

# 1. The Bridge

No image

CoF	Comstock - Short	Points	40 p
Targets	4 paper, 4 no-shoot, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	5.67%

Procedure	On start signal engage all targets in freestyle order within the designated area.
Starting position	Gun unloaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Red and white ribbon on the wall
Setup notes	

## 2. The Barrels

No image

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 7 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	17.02%

Procedure	On start signal engage all targets in freestyle order within the designated area.
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 and white ribbon on the wall
Setup notes	

### 3. From the chair

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CoF	Comstock - Long	Points	160 p
Targets	16 paper, 8 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	22.70%

Procedure	On start signal engage all targets freestyle order within the designated area.
Starting position	Gun unloaded laying flat on barrell. All magazines in belt.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Red and white ribbon on the wall
Setup notes	

## 4. Stage 4

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CoF	Comstock - Medium	Points	120 p
Targets	9 paper, 1 popper, 5 plates, 5 no-shoot, Total 15 targets	Min rounds	24
Firearm	Handgun	Match-%	17.02%

Procedure	On start signal engage all targets in freestyle order within the designated area. Popper activates moving target.
Starting position	Gun unloaded & holstered.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Red sticks
Setup notes	

## 5. Stage 5

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CoF	Comstock - Medium	Points	105 p
Targets	7 paper, 1 popper, 6 plates, 5 no-shoot, Total 14 targets	Min rounds	21
Firearm	Handgun	Match-%	14.89%

Procedure	On start signal engage all targets in freestyle order within the designated area. Popper activates moving target. All steel must fall to score. All moving targets are visible at rest.
Starting position	Gun unloaded & holstered. All magazines laying on barrel.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Red sticks
Setup notes	

## 6. Stage 6

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CoF	Comstock - Long	Points	160 p
Targets	12 paper, 2 popper, 6 plates, 5 no-shoot, Total 20 targets	Min rounds	32
Firearm	Handgun	Match-%	22.70%

Procedure	On start signal engage all targets in freestyle order within the designated area. Popper 2 activates moving target. All steel must fall to score. Moving targets are visible at rest.
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 sticks
Setup notes	