

1. Stage 1

No Image

| | | | |
|---------|------------------------------------------------------------|------------|--------|
| CoF | Comstock - Long | Points | 150 p |
| Targets | 12 paper, 3 popper, 3 plates, 5 no-shoot, Total 18 targets | Min rounds | 30 |
| Firearm | Mini Rifle | Match-% | 28.85% |

| | |
|-------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Procedure | Stand relaxed anywhere inside the designated area, on signal engage the targets as they become visible. P1 and p2 will release moving target as demonstrated. All red/white-black/Yellow ribbon are wall |
| Starting position | |
| Firearm ready condition | Option 1 |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

2. Stage 2

No Image

| | | | |
|---------|---------------------------------------------------------------|------------|--------|
| CoF | Comstock - Long | Points | 200 p |
| Targets | 19 paper, 1 popper, 1 frangible, 4 no-shoot, Total 21 targets | Min rounds | 40 |
| Firearm | Mini Rifle | Match-% | 38.46% |

| | |
|-------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Procedure | Start anywhere inside the building realxed, rifle paralell to the ground. P1 will release the moving target. Popper and frangibles must be shoot from within the building before moving forward to the rest of the targets. Black/yellow ribbon is wall. |
| Starting position | |
| Firearm ready condition | Option 1 |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

3. Stage 3

No Image

| | | | |
|---------|--------------------------------------------------|------------|--------|
| CoF | Comstock - Medium | Points | 100 p |
| Targets | 9 paper, 1 popper, 1 frangible, Total 11 targets | Min rounds | 20 |
| Firearm | Mini Rifle | Match-% | 19.23% |

| | |
|-------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Procedure | Start anywhere inside the building realxed, rifle paralell to the ground. P1 will release the moving target. Popper and frangibles must be shoot from within the building before moving forward to the rest of the targets. Black/yellow ribbon is wall |
| Starting position | |
| Firearm ready condition | Option 1 |
| Start on | Audible signal |
| 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 | 70 p |
| Targets | 4 paper, 3 popper, 3 plates, 2 no-shoot, Total 10 targets | Min rounds | 14 |
| Firearm | Mini Rifle | Match-% | 13.46% |

| | |
|-------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Procedure | Stand relaxed anywhere inside the designated area, on signal engage the targets as they become visible. P1 and p2 will release the moving target as demonstrated. All red/white-black/Yellow ribbon are wall |
| Starting position | |
| Firearm ready condition | Option 2 |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |