

# 1. Binoculars - Stage 1

**No image**

|         |  |            |        |
|---------|--|------------|--------|
| CoF     | Comstock - Short   | Points     | 60 p   |
| Targets | 3 paper, 1 popper, 2 plates, 2 no-shoot, (with 3 10p), Total 6 targets | Min rounds | 9      |
| Firearm | Rifle  | Match-%    | 10.00% |

|                         |  |
|-------------------------|--|
| Procedure               | Engage all targets within designated area. Pressure plate will release both swingers. All steel have bonus points. |
| Starting position       | Laying on ground facing stage holding binoculars.  |
| Firearm ready condition | Ready condition 2: Magazine fittet, empty chamber and action closed.   |
| Start on                | Audible signal   |
| Stop on                 | Last shot  |
| Penalties               | As per current edition of rules  |
| Safety angles           | Left, red/white marker on tree. Right, black/yellow ribbon on tree.  |
| Setup notes             |  |

## 2. Same Swingers Again - Stage 2

No image

|         |   |            |        |
|---------|---|------------|--------|
| CoF     | Comstock - Long   | Points     | 120 p  |
| Targets | 9 paper, 1 popper, 2 plates, 4 no-shoot, (with 3 10p), Total 12 targets | Min rounds | 21     |
| Firearm | Rifle   | Match-%    | 20.00% |

|                         |  |
|-------------------------|--|
| Procedure               | Engage all targets as they appear. Pressure plate will release swingers. All steel have bonus points |
| Starting position       | at least one heel touching yellow marker on stone  |
| Firearm ready condition | Ready condition ONE, magazine fitted, chamber loaded, safety on.                                     |
| Start on                | Audible signal   |
| Stop on                 | Last shot  |
| Penalties               | As per current edition of rules  |
| Safety angles           | Left, red/white ribbon, right, black/yellow ribbon   |
| Setup notes             |  |

### 3. Armory - Stage 3

No image

|         |  |            |       |
|---------|--|------------|-------|
| CoF     | Comstock - Short                               | Points     | 50 p  |
| Targets | 2 paper, 6 popper, 2 no-shoot, Total 8 targets | Min rounds | 10    |
| Firearm | Rifle  | Match-%    | 8.33% |

|                         |  |
|-------------------------|--|
| Procedure               | On signal get your rifle and magazines from ARMORY LOCKER and engage all targets. POPPER 1 or 2 will release bobber. There are two steel no-shoots in front of bobber. |
| Starting position       | Sitting on chair, hands resting on knees.  |
| Firearm ready condition | RIFLE AND MAGAZINES TO BE USED IN ARMORY LOCKER, Condition 3   |
| Start on                | Audible signal   |
| Stop on                 | Last shot  |
| Penalties               | As per current edition of rules  |
| Safety angles           | L/R  |
| Setup notes             |  |

## 4. Run & Gun - Stage 4

No image

|         |  |            |        |
|---------|--|------------|--------|
| CoF     | Comstock - Long                                  | Points     | 190 p  |
| Targets | 16 paper, 6 popper, 2 no-shoot, Total 22 targets | Min rounds | 38     |
| Firearm | Rifle  | Match-%    | 31.67% |

|                         |   |
|-------------------------|---|
| Procedure               | On signal engage all targets within designated area. Popper 1 or 2 will release bobber. There are 2 steel No-Shoots |
| Starting position       | Standing on wooden board with both feet.  |
| Firearm ready condition | Ready condition 1, gun loaded safety on   |
| Start on                | Audible signal  |
| Stop on                 | Last shot   |
| Penalties               | As per current edition of rules   |
| Safety angles           | L/R   |
| Setup notes             |   |

## 5. Long range - stage 5

No image

|         |  |            |       |
|---------|--|------------|-------|
| CoF     | Comstock - Short                                 | Points     | 50 p  |
| Targets | 3 paper, 2 popper, (with 2 10p), Total 5 targets | Min rounds | 8     |
| Firearm | Rifle  | Match-%    | 8.33% |

|                         |  |
|-------------------------|--|
| Procedure               | On signal engage all targets within designated area. All steel have bonus. |
| Starting position       | Sitte på huk på markør.  |
| Firearm ready condition | Ready condition 3: Empty magwell and empty chamber.                        |
| Start on                | Audible signal   |
| Stop on                 | Last shot  |
| Penalties               | As per current edition of rules  |
| Safety angles           | L/R  |
| Setup notes             |  |

## 6. Run & Gun Part two - Stage 6

No image

|         |  |            |        |
|---------|--|------------|--------|
| CoF     | Comstock - Long                                    | Points     | 130 p  |
| Targets | 11 paper, 2 popper, (with 2 10p), Total 13 targets | Min rounds | 24     |
| Firearm | Rifle  | Match-%    | 21.67% |

|                         |   |
|-------------------------|---|
| Procedure               | On signal engage all targets within designated area. All steel have bonus |
| Starting position       | One heel touching Stone with marker                                       |
| Firearm ready condition | Ready Condition ONE, gun loaded safety on                                 |
| Start on                | Audible signal  |
| Stop on                 | Last shot   |
| Penalties               | As per current edition of rules   |
| Safety angles           | L/R   |
| Setup notes             |   |