# 1. Stage 1

CoF	Comstock - Short	Points	55 p
Targets	5 paper, 1 popper, 4 no-shoot, Total 6 targets	Min rounds	11
Firearm	Handgun	Match-%	11.83%
Procedure			
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			

CoF	Comstock - Short	Points	60 p
Targets	3 paper, Total 3 targets	Min rounds	12
Firearm	Handgun	Match-%	12.90%
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			

CoF	Comstock - Short	Points	50 p
Targets	5 paper, 2 no-shoot, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	10.75%
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			

CoF	Comstock - Long	Points	145 p
Targets	14 paper, 1 popper, 3 no-shoot, Total 15 targets	Min rounds	29
Firearm	Handgun	Match-%	31.18%
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			

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 2 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	17.20%
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			

0.5	Comstock - Medium	Deinte	75 -
CoF		Points	75 p
Targets	7 paper, 1 popper, 1 no-shoot, Total 8 targets	Min rounds	15
Firearm	Handgun	Match-%	16.13%
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			