

# 1. Stage1

No image

CoF	Comstock - Short	Points	55 p
Targets	5 paper, 1 plates, 2 no-shoot, Total 6 targets	Min rounds	11
Firearm	Handgun	Match-%	10.00%

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	

## 2. Stage2

No image

CoF	Comstock - Short	Points	55 p
Targets	5 paper, 1 plates, Total 6 targets	Min rounds	11
Firearm	Handgun	Match-%	10.00%

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. Stage3

No image

CoF	Comstock - Long	Points	160 p
Targets	15 paper, 1 popper, 1 plates, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	29.09%

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. Stage4

No image

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	21.82%

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	45 p
Targets	4 paper, 1 popper, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	8.18%

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 - Medium	Points	115 p
Targets	11 paper, 1 plates, Total 12 targets	Min rounds	23
Firearm	Handgun	Match-%	20.91%

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	