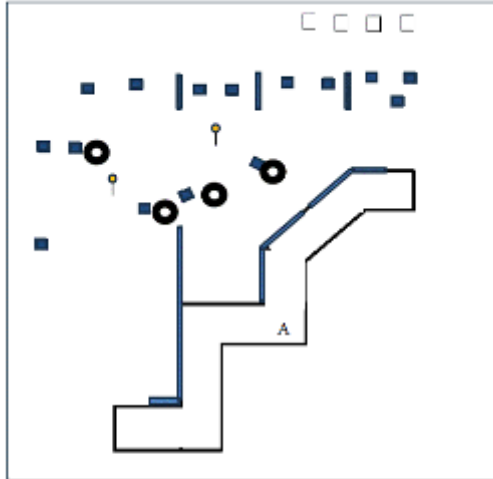


# 1. Stage 1

Stage 1 25m Range



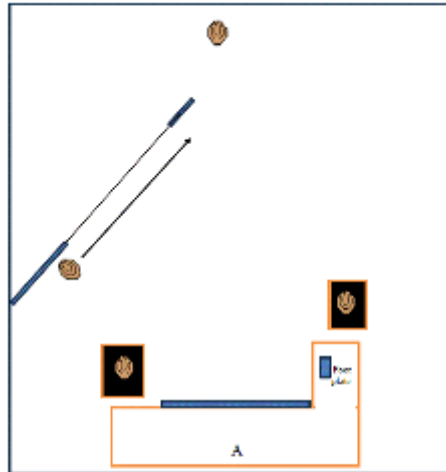
STAGE INFO	
TYPE:	Long course.
DISTANCES:	6-20m.
SCORING HITS PER PAPER TARGET	2
SHOTGUN READY CONDITION:	Loaded Option 1 (rule 3.1.1.1).
START POSITION:	Standing upright in the area at A. Shotgun held in two hands at waist level, parallel to the ground, as per Appendix E1 as demonstrated.
PROCEDURE:	On the audible start signal, engage targets.
DESIGN NOTES:	
BRIEFING NOTES:	Safety Angles: MAR will apply. 90 Left 90 Right & top of Back Stop & side berms.
TARGETS:	4 Paper, 15 Plates, 2 Frangible Targets, 15 ISSG Metal Plates
MINIMUM NUMBER OF ROUNDS:	21 Backshot (pairs of 9 Plates)
MAX POINTS:	125 Points
PENALTIES:	

CoF	Comstock - Long	Points	125 p
Targets	4 paper, 15 plates, 2 frangible, Total 21 targets	Min rounds	21
Firearm	Shotgun	Match-%	15.24%

Procedure	On the audible start signal, engage targets
Starting position	Standing upright in the area at A. Shotgun held in two hands at waist level, parallel to the ground, as per Appendix E1 as demonstrated
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Safety Angles: MAR will apply. 90 Left 90 Right & top of Back Stop & side berms. A A
Setup notes	

## 2. Stage 2

Stage 2 50m Range



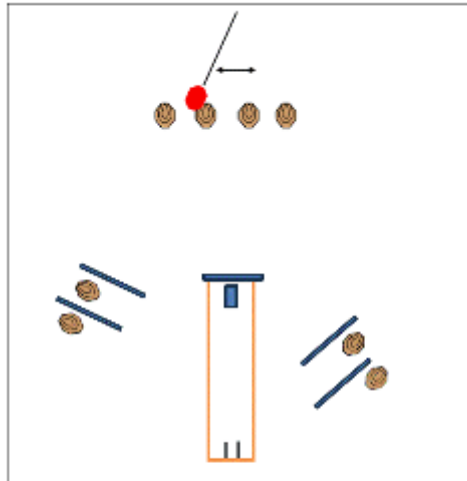
STAGE INFO	
TYPE:	Short course
TARGETS:	4 IPSC Targets
DISTANCES:	2 - 20m
MINIMUM NUMBER OF ROUNDS:	8 Shot
SCORING HITS PER PAPER TARGET:	MAX POINTS: 48 Points
PENALTIES:	
SHOTGUN READY CONDITION:	Loaded Option 1 (rule 8.1.1.1)
START POSITION:	Standing upright in the area at A. Shotgun held in two hands at waist level, parallel to the ground, as per Appendix E1 as demonstrated.
PROCEDURE:	On the audible start signal, engage targets. The moving target must be activated by standing on foot plate, which must be activated before the first shot is fired. The moving IPSC target will remain visible at rest.
DESIGN NOTES:	
BRIEFING NOTES:	Safety Angles: MAR will apply. 90 Left 90 Right & top of Back Stop & side berms. Sad pit A Foot plate

CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Shotgun	Match-%	4.88%

Procedure	On the audible start signal, engage targets. The moving target must be activated by standing on foot plate, which must be activated before the first shot is fired. The moving IPSC target will remain visible at rest
Starting position	Standing upright in the area at A. Shotgun held in two hands at waist level, parallel to the ground, as per Appendix E1 as demonstrated.
Firearm ready condition	Loaded Option 1 (rule 8.1.1.1)
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	MAR will apply. 90 Left 90 Right & top of Back Stop & side berms. Sad pit A Foot plate
Setup notes	

# 3. Stage 3

Stage 3 50m Range



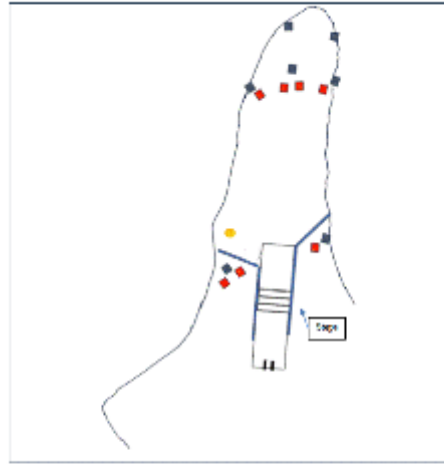
STAGE INFO	
<b>TYPE:</b> Medium course	<b>TARGETS:</b> 0 IPSC Targets, 1 IPSC No-shoot
<b>DISTANCES:</b> 3 - 17 m	<b>MINIMUM NUMBER OF ROUNDS:</b> 16 ring
<b>SCORING:</b> 8 HITS PER PAPER TARGET	<b>MAX POINTS:</b> 80 Points
<b>PENALTIES:</b>	
<b>SHOTGUN READY CONDITION:</b> Unloaded Option 3 (rule 8.1.1.3)	
<b>START POSITION:</b> Standing upright in the area both heels touching the marks. Shotgun placed on rack, as demonstrated.	
<b>PROCEDURE:</b> On the audible start signal, engage targets. Swinging no-shoot is activated by picking up the Shotgun.	
<b>DESIGN NOTES:</b> Swinging No-shoot is impenetrable.	
<b>BRIEFING NOTES:</b> Safety Angles MAR will apply: 90 Left 90 Right & top of Back Stop & side berms.	

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 1 no-shoot, Total 8 targets	Min rounds	16
Firearm	Shotgun	Match-%	9.76%

Procedure	On the audible start signal, engage targets. Swinging no-shoot is activated by picking up the Shotgun.
Starting position	Standing upright in the area both heels touching the marks. Shotgun placed on rack, as demonstrated.
Firearm ready condition	Unloaded Option 3 (rule 8.1.1.3)
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	MAR will apply. 90 Left 90 Right & top of Back Stop & side berms.
Setup notes	Swinging No-shoot is impenetrable.

# 4. Stage 4

Stage 4 Side Bay (4)



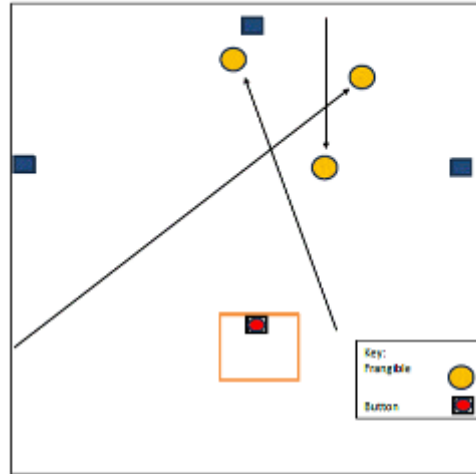
STAGE INFO	
<b>TYPE:</b> Short course	<b>TARGETS:</b> 7 IPSC Metal Plates, 1 Frangible target, 7 IPSC No-shoot metal plates.
<b>DISTANCES:</b> 5 - 12 m	<b>MINIMUM NUMBER OF ROUNDS:</b> 8 Rounds of Standard
	<b>MAX POINTS:</b> 40 Points
<b>SHOTGUN READY CONDITION:</b>	Loaded Option 1 (rule 8.1.1.1).
<b>START POSITION:</b>	Standing upright with both heels touching marks, Shotgun held in two hands at waist level, parallel to ground, as per Appendix E1 as demonstrated.
<b>PROCEDURE:</b>	On the audible start signal, engage targets.
<b>DESIGN NOTES:</b>	
<b>BRIEFING NOTES:</b>	

CoF	Comstock - Short	Points	40 p
Targets	7 plates, 1 frangible, 7 no-shoot, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	4.88%

Procedure	On the audible start signal, engage targets
Starting position	Standing upright with both heels touching marks, Shotgun held in two hands at waist level, parallel to ground, as per Appendix E1 as demonstrated
Firearm ready condition	Loaded Option 1 (rule 8.1.1.1).
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90:90:90
Setup notes	

# 5. Stage 5

Stage 5 Side Bay

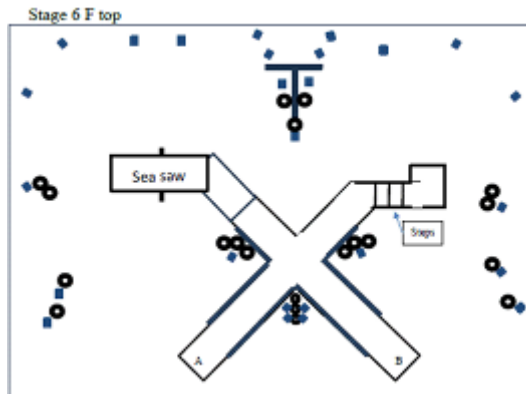


STAGE INFO	
<b>TYPE:</b> Short course.	<b>TARGETS:</b> 3 IPSC Metal Plates, 3 Flying Frangible targets.
<b>DISTANCES:</b> Frangible targets disappear and are double value.	<b>MINIMUM NUMBER OF ROUNDS:</b> 6 Rounds of 12 Gauge
	<b>MAX POINTS:</b> 45 Points.
	<b>PENALTIES:</b>
<b>SHOTGUN READY CONDITION:</b>	Loaded Option 1 (rule 8.1.1.1).
<b>START POSITION:</b>	Standing upright in the area. Shotgun held in one hand at trail parallel to the ground. Your other arm hanging naturally by the side as demonstrated.
<b>PROCEDURE:</b>	On the audible start signal, engage targets. Flying frangible targets must be activated by button using hand only.
<b>DESIGN NOTES:</b>	
<b>BRIEFING NOTES:</b>	

CoF	Comstock - Short	Points	45 p
Targets	3 plates, 3 frangible, (with 3 10p), Total 6 targets	Min rounds	6
Firearm	Shotgun	Match-%	5.49%

Procedure	On the audible start signal, engage targets. Flying frangible targets must be activated by button using hand only.
Starting position	Standing upright in the area, Shotgun held in one hand at trail parallel to the ground. Your other arm hanging naturally by the side, as demonstrated.
Firearm ready condition	Loaded Option 1 (rule 8.1.1.1).
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90:90:90
Setup notes	Frangible targets disappear and are double value.

# 6. Stage 6



STAGE INFO	
TYPE:	Long course.
TARGETS:	26 IPSC Metal Plates.
MINIMUM NUMBER OF ROUNDS:	26 Rounds of Birdshot
DISTANCES:	6 - 12m
MAX POINTS:	110 Points.
PENALTIES:	
SHOTGUN READY CONDITION:	Loaded Option 1 (rule 8.1.1.1.).
START POSITION:	Standing upright in area at A or B. Shotgun held in two hands at waist level, parallel to the ground, as per Appendix E1 as demonstrated.
PROCEDURE:	On the audible start signal, engage targets.
DESIGN NOTES:	
BRIEFING NOTES:	

CoF	Comstock - Long	Points	130 p
Targets	26 plates, Total 26 targets	Min rounds	26
Firearm	Shotgun	Match-%	15.85%

Procedure	On the audible start signal, engage targets
Starting position	Standing upright in area at A or B. Shotgun held in two hands at waist level, parallel to the ground, as per Appendix E1 as demonstrated.
Firearm ready condition	Loaded Option 1 (rule 8.1.1.1.).
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90:90:90
Setup notes	

# 7. Stage 7

Stage 7 Bay 2

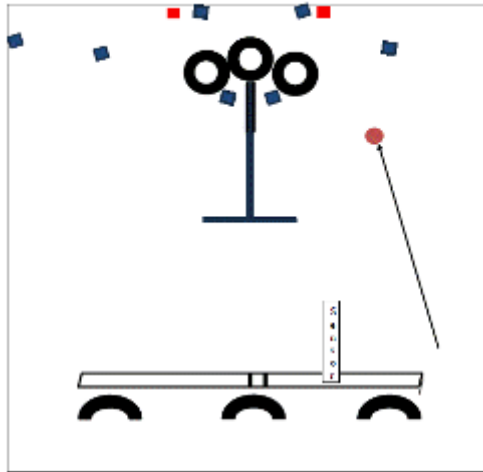
STAGE INFO	
<b>TYPE:</b> Medium course.	<b>TARGETS:</b> 11 186G Metal Plates, 2 Frangible targets.
<b>DISTANCES:</b> 6m	<b>MINIMUM NUMBER OF ROUNDS:</b> 16 Rounds of 12-gauge
	<b>MAX POINTS:</b> 80 Points.
<b>SHOTGUN READY CONDITION:</b>	Loaded Option 1 (rule 8.1.1.1).
<b>START POSITION:</b>	Standing upright in the area, both heels touching marks at A or B. Shotgun held in two hands at waist level, parallel to the ground as per Appendix E1 as demonstrated.
<b>PROCEDURE:</b>	On the audible start signal, engage targets. Doors must be opened by hand only.
<b>DESIGN NOTES:</b>	Doors can swing both ways
<b>BRIEFING NOTES:</b>	

CoF	Comstock - Medium	Points	80 p
Targets	13 plates, 3 frangible, Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	9.76%

Procedure	On the audible start signal, engage targets. Doors must be opened by hand only.
Starting position	Standing upright in the area, both heels touching marks at A or B. Shotgun held in two hands at waist level, parallel to the ground as per Appendix E1 as demonstrated
Firearm ready condition	Loaded Option 1 (rule 8.1.1.1).
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90:90:90
Setup notes	Doors can swing both ways

# 8. Stage 8

Stage 8 Bay 2



STAGE INFO	
<b>TYPE:</b>	Short course.
<b>TARGETS:</b>	7 EDC Steel Plates, 2 EDC No-shoot metal plates, 1 Flying Frangible target.
<b>MINIMUM NUMBER OF SHOTS:</b>	8 Rounds of Shotgun
<b>MAX POINTS:</b>	45 Points.
<b>PENALTIES:</b>	
<b>DISTANCES:</b>	8.0m
The Frangible target is disappearing and is double value.	
<b>SHOTGUN READY CONDITION:</b>	Loaded Option 2 (rule 8.1.1.2.).
<b>START POSITION:</b>	Standing upright in the area at marks. Shotgun held at trail in the weak hand parallel to the ground, other arm hanging naturally by your side, as demonstrated.
<b>PROCEDURE:</b>	On the audible start signal, engage targets. Flying frangible target is activated by passing through the sensor.
<b>BRIEFING NOTES:</b>	

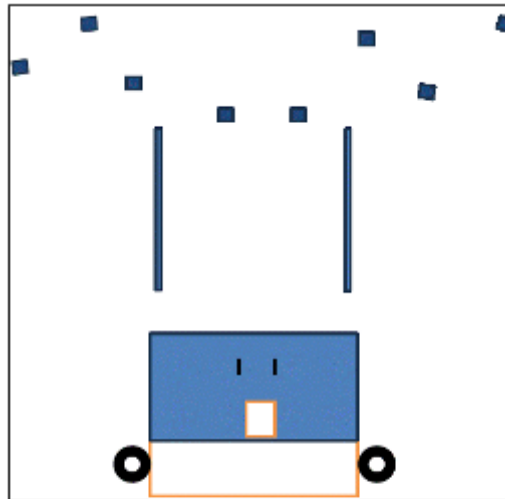
CoF	Comstock - Short	Points	45 p
Targets	7 plates, 1 frangible, 2 no-shoot, (with 1 10p), Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	5.49%

Procedure	On the audible start signal, engage targets. Flying frangible target is activated by passing through the sensor.
Starting position	Standing upright in the area at marks. Shotgun held at trail in the weak hand parallel to the ground, other arm hanging naturally by your side, as demonstrated
Firearm ready condition	Loaded Option 2 (rule 8.1.1.2.).
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90:90:90
Setup notes	The Frangible target is disappearing and is double value.



# 9. Stage 9

Stage 9 Day 1



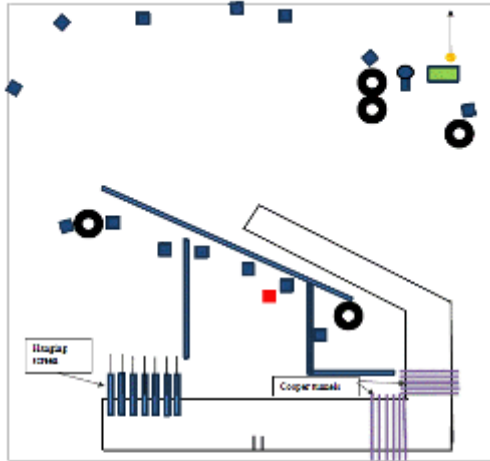
STAGE INFO			
TYPE:	Short course	TARGETS:	8 IPSC Metal Plates
		MINIMUM NUMBER OF ROUNDS:	8 Rounds of Shotgun
DISTANCES:	6 - 10m	MAX POINTS:	40 Points
		PENALTIES:	
SHOTGUN READY CONDITION:	Loaded Option 2 (rule 8.1.1.2.)		
START POSITION:	Standing upright in the area with both hands on marks as demonstrated Shotgun placed on marks on either tyre		
PROCEDURE:	On the audible start signal, engage target		
DESIGN NOTES:			

CoF	Comstock - Short	Points	40 p
Targets	8 plates, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	4.88%

Procedure	On the audible start signal, engage targets
Starting position	Standing upright in the area with both hands on marks as demonstrated Shotgun placed on marks on either tyre
Firearm ready condition	Loaded Option 2 (rule 8.1.1.2.).
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90:90:90
Setup notes	

# 10. Stage 10

Stage 10 Tube range



STAGE INFO	
<b>TYPE:</b> Medium course	<b>TARGETS:</b> 14 Popper, 14 Plates, 1 Popper, 1 Plate, 1 Frangible target, 1 Styling target
<b>DISTANCES:</b> 6-15m	<b>MINIMUM NUMBER OF ROUNDS:</b> 16 Rounds of 12/40s
<b>SHOTS:</b> The Frangible target is disappearing and is double value.	<b>MAX POINTS:</b> 85 Points
<b>SHOTGUN READY CONDITION:</b> Loaded Option 1 (rule 8.1.1.1)	
<b>START POSITION:</b> Standing upright in the area both heels touching marks, Shotgun in two hands at waist level, parallel to the ground as per Appendix E1 as demonstrated.	
<b>PROCEDURE:</b> On the audible start signal, engage targets. You must traverse the cooper tunnel. The disappearing frangible target is activated when the Popper falls.	
<b>DESIGN NOTES:</b> Hanging screen, plastic tubes that can be easily separated	

CoF	Comstock - Medium	Points	85 p
Targets	1 popper, 14 plates, 1 frangible, 1 no-shoot, (with 1 10p), Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	10.37%

Procedure	On the audible start signal, engage targets. You must traverse the cooper tunnel. Disappearing frangible target is activated when the Popper falls.
Starting position	Standing upright in the area both heels touching marks, Shotgun held in two hands at waist level, parallel to the ground as per Appendix E1 as demonstrated.
Firearm ready condition	Loaded Option 1 (rule 8.1.1.1.)
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90:90:90
Setup notes	Hanging screen, plastic tubes that can be easily separated

# 11. Stage 11

Stage 11 CB Bay

STAGE INFO	
<b>TYPE:</b> Short course.	<b>TARGETS:</b> 6 IPSC Metal Plates, 1 IPSC Popper.
<b>DISTANCES:</b> 5 - 10m	<b>MINIMUM NUMBER OF ROUNDS:</b> 7 Rounds of Bullets
	<b>MAX POINTS:</b> 35 Points.
<b>SHOTGUN READY CONDITION:</b>	Loaded Option 1 (rule 8.1.1.1.)
<b>START POSITION:</b>	Standing upright anywhere within the area. Shotgun held in two hands at waist level, parallel to the ground, as per Appendix E1 as demonstrated.
<b>PROCEDURE:</b>	On the audible start signal, engage targets.
<b>DESIGN NOTES:</b>	

CoF	Comstock - Short	Points	35 p
Targets	1 popper, 6 plates, Total 7 targets	Min rounds	7
Firearm	Shotgun	Match-%	4.27%

Procedure	On the audible start signal, engage targets.
Starting position	Standing upright anywhere within the area. Shotgun held in two hands at waist level, parallel to the ground, as per Appendix E1 as demonstrated.
Firearm ready condition	Loaded Option 1 (rule 8.1.1.1.)
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90:90:90
Setup notes	

# 12. Stage 12

Stage 12 CB Bay

STAGE INFO	
<b>TYPE:</b>	Medium course.
<b>DISTANCES:</b>	6 - 12m
<b>TARGETS:</b>	12 IPSC Metal Plates, 1 IPSC Pepper, 2 Swinging Frangible Targets.
<b>MINIMUM NUMBER OF ROUNDS:</b>	15 Rounds of Birdshot
<b>MAX POINTS:</b>	75 Points.
<b>PENALTIES:</b>	
<b>SHOTGUN READY CONDITION:</b>	Loaded Option 1 (rule 8.1.1.1.)
<b>START POSITION:</b>	Standing upright in the area at A or B with one foot touching mark, Shotgun held in two hands at waist level, parallel to the ground, as per Appendix E1 as demonstrated.
<b>PROCEDURE:</b>	On the audible start signal, engage targets. You must traverse the cooper tunnels.
<b>DESIGN NOTES:</b>	

CoF	Comstock - Medium	Points	75 p
Targets	1 popper, 12 plates, 2 frangible, Total 15 targets	Min rounds	15
Firearm	Shotgun	Match-%	9.15%

Procedure	On the audible start signal, engage targets. You must traverse the cooper tunnels.
Starting position	Standing upright in the area at A or B with one foot touching mark, Shotgun held in two hands at waist level, parallel to the ground, as per Appendix E1 as demonstrated.
Firearm ready condition	Loaded Option 1 (rule 8.1.1.1.)
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90:90:90
Setup notes	