

# 1. Stage 1

No image

CoF	Comstock - Long	Points	150 p
Targets	14 paper, 1 popper, 1 plates, 2 no-shoot, Total 16 targets	Min rounds	30
Firearm	Pistol Caliber Carbine	Match-%	28.85%

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	50 p
Targets	5 paper, 2 no-shoot, Total 5 targets	Min rounds	10
Firearm	Pistol Caliber Carbine	Match-%	9.62%

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 - Medium	Points	100 p
Targets	10 paper, 1 no-shoot, Total 10 targets	Min rounds	20
Firearm	Pistol Caliber Carbine	Match-%	19.23%

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	100 p
Targets	8 paper, 3 popper, 1 plates, Total 12 targets	Min rounds	20
Firearm	Pistol Caliber Carbine	Match-%	19.23%

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	60 p
Targets	6 paper, 1 no-shoot, Total 6 targets	Min rounds	12
Firearm	Pistol Caliber Carbine	Match-%	11.54%

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	4 paper, 1 popper, 3 plates, Total 8 targets	Min rounds	12
Firearm	Pistol Caliber Carbine	Match-%	11.54%

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	