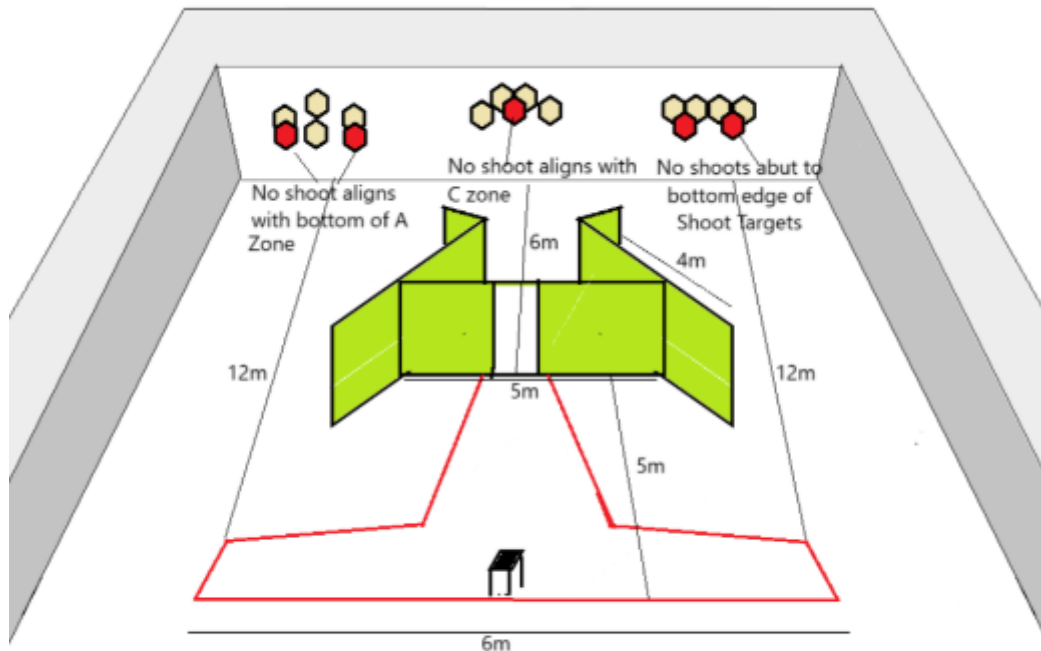


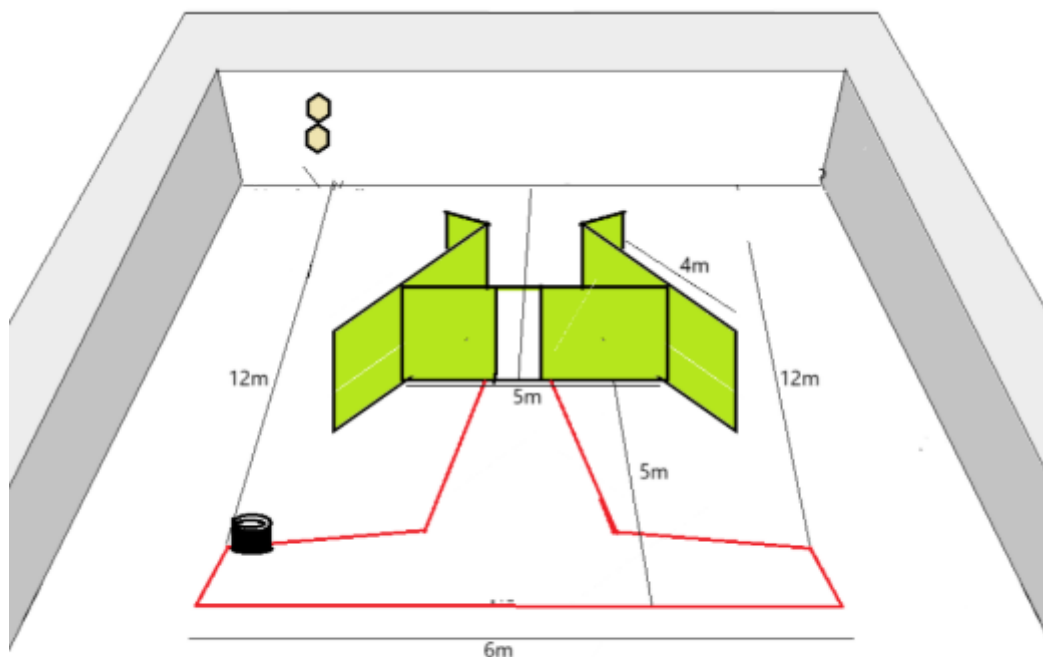
# 1. Stage 1 -Slug Shotgun



CoF	Comstock - Medium	Points	60 p
Targets	12 paper, 5 no-shoot, Total 12 targets	Min rounds	12
Firearm	Shotgun	Match-%	12.00%

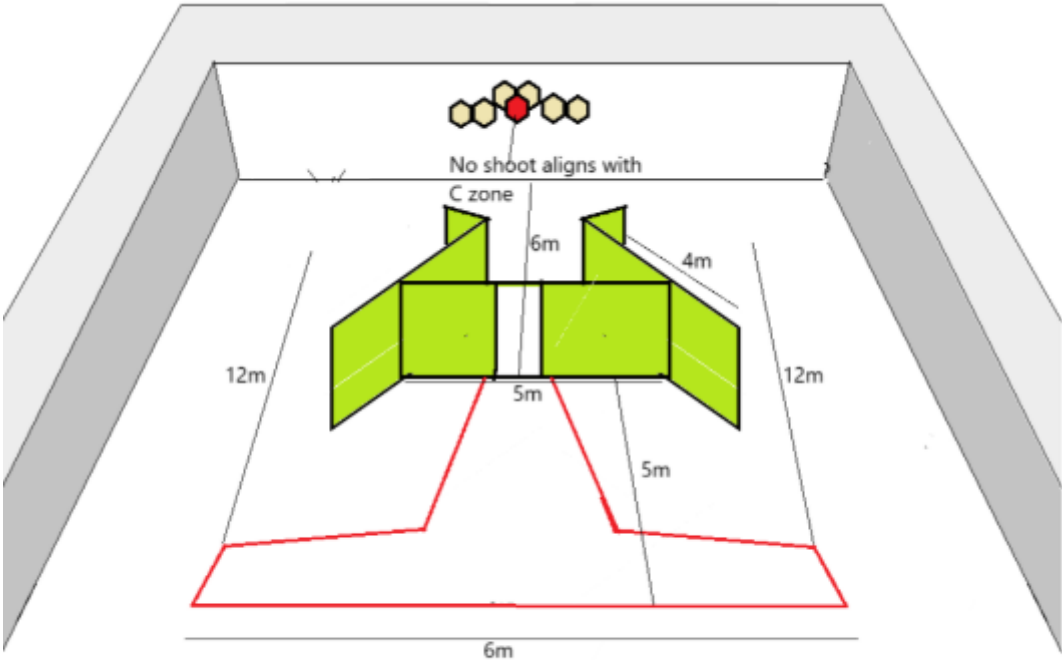
Procedure	On audible start signal, engage targets with a minimum of one round on each. NOTE ALL TARGETS ARE IPSC MINI FOR ALL STAGES		
Starting position	Seated on stool/chair. Gun held at trail in either hand with other hand resting on your thigh.		
Firearm ready condition	Loaded Option 1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	90/90/90 or Local MAR if applicable.		
Setup notes	IPSC Mini Targets which are butted up against each other.		

## 2. Stage 2 -Slug Shotgun



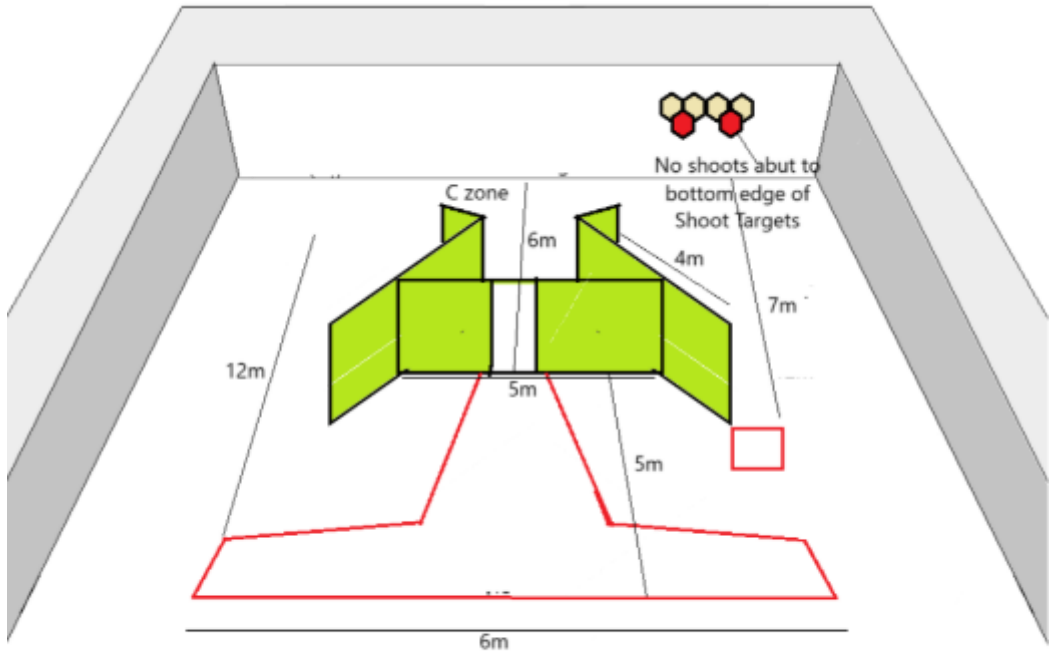
CoF	Comstock - Short	Points	20 p
Targets	2 paper, Total 2 targets	Min rounds	4
Firearm	Shotgun	Match-%	4.00%
Procedure	On audible start signal engage targets with a minimum of two rounds on each. NOTE stages 2, 3 & 4 can be shot one after the other.		
Starting position	Standing upright with hands on head. Gun on tyres with trigger mechanism inside inner rim.		
Firearm ready condition	Loaded Option 1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	90/90/90 or Local MAR if applicable.		
Setup notes	Use left hand array from Stage 1.		

### 3. Stage 3 -Slug Shotgun



CoF	Comstock - Short	Points	30 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	6
Firearm	Shotgun	Match-%	6.00%
Procedure	On the audible start signal engage targets with a minimum of 1 round on each, load 1 shoot 1.		
Starting position	Standing upright in front of doorway. Gun held in two hands at hip level. Rule 8.2.2.1		
Firearm ready condition	Unloaded Option 3		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	90/90/90 or Local MAR if applicable.		
Setup notes	Use middle array from Stage 1. Add 2 IPSC mini Targets.		

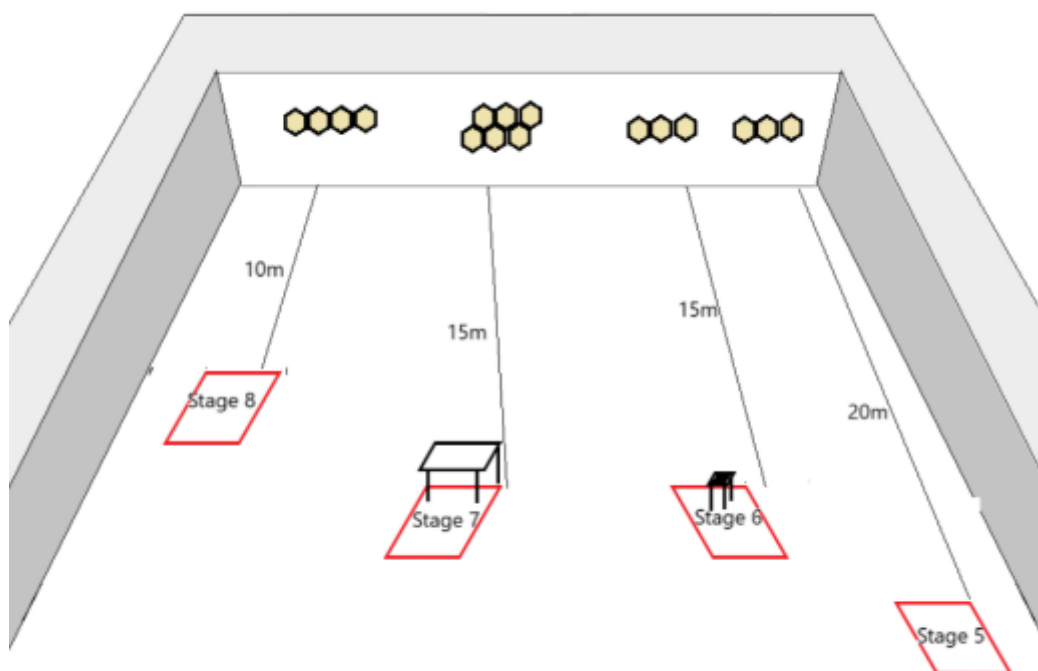
## 4. Stage 4 -Slug Shotgun



CoF	Comstock - Short	Points	40 p
Targets	4 paper, 2 no-shoot, Total 4 targets	Min rounds	8
Firearm	Shotgun	Match-%	8.00%

Procedure	On the audible start signal engage each target with one round only each. Carry out a compulsory reload and again engage the targets with a minimum of one round on each. Note Reload means at least one round inserted into the shotgun.		
Starting position	Standing upright within shooting area touching marks. Gun held in two hands at hip level. Rule 8.2.2.1		
Firearm ready condition	Loaded Option 1.		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	90/90/90 or Local MAR if applicable.		
Setup notes	Use righthand array array from Stage 1. Add shooting box at 6 meters from targets.		

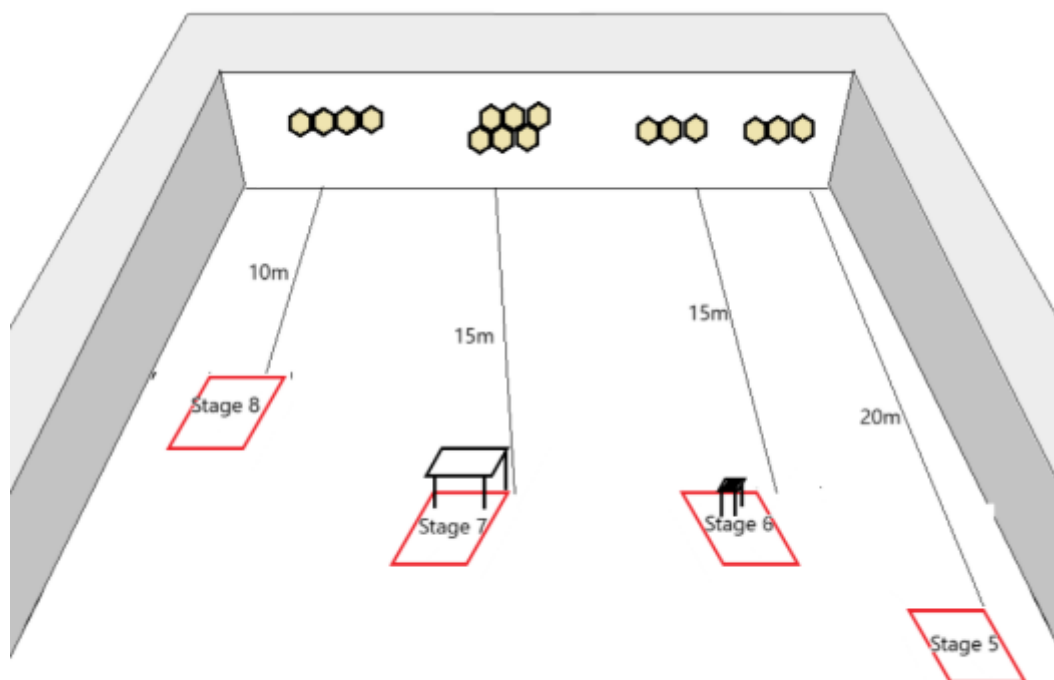
## 5. Stage 5 - Slug Shotgun



CoF	Comstock - Short	Points	30 p
Targets	3 paper, Total 3 targets	Min rounds	6
Firearm	Shotgun	Match-%	6.00%

Procedure	On audible start signal engage targets with a minimum of two rounds on each. Shot at 20 metres. Note - Stages 5, 6, 7 & 8 can be shot one after the other, or 2 at a time.		
Starting position	Standing upright within shooting area. Gun held at trail in either hand, Other hand hanging naturally by your side.		
Firearm ready condition	Loaded Option 1.		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	90/90/90 or Local MAR if applicable.		
Setup notes			

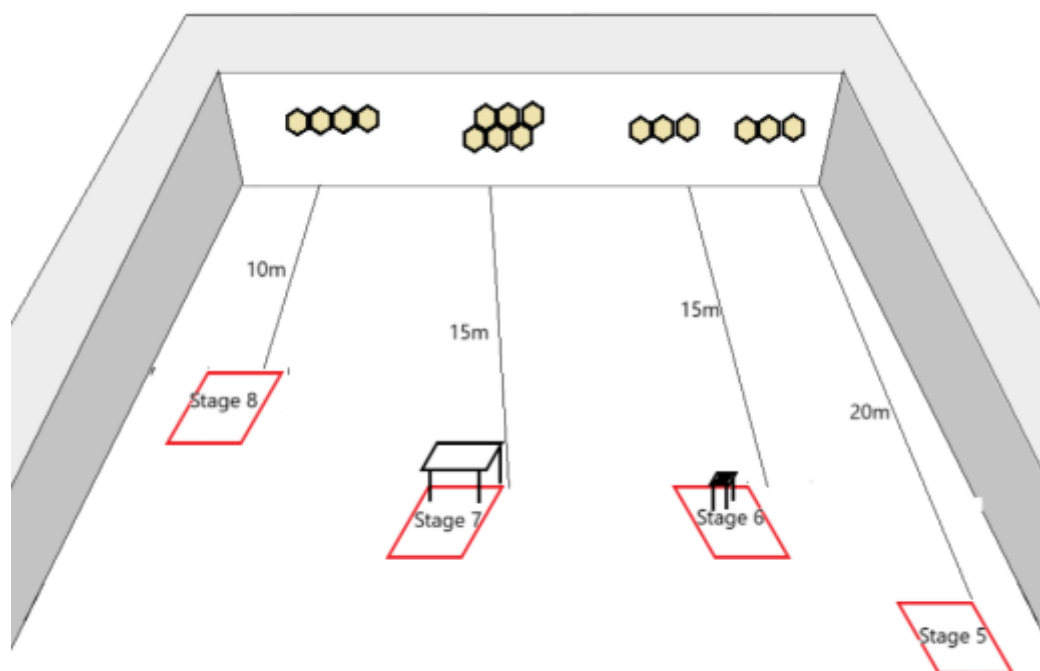
## 6. Stage 6 - Slug Shotgun



CoF	Comstock - Short	Points	30 p
Targets	3 paper, Total 3 targets	Min rounds	6
Firearm	Shotgun	Match-%	6.00%

Procedure	On audible start signal engage targets with a minimum of two on each, whilst remaining seated.
Starting position	Seated on chair facing forward. Gun held at trail in either hand, Other hand resting on knee.
Firearm ready condition	Loaded Option 2
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90 or Local MAR if Applicable.
Setup notes	Stool can be placed anywhere within the shooting area.

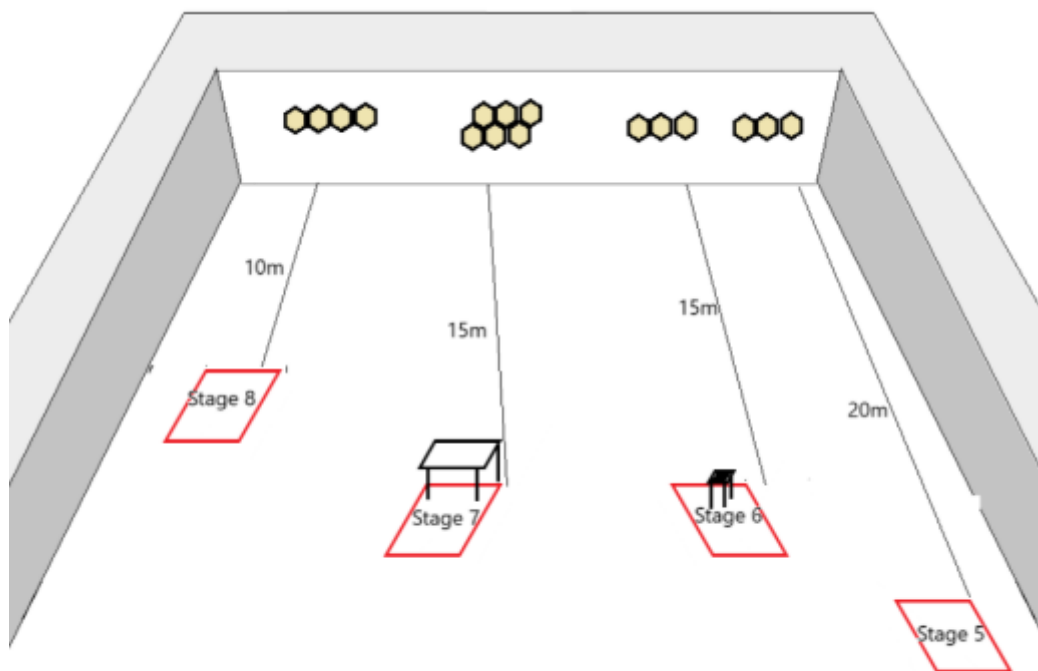
## 7. Stage 7 - Slug Shotgun



CoF	Comstock - Short	Points	30 p
Targets	6 paper, Total 6 targets	Min rounds	6
Firearm	Shotgun	Match-%	6.00%

Procedure	On audible start signal engage targets with a minimum of one on each.		
Starting position	Standing with hands flat on table either side of gun. Gun placed on middle of table pointing directly down range. All ammunition for the stage will be loose in cardboard box. Open boxfed guns rounds will be in magazine.		
Firearm ready condition	Unloaded Option 3		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	90/90/90 or Local MAR if applicable.		
Setup notes	Cardboard box should be 250 cartridge size box and may be placed anywhere on table.		

## 8. Stage 8 - Slug Shotgun

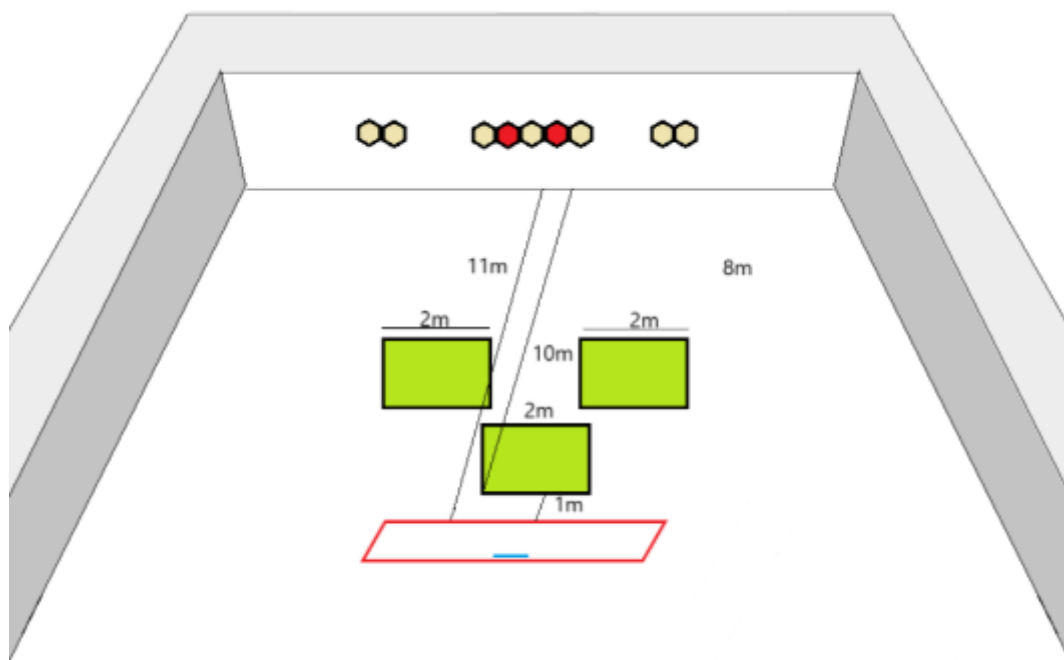


CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Shotgun	Match-%	8.00%

Procedure	On the audible start signal engage targets with one round only on each. Carry out a compulsory reload and again engage targets with a minimum of one on each from your weak shoulder		
Starting position	Standing upright in shooting area with gun held in two hands at hip level. Rule 8.2.2.1.		
Firearm ready condition	Loaded Option 1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	90/90/90 or Local MAR if applicable.		
Setup notes			



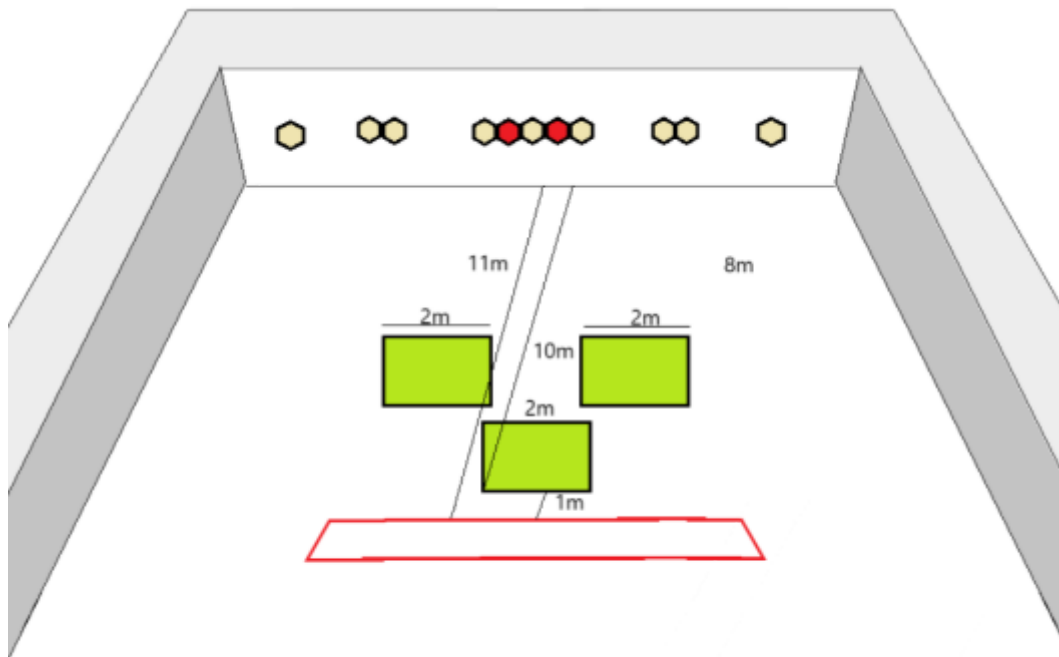
## 9. Stage 9 - Slug Shotgun



CoF	Comstock - Medium	Points	70 p
Targets	7 paper, 2 no-shoot, Total 7 targets	Min rounds	14
Firearm	Shotgun	Match-%	14.00%

Procedure	On audible start signal, engage targets as they become visible with a minimum of two rounds on each
Starting position	Standing upright in shooting area with heels touching marks. gun held in two hands at hip level. Rule 8.2.2.1.
Firearm ready condition	Loaded Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90 or Local MAR if applicapable.
Setup notes	Targets butt up to each other.

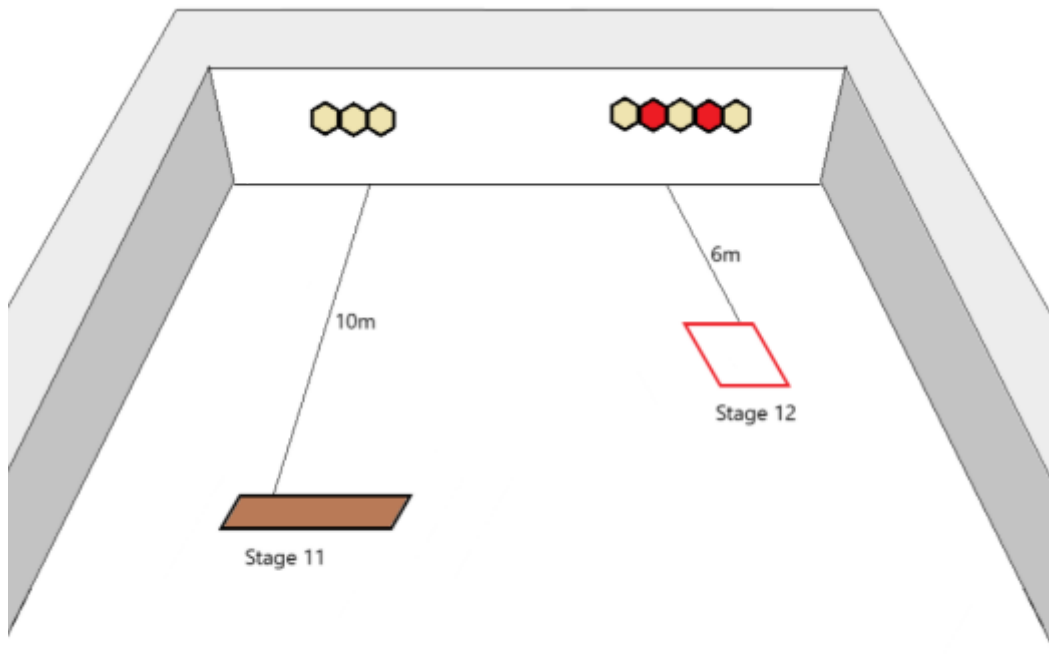
## 10. Stage 10 - Slug Shotgun



CoF	Comstock - Long	Points	90 p
Targets	9 paper, Total 9 targets	Min rounds	18
Firearm	Shotgun	Match-%	18.00%

Procedure	On audible start signal engage targets as they become visible from within shooting area
Starting position	Standing upright anywhere within shooting area. Gun held in two hands at hip level. Rule 8.2.2.1.
Firearm ready condition	Loaded Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90 or Local MAR if applicable.
Setup notes	Use set up from stage 9 add 2 extra targets which can only be seen around the outside of the inner barricades.

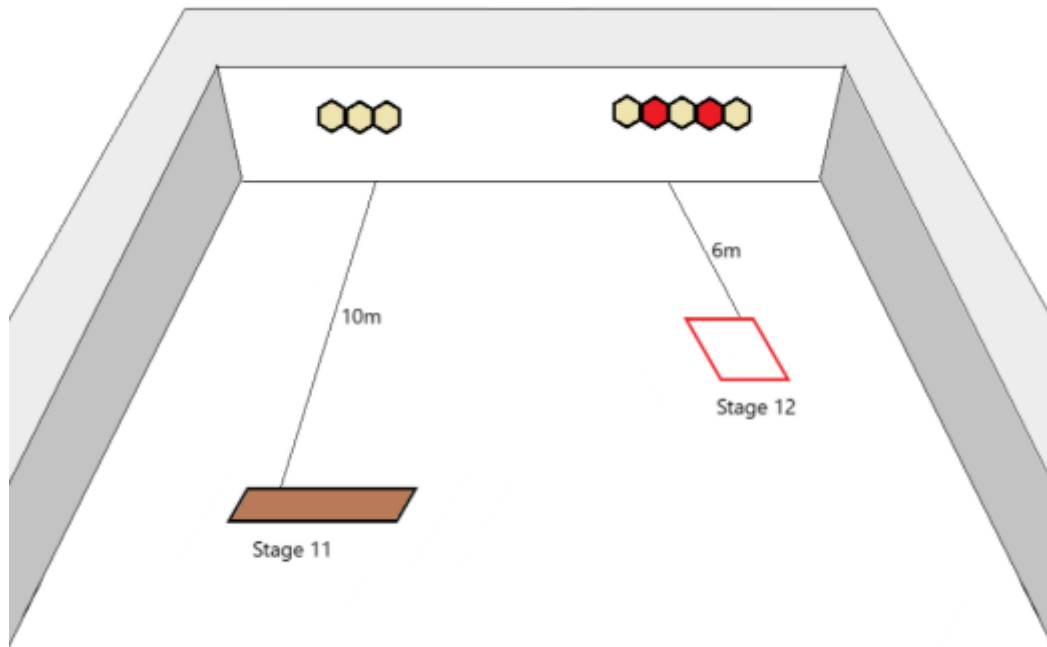
## 11. Stage 11 - Slug Shotgun



CoF	Comstock - Short	Points	30 p
Targets	3 paper, Total 3 targets	Min rounds	6
Firearm	Shotgun	Match-%	6.00%

Procedure	On the audible start signal, engage targets with a minimum of two rounds on each.
Starting position	Standing upright on platform. Gun held in two hands at hip level. Rule 8.2.2.1.
Firearm ready condition	Loaded Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90 or Local MAR if applicapable.
Setup notes	Platform to be at least 3 inches off ground. Can be shot with stage 12.

## 12. Stage 12 - Slug Shotgun



CoF	Comstock - Short	Points	30 p
Targets	3 paper, 2 no-shoot, Total 3 targets	Min rounds	6
Firearm	Shotgun	Match-%	6.00%

Procedure	On audible start signal engage targets with a minimum of two rounds on each.
Starting position	Standing upright within shooting area, facing up range. Gun held at trail in weak hand, other hand hanging naturally by your side.
Firearm ready condition	Loaded Option 2
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90 or Local MAR if applicable.
Setup notes	Can be shot with stage 11.