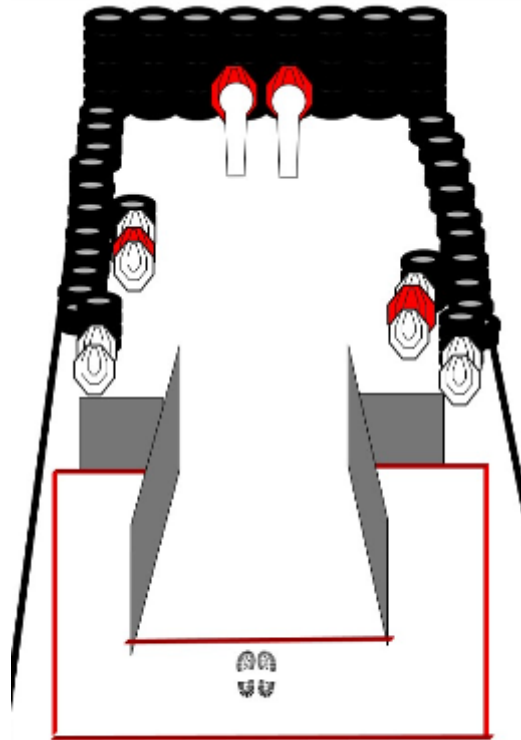


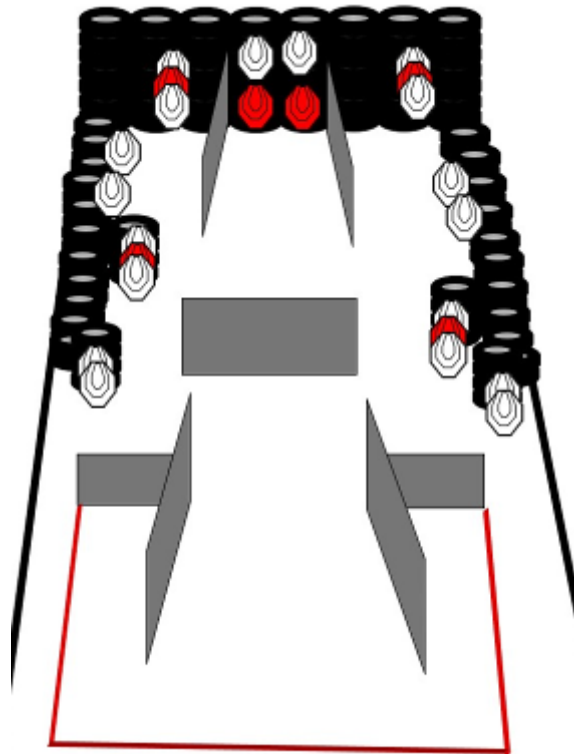
1. Stage 1



| | | | |
|---------|-------------------------------------|------------|--------|
| CoF | Comstock - Medium | Points | 90 p |
| Targets | 8 paper, 2 popper, Total 10 targets | Min rounds | 18 |
| Firearm | Pistol Caliber Carbine | Match-% | 18.00% |

| | |
|-------------------------|---|
| Procedure | On signal engage all targets as they become visible. All shots to be fired from within designated area. Steel to be shot from start position. |
| Starting position | Start with toes touching mark. |
| Firearm ready condition | Option 1. |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R 90 degrees. |
| Setup notes | |

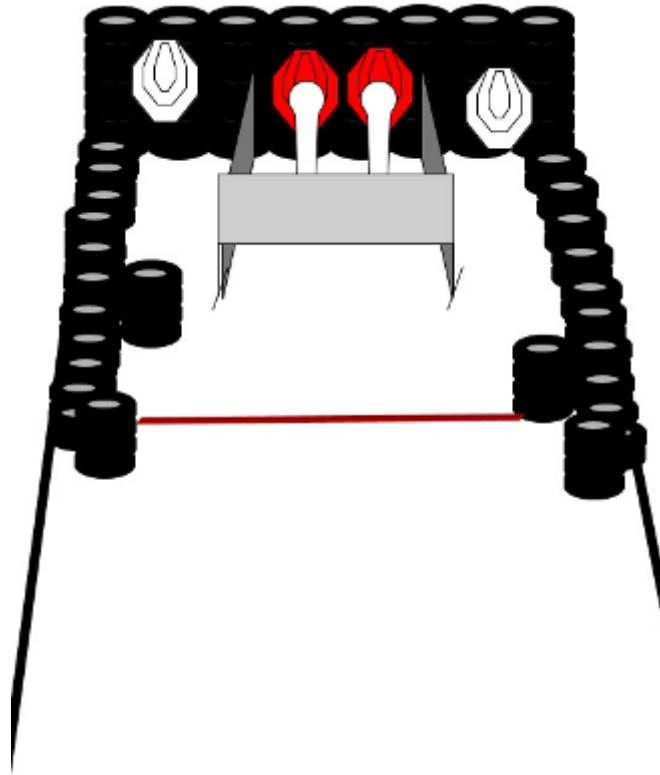
2. Stage 2



| | | | |
|---------|----------------------------|------------|--------|
| CoF | Comstock - Long | Points | 180 p |
| Targets | 18 paper, Total 18 targets | Min rounds | 36 |
| Firearm | Pistol Caliber Carbine | Match-% | 36.00% |

| | |
|-------------------------|--|
| Procedure | On signal engage all targets as they become visual. All shots to be fired from within designated area. |
| Starting position | Start anywhere within designated area. |
| Firearm ready condition | Option 3. |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R 90 degrees. |
| Setup notes | |

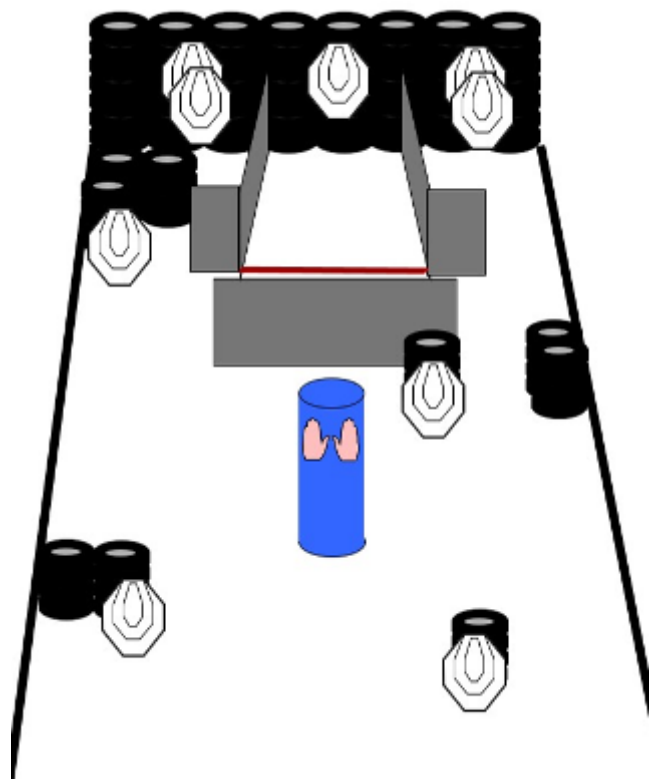
3. Stage 3



| | | | |
|---------|------------------------------------|------------|-------|
| CoF | Comstock - Short | Points | 30 p |
| Targets | 2 paper, 2 popper, Total 4 targets | Min rounds | 6 |
| Firearm | Pistol Caliber Carbine | Match-% | 6.00% |

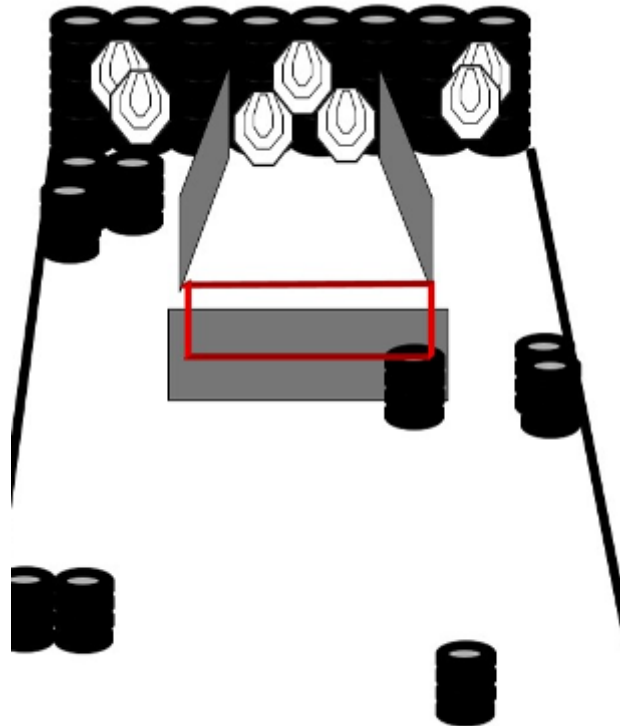
| | |
|-------------------------|--|
| Procedure | On signal engage all targets as they become visual. All shots to be fired from within designated area. |
| Starting position | Start anywhere behind faultline. |
| Firearm ready condition | Option 1. |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R 90 degrees. |
| Setup notes | |

4. Stage 4



| | | | |
|-------------------------|--|------------|--------|
| CoF | Comstock - Medium | Points | 90 p |
| Targets | 9 paper, Total 9 targets | Min rounds | 18 |
| Firearm | Pistol Caliber Carbine | Match-% | 18.00% |
| Procedure | On signal engage all targets as they become visual. All shots to be fired from within designated area. | | |
| Starting position | Muzzle touching mark on barrel. | | |
| Firearm ready condition | Option 3. | | |
| Start on | Audible signal | | |
| Stop on | Last shot | | |
| Penalties | As per current edition of rules | | |
| Safety angles | L/R 90 degrees. | | |
| Setup notes | | | |

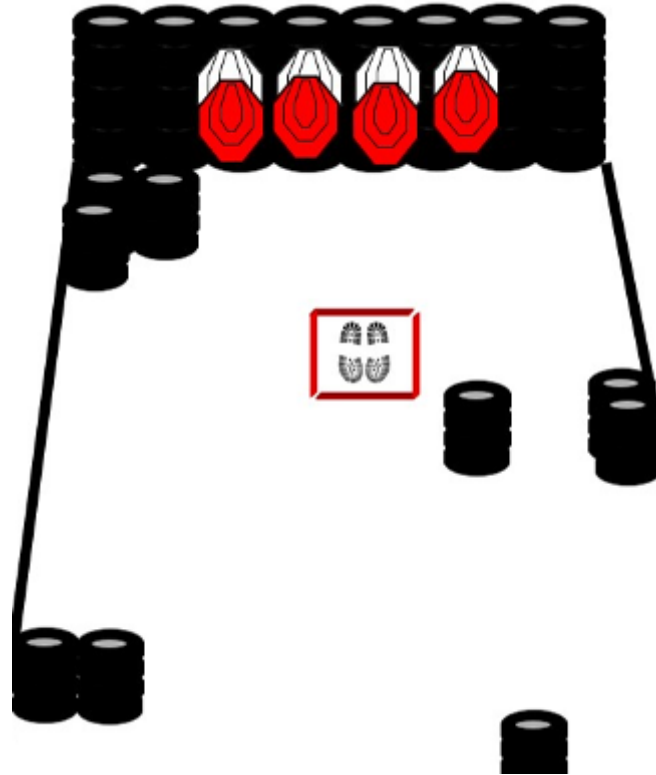
5. Stage 5



| | | | |
|---------|--------------------------|------------|--------|
| CoF | Comstock - Medium | Points | 70 p |
| Targets | 7 paper, Total 7 targets | Min rounds | 14 |
| Firearm | Pistol Caliber Carbine | Match-% | 14.00% |

| | |
|-------------------------|--|
| Procedure | On signal engage all targets as they become visual. All shots to be fired from within designated area. |
| Starting position | Anywhere within designated area. |
| Firearm ready condition | Option 2. |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R 90 degrees. |
| Setup notes | |

6. Stage 6



| | | | |
|---------|--------------------------|------------|-------|
| CoF | Comstock - Short | Points | 40 p |
| Targets | 4 paper, Total 4 targets | Min rounds | 8 |
| Firearm | Pistol Caliber Carbine | Match-% | 8.00% |

| | |
|-------------------------|--|
| Procedure | On signal engage all targets as they become visual. All shots to be fired from within designated area. |
| Starting position | Start anywhere in box, facing uprange. |
| Firearm ready condition | Option 1, Muzzle up. |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R 90 degrees. |
| Setup notes | |