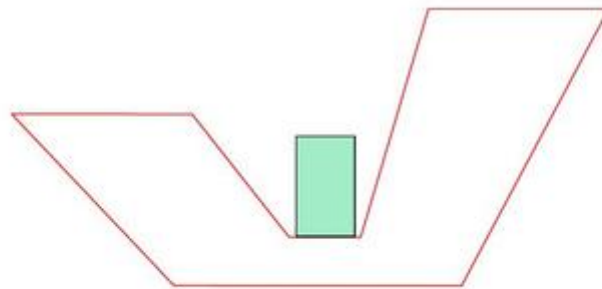
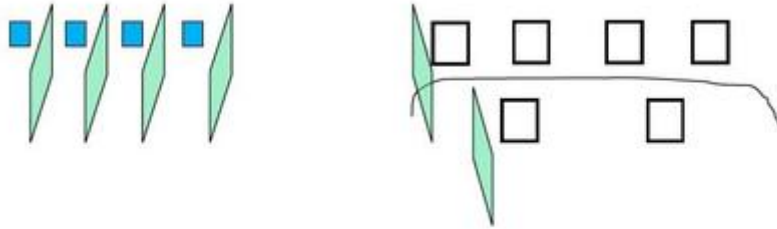


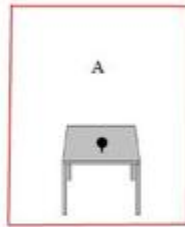
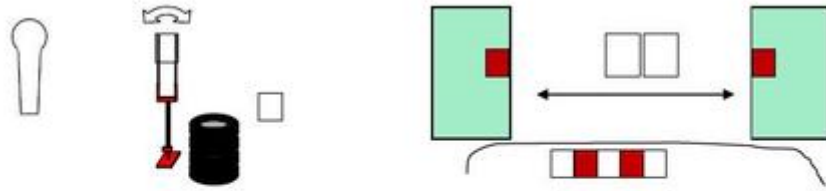
1. Stage 1 – Älg (Slug)



CoF	Comstock - Medium	Points	100 p
Targets	6 paper, 4 plates, (with 4 10p), Total 10 targets	Min rounds	16
Firearm	Shotgun	Match-%	10.26%

Procedure	On audible signal, engage targets from within area. Plates scores 10 p each.
Starting position	Standing anywhere in Area A, erect with the shotgun (option 1)
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

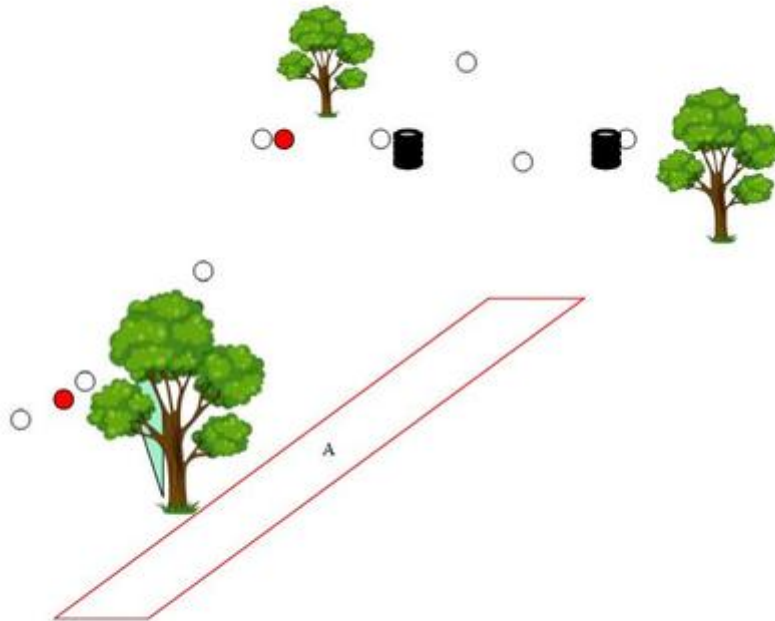
2. Stage 2 – Gris (Slug)



CoF	Comstock - Medium	Points	50 p
Targets	9 paper, 1 popper, 8 no-shoot, Total 10 targets	Min rounds	8
Firearm	Shotgun	Match-%	5.13%

Procedure	On audible signal, engage targets from within area. Button activates running targets. Popper activates swinger Running targets scores double points. Only best hit counts for scoring. OBS For scoring, runners count for double shot the shotcount is 10 only in the app.
Starting position	Standing anywhere in Area A, erect with the shotgun (option 1)
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

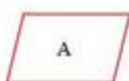
3. Stage 3 – Backen (Bird)



CoF	Comstock - Short	Points	40 p
Targets	8 plates, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	4.10%

Procedure	On audible signal, engage targets from within area.
Starting position	Standing anywhere in Area A, erect with the shotgun (option 1)
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

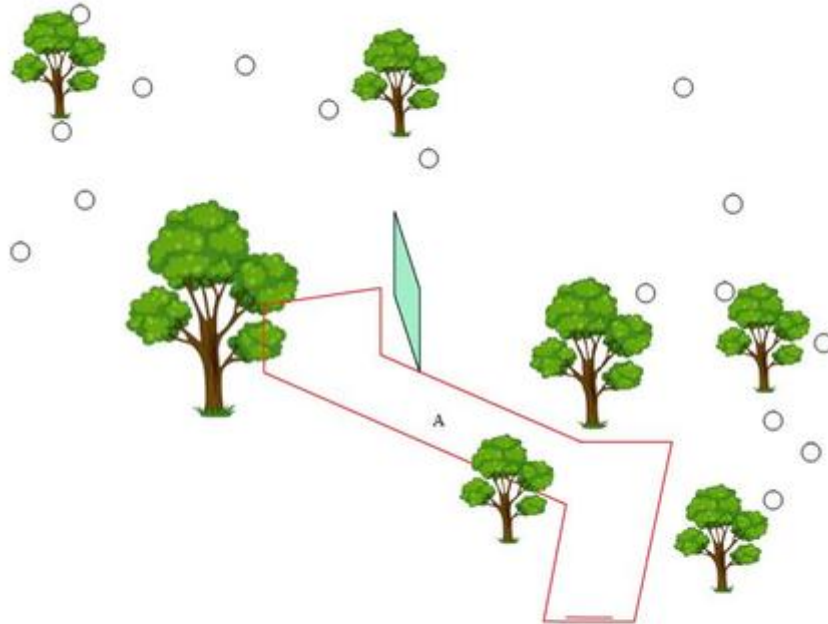
4. Stage 4 – Jaktstig 1 (Bird)



CoF	Comstock - Short	Points	40 p
Targets	8 plates, 2 no-shoot, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	4.10%

Procedure	On audible signal, engage targets from within area.
Starting position	Standing anywhere in Area A, erect with the shotgun (option 1)
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

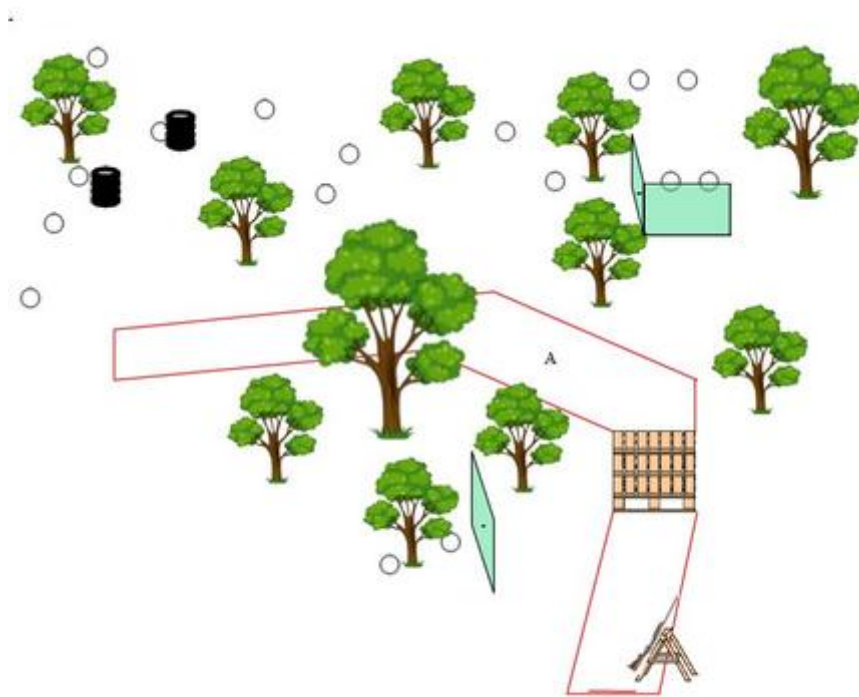
5. Stage 5 – Jaktstig 2 (Bird)



CoF	Comstock - Medium	Points	80 p
Targets	16 plates, Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	8.21%

Procedure	On audible signal, engage targets from within area.
Starting position	Standing at mark, erect with the shotgun (option 1)
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

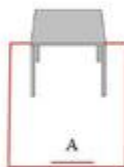
6. Stage 6 – P Hagel (Bird)



CoF	Comstock - Medium	Points	80 p
Targets	7 plates, 9 frangible, Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	8.21%

Procedure	On audible signal, engage targets from within area A.
Starting position	Unloaded shotgun (Option 3) in gun rack, muzzle up. Competitor standing relaxed at mark.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

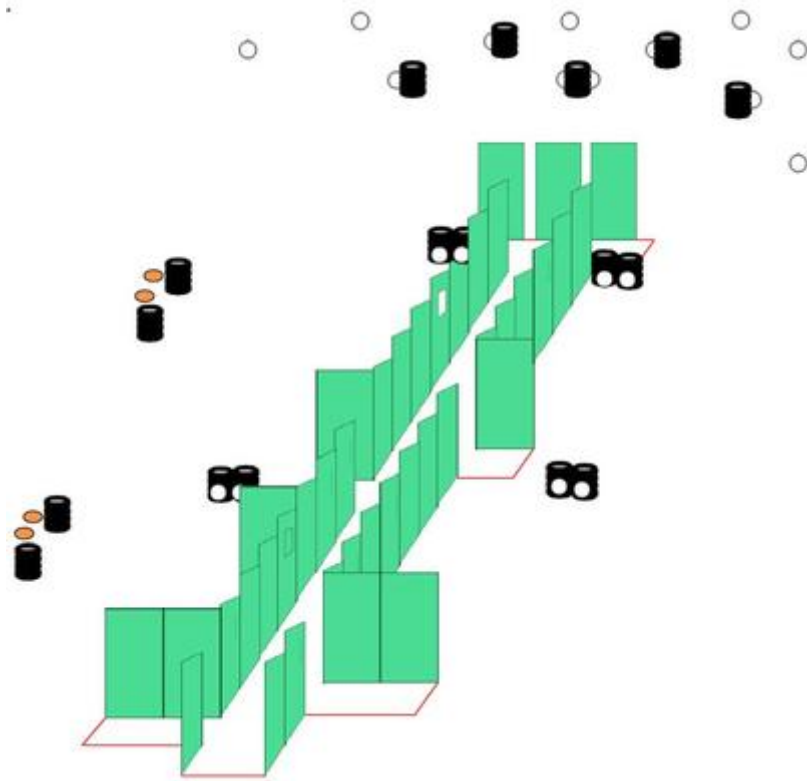
7. Stage 7 – Bakom Hagel (8 Buck)



CoF	Comstock - Medium	Points	60 p
Targets	4 paper, 4 plates, 1 no-shoot, Total 8 targets	Min rounds	12
Firearm	Shotgun	Match-%	6.15%

Procedure	On audible signal, engage targets from within area.
Starting position	Standing relaxed, heels touching mark. Shotgun (option 2) placed on mark on table.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

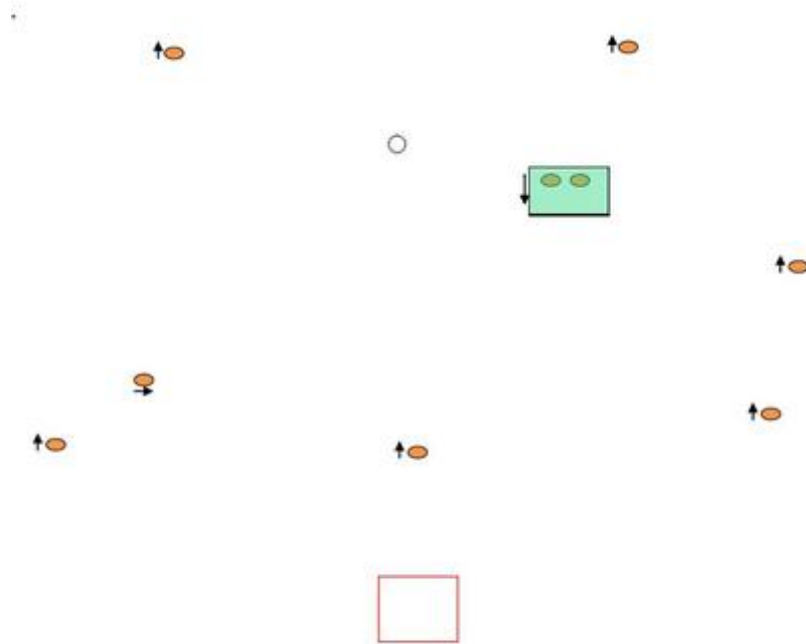
8. Stage 8 – V Hagel (Bird)



CoF	Comstock - Long	Points	120 p
Targets	16 plates, 8 frangible, Total 24 targets	Min rounds	24
Firearm	Shotgun	Match-%	12.31%

Procedure	On audible signal, engage targets from within area.
Starting position	Standing anywhere in shooting area, erect with the shotgun (option 1)
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

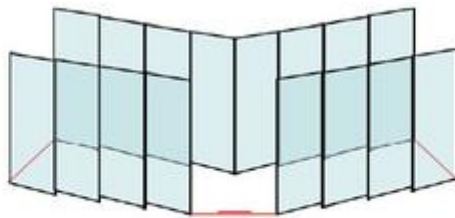
9. Stage 9 – Hagel 1 (Bird)



CoF	Comstock - Medium	Points	85 p
Targets	1 plates, 9 frangible, (with 7 10p), Total 10 targets	Min rounds	3
Firearm	Shotgun	Match-%	8.72%

Procedure	On audible signal, engage targets from within area. Plate releases 7 disappearing targets and lowers wall. Bonus targets score 10 points each.
Starting position	Standing erect with the shotgun (option 1)
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

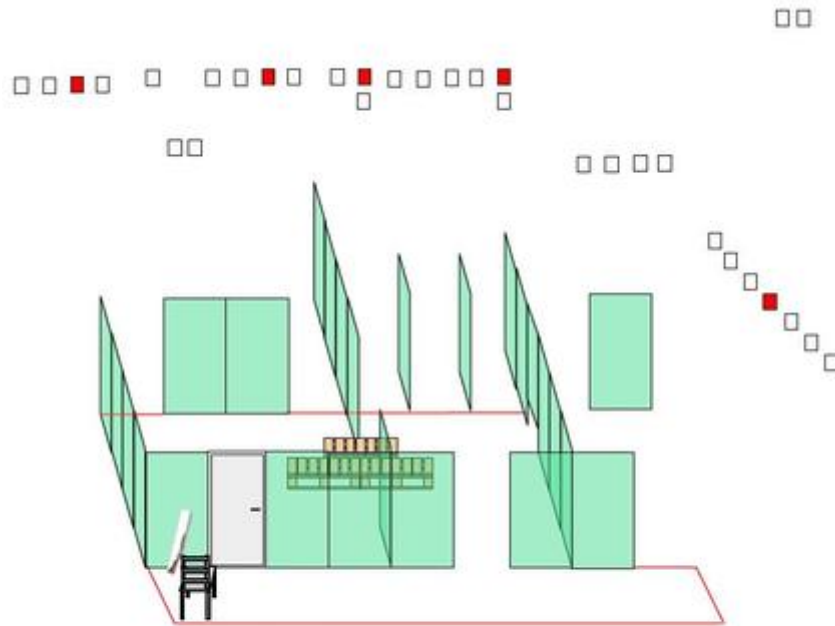
10. Stage 10 – Hagel 2 (Bird)



CoF	Comstock - Medium	Points	60 p
Targets	2 popper, 8 frangible, (with 2 10p), Total 10 targets	Min rounds	8
Firearm	Shotgun	Match-%	6.15%

Procedure	On audible signal, engage targets from within area. Poppers release bonus targets. Bonus targets score 10 points each. Mandatory reload between first and last shot.
Starting position	Standing, heels touching mark, erect with the shotgun (option 2)
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

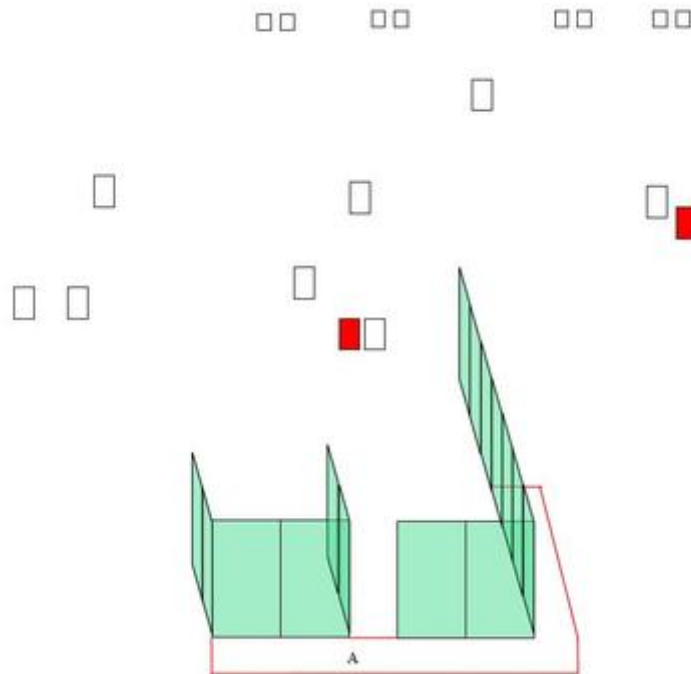
11. Stage 11 – Planen (Bird)



CoF	Comstock - Long	Points	140 p
Targets	28 plates, 5 no-shoot, Total 28 targets	Min rounds	28
Firearm	Shotgun	Match-%	14.36%

Procedure	On audible signal, engage targets from within area A.
Starting position	Sitting in chair, hands touching knees. Shotgun (option 1) standing at mark.
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 – Masten (16 Buck)



CoF	Comstock - Long	Points	120 p
Targets	8 paper, 8 plates, Total 16 targets	Min rounds	24
Firearm	Shotgun	Match-%	12.31%

Procedure	On audible signal, engage targets from within area. OBS pga SSI står det 24 skott men det beror på att dom två bästa träffarna på papper räknas.
Starting position	Standing anywhere in Area A, erect with the shotgun in option 1
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	