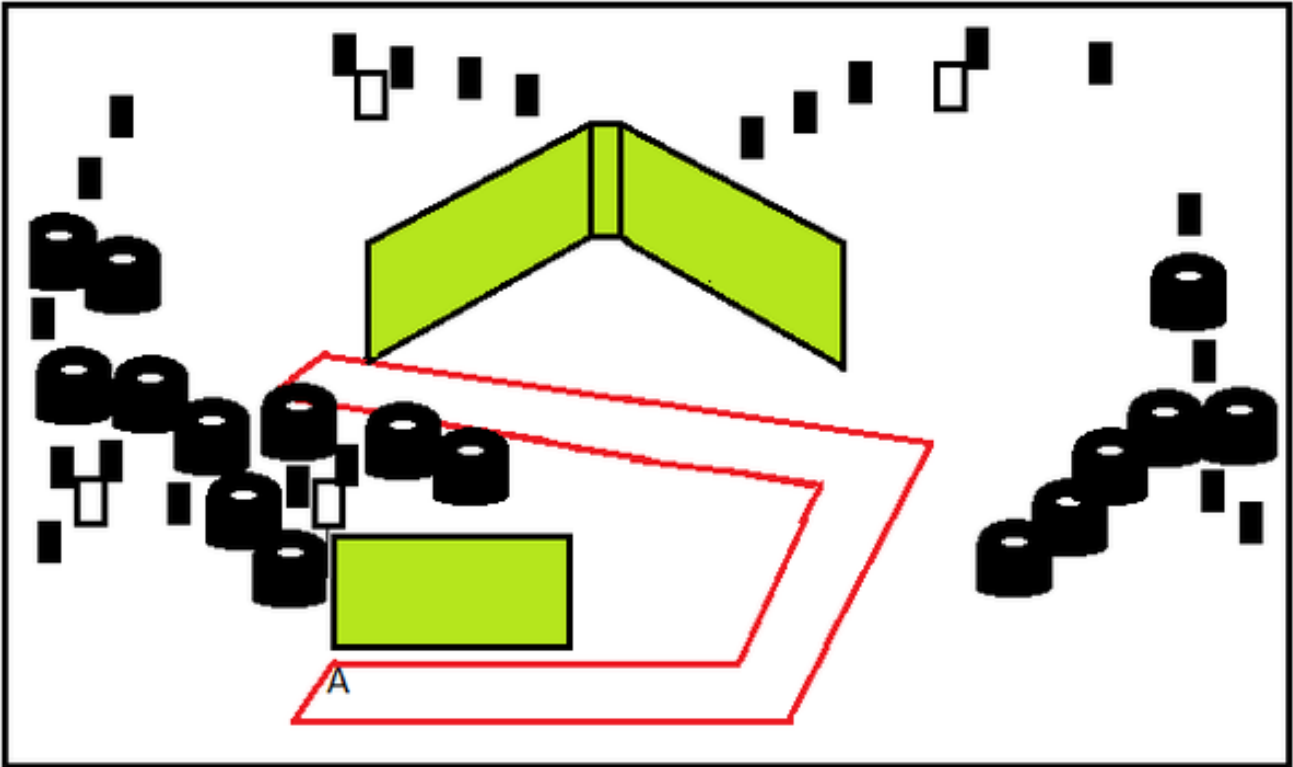


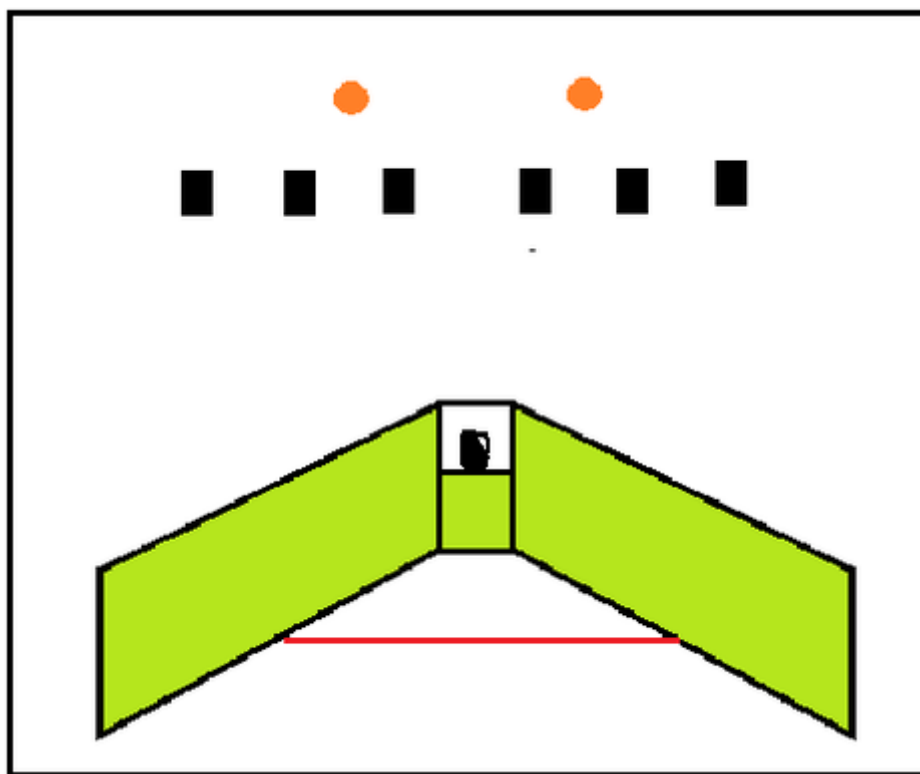
1. Stage 1



CoF	Comstock - Long	Points	110 p
Targets	22 plates, 4 no-shoot, Total 22 targets	Min rounds	22
Firearm	Shotgun	Match-%	15.17%

Procedure	Shoot targets as seen from within shooting area.
Starting position	Gun loaded Option 1
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

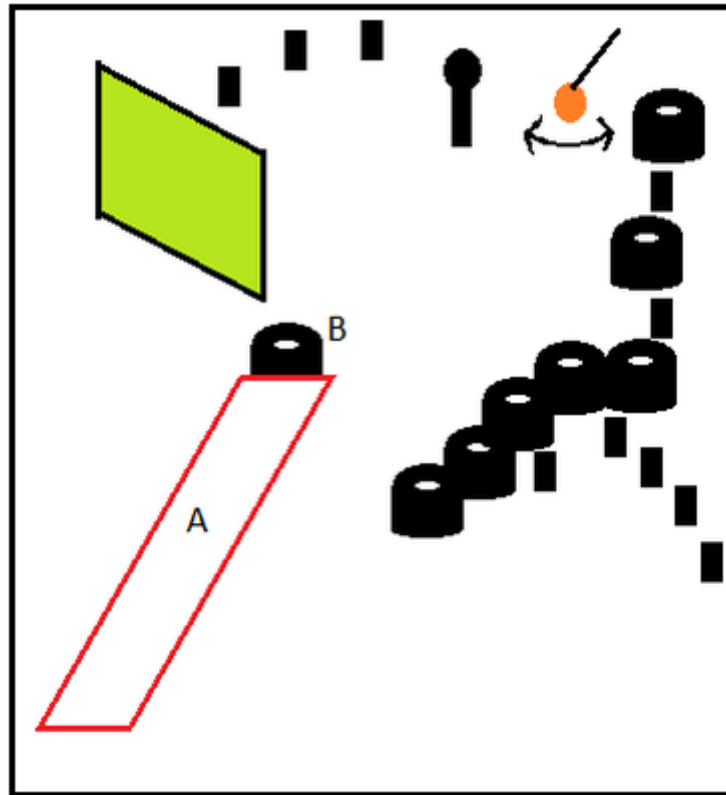
2. Stage 2



CoF	Comstock - Short	Points	40 p
Targets	6 plates, 2 frangible, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	5.52%

Procedure	Drop bottle. Shoot targets as they become visible.
Starting position	Gun loaded option 1
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

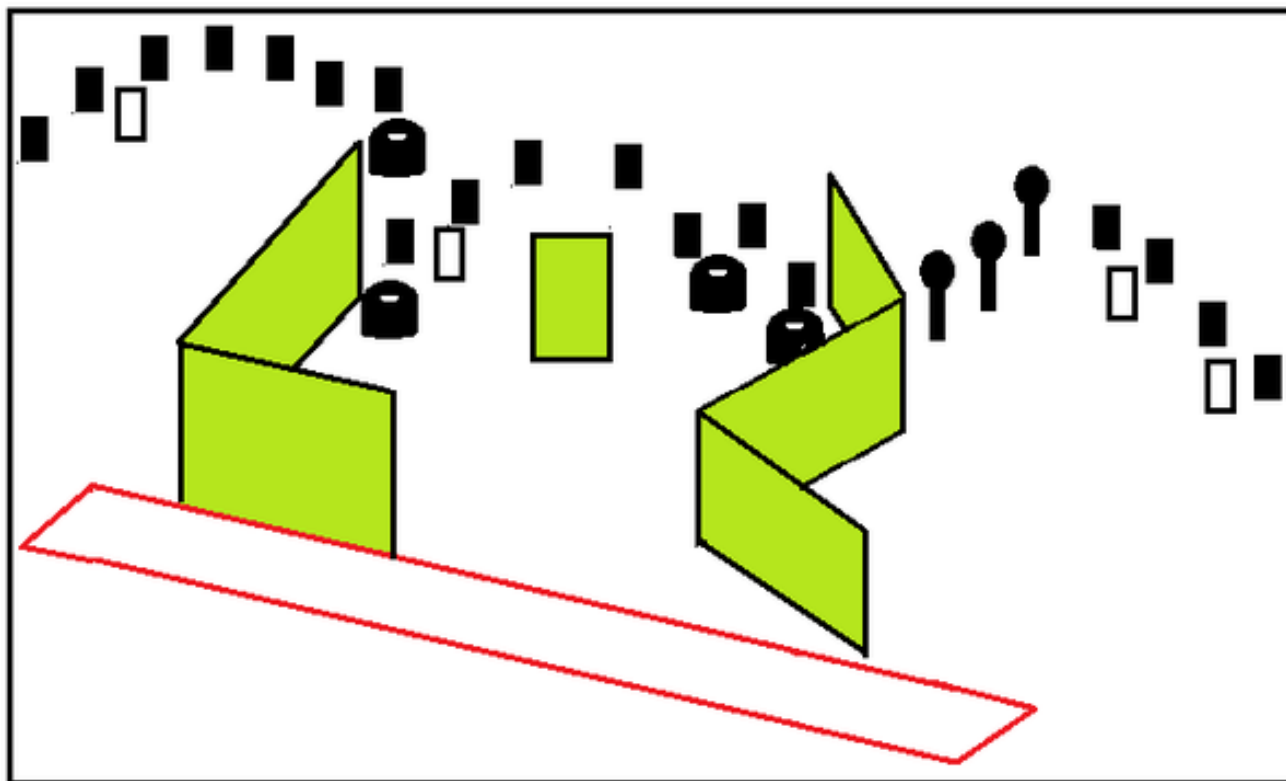
3. Stage 3



CoF	Comstock - Medium	Points	60 p
Targets	1 popper, 10 plates, 1 frangible, Total 12 targets	Min rounds	12
Firearm	Shotgun	Match-%	8.28%

Procedure	Shoot targets from within shooting area. Shooting popper will activate swing clay which will remain in view.
Starting position	Gun loaded option 2 and placed on tyre.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

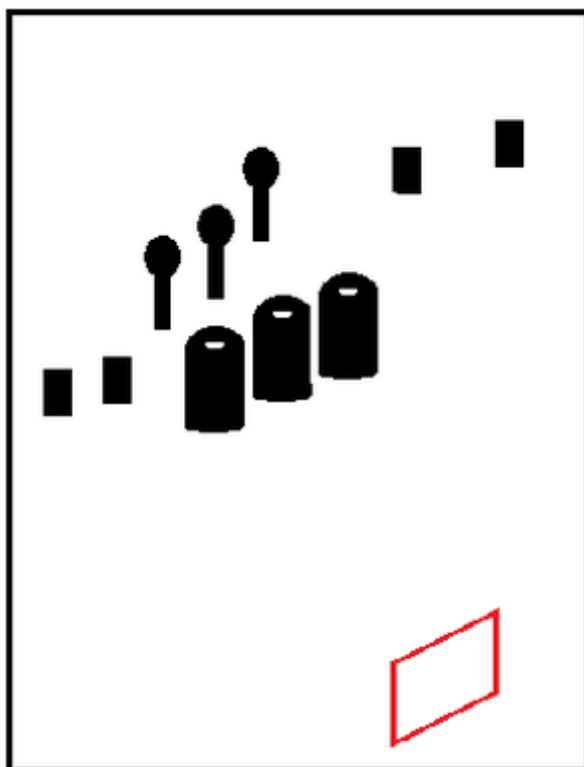
4. Stage 4



CoF	Comstock - Long	Points	105 p
Targets	3 popper, 18 plates, 4 no-shoot, Total 21 targets	Min rounds	21
Firearm	Shotgun	Match-%	14.48%

Procedure	Shoot targets as they become visible from within the shooting area.
Starting position	Gun loaded option 1
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

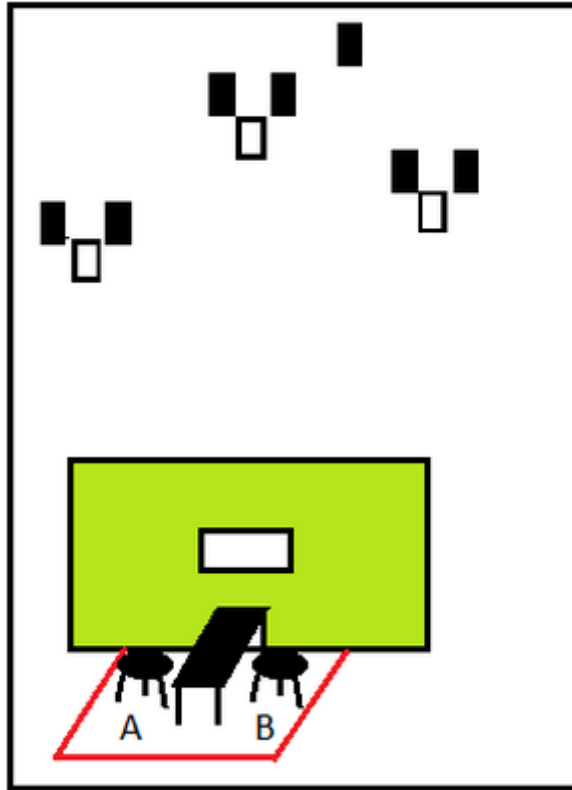
5. Stage 5



CoF	Comstock - Short	Points	35 p
Targets	3 popper, 4 plates, Total 7 targets	Min rounds	7
Firearm	Shotgun	Match-%	4.83%

Procedure	Shoot targets as they become visible from within the shooting area.
Starting position	Gun unloaded option 3
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

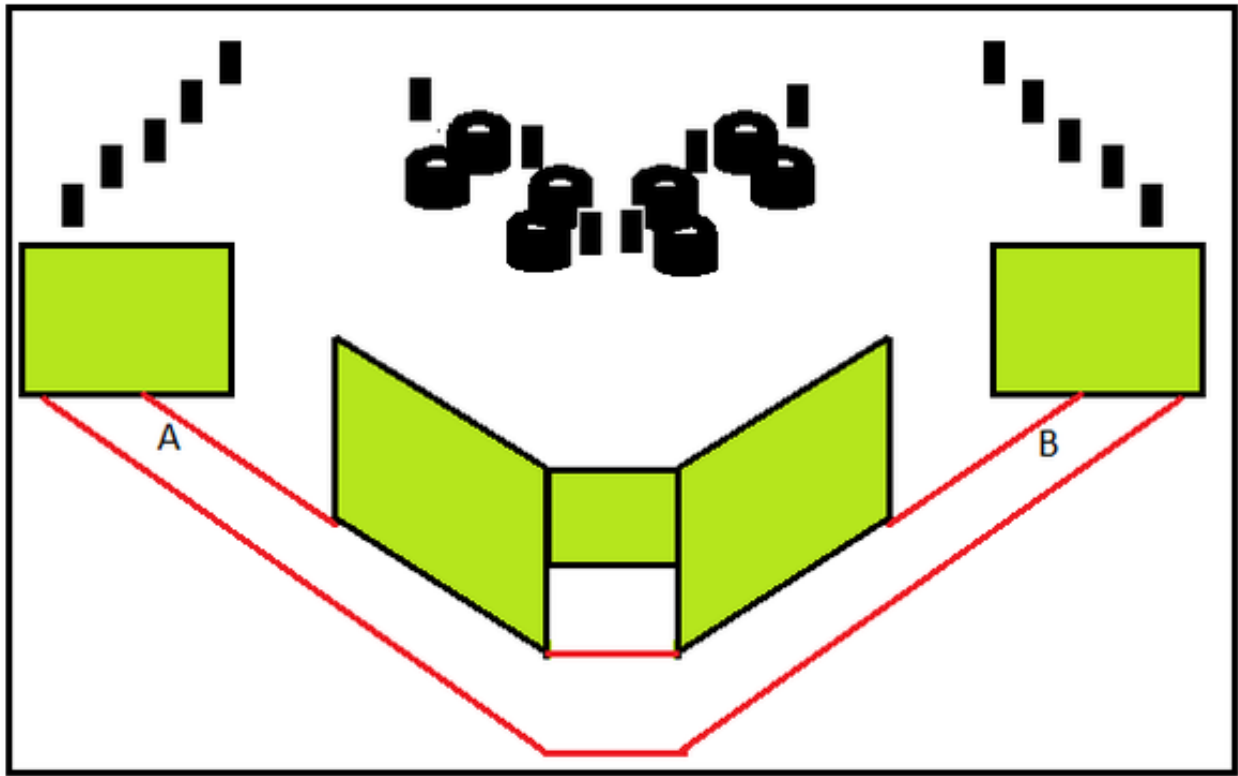
6. Stage 6



CoF	Comstock - Short	Points	35 p
Targets	7 plates, 3 no-shoot, Total 7 targets	Min rounds	7
Firearm	Shotgun	Match-%	4.83%

Procedure	Shoot targets as they become visible from within shooting area
Starting position	Gun loaded option 2 on table. Shooter sat on stool.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

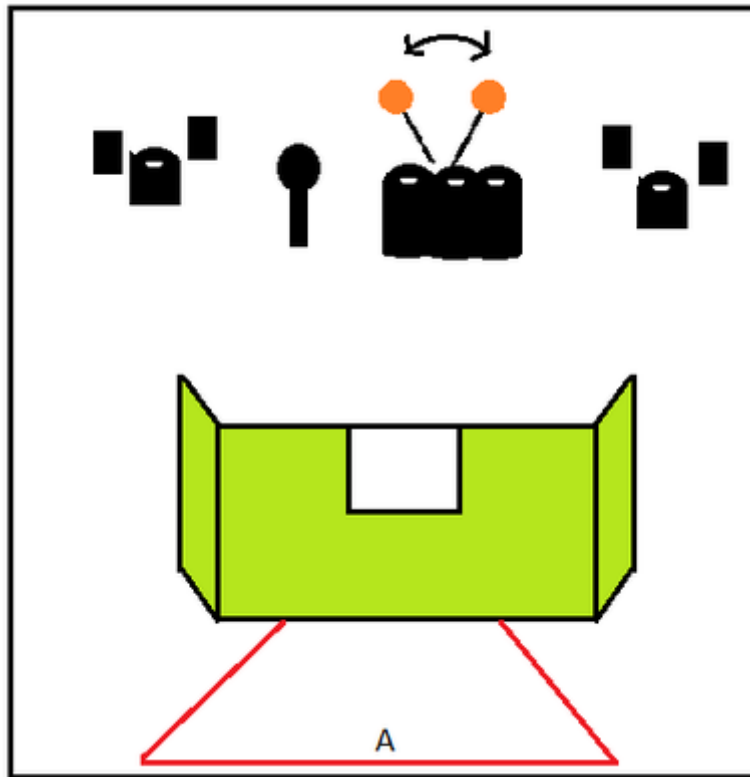
7. Stage 7



CoF	Comstock - Medium	Points	80 p
Targets	16 plates, Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	11.03%

Procedure	Shoot targets as they become visible from within shooting area.
Starting position	Gun loaded option 1
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

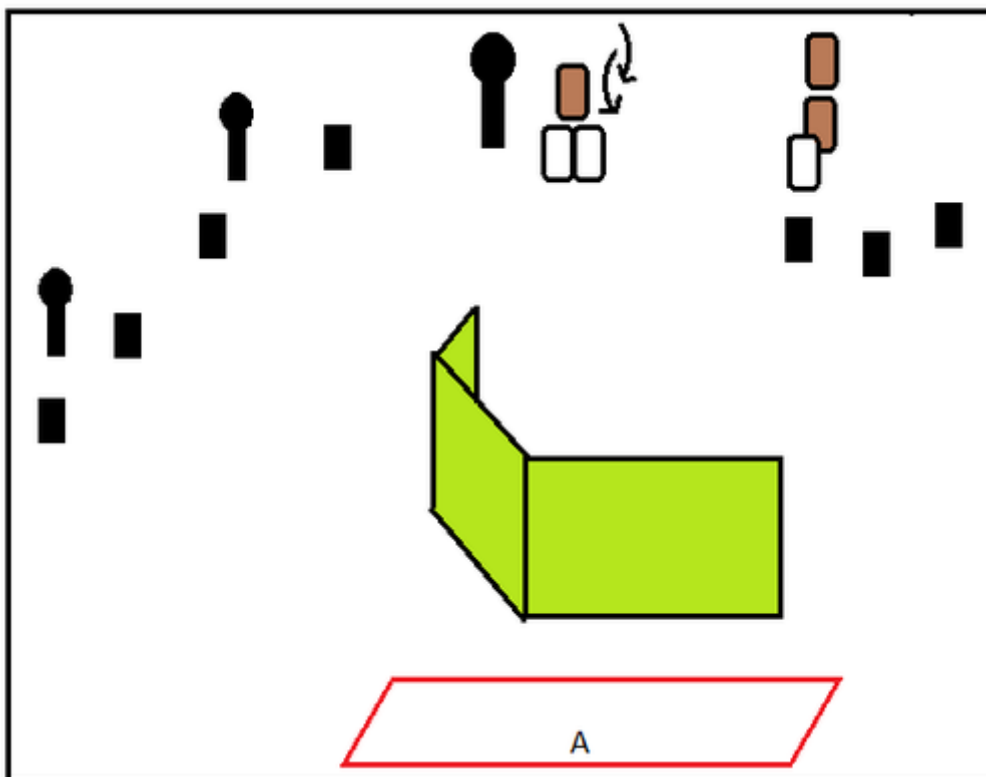
8. Stage 8



CoF	Comstock - Short	Points	35 p
Targets	1 popper, 4 plates, 2 frangible, Total 7 targets	Min rounds	7
Firearm	Shotgun	Match-%	4.83%

Procedure	Shoot targets as they become visible from within shooting area. Shooting popper will activate two swinging clas which remain in view.
Starting position	Gun loaded option 1
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

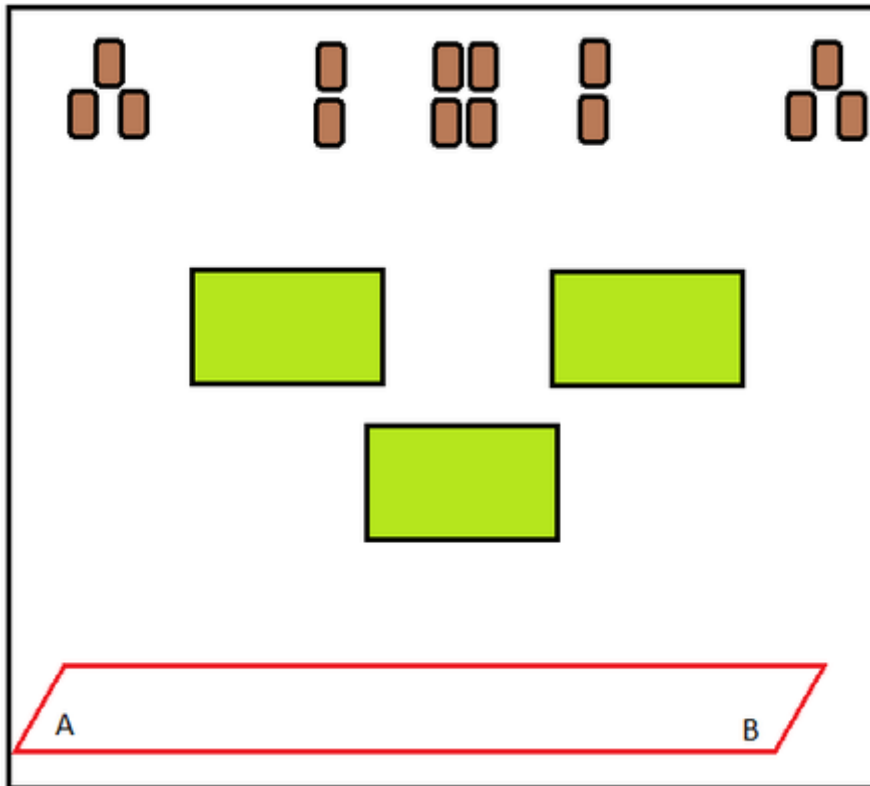
9. Stage 9



CoF	Comstock - Medium	Points	80 p
Targets	3 paper, 3 popper, 7 plates, 3 no-shoot, Total 13 targets	Min rounds	13
Firearm	Shotgun	Match-%	11.03%

Procedure	Shoot targets as they become visible. Shooting popper will reveal dropper turner Mini IPSC Target which disappears from sight. Highest 2 hits on IPSC targets to count.
Starting position	Gun loaded option 1
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

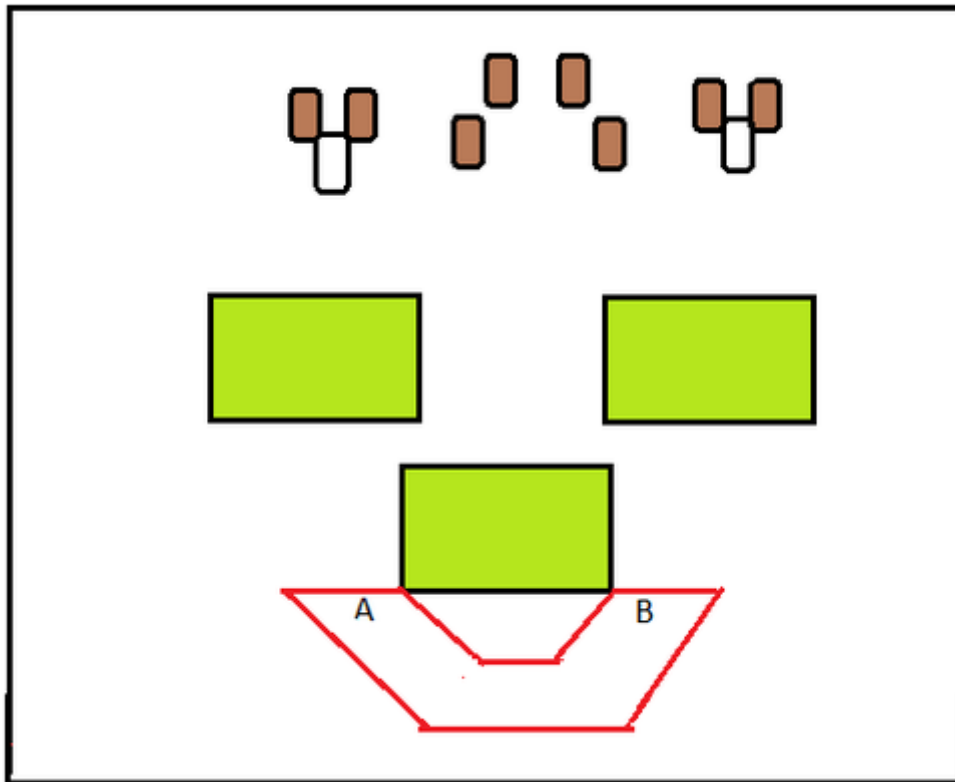
10. Stage 10



CoF	Comstock - Medium	Points	70 p
Targets	14 paper, Total 14 targets	Min rounds	14
Firearm	Shotgun	Match-%	9.66%

Procedure	Shoot targets as they become visible from within shooting area.
Starting position	Gun loaded option 1
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/x/90 x = top of quarry.
Setup notes	

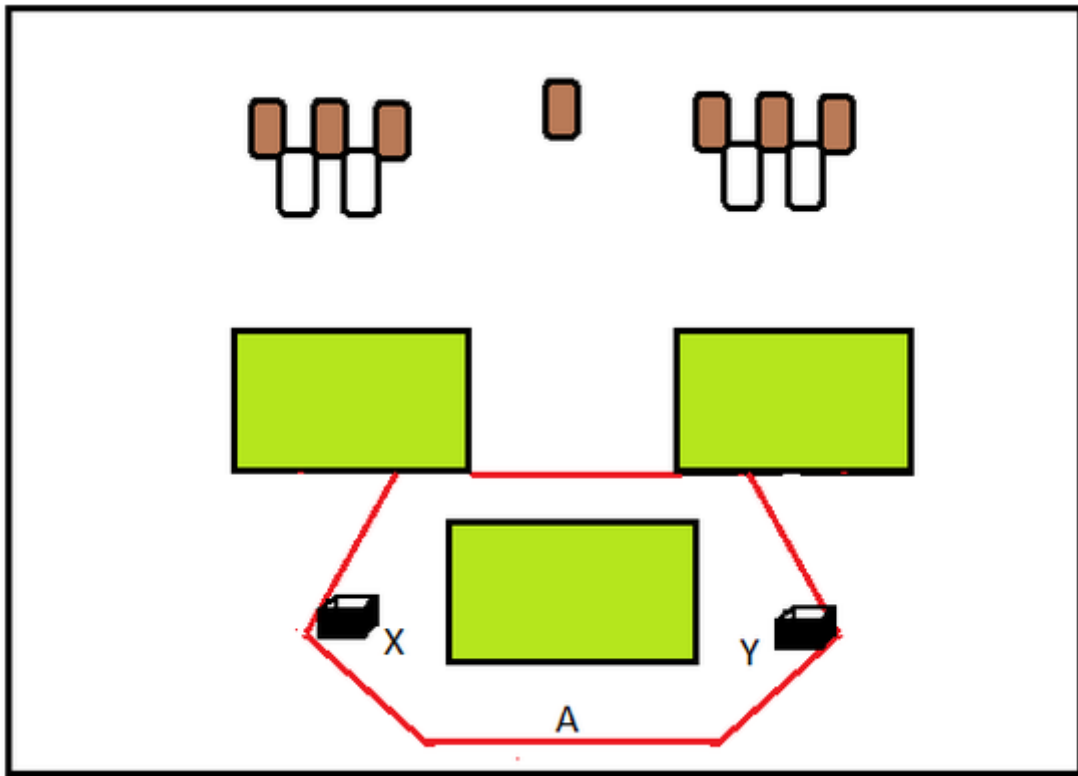
11. Stage 11



CoF	Comstock - Short	Points	40 p
Targets	8 paper, 2 no-shoot, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	5.52%

Procedure	Shoot targets as they become visible from within the shooting area.
Starting position	Gun loaded option 1
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/x/90 x = top of quarry.
Setup notes	

12. Stage 12



CoF	Comstock - Short	Points	35 p
Targets	7 paper, 4 no-shoot, Total 7 targets	Min rounds	7
Firearm	Shotgun	Match-%	4.83%

Procedure	Shoot targets from within shooting area.
Starting position	Gun Unloaded option 3, all ammo in box.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/x/90 x = top of quarry.
Setup notes	