1. Stage 1 (ramp)

CoF	Comstock - Long		Points	160 p
Targets	15 paper, 2 popper, Total 17 targets		Min rounds	32
Firearm	Handgun		Match-%	18.39%

Procedure	After audibel signal engage targets. Popper 1 activates T3, popper 2 activates T4. The stages contains both digital and paper targets. Metal must fall to score
Starting position	Start at x, toes touching mark
Firearm ready condition	Loaded holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90 degrees
Setup notes	

2. Stage 2 (white carpet)

No image

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 2 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	9.20%

Procedure	After audibel signal engage targets. The stage contains both digital and paper targets.
Starting position	Start at X
Firearm ready condition	Loaded holstered, empty chamber
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90 degrees
Setup notes	

3. Stage 3 (four windows)

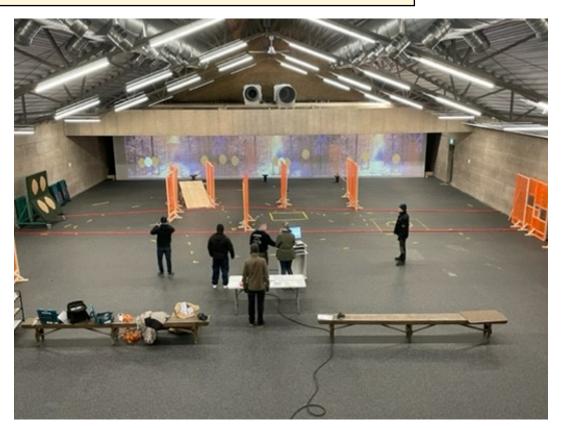| CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	13.79%

Procedure	After audibel signal engage targets. The stage contains both digital and paper targets. Metal must fall to score
Starting position	Anywhere in designated area
Firearm ready condition	Loades holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90
Setup notes	

5. Stage 5 (come inside)

CoF	Comstock - Long	Points	130 p
Targets	11 paper, 4 popper, Total 15 targets	Min rounds	26
Firearm	Handgun	Match-%	14.94%

Procedure	After audibel signal engage targets. The stage contains both digital and paper targets. T1 and T2 must be shot before crossing the threshold Metal must fall to score
Starting position	Outside the door
Firearm ready condition	Loaded holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L /R 90 degrees
Setup notes	

6. Stage 6 (empty rooms?)

CoF	Comstock - Long		Points	160 p
Targets	15 paper, 2 popper, 2 no-shoot, Total 17 targets		Min rounds	32
Firearm	Handgun		Match-%	18.39%

Procedure	After audibel signal engage targets. The stage contains both digital and paper targets. Metal must fall to score
Starting position	Start at x, heels touching
Firearm ready condition	Loaded holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L flag / R 90 degrees
Setup notes	

7. Stage 7 (sliding door)

No image

CoF	Comstock - Long		Points	160 p
Targets	15 paper, 1 popper, 1 plates, 2 no-shoot, Total 17 targets		Min rounds	32
Firearm	Handgun		Match-%	18.39%

Procedure	After audibel signal engage targets. The stage contains both digital and paper targets. The sliding door covers T9-T11. Popper 1 activates sliding door. T9-11 will appear and at the same time cover T7-8. Metal must fall to score
Starting position	Start anywhere
Firearm ready condition	Loaded holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90 degrees
Setup notes	

8. Stage 8 (the sled)

No image

CoF	Comstock - Short	Points	60 p
Targets	3 paper, 2 disappering/bonus, 2 popper, Total 7 targets	Min rounds	8
Firearm	Handgun	Match-%	6.90%

Procedure	After audibel signal engage targets. The stage contains only digital targets. Popper 1 activates gliding target T1 and T2 (bonustargets). Popper 2 activates no-shoot in front of T4. No-shoot will flip down and then back. T4 will be partially visible when no-shoot is at rest. After audibel Signal engage targets from the sled
Starting position	Start sitting on bench, hands on knees
Firearm ready condition	Gun empty laying flat on the box with all magazines to be used
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L / R 90 degrees
Setup notes	