1. Stage 1, Range 1.

CoF	Comstock - Medium	Points	100 p
Targets	8 paper, 4 plates, Total 12 targets	Min rounds	20
Firearm	Handgun	Match-%	16.67%

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 2.

CoF	Comstock - Medium	Points	100 p
Targets	8 paper, 4 popper, Total 12 targets	Min rounds	20
Firearm	Handgun	Match-%	16.67%

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 3.

CoF	Comstock - Medium	Points	100 p
Targets	9 paper, 2 popper, Total 11 targets	Min rounds	20
Firearm	Handgun	Match-%	16.67%

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 4.

CoF	Comstock - Medium	Points	100 p
Targets	7 paper, 2 popper, 4 plates, Total 13 targets	Min rounds	20
Firearm	Handgun	Match-%	16.67%

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 5.

CoF	Comstock - Medium	Points	100 p
Targets	5 paper, 7 popper, 3 plates, Total 15 targets	Min rounds	20
Firearm	Handgun	Match-%	16.67%

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 6.

CoF	Comstock - Medium	Points	100 p
Targets	9 paper, 2 popper, Total 11 targets	Min rounds	20
Firearm	Handgun	Match-%	16.67%

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	