

1. Stage 1

No Image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	11.32%

Procedure	
Starting position	Gun loaded & holstered
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

No Image

CoF	Comstock - Long	Points	155 p
Targets	15 paper, 1 plates, 2 no-shoot, Total 16 targets	Min rounds	31
Firearm	Handgun	Match-%	29.25%

Procedure	
Starting position	Gun loaded & holstered
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

No Image

CoF	Comstock - Medium	Points	110 p
Targets	2 paper, 1 popper, 17 plates, Total 20 targets	Min rounds	22
Firearm	Handgun	Match-%	20.75%

Procedure	
Starting position	Gun loaded & holstered
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

No Image

CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 2 no-shoot, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	18.87%

Procedure	
Starting position	Gun loaded & holstered
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

No Image

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 plates, 1 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	11.32%

Procedure	
Starting position	Gun loaded & holstered
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

No Image

CoF	Comstock - Short	Points	45 p
Targets	9 paper, Total 9 targets	Min rounds	9
Firearm	Handgun	Match-%	8.49%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	