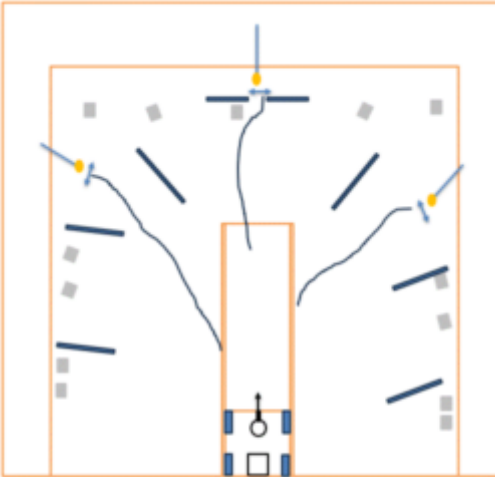


1. Stage 1

Stage 1 Air Rifle Range (Area A)



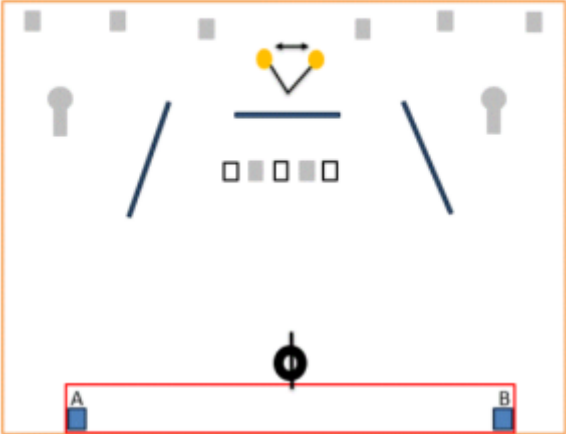
STAGE INFO			
TYPE:	Medium course.	TARGETS:	3 Frangible Targets, 13 IPSC Metal Plates
DISTANCES:	6-17m	MINIMUM NUMBER OF ROUNDS:	16 of Birdshot
TIME STARTS:	Audible signal.	MAX POINTS:	80 Points
SHOTGUN READY CONDITION:	Loaded Option 1 (rule 8.1.1.1).		
START POSITION:	Sitting upright in cart, Shotgun held in two hands parallel to ground pointing down range, as demonstrated.		
PROCEDURE:	On the audible start signal, engage targets. Pedaling cart forward will activate the remaining frangible targets.		
DESIGN NOTES:			
BRIEFING NOTES:			

CoF	Comstock - Medium	Points	80 p
Targets	13 plates, 3 frangible, Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	9.94%

Procedure	
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. Stage 2

Stage 2 Western Range (Area B)



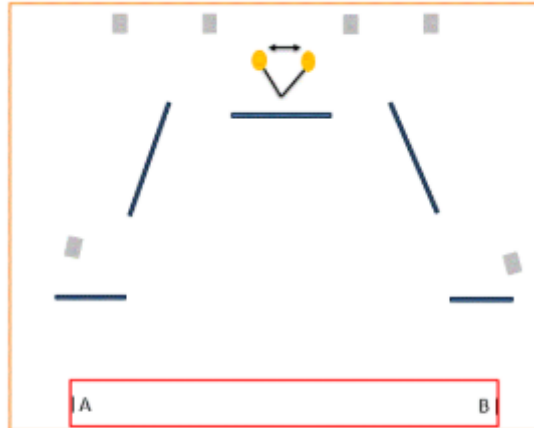
STAGE INFO	
TYPE:	Medium course.
DISTANCES:	10 - 15 m
TIME STARTS:	Audible signal.
TARGETS:	8 IPSC Metal Plates, 2 IPSC Poppers, 2 Frangible targets, 3 IPSC no-shoot plates
MINIMUM NUMBER OF ROUNDS:	12 of Birdshot
MAX POINTS:	60 Points
PENALTIES:	
SHOTGUN READY CONDITION:	Loaded Option 2 (rule §1.1.1.2)
START POSITION:	Sitting upright in chair with hand on knees at A or B. Shotgun on tyre pointing down range as demonstrated.
PROCEDURE:	On the audible start signal, engage targets. Swinging frangible targets are activated when plate falls.
DESIGN NOTES:	The swinging targets will be visible at rest.
BRIEFING NOTES:	

CoF	Comstock - Medium	Points	60 p
Targets	2 popper, 8 plates, 2 frangible, 3 no-shoot, Total 12 targets	Min rounds	12
Firearm	Shotgun	Match-%	7.45%

Procedure	
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. Stage 3

Stage 3 Western Range (Area B)



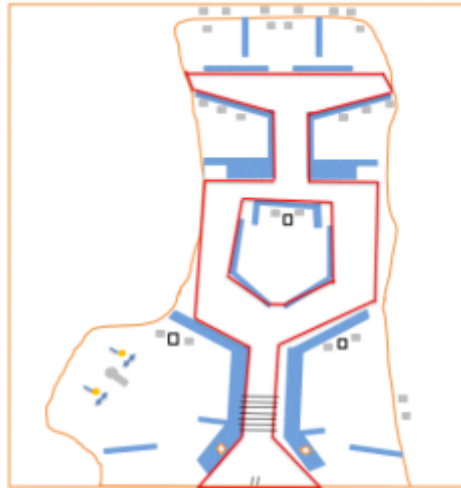
STAGE INFO	
TYPE:	Short course.
DISTANCES:	8 - 15 m
TIME STARTS:	Audible signal.
TARGETS:	6 IPSC Metal Plates, 2 Frangible targets.
MINIMUM NUMBER OF ROUNDS:	8 of Birdshot
MAX POINTS:	40 Points.
PENALTIES:	
SHOTGUN READY CONDITION:	loaded Option 1 (rule 3.1.1.1)
START POSITION:	Standing upright in the shooting area one foot touching marks at A or B. Shotgun held in two hands at waist level parallel to ground as demonstrated.
PROCEDURE:	On the audible start signal, engage targets. Swinging frangible targets are activated when plate fills.
DESIGN NOTES:	The swinging targets will be visible at rest.
BRIEFING NOTES:	

CoF	Comstock - Short	Points	40 p
Targets	6 plates, 2 frangible, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	4.97%

Procedure	
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

4. Stage 4

Stage 4 50 Yard Range (Area C)



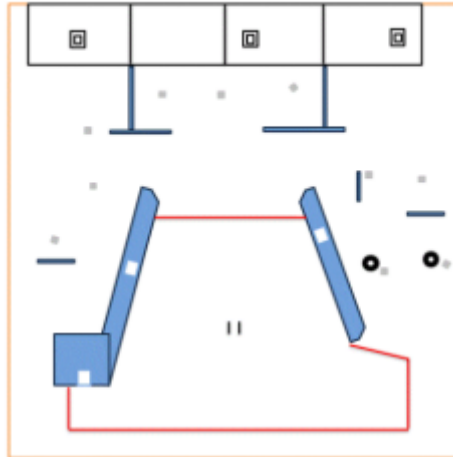
STAGE INFO	
TYPE:	Long course
DISTANCES:	6 - 8 m
PENALTIES:	1 for each slot of the cooper tunnel that is disclosed and falls to the ground. (rule 10.2.5.)
TIME STARTS:	Audible signal.
SHOTGUN READY CONDITION:	Loaded Option 1 (rule 8.1.1.1).
START POSITION:	Standing upright with both heels touching marks, Shotgun held in two hands at waist level, parallel to ground, as demonstrated.
PROCEDURE:	On the audible start signal, engage targets. Swinging frangible targets are activated when Popper falls. Cooper tunnel must be used.
DESIGN NOTES:	The swinging targets will be visible at rest.
BRIEFING NOTES:	

CoF	Comstock - Long	Points	135 p
Targets	1 popper, 24 plates, 2 frangible, 3 no-shoot, Total 27 targets	Min rounds	27
Firearm	Shotgun	Match-%	16.77%

Procedure	
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

5. Stage 5

Stage 5 25m Range (Area D)



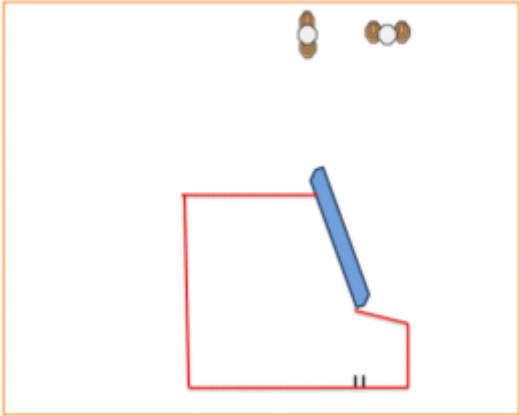
STAGE INFO	
TYPE: Medium course.	TARGETS: 10 IPSC Metal Plates, 3 A4 Paper Targets.
DISTANCES: 8 – 15m	MINIMUM NUMBER OF ROUNDS: 13 of Backshot (max of 9 ball for 13G)
2 SCORING HITS PER PAPER TARGET	MAX POINTS: 80 Points.
TIME STARTS: Audible signal.	PENALTIES:
SHOTGUN READY CONDITION: Loaded Option 1 (rule 8.1.1.1).	
START POSITION: Standing upright with both heels touching marks. Shotgun held in two hands at waist level, parallel to the ground, as demonstrated.	
PROCEDURE: On the audible start signal, engage targets.	
DESIGN NOTES:	
BRIEFING NOTES: Safety Angles: MAJ will apply. 90/0/90. X = top of Back Stop side berm.	

CoF	Comstock - Medium	Points	80 p
Targets	3 paper, 10 plates, Total 13 targets	Min rounds	13
Firearm	Shotgun	Match-%	9.94%

Procedure	
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

6. Stage 6

Stage 6 25m Range (Area D)



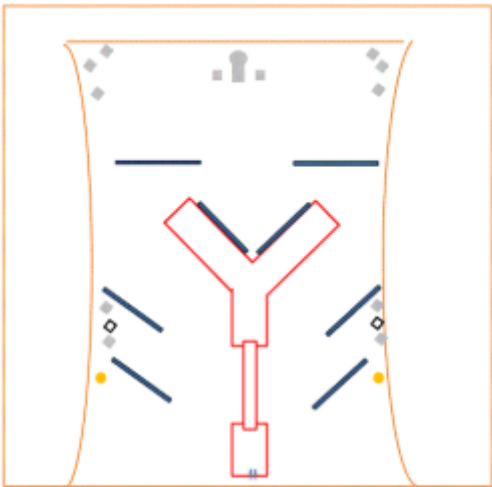
STAGE INFO	
TYPE:	Short course.
DISTANCES:	20m
2 SCORING HITS PER PAPER TARGET	
TIME STARTS:	Audible signal.
SHOTGUN READY CONDITION:	Loaded Option 1 (rule 8.1.1.1.).
START POSITION:	Standing upright with both heels touching marks. Shotgun held in two hands at waist level, parallel to the ground, as demonstrated.
PROCEDURE:	On the audible start signal, engage targets.
DESIGN NOTES:	
BRIEFING NOTES:	Safety Angles: MAR will apply. 90/X/90. X = top of Back Stop side berm.

CoF	Comstock - Short	Points	40 p
Targets	4 paper, 2 no-shoot, Total 4 targets	Min rounds	8
Firearm	Shotgun	Match-%	4.97%

Procedure	
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

7. Stage 7

Stage 7 Bay 6 (Area E)



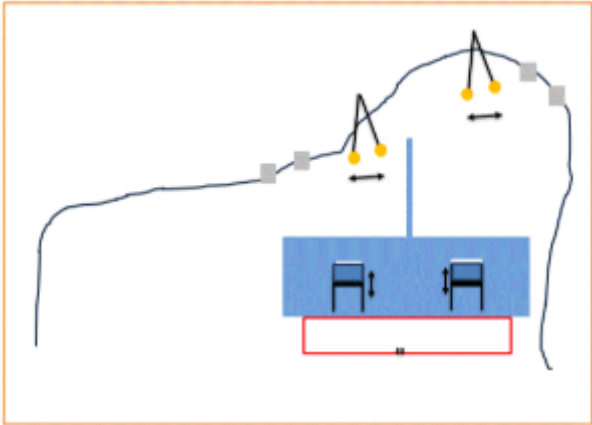
STAGE INFO	
TYPE: Median course.	TARGETS: 12 IPSC Metal Plates, 1 IPSC Mini Popper, 2 frangible targets, 2 IPSC No-shoot metal plates.
MINIMUM NUMBER OF ROUNDS: 15 of Hardshot	MAX POINTS: 75 Points.
PENALTIES:	
TIME STARTS: Audible signal.	
SHOTGUN READY CONDITION: Loaded Option 1 (rule 8.1.1.1).	
START POSITION: Standing upright with both heels touching marker. Shotgun held in two hands at waist level, parallel to the ground as demonstrated.	
PROCEDURE: On the audible start signal, engage targets.	
DESIGN NOTES:	
BRIEFING NOTES:	

CoF	Comstock - Medium	Points	75 p
Targets	1 popper, 12 plates, 2 frangible, 2 no-shoot, Total 15 targets	Min rounds	15
Firearm	Shotgun	Match-%	9.32%

Procedure	
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

8. Stage 8

Stage 8 Bay 5(Area E)



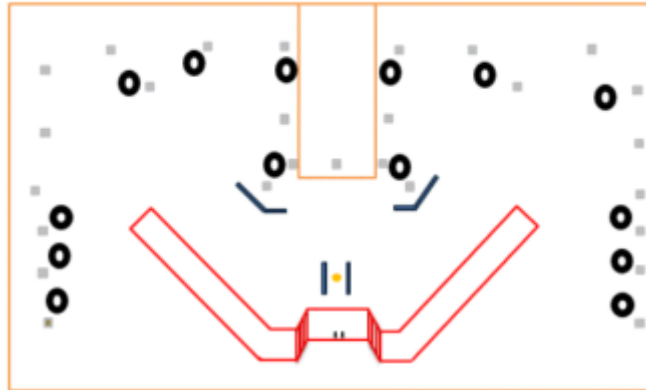
STAGE INFO	
TYPE:	Short course.
TARGETS:	4 IPSC Metal Plates, 4 frangible targets.
MINIMUM NUMBER OF ROUNDS:	8 Rounds of Birdshot
MAX POINTS:	40 Points.
PENALTIES:	
TIME STARTS:	Audible signal.
SHOTGUN READY CONDITION:	Unloaded Option 3 (rule 8.1.1.3.).
START POSITION:	Standing upright in the shooting area on marks, Shotgun held at trail in the weak hand parallel to the ground, weight held in other hand as demonstrated.
PROCEDURE:	On the audible start signal, engage targets. Hatches are opened by placing weight on shelf. Swinging frangible targets are activated by opening hatches.
DESIGN NOTES:	The swinging targets will be visible at rest.
BRIEFING NOTES:	

CoF	Comstock - Short	Points	40 p
Targets	4 plates, 4 frangible, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	4.97%

Procedure	
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

9. Stage 9

Stage 9 Bay3 (Area F)



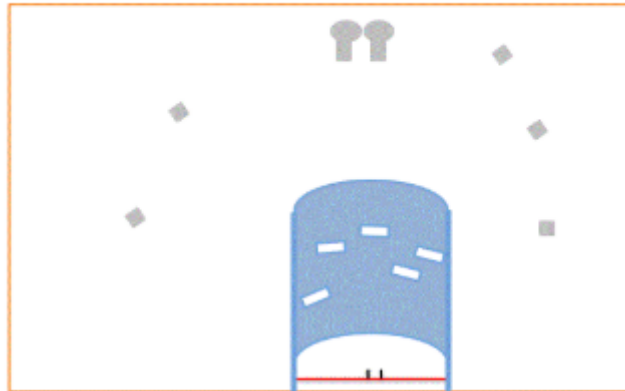
STAGE INFO			
TYPE:	Long course.	TARGETS:	27 IPSC Metal Plates, 1 Frangible target
DISTANCES:	8 – 17m	MINIMUM NUMBER OF ROUNDS:	28 Rounds of Birdshot
		MAX POINTS:	140 Points.
TIME STARTS:	Audible signal.		
SHOTGUN READY CONDITION:	Loaded Option 1 (rule 8.1.1.1.).		
START POSITION:	Standing upright in shooting area both heels touching marks. Shotgun loaded Option 1 and held in two hands at waist level, parallel to the ground as demonstrated.		
PROCEDURE:	On the audible start signal, engage targets.		
DESIGN NOTES:	Start position is on a raised platform with handrails.		
BRIEFING NOTES:			

CoF	Comstock - Long	Points	140 p
Targets	27 plates, 1 frangible, Total 28 targets	Min rounds	28
Firearm	Shotgun	Match-%	17.39%

Procedure	
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

10. Stage 10

Stage 10 Bay 2 (Area G)



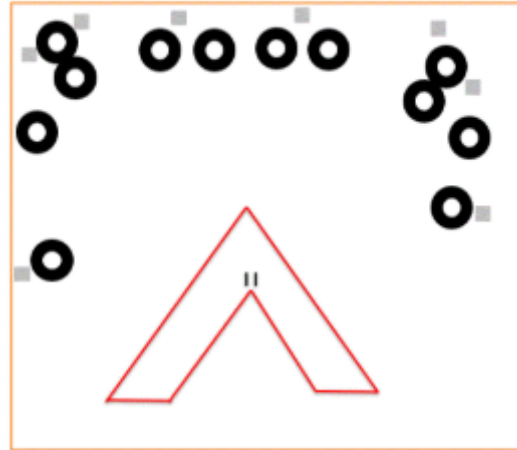
STAGE INFO	
TYPE:	Short course.
TARGETS:	5 IPSC Metal Plates, 2 IPSC Popper.
MINIMUM NUMBER OF ROUNDS:	7 Rounds of Birdshot
MAX POINTS:	35 Points.
PENALTIES:	
TIME STARTS:	Audible signal.
SHOTGUN READY CONDITION:	Loaded Option 1 (rule 8.1.1.1.)
START POSITION:	Standing upright in the shooting area both heels touching marks, Shotgun held in two hands at waist level, parallel to the ground as demonstrated.
PROCEDURE:	On the audible start signal, engage targets through apertures only.
DESIGN NOTES:	
BRIEFING NOTES:	

CoF	Comstock - Short	Points	35 p
Targets	2 popper, 5 plates, Total 7 targets	Min rounds	7
Firearm	Shotgun	Match-%	4.35%

Procedure	
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

11. Stage 11

Stage 11 Bay 2 (Area G)



STAGE INFO	
TYPE:	Short course.
TARGETS:	8 IPSC Metal Plates.
MINIMUM NUMBER OF ROUNDS:	8 Rounds of Birdshot
MAX POINTS:	40 Points.
PENALTIES:	
TIME STARTS:	Audible signal.
SHOTGUN READY CONDITION:	Loaded Option 1 (rule 5.1.1.1.)
START POSITION:	Standing upright with both heels touching marks. Shotgun held in two hands at waist level, parallel to the ground as demonstrated.
PROCEDURE:	On the audible start signal, engage targets.
DESIGN NOTES:	
BRIEFING NOTES:	

CoF	Comstock - Short	Points	40 p
Targets	8 plates, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	4.97%

Procedure	
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

12. Stage 12

Stage 12 Bay 1 (Area H)



STAGE INFO	
TYPE:	Short course.
DESTANCES:	6 - 12m
TIME STARTS:	Audible signal.
The Frangible targets are disappearing with no miss penalty and are double value.	
SHOTGUN READY CONDITION:	Loaded Option 1 (rule 8.1.1.1.)
START POSITION:	Standing upright on shooting area facing targets. Shotgun held in two hands at waist level, parallel to the ground, as demonstrated.
PROCEDURE:	On the audible start signal, engage targets. If any frangible targets are activated when Popper falls.
DESIGN NOTES:	
BRIEFING NOTES:	

CoF	Comstock - Short	Points	40 p
Targets	2 popper, 2 plates, 2 frangible, (with 2 10p), Total 6 targets	Min rounds	6
Firearm	Shotgun	Match-%	4.97%

Procedure	
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	