

# 1. Stage 1

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 6 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	5.43%

Procedure	
Starting position	
Firearm ready condition	
Start on	00
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	80 p
Targets	8 paper, 8 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	7.24%

Procedure	
Starting position	
Firearm ready condition	
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

### 3. Stage 3

No image

CoF	Comstock - Long	Points	150 p
Targets	14 paper, 2 popper, 14 no-shoot, Total 16 targets	Min rounds	30
Firearm	Handgun	Match-%	13.57%

Procedure	
Starting position	
Firearm ready condition	
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 4. Stage 4

No image

CoF	Comstock - Medium	Points	115 p
Targets	11 paper, 1 popper, 11 no-shoot, Total 12 targets	Min rounds	23
Firearm	Handgun	Match-%	10.41%

Procedure	
Starting position	
Firearm ready condition	
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 5. Stage 5

No image

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 1 popper, 1 plates, 5 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	5.43%

Procedure	
Starting position	
Firearm ready condition	
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 6. Stage 6

No image

CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 11 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	10.86%

Procedure	
Starting position	
Firearm ready condition	
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 7. Stage 7

No image

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 8 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	7.24%

Procedure	
Starting position	
Firearm ready condition	
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 8. Stage 8

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 6 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	5.43%

Procedure	
Starting position	
Firearm ready condition	
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	



## 9. Stage 9

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 6 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	5.43%

Procedure	
Starting position	
Firearm ready condition	
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 10. Stage 10

No image

CoF	Comstock - Short	Points	50 p
Targets	5 paper, 5 no-shoot, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	4.52%

Procedure	
Starting position	
Firearm ready condition	
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

# 11. Stage 11

No image

CoF	Comstock - Short	Points	50 p
Targets	5 paper, 5 no-shoot, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	4.52%

Procedure	
Starting position	
Firearm ready condition	
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 12. Stage 12

No image

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 5 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	5.43%

Procedure	
Starting position	
Firearm ready condition	
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

# 13. Stage 13

No image

CoF	Comstock - Long	Points	160 p
Targets	15 paper, 1 popper, 1 plates, 15 no-shoot, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	14.48%

Procedure	
Starting position	
Firearm ready condition	
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	