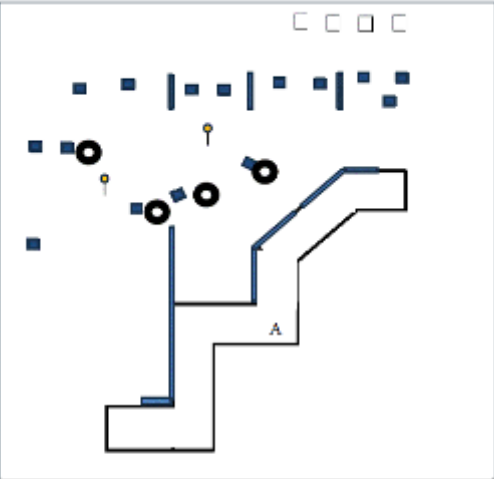


1. Stage 1

Stage 1 25m Range



STAGE INFO	
TYPE:	Long course.
DISTANCES:	6-20m.
SCORING HITS PER PAPER TARGET	
SHOTGUN READY CONDITION:	Loaded Option 1 (rule 8.1.1.1).
START POSITION:	Standing upright in the area at A. Shotgun held in two hands at waist level, parallel to the ground, as per Appendix E1 as demonstrated.
PROCEDURE:	On the audible start signal, engage targets.
DESIGN NOTES:	
BRIEFING NOTES:	Safety Angles: MAR will apply. 90 Left 90 Right & top of Back Stop & side berms.

TARGETS:

4 ISSC A1 Targets, 2 Frangible Targets, 15 ISSC Metal Plates

MINIMUM NUMBER OF ROUNDS:

21 Backshot (pairs of 9 Plates)

MAX POINTS:

125 Points

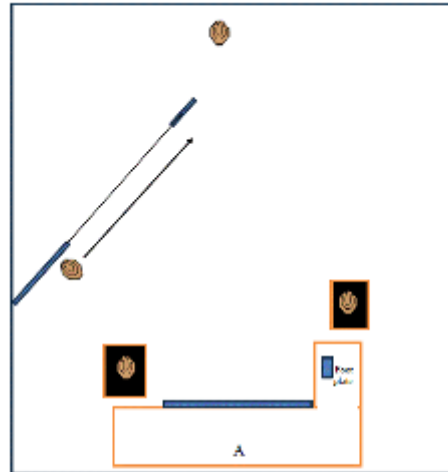
PENALTIES:

CoF	Comstock - Long	Points	125 p
Targets	4 paper, 15 plates, 2 frangible, Total 21 targets	Min rounds	21
Firearm	Shotgun	Match-%	15.24%

Procedure	On the audible start signal, engage targets
Starting position	Standing upright in the area at A. Shotgun held in two hands at waist level, parallel to the ground, as per Appendix E1 as demonstrated
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Safety Angles: MAR will apply. 90 Left 90 Right & top of Back Stop & side berms. A A
Setup notes	

2. Stage 2

Stage 2 50m Range



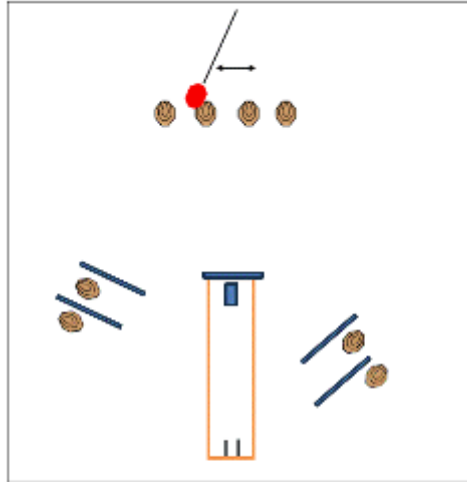
STAGE INFO	
TYPE:	Short course
DISTANCES:	2 - 20m
1 SCORING HITS PER PAPER TARGET	
TARGETS:	4 IPSC Targets
MINIMUM NUMBER OF ROUNDS:	8 Shot
MAX POINTS:	48 Points
PENALTIES:	
SHOTGUN READY CONDITION:	Loaded Option 1 (rule 8.1.1.1)
START POSITION:	Standing upright in the area at A. Shotgun held in two hands at waist level, parallel to the ground, as per Appendix E1 as demonstrated.
PROCEDURE:	On the audible start signal, engage targets. The moving target must be activated by standing on foot plate, which must be activated before the first shot is fired. The moving IPSC target will remain visible at rest.
DESIGN NOTES:	
BRIEFING NOTES:	Safety Angles: MAR will apply. 90 Left 90 Right & top of Back Stop & side berms.

CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Shotgun	Match-%	4.88%

Procedure	On the audible start signal, engage targets. The moving target must be activated by standing on foot plate, which must be activated before the first shot is fired. The moving IPSC target will remain visible at rest
Starting position	Standing upright in the area at A. Shotgun held in two hands at waist level, parallel to the ground, as per Appendix E1 as demonstrated.
Firearm ready condition	Loaded Option 1 (rule 8.1.1.1)
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	MAR will apply. 90 Left 90 Right & top of Back Stop & side berms. Sad pit A Foot plate
Setup notes	

3. Stage 3

Stage 3 50m Range



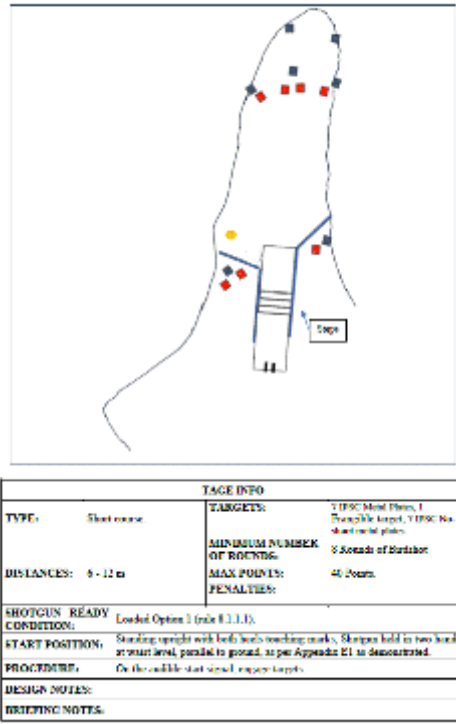
STAGE INFO	
TYPE: Medium course	TARGETS: 6 IPSC Targets, 1 IPSC No-shoot
DISTANCES: 3 - 15 m	MINIMUM NUMBER OF ROUNDS: 16 ring
2 SCORING HITS PER PAPER TARGET	MAX POINTS: 80 Points
PENALTIES:	
SHOTGUN READY CONDITION:	Unloaded Option 3 (rule 8.1.1.3)
START POSITION:	Standing upright in the area both heels touching the marks. Shotgun placed on rack, as demonstrated.
PROCEDURE:	On the audible start signal, engage targets. Swinging no-shoot is activated by picking up the Shotgun.
DESIGN NOTES:	Swinging No-shoot is impenetrable.
BRIEFING NOTES:	Safety Angles MAR will apply. 90 Left 90 Right & top of Back Stop & side berms.

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 1 no-shoot, Total 8 targets	Min rounds	16
Firearm	Shotgun	Match-%	9.76%

Procedure	On the audible start signal, engage targets. Swinging no-shoot is activated by picking up the Shotgun.
Starting position	Standing upright in the area both heels touching the marks. Shotgun placed on rack, as demonstrated.
Firearm ready condition	Unloaded Option 3 (rule 8.1.1.3)
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	MAR will apply. 90 Left 90 Right & top of Back Stop & side berms.
Setup notes	Swinging No-shoot is impenetrable.

4. Stage 4

Stage 4 Side Bay (4)

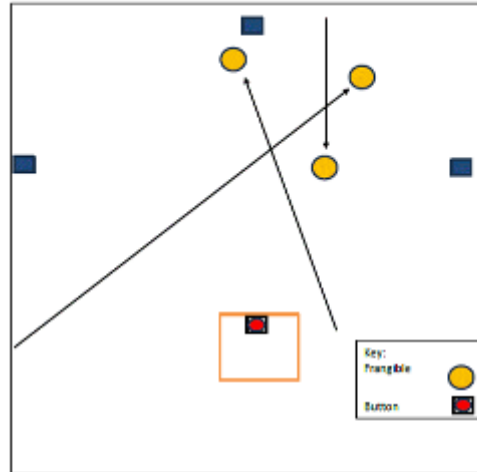


CoF	Comstock - Short	Points	40 p
Targets	7 plates, 1 frangible, 7 no-shoot, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	4.88%

Procedure	On the audible start signal, engage targets
Starting position	Standing upright with both heels touching marks, Shotgun held in two hands at waist level, parallel to ground, as per Appendix E1 as demonstrated
Firearm ready condition	Loaded Option 1 (rule 8.1.1.1).
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

Stage 5 Side Bay

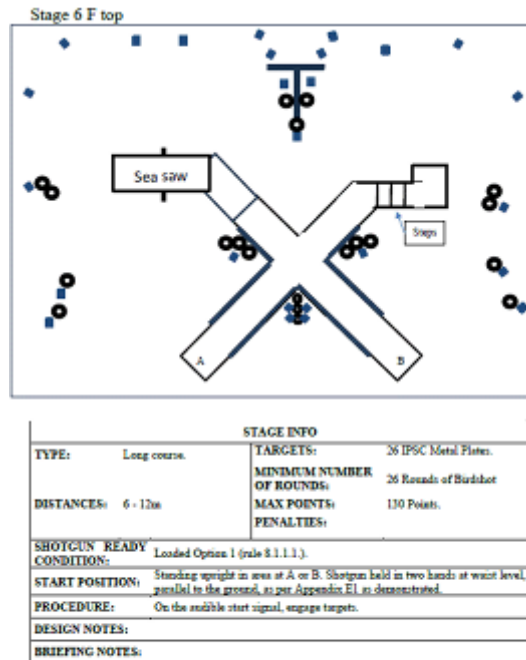


STAGE INFO	
TYPE:	Short course.
TARGETS:	3 IFSC Metal Plates, 3 Flying Frangible targets.
MINIMUM NUMBER OF ROUNDS:	6 Rounds of Diskslot
DISTANCES:	Frangible targets disappear and are double value.
MAX POINTS:	45 Points.
PENALTIES:	
SHOTGUN READY CONDITION:	Loaded Option 1 (rule 8.1.1.1).
START POSITION:	Standing upright in the area. Shotgun held in one hand at trail parallel to the ground. Your other arm hanging naturally by the side, as demonstrated.
PROCEDURE:	On the audible start signal, engage targets. Flying frangible targets must be activated by button using hand only.
DESIGN NOTES:	
BRIEFING NOTES:	

CoF	Comstock - Short	Points	45 p
Targets	3 plates, 3 frangible, (with 3 10p), Total 6 targets	Min rounds	6
Firearm	Shotgun	Match-%	5.49%

Procedure	On the audible start signal, engage targets. Flying frangible targets must be activated by button using hand only.
Starting position	Standing upright in the area, Shotgun held in one hand at trail parallel to the ground. Your other arm hanging naturally by the side, as demonstrated.
Firearm ready condition	Loaded Option 1 (rule 8.1.1.1).
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90:90:90
Setup notes	Frangible targets disappear and are double value.

6. Stage 6

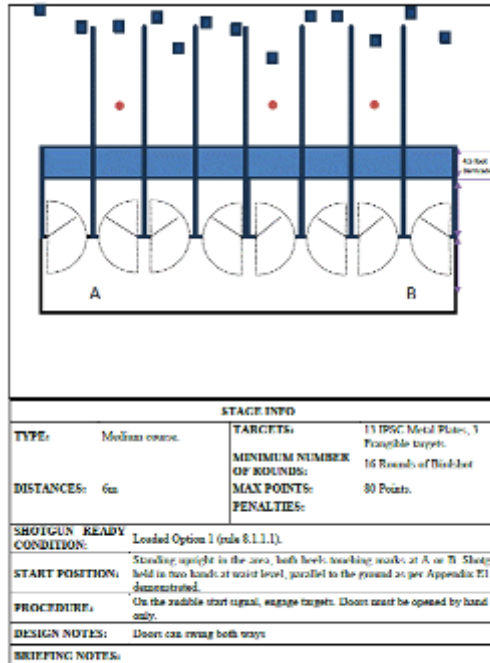


CoF	Comstock - Long	Points	130 p
Targets	26 plates, Total 26 targets	Min rounds	26
Firearm	Shotgun	Match-%	15.85%

Procedure	On the audible start signal, engage targets
Starting position	Standing upright in area at A or B. Shotgun held in two hands at waist level, parallel to the ground, as per Appendix E1 as demonstrated.
Firearm ready condition	Loaded Option 1 (rule 8.1.1.1.).
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

Stage 7 Bay 2

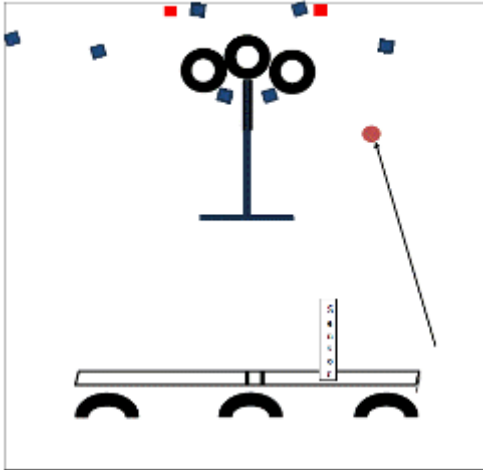


CoF	Comstock - Medium	Points	80 p
Targets	13 plates, 3 frangible, Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	9.76%

Procedure	On the audible start signal, engage targets. Doors must be opened by hand only.
Starting position	Standing upright in the area, both heels touching marks at A or B. Shotgun held in two hands at waist level, parallel to the ground as per Appendix E1 as demonstrated
Firearm ready condition	Loaded Option 1 (rule 8.1.1.1).
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90:90:90
Setup notes	Doors can swing both ways

8. Stage 8

Stage 8 Bay 2



STAGE INFO	
TYPE:	Short course.
TARGETS:	7 DSC Metal Plates, 3 DSC No-shoot metal plates, 1 Flying Frangible target.
MINIMUM NUMBER OF SHOTS:	8 Rounds of Shotgun
MAX POINTS:	45 Points.
PENALTIES:	
DISTANCES:	5.0m
The Frangible target is disappearing and is double value.	
SHOTGUN READY CONDITION:	Loaded Option 2 (rule 8.1.1.2.).
START POSITION:	Standing upright in the area at marks. Shotgun held at trail in the weak hand parallel to the ground, other arm hanging naturally by your side, as demonstrated.
PROCEDURE:	On the audible start signal, engage targets. Flying Frangible target is activated by passing through the sensor.
STATION NOTES:	
BRIEFING NOTES:	

CoF	Comstock - Short	Points	45 p
Targets	7 plates, 1 frangible, 2 no-shoot, (with 1 10p), Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	5.49%

Procedure	On the audible start signal, engage targets. Flying frangible target is activated by passing through the sensor.
Starting position	Standing upright in the area at marks, Shotgun held at trail in the weak hand parallel to the ground, other arm hanging naturally by your side. as demonstrated
Firearm ready condition	Loaded Option 2 (rule 8.1.1.2.).
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90:90:90
Setup notes	The Frangible target is disappearing and is double value.

9. Stage 9

Stage 9 Day 1

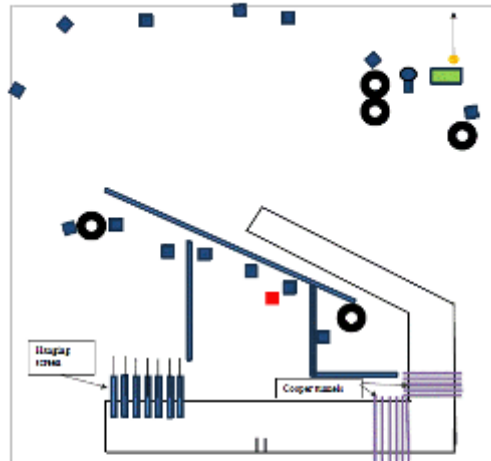
STAGE INFO			
TYPE:	Short course	TARGETS:	8 IPSC Metal Plates
		MINIMUM NUMBER OF ROUNDS:	8 Rounds of Shotgun
DISTANCES:	6 - 10m	MAX POINTS:	40 Points
		PENALTIES:	
SHOTGUN READY CONDITION: Loaded Option 2 (rule 8.1.1.2.)			
START POSITION: Standing upright in the area with both hands on marks as demonstrated Shotgun placed on marks on either tyre			
PROCEDURE: On the audible start signal, engage targets			
DESIGN NOTES:			

CoF	Comstock - Short	Points	40 p
Targets	8 plates, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	4.88%

Procedure	On the audible start signal, engage targets
Starting position	Standing upright in the area with both hands on marks as demonstrated Shotgun placed on marks on either tyre
Firearm ready condition	Loaded Option 2 (rule 8.1.1.2.).
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90:90:90
Setup notes	

10. Stage 10

Stage 10 Tube range

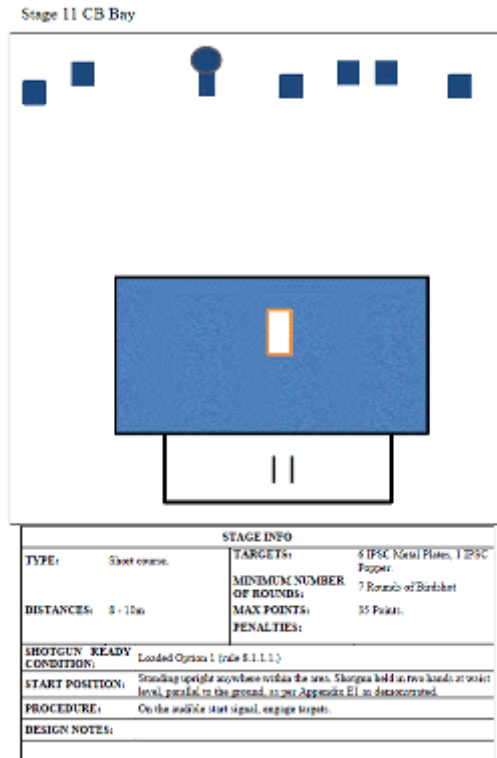


STAGE INFO	
TYPE:	Medium course
DISTANCES:	6-13m
The Frangible target is disappearing and is double value.	
SHOTGUN READY CONDITION:	Loaded Option 1 (rule 8.1.1.1.)
START POSITION:	Standing upright in the area both heels touching marks, Shotgun held in two hands at waist level, parallel to the ground as per Appendix E1 as demonstrated.
PROCEDURE:	On the audible start signal, engage targets. You must traverse the Cooper tunnel. The disappearing frangible target is activated when the Popper falls.
DESIGN NOTES:	Hanging screen, plastic tubes that can be easily separated

CoF	Comstock - Medium	Points	85 p
Targets	1 popper, 14 plates, 1 frangible, 1 no-shoot, (with 1 10p), Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	10.37%

Procedure	On the audible start signal, engage targets. You must traverse the Cooper tunnel. Disappearing frangible target is activated when the Popper falls.
Starting position	Standing upright in the area both heels touching marks, Shotgun held in two hands at waist level, parallel to the ground as per Appendix E1 as demonstrated.
Firearm ready condition	Loaded Option 1 (rule 8.1.1.1.)
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90:90:90
Setup notes	Hanging screen, plastic tubes that can be easily separated

11. Stage 11



CoF	Comstock - Short	Points	35 p
Targets	1 popper, 6 plates, Total 7 targets	Min rounds	7
Firearm	Shotgun	Match-%	4.27%

Procedure	On the audible start signal, engage targets.
Starting position	Standing upright anywhere within the area. Shotgun held in two hands at waist level, parallel to the ground, as per Appendix E1 as demonstrated.
Firearm ready condition	Loaded Option 1 (rule 8.1.1.1.)
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90:90:90
Setup notes	

12. Stage 12

Stage 12 CB Bay

The diagram illustrates the layout of Stage 12 CB Bay. It shows two starting positions, A and B, separated by a central area. Each position has a blue rectangular base with a yellow rectangular label. Above each base are two blue rectangular targets. A central area contains four yellow vertical lines representing cooper tunnels. A legend indicates that these are '4 short Cooper tunnels'. The diagram also shows a top-down view of the stage with various targets and a central area with a blue and orange target.

STAGE INFO	
TYPE:	Medium course.
DISTANCES:	6 - 12m
TARGETS:	12 IPSC Metal Plates, 1 IPSC Pepper, 2 Swinging Frangible Targets.
MINIMUM NUMBER OF ROUNDS:	15 Rounds of Birdshot
MAX POINTS:	75 Points.
PENALTIES:	
SHOTGUN READY CONDITION:	Loaded Option 1 (rule 8.1.1.1.)
START POSITION:	Standing upright in the area at A or B with one foot touching mark, Shotgun held in two hands at waist level, parallel to the ground, as per Appendix E1 as demonstrated.
PROCEDURE:	On the audible start signal, engage targets. You must traverse the cooper tunnels.
DESIGN NOTES:	

CoF	Comstock - Medium	Points	75 p
Targets	1 popper, 12 plates, 2 frangible, Total 15 targets	Min rounds	15
Firearm	Shotgun	Match-%	9.15%

Procedure	On the audible start signal, engage targets. You must traverse the cooper tunnels.
Starting position	Standing upright in the area at A or B with one foot touching mark, Shotgun held in two hands at waist level, parallel to the ground, as per Appendix E1 as demonstrated.
Firearm ready condition	Loaded Option 1 (rule 8.1.1.1.)
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90:90:90
Setup notes	