## 1. Stage 1, Range 1 - Dampcon

CoF	Comstock - Medium	Points	110 p
Targets	10 paper, 2 popper, 3 no-shoot, Total 12 targets	Min rounds	22
Firearm	Handgun	Match-%	17.74%

Procedure	
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	

# 2. Stage 2, Range 2 - DVC Technologies

CoF	Comstock - Medium	Points	65 p
Targets	5 paper, 3 popper, Total 8 targets	Min rounds	13
Firearm	Handgun	Match-%	10.48%

Procedure	
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, Range 3 - Zinia Internet

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 2 popper, 2 plates, 1 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	25.81%

Procedure	
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	

## 4. Stage 4, Range 4 - Shooting Stuff

CoF	Comstock - Long	Points	135 p
Targets	13 paper, 1 popper, 2 no-shoot, Total 14 targets	Min rounds	27
Firearm	Handgun	Match-%	21.77%

Procedure	
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	

## 5. Stage 5, Range 5 - AD Tactical

CoF	Comstock - Medium	Points	90 p
Targets	8 paper, 2 popper, 1 no-shoot, Total 10 targets	Min rounds	18
Firearm	Handgun	Match-%	14.52%

Procedure	
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	

# 6. Stage 6, Range Combination Coatings

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	9.68%

Procedure	
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	