

1. Stage 1

No image

CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	18.52%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Standing behind barrel. Unloaded gun and first speed-loader to be used on barrel.
Firearm ready condition	3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: color, end of building. Right: 90deg when facing berm. Vertical: top of berm (logs),
Setup notes	

2. Stage 2

No image

CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, 2 no-shoot, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	16.67%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Standing behind table. Gun loaded on table
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: color, end of building. Right: 90deg when facing berm. Vertical: top of berm (logs)
Setup notes	

3. Stage 3

No image

CoF	Comstock - Medium	Points	90 p
Targets	9 paper, 2 no-shoot, Total 9 targets	Min rounds	18
Firearm	Handgun	Match-%	33.33%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Standing behind barrel. Gun loaded on barrel
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: color, end of building. Right: 90deg when facing berm. Vertical: top of berm (logs)
Setup notes	

4. Stage 4

No image

CoF	Comstock - Medium	Points	85 p
Targets	6 paper, 1 popper, 4 plates, Total 11 targets	Min rounds	17
Firearm	Handgun	Match-%	31.48%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Standing behind barre. Gun loaded on barrel
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 90deg when facing berm. Vertical: top of berm (logs)
Setup notes	