

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Pistol Caliber Carbine	Match-%	11.21%

Procedure	On audible signal, engage all targets as they become visible from within the shooting area. All walls are considered ground to sky.
Starting position	Standing within designated area A
Firearm ready condition	Ready condition 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R markers labeled Venstre and Høyre, as indicated by RO
Setup notes	

5. Stage 5

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 4 no-shoot, Total 6 targets	Min rounds	12
Firearm	Pistol Caliber Carbine	Match-%	11.21%

Procedure	On audible signal, engage all targets as they become visible from within the shooting area. All walls are considered ground to sky.
Starting position	Standing within designated area A
Firearm ready condition	Ready condition 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R yellow markers, as indicated by RO
Setup notes	

6. Stage 6

No image

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 2 no-shoot, Total 8 targets	Min rounds	16
Firearm	Pistol Caliber Carbine	Match-%	14.95%

Procedure	On audible signal, engage all targets as they become visible from within the shooting area. All walls are considered ground to sky.
Starting position	Standing within designated area A
Firearm ready condition	Ready condition 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R yellow markers, as indicated by RO
Setup notes	

7. Stage 7

No image

CoF	Comstock - Medium	Points	95 p
Targets	9 paper, 1 popper, 2 no-shoot, Total 10 targets	Min rounds	19
Firearm	Pistol Caliber Carbine	Match-%	17.76%

Procedure	On signal engage all targets from within designated area.
Starting position	Anywhere within designated area
Firearm ready condition	Ready condition 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R yellow markers, as indicated by RO
Setup notes	