

1. Stage 1

No image

CoF	Comstock - Long	Points	160 p
Targets	16 paper, 2 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	21.05%

Procedure	Shoot targets as seen from hooting 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	

2. Stage 2

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	7.89%

Procedure	Shoot targets as seen from shooting area. Highest two hits to count.
Starting position	Seated on chair. 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	

3. Stage 3

No image

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 2 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	15.79%

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
Setup notes	

4. Stage 4

No image

CoF	Comstock - Short	Points	45 p
Targets	3 paper, 3 plates, Total 6 targets	Min rounds	9
Firearm	Handgun	Match-%	5.92%

Procedure	Shoot targets as seen from shooting area. Highest two hits to count and plates must fall to count.
Starting position	Gun loaded, chamber empty and placed on table. Seated on chair.
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	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	7.89%

Procedure	Shoot target with a minimum of one round, reload and again shoot targets with one round on each. Highest two hits to count.
Starting position	Gun unloaded on table with all ammunition. Standing with hands flat on table on marks.
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	100 p
Targets	9 paper, 2 plates, Total 11 targets	Min rounds	20
Firearm	Handgun	Match-%	13.16%

Procedure	Shoot targets as seen from shooting area. Highest two hits to count and plates to fall.
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	

7. Stage 7

No image

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 1 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	10.53%

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	L/R
Setup notes	

8. Stage 8

No image

CoF	Comstock - Short	Points	30 p
Targets	3 paper, 2 no-shoot, Total 3 targets	Min rounds	6
Firearm	Handgun	Match-%	3.95%

Procedure	Shoot targets as seen from shooting area, strong hand unsupported only. 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	60 p
Targets	3 paper, Total 3 targets	Min rounds	12
Firearm	Handgun	Match-%	7.89%

Procedure	Shoot targets as seen from shooting area. Two rounds on each, reload and again two rounds on each. Highest four 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	

10. Stage 10

No image

CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 plates, 1 no-shoot, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	5.92%

Procedure	Shoot targets as seen from shooting area. Highest two hits to count and plate must fall. Stepping off activator will reveal dropper turner which will disappear from sight.
Starting position	Gun loaded standing with one foot on activator.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90
Setup notes	