# 1. stage 1

CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	10.47%
Procedure	On signal engage all targets weak hand only within the designated	l area. Steel must fa	Il to score.
Starting position	Gun loaded on barrel A or B.		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

CoF	Comstock - Medium	Points	90 p
Targets	9 paper, Total 9 targets	Min rounds	18
Firearm	Handgun	Match-%	20.93%
Procedure	On signal engage all targets strong hand only within the designate	d area.	
Starting position	Anywhere inside designated area, 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			

CoF	Comstock - Long	Points	140 p
Targets	10 paper, 8 popper, Total 18 targets	Min rounds	28
Firearm	Handgun	Match-%	32.56%
Procedure	On signal engage all targets within the designated area. Steel mus	st fall to score.	
Starting position	Sitting in chair, hands touching knees, 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			

CoF	Comstock - Short	Points	55 p
Targets	4 paper, 3 popper, Total 7 targets	Min rounds	11
Firearm	Handgun	Match-%	12.79%
Procedure	On signal engage all targets within designated area. Steel must fal	Il to score.	
Starting position	Anywhere inside designated area. 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			

CoF	Comstock - Medium	Points	100 p
Targets	10 paper, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	23.26%
Procedure	On signal engage all targets within designated area.		
Starting position	Anywhere inside designated area. 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			