

# 1. Stage 1

No image

CoF	Comstock - Medium	Points	90 p
Targets	7 paper, 4 popper, Total 11 targets	Min rounds	18
Firearm	Handgun	Match-%	14.06%

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	160 p
Targets	13 paper, 2 popper, 4 plates, Total 19 targets	Min rounds	32
Firearm	Handgun	Match-%	25.00%

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 - Long	Points	160 p
Targets	13 paper, 6 plates, 2 no-shoot, Total 19 targets	Min rounds	32
Firearm	Handgun	Match-%	25.00%

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 - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	9.38%

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 - Medium	Points	110 p
Targets	9 paper, 2 popper, 2 plates, Total 13 targets	Min rounds	22
Firearm	Handgun	Match-%	17.19%

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	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	9.38%

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	