

1. 1

No image

CoF	Comstock - Short	Points	60 p
Targets	3 paper, 4 popper, 1 no-shoot, Total 7 targets	Min rounds	10
Firearm	Handgun	Match-%	18.18%

Procedure	Welcom to Stage 1 This is an short corce There are 3 IPSC targets, 4 IPSC Poppers. and 1 No shoots Number of rounds to be scored are 12 Start anywhere an engage al targets inside the designated aria.
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	Safty angel left Red and white marker Right Red and white marker.
Setup notes	

2. 2

No image

CoF	Comstock - Medium	Points	110 p
Targets	8 paper, 2 popper, 4 plates, 4 no-shoot, Total 14 targets	Min rounds	22
Firearm	Handgun	Match-%	33.33%

Procedure	Welcom to Stage 2 This is an midium corce There are 8 IPSC targets, 2 IPSC Poppers and 4 plates. There are 1 svinger paper target 1 bobber paper target and 2 svinger plates. Popper 1 releases the svinger plates S1. And Popper 2 releases the svinger & bobber S2 & B1. Moving targets are visible at rest. Number of rounds to be scored are 20 Start anywhere an engage al targets inside the designated aria.
Starting position	Gun laying on barrel chamber& mag well empty
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left 90 Right red & White marker
Setup notes	

3. 3

No image

CoF	Comstock - Long	Points	160 p
Targets	11 paper, 6 popper, 4 plates, 5 no-shoot, Total 21 targets	Min rounds	32
Firearm	Handgun	Match-%	48.48%

Procedure	Welcom to Stage 2 This is an long corce There are 11 IPSC targets, 6 IPSC Poppers and 4 plates. There are 1 svinger paper target 1 bobber paper target and 2 svinger plates. Popper 1 releases the svinger plates S1. And Popper 2 releases the svinger & bobber S2 & B1. Moving targets are visible at rest. Number of rounds to be scored are 32 Start anywhere an engage al targets inside the designated aria.
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	Red & white markers
Setup notes	