

1. Stage 1

No image

CoF	Comstock - Long	Points	150 p
Targets	14 paper, 2 plates, 1 no-shoot, Total 16 targets	Min rounds	30
Firearm	Handgun	Match-%	34.88%

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 - Short	Points	40 p
Targets	2 paper, 4 popper, Total 6 targets	Min rounds	8
Firearm	Handgun	Match-%	9.30%

Procedure	
Starting position	Facing uprange
Firearm ready condition	Loaded and holstered
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 - Medium	Points	90 p
Targets	9 paper, Total 9 targets	Min rounds	18
Firearm	Handgun	Match-%	20.93%

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 - Medium	Points	70 p
Targets	6 paper, 2 plates, Total 8 targets	Min rounds	14
Firearm	Handgun	Match-%	16.28%

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 - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	9.30%

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	40 p
Targets	2 paper, 2 popper, 2 plates, Total 6 targets	Min rounds	8
Firearm	Handgun	Match-%	9.30%

Procedure	
Starting position	Standing
Firearm ready condition	Unloaded with empty chamber/magwell
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	