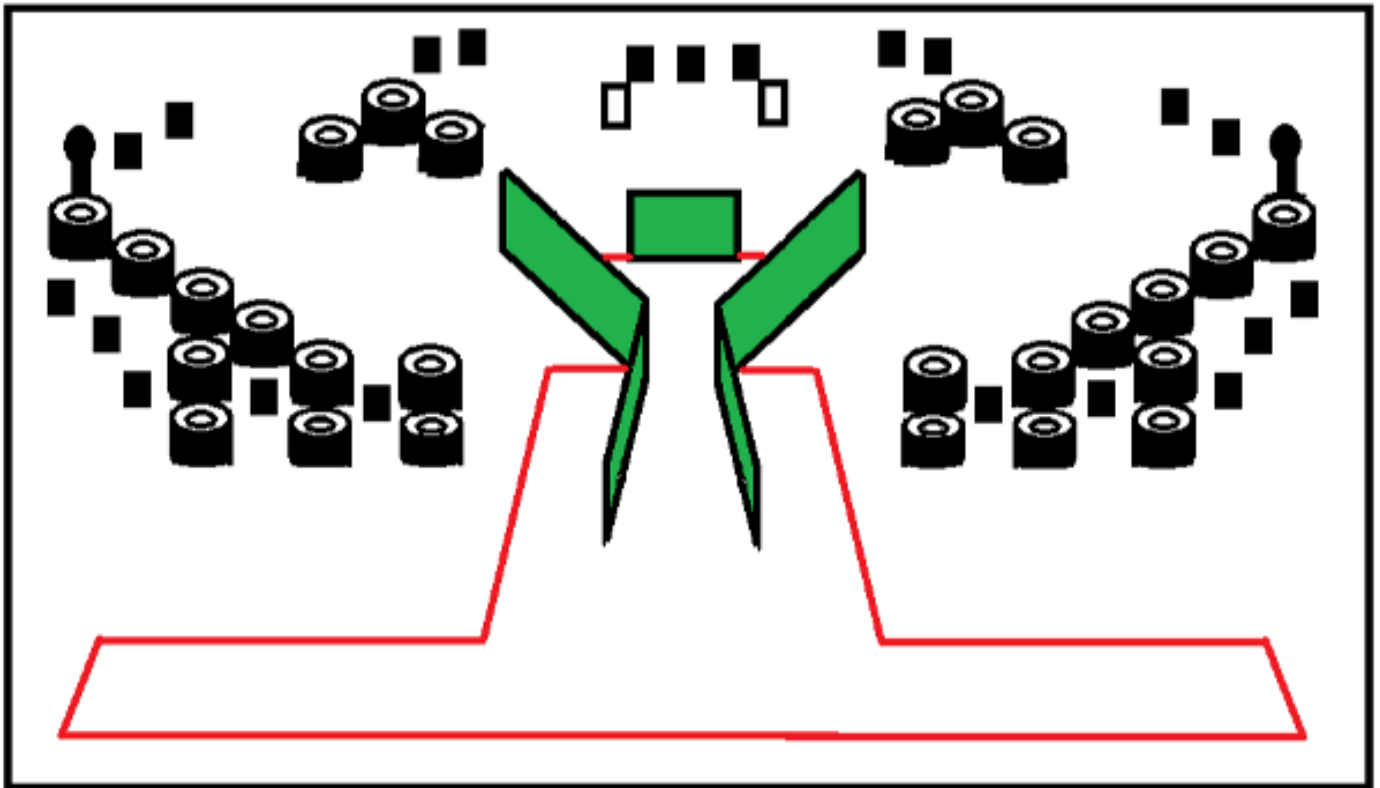


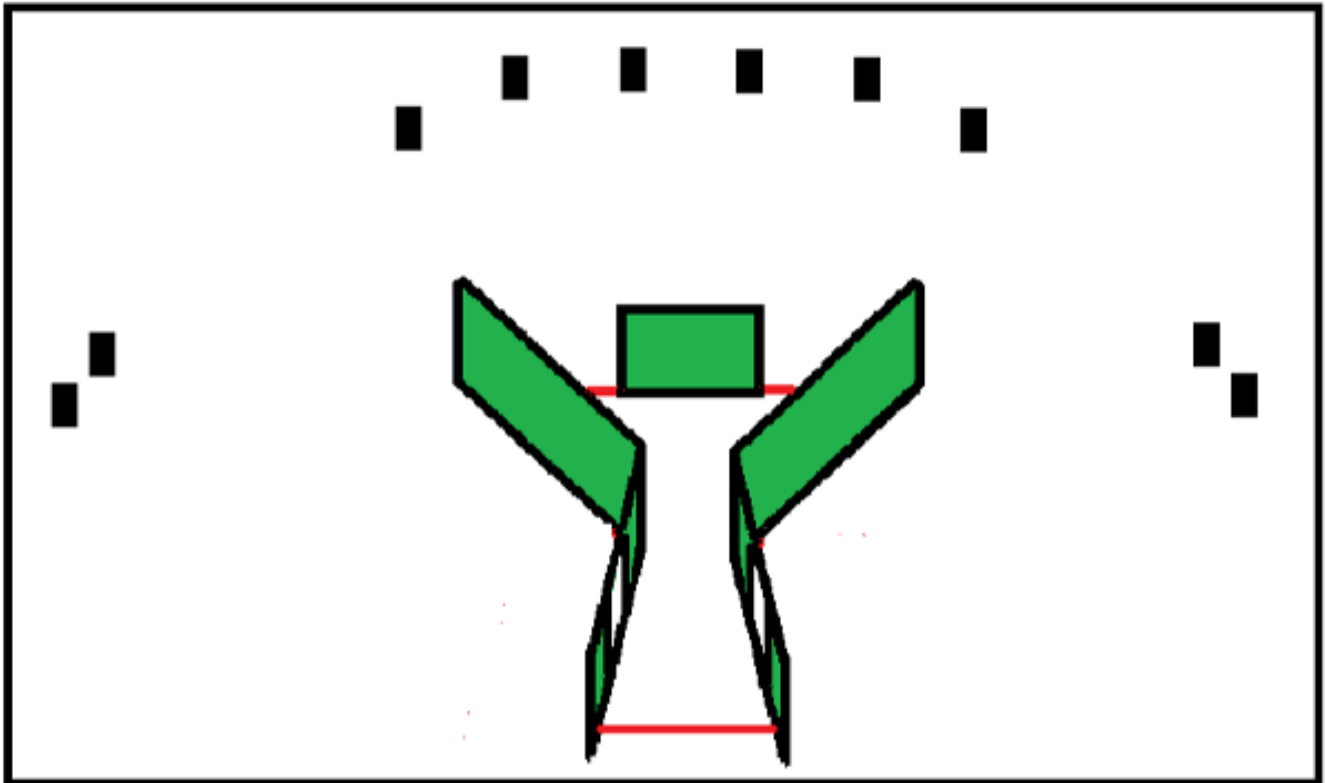
1. Stage 1



CoF	Comstock - Long	Points	115 p
Targets	2 popper, 21 plates, 4 no-shoot, Total 23 targets	Min rounds	23
Firearm	Shotgun	Match-%	21.70%

Procedure	On audible start signal, engage targets as they become visible from within the demarcated area.
Starting position	Gun loaded standing anywhere in shooting area
Firearm ready condition	Option 2
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

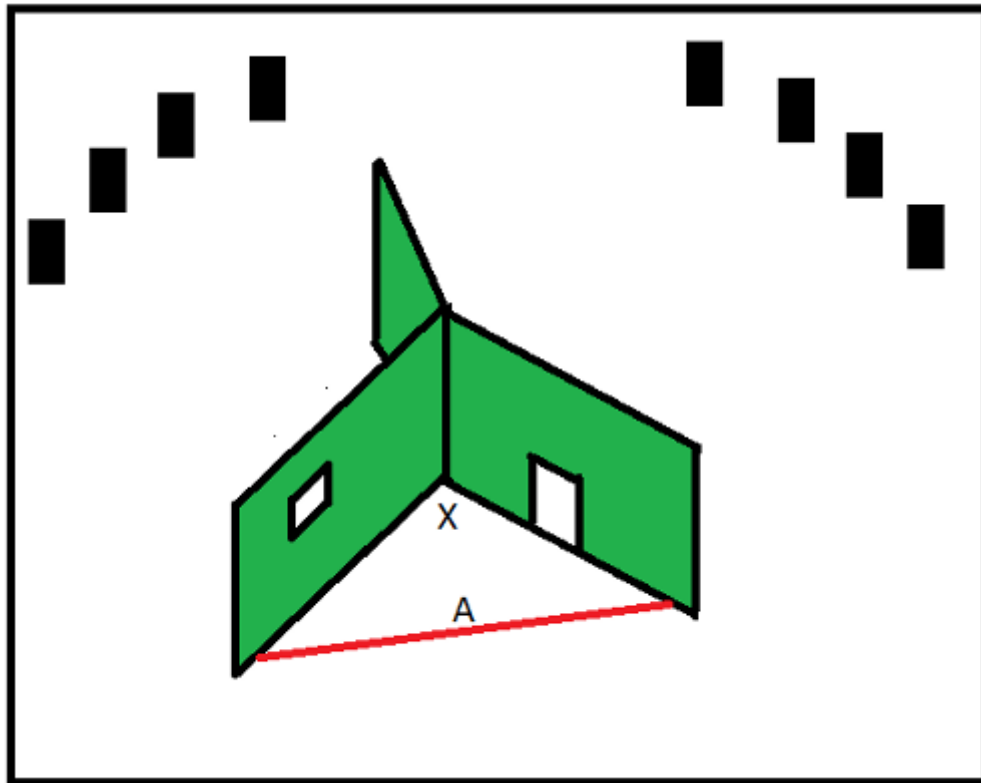
2. Stage 2



CoF	Comstock - Medium	Points	50 p
Targets	10 plates, Total 10 targets	Min rounds	10
Firearm	Shotgun	Match-%	9.43%

Procedure	Heels touching marks. On audible start signal engage targets as they become visible from within the demarcated area.
Starting position	Gun loaded
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

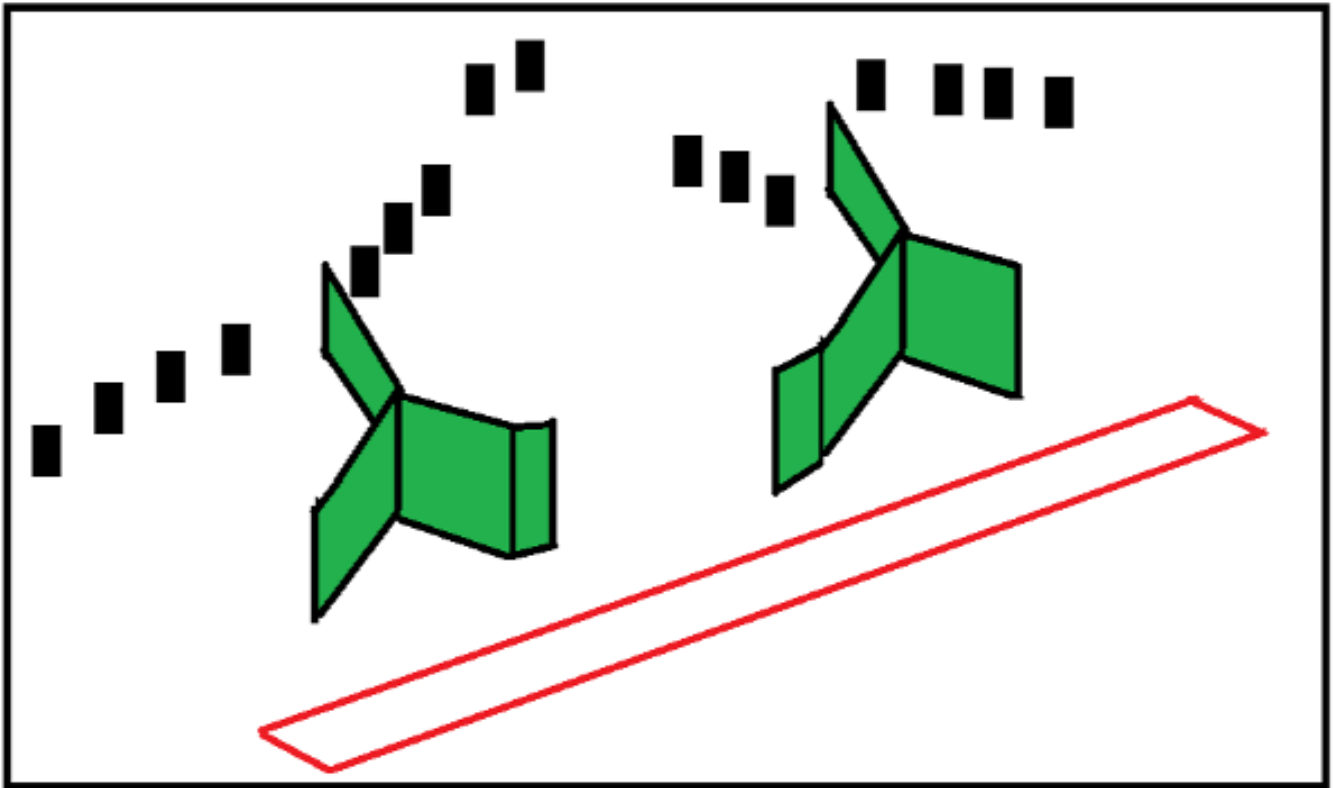
3. Stage 3



CoF	Comstock - Short	Points	40 p
Targets	8 plates, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	7.55%

Procedure	On audible start signal engage targets as they become visible from within the demarcated area.		
Starting position	Gun loaded & placed upright against screen		
Firearm ready condition	Option 2		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	90/90/90		
Setup notes			

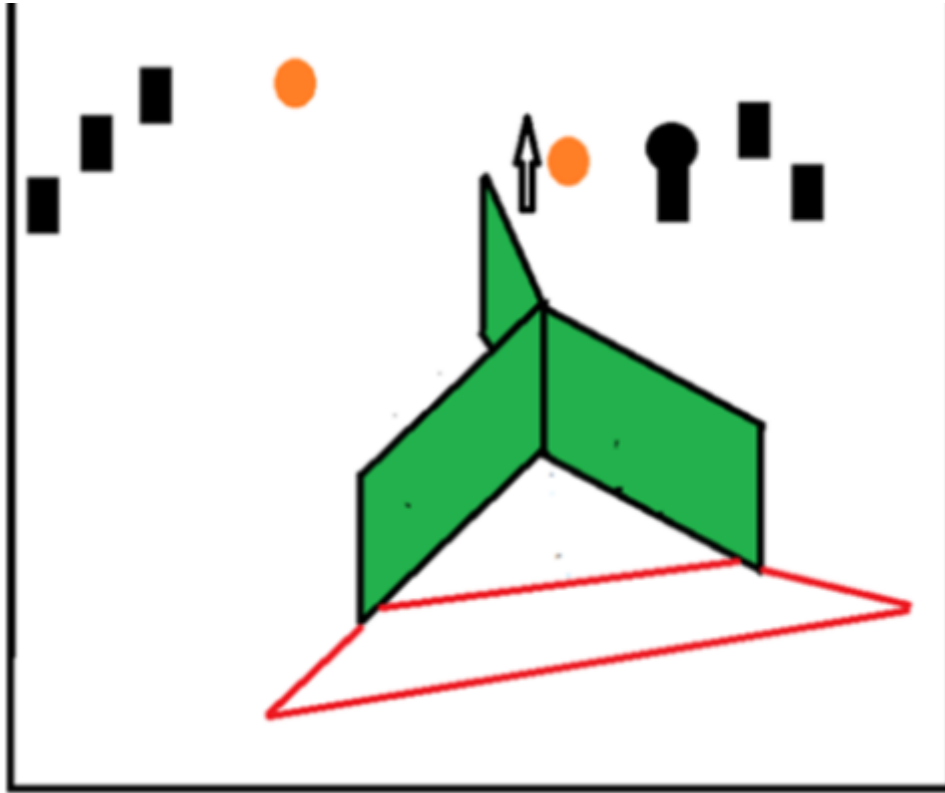
4. Stage 4



CoF	Comstock - Medium	Points	80 p
Targets	16 plates, Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	15.09%

Procedure	Standing upright anywhere within demarcated area. On audible start signal, engage targets as they become visible from within the shooting area.
Starting position	Gun loaded.
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

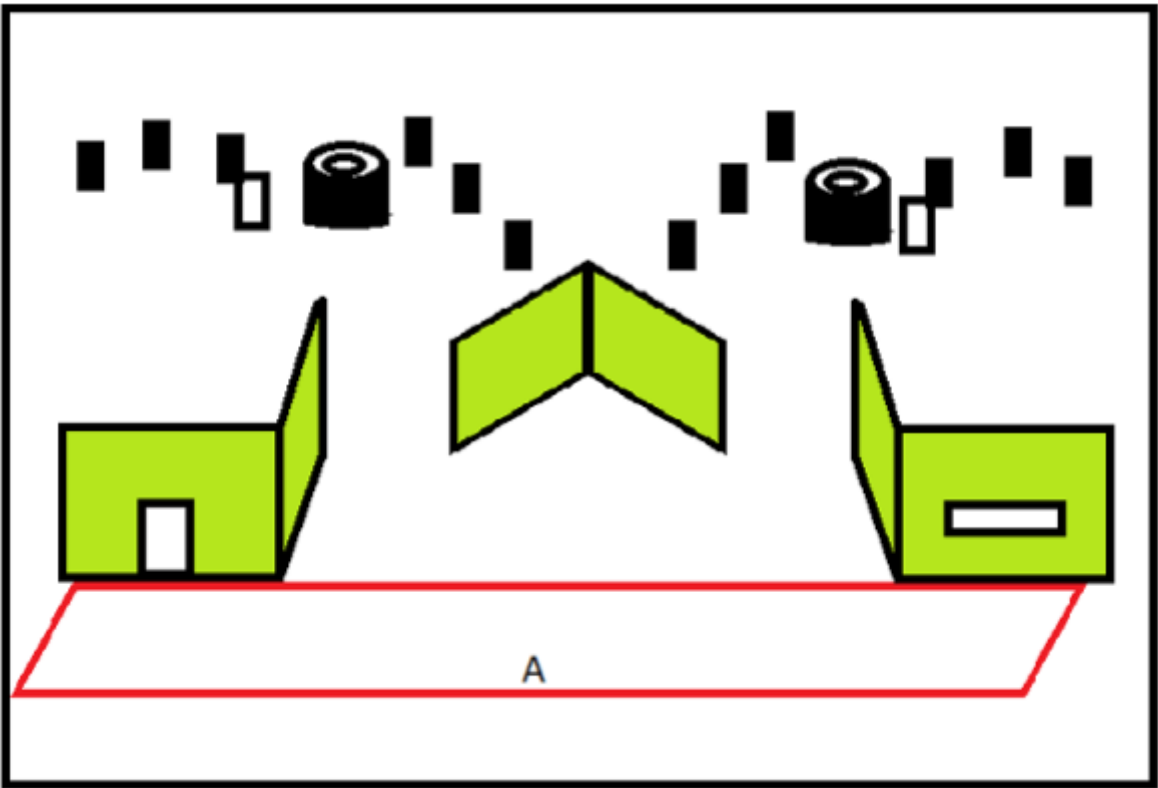
5. Stage 5



CoF	Comstock - Short	Points	45 p
Targets	1 popper, 5 plates, 2 frangible, (with 1 10p), Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	8.49%

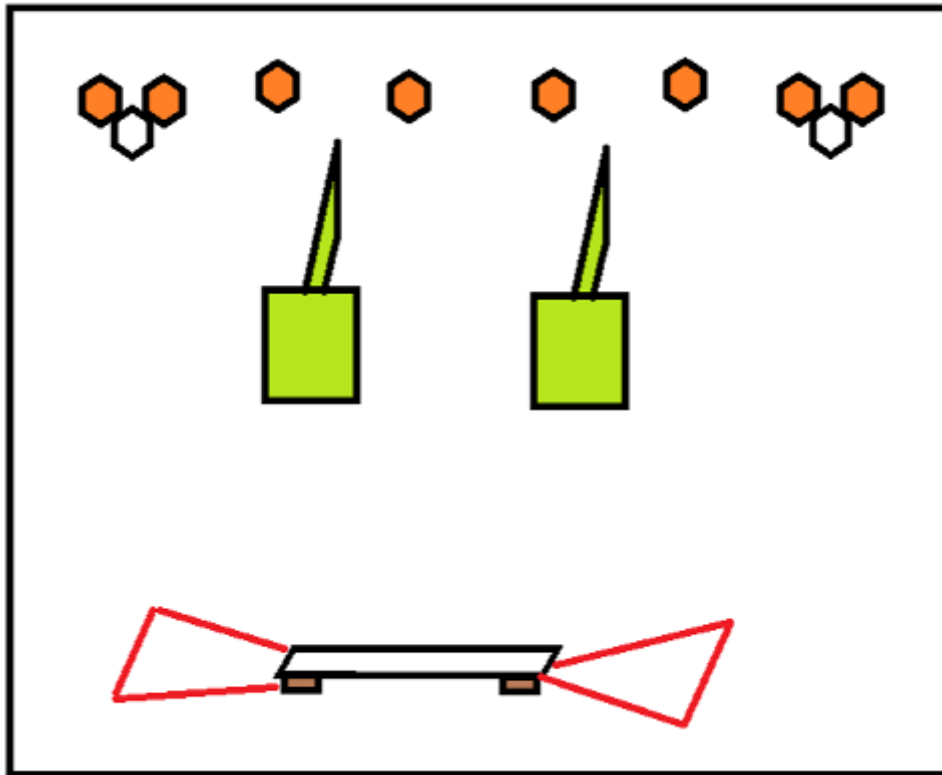
Procedure	Standing upright anywhere within the shooting area. On audible start signal engage targets from within the demarcated area. Note knocking down the Mini Popper will activate a flipping clay which will disappear from sight. If hit is worth double points.		
Starting position	Gun loaded		
Firearm ready condition	Option 1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	90/90/90		
Setup notes			

6. Stage 6



CoF	Comstock - Medium	Points	60 p
Targets	12 plates, 2 no-shoot, Total 12 targets	Min rounds	12
Firearm	Shotgun	Match-%	11.32%
Procedure	Heels touching marks. On audible start signal, engage targets as they become visible from within the demarcated area.		
Starting position	Gun loaded		
Firearm ready condition	Option 1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	90/90/90		
Setup notes			

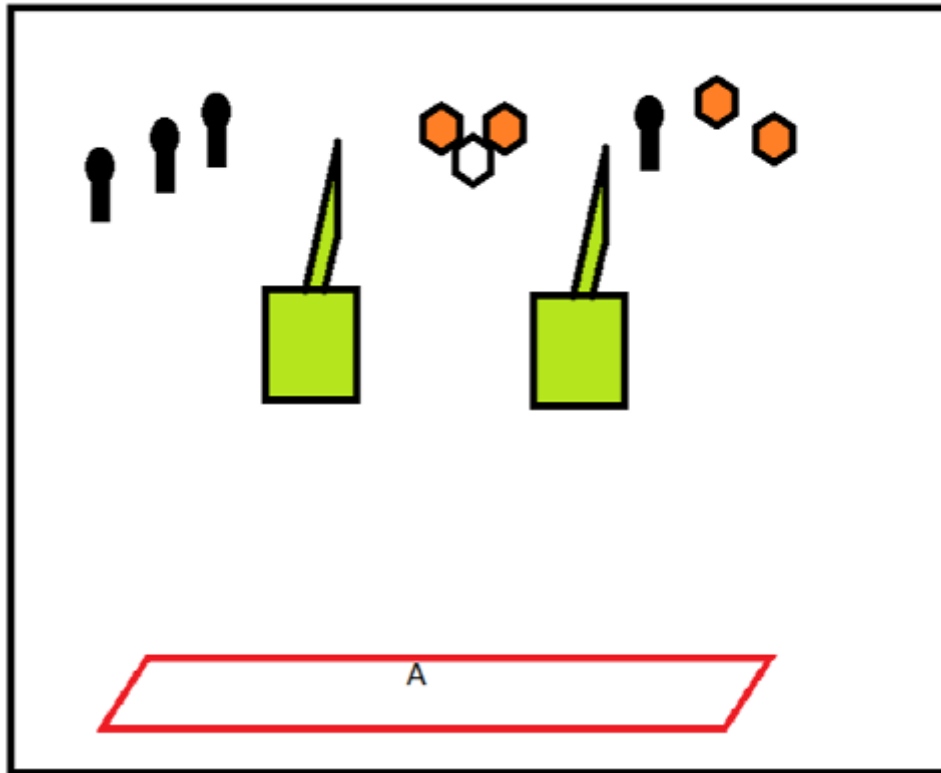
7. Stage 7



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 2 no-shoot, Total 8 targets	Min rounds	16
Firearm	Shotgun	Match-%	15.09%

Procedure	On audible start signal, engage the target as they become visible from within the demarcated area.
Starting position	Gun loaded
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90 and to top of quarry wall.
Setup notes	

8. Stage 8



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, 1 no-shoot, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	11.32%

Procedure	On audible start signal, engage targets as they become visible from within the demarcated area.
Starting position	Gun loaded
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	