## 1. Stage 1 Range 13

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	8.82%

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 Range 14

CoF	Comstock - Short	Points	60 p
Targets	12 popper, Total 12 targets	Min rounds	12
Firearm	Handgun	Match-%	8.82%

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 Range 15

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 2 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	17.65%

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 Range 16

CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 popper, 3 no-shoot, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	23.53%

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 Range 8

CoF	Comstock - Medium	Points	120 p
Targets	9 paper, 6 popper, 1 no-shoot, Total 15 targets	Min rounds	24
Firearm	Handgun	Match-%	17.65%

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 Range 9

CoF	Comstock - Long	Points	160 p
Targets	16 paper, 3 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	23.53%

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	