

1. Stage 1

No image

CoF	Comstock - Long	Points	160 p
Targets	16 paper, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	22.70%

Procedure	Shoot targets as seen from shooting area. Highest two hits to count.
Starting position	Gun loaded, standing at A or B
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

2. Stage 2

No image

CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	7.09%

Procedure	Shoot targets as seen from shooting area. Highest two hits to count.
Starting position	Gun loaded & placed on table.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

3. Stage 3

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	8.51%

Procedure	Shoot targets as seen from shooting area. Highest two hits to count. Must push flap with hand only to reveal 3 targets.
Starting position	Gun unloaded & placed on table.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

4. Stage 4

No image

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 1 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	17.02%

Procedure	Shoot targets as seen from shooting area. Highest two hits to count.
Starting position	Gun loaded.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

5. Stage 5

No image

CoF	Comstock - Short	Points	60 p
Targets	4 paper, Total 4 targets	Min rounds	12
Firearm	Handgun	Match-%	8.51%

Procedure	Shoot targets as seen from shooting area. Two on each, reload and one only strong hand unsupported only. Highest three hits to count.
Starting position	Gun loaded.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

6. Stage 6

No image

CoF	Comstock - Medium	Points	90 p
Targets	8 paper, 2 plates, Total 10 targets	Min rounds	18
Firearm	Handgun	Match-%	12.77%

Procedure	Shoot targets as seen from shooting area. Highest two hits to count. Plates must fall.
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	90/90/90
Setup notes	

7. Stage 7

No image

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	11.35%

Procedure	Shoot targets as seen from shooting area. Highest two hits to count.
Starting position	Gun loaded
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

8. Stage 8

No image

CoF	Comstock - Short	Points	30 p
Targets	3 paper, Total 3 targets	Min rounds	6
Firearm	Handgun	Match-%	4.26%

Procedure	Shoot targets as seen from shooting area, weak hand unsupported. Highest two hits to count.
Starting position	Gun loaded & placed on table.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

9. Stage 9

No image

CoF	Comstock - Short	Points	55 p
Targets	3 paper, 1 disappearing/bonus, 1 popper, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	7.80%

Procedure	Shoot targets as seen from shooting area. Highest two hits to count. Popper must fall. Hitting popper will reveal swinging target, which appears twice and will then disappear.
Starting position	Gun loaded
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	