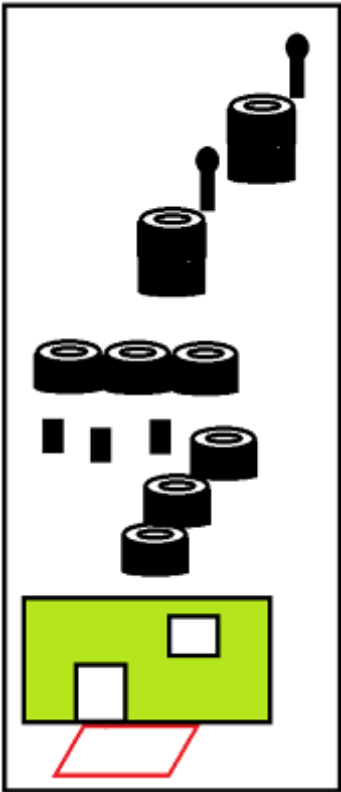
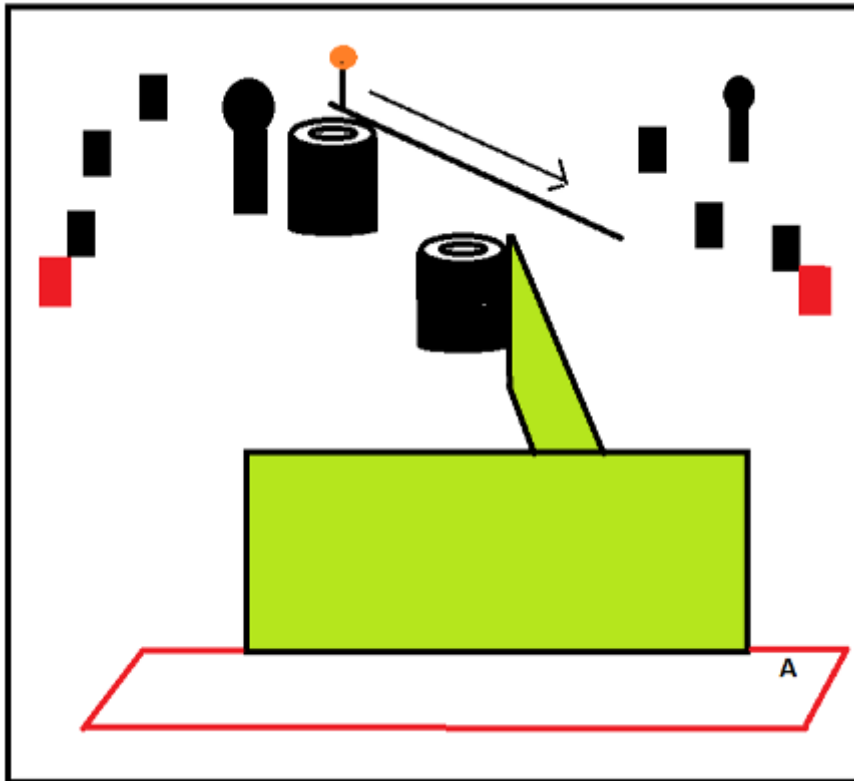


1. Stage 1



CoF	Comstock - Short	Points	25 p
Targets	2 popper, 3 plates, Total 5 targets	Min rounds	5
Firearm	Shotgun	Match-%	2.94%
Procedure	On audible start signal engage targets as they become visible.		
Starting position	Standing upright anywhere in area. Rule 8.2.2.1		
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			

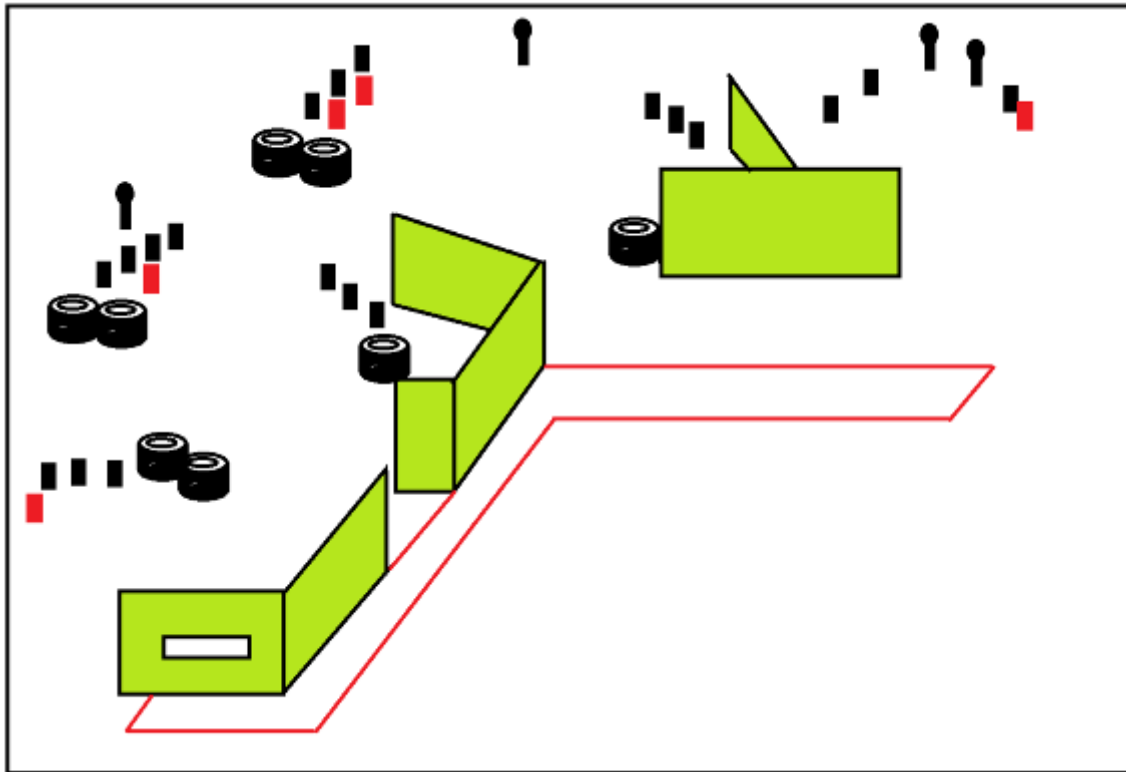
2. Stage 2



CoF	Comstock - Medium	Points	45 p
Targets	2 popper, 6 plates, 1 frangible, 2 no-shoot, Total 9 targets	Min rounds	9
Firearm	Shotgun	Match-%	5.29%

Procedure	On audible start signal engage targets as they become visible. Note Popper when hits and falls will activate sliding clay which will remain visible at rest.
Starting position	Standing upright, toes touching marks. Rule 8.2.2.1.
Firearm ready condition	Option1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

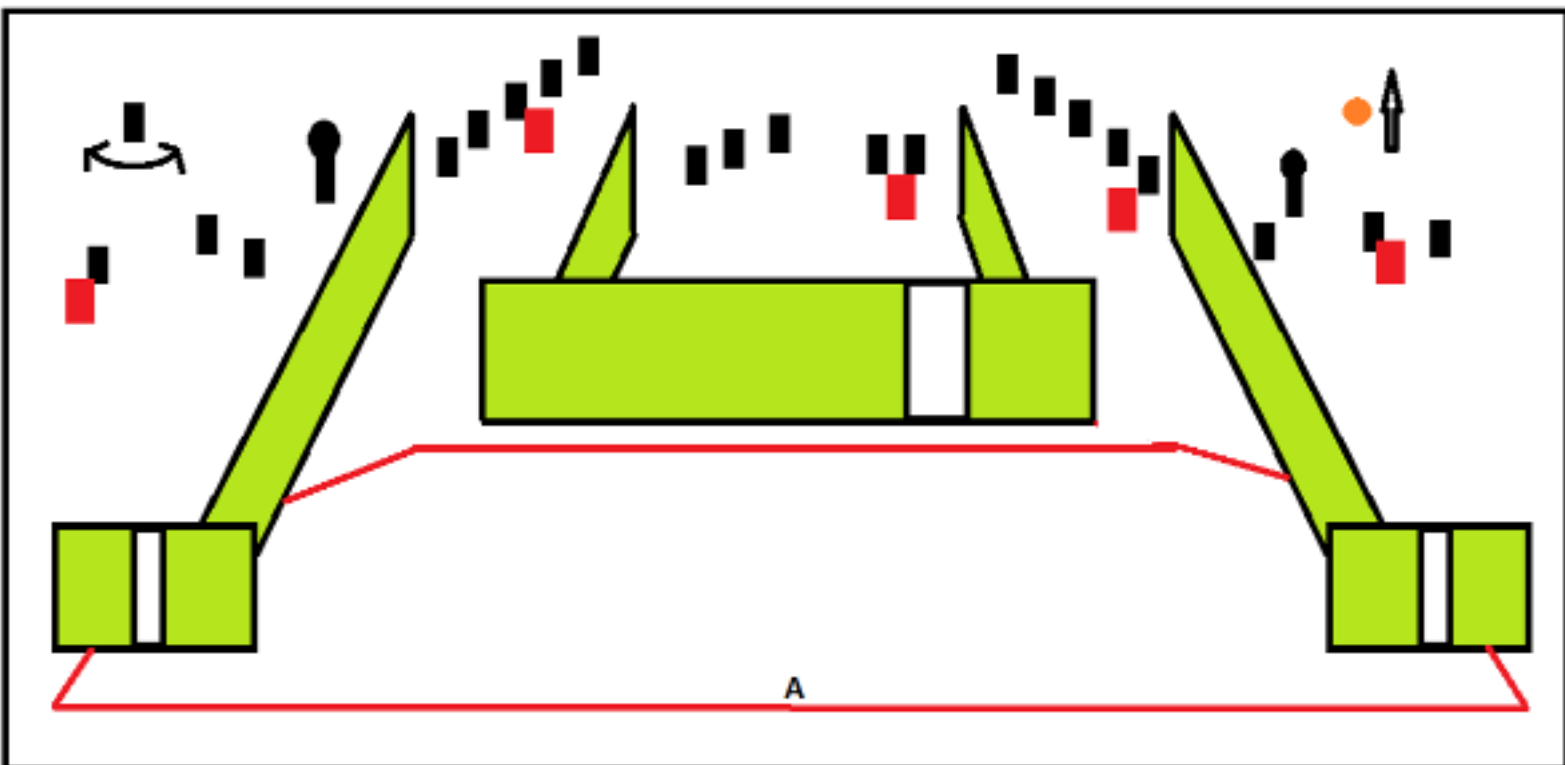
3. Stage 3



CoF	Comstock - Long	Points	115 p
Targets	4 popper, 19 plates, 5 no-shoot, Total 23 targets	Min rounds	23
Firearm	Shotgun	Match-%	13.53%

Procedure	On audible start signal engage targets as they become visible.
Starting position	Standing upright anywhere in area. Rule 8.2.2.1.
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	

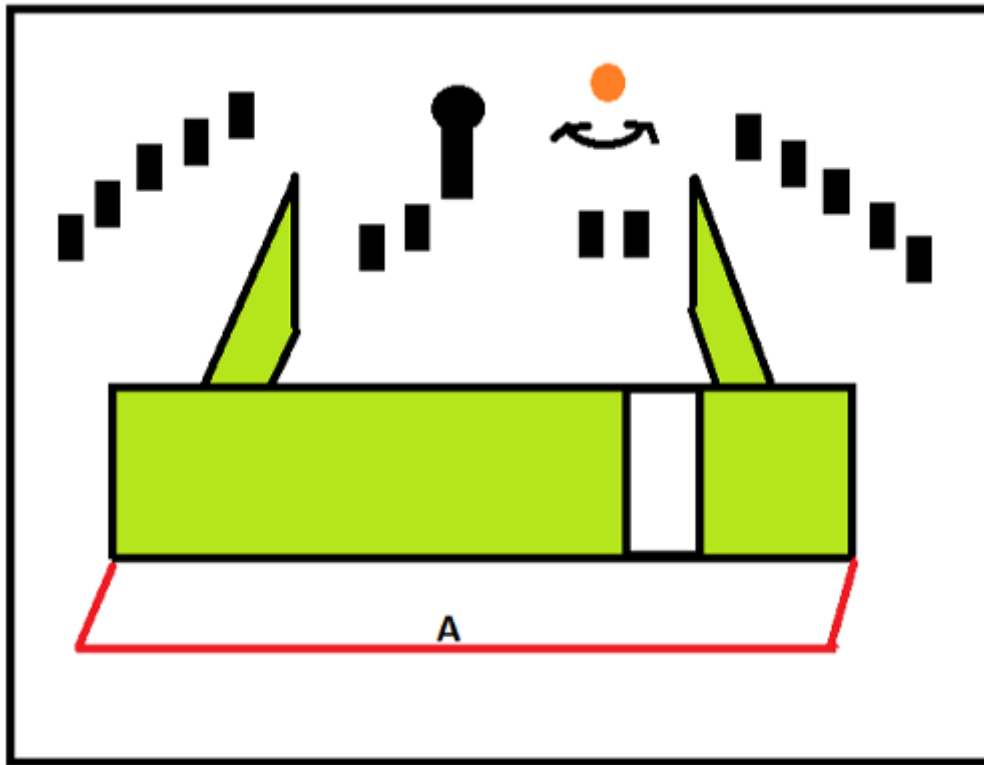
4. Stage 4



CoF	Comstock - Long	Points	130 p
Targets	2 popper, 22 plates, 1 frangible, 5 no-shoot, (with 1 10p), Total 25 targets	Min rounds	25
Firearm	Shotgun	Match-%	15.29%

Procedure	On audible start signal engage targets as they become visible. Note Popper 1 when hit and falls will activate swinging plate which will remain in view at rest. Popper 2 when hit and falls will activate flying double point clay which will disappear from view at rest.
Starting position	Standing upright with heels touching marks. Rule 8.2.2.1
Firearm ready condition	Option1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

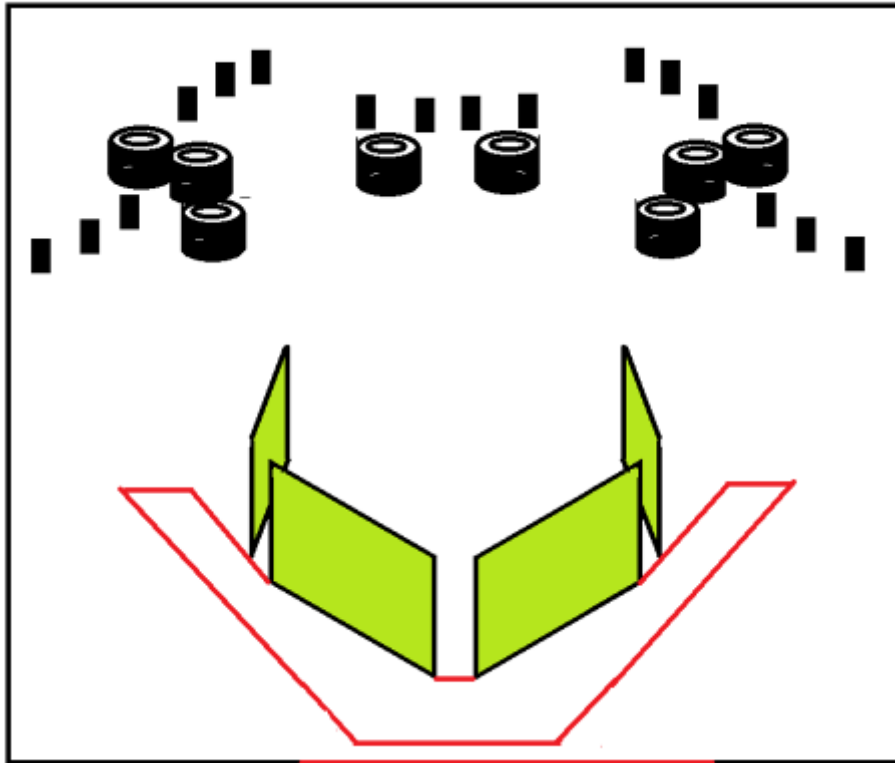
5. Stage 5



CoF	Comstock - Medium	Points	80 p
Targets	1 popper, 14 plates, 1 frangible, Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	9.41%

Procedure	on audible start signal engage targets as they become visible. Note when popper is hit and falls it will activate a swinging clay which will remain in view.		
Starting position	Standing upright with heels touching marks. Rule 8.2.2.1.		
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			

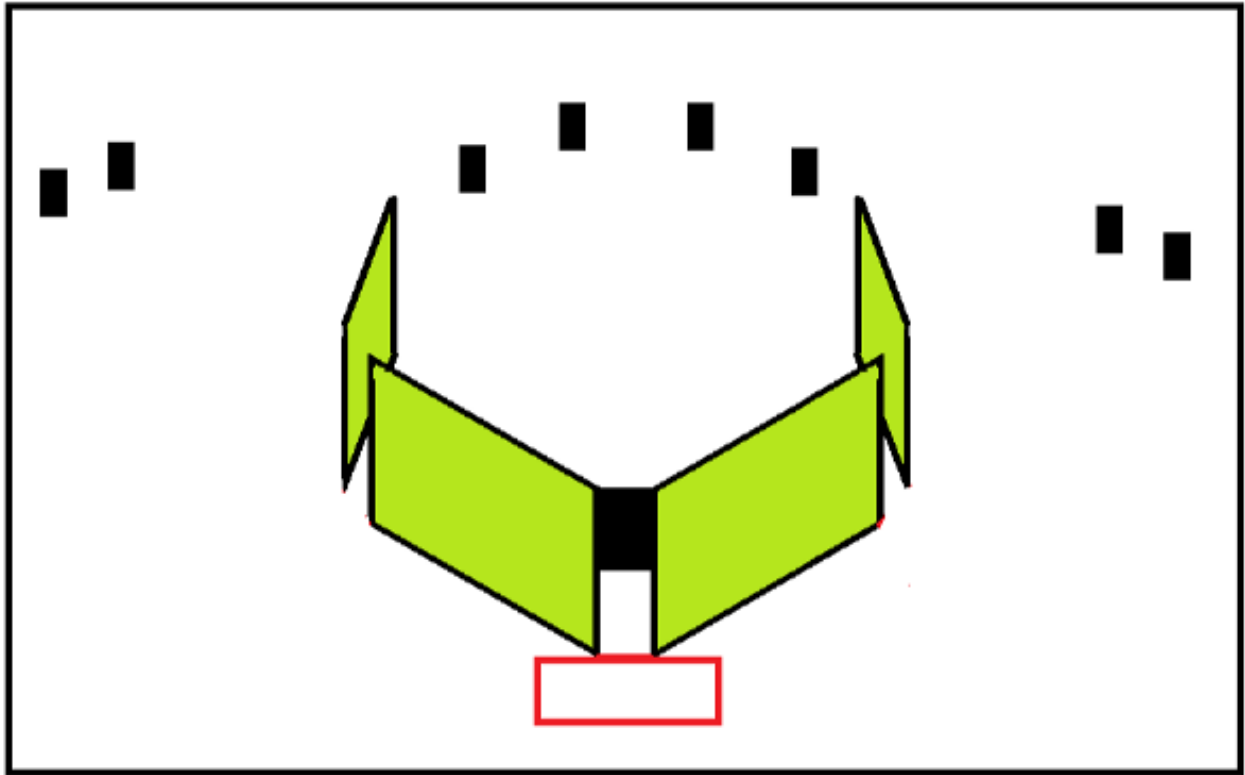
6. Stage 6



CoF	Comstock - Medium	Points	80 p
Targets	16 plates, Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	9.41%

Procedure	On audible start signal signal as they become visible.
Starting position	Standing upright anywhere in the area, Rule 8.2.2.1
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	

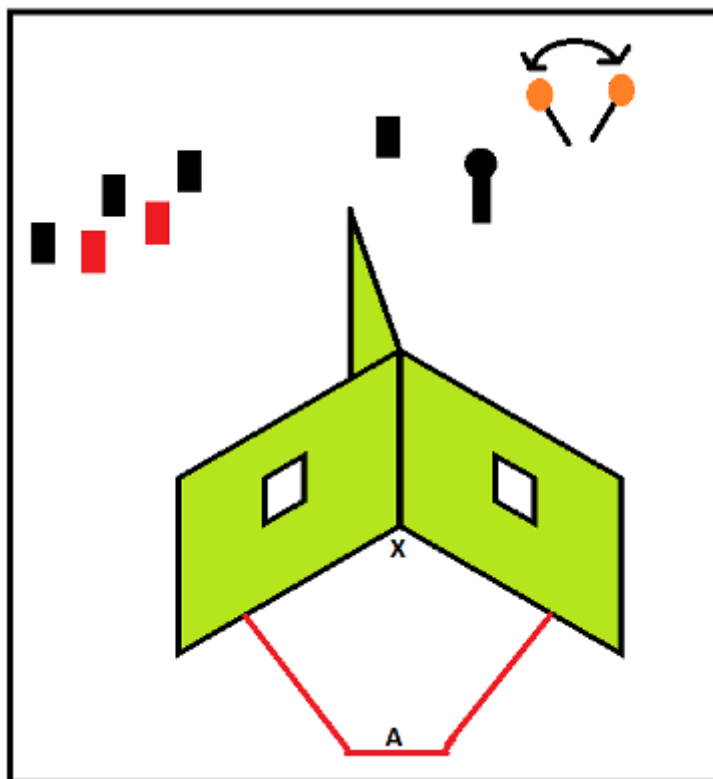
7. Stage 7



CoF	Comstock - Short	Points	40 p
Targets	8 plates, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	4.71%

Procedure	On audible start signal engage targets as they become visible.
Starting position	Standing upright anywhere in area. Rule 8.2.2.1
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	

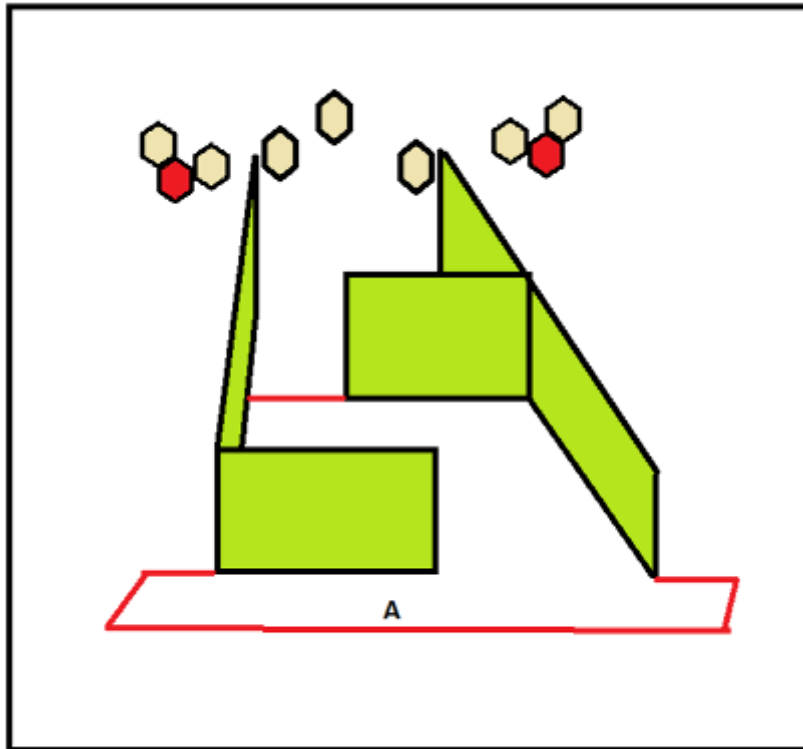
8. Stage 8



CoF	Comstock - Short	Points	35 p
Targets	1 popper, 4 plates, 2 frangible, 2 no-shoot, Total 7 targets	Min rounds	7
Firearm	Shotgun	Match-%	4.12%

Procedure	On audible start signal engage targets become visible. Popper when hit and falls activates two swinging clays that remain visible at rest.
Starting position	Standing with heels touching marks. Gun placed upright on gun rack
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	

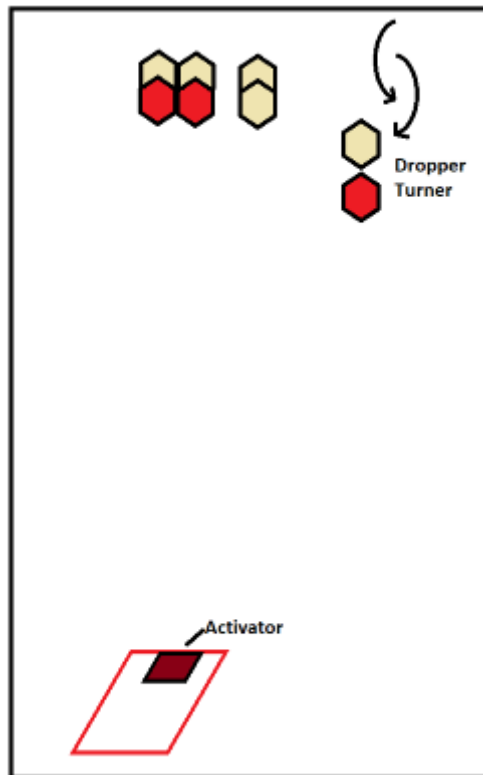
9. Stage 9



CoF	Comstock - Medium	Points	70 p
Targets	7 paper, 2 no-shoot, Total 7 targets	Min rounds	14
Firearm	Shotgun	Match-%	8.24%

Procedure	on audible start signal engage targets as they become visible.
Starting position	Standing upright with heels touching marks. Rule 8.2.2.1.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/top of quarry wall
Setup notes	

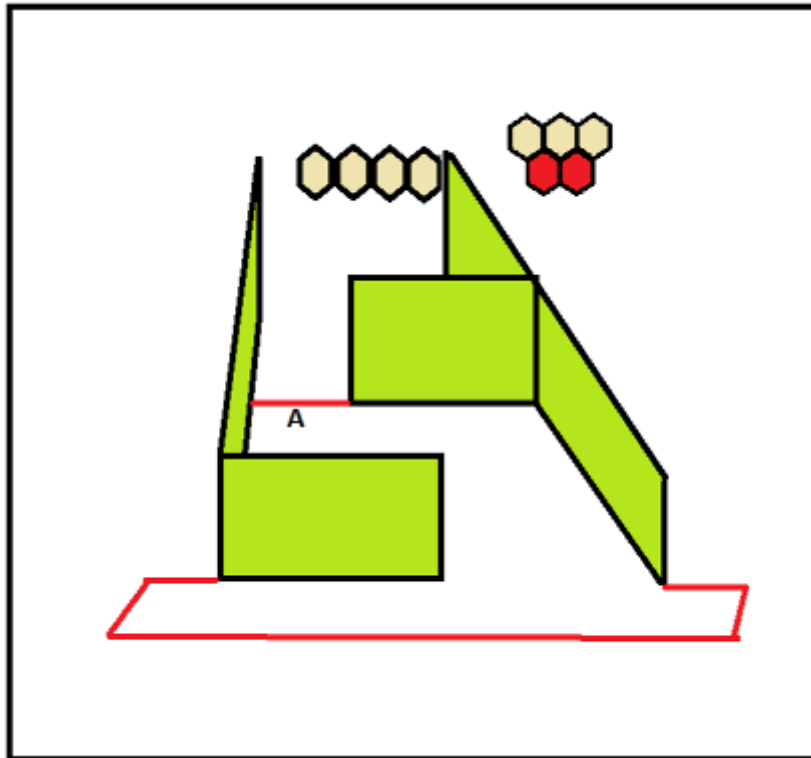
10. Stage 10



CoF	Comstock - Short	Points	30 p
Targets	5 paper, 1 disappearing/bonus, 3 no-shoot, Total 6 targets	Min rounds	5
Firearm	Shotgun	Match-%	3.53%

Procedure	On audible start signal engage targets as they become visible. Note you must step on activator which will activate a dropping and turning target which will disappear from sight. When hit it is worth double points.		
Starting position	Standing upright in area. Gun held at trail in either hand.		
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 Top of Quarry wall		
Setup notes			

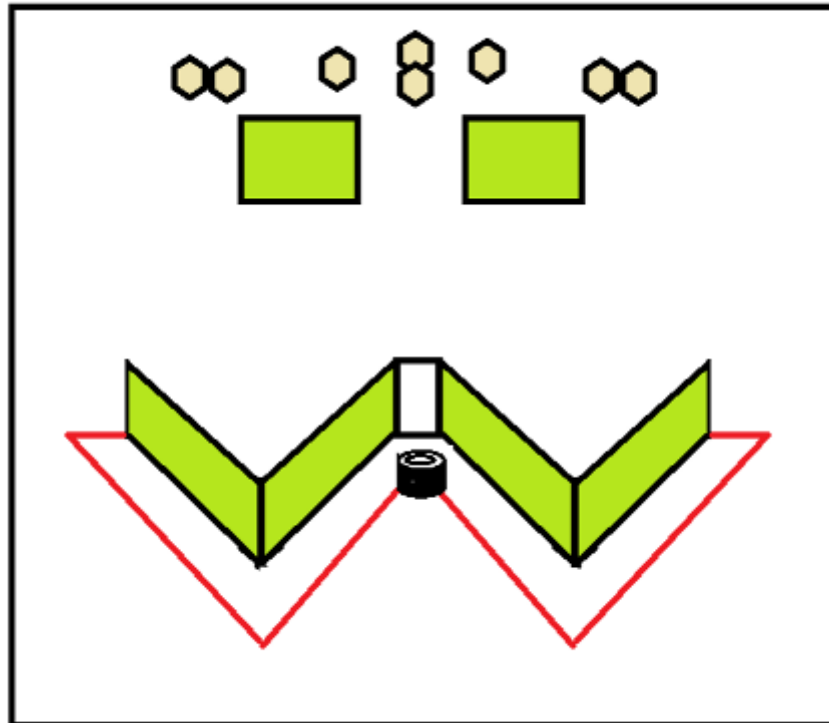
11. Stage 11



CoF	Comstock - Short	Points	35 p
Targets	7 paper, 2 no-shoot, Total 7 targets	Min rounds	7
Firearm	Shotgun	Match-%	4.12%

Procedure	On audible start signal engage targets as they become visible.
Starting position	Standing with toes touching marks. Rule 8.2.2.1.
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/top of quarry wall
Setup notes	

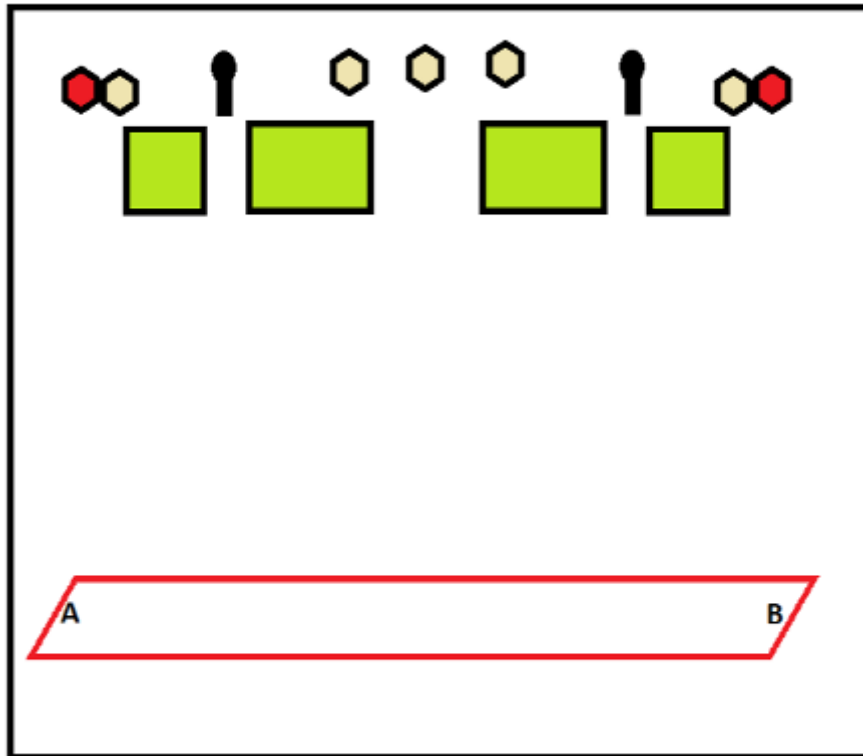
12. Stage 12



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	9.41%

Procedure	On audible start signal engage targets as they become visible.
Starting position	Standing upright anywhere within area. Rule 8.2.2.1
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	

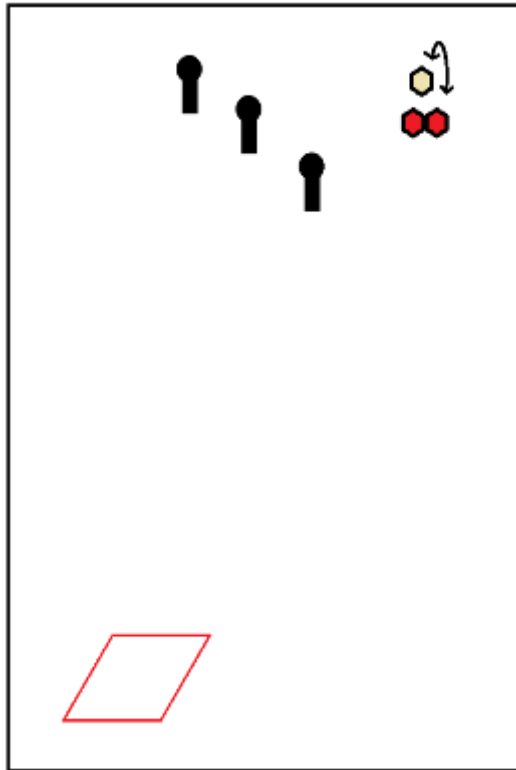
13. Stage 13



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 2 no-shoot, Total 7 targets	Min rounds	7
Firearm	Shotgun	Match-%	7.06%

Procedure	On audible start signal engage targets as they become visible.
Starting position	Standing up right either end of area, Rule 8.2.2.1
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	

14. Stage 14



CoF	Comstock - Short	Points	25 p
Targets	1 paper, 3 popper, Total 4 targets	Min rounds	4
Firearm	Shotgun	Match-%	2.94%

Procedure	On audible start signal engage targets as they become visible. Note that when right hand popper is hit and falls it will activate a swinging target which will remain in view.		
Starting position	Standing upright anywhere within area. Rule 8.2.2.1.		
Firearm ready condition	Option 3		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	90/90/90		
Setup notes			