

1. Stage 1

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	11.43%

Procedure	On start signal – Engage all targets as they become visible. Walls are infinite high.
Starting position	Anywhere in designated area
Firearm ready condition	Gun loaded & holstered
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 - Medium	Points	105 p
Targets	16 paper, 1 popper, 4 plates, 1 no-shoot, Total 21 targets	Min rounds	21
Firearm	Handgun	Match-%	20.00%

Procedure	On start signal – Engage all targets as they become visible – Only the best shot will count. Walls are infinite high.
Starting position	Anywhere in designated area
Firearm ready condition	Gun loaded & 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 - Short	Points	60 p
Targets	2 paper, 1 popper, 7 plates, Total 10 targets	Min rounds	12
Firearm	Handgun	Match-%	11.43%

Procedure	On start signal – Engage all targets as they become visible. Walls are infinite high.
Starting position	Heels touching mark
Firearm ready condition	Gun loaded & holstered
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 - Short	Points	50 p
Targets	5 paper, 2 no-shoot, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	9.52%

Procedure	On start signal – Engage all targets as they become visible. Walls are infinite high.
Starting position	Anywhere in designated area
Firearm ready condition	Gun unloaded and placed on barrel, all magazines to be used are placed on barrel
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 - Medium	Points	100 p
Targets	9 paper, 2 plates, Total 11 targets	Min rounds	20
Firearm	Handgun	Match-%	19.05%

Procedure	On start signal – Engage all targets as they become visible. Walls are infinite high.
Starting position	Heels touching mark
Firearm ready condition	Gun loaded & holstered
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 - Long	Points	150 p
Targets	15 paper, 3 no-shoot, Total 15 targets	Min rounds	30
Firearm	Handgun	Match-%	28.57%

Procedure	On start signal – Engage all targets as they become visible. Walls are infinite high.
Starting position	Anywhere in designated area
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	