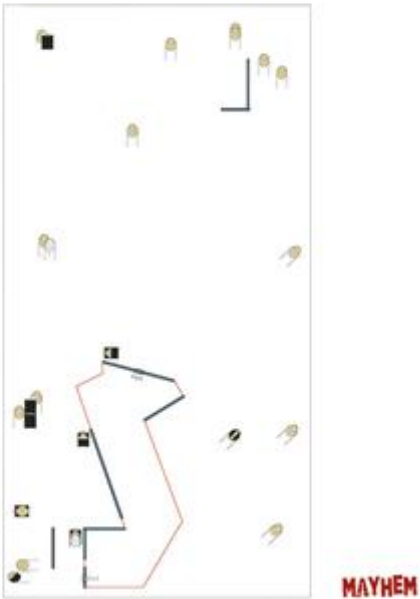


# 1. Stage 1

1

**Stage 1**  
40 Rounds 20 Targets 2 NS  
Shooter facing downrange starts standing anywhere in the demarcated area  
Rifle option 1 , butt touching hip.  
Shoot targets as they become visible.



CoF	Comstock - Long	Points	200 p
Targets	20 paper, 2 no-shoot, Total 20 targets	Min rounds	40
Firearm	Rifle	Match-%	16.67%

Procedure	Shooter facing downrange starts standing anywhere in the demarcated area Rifle option 1 , butt touching hip. Shoot targets as they become visible.
Starting position	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



Procedure	Shooter facing downrange starts standing with heels touching X Pushing over P1 will activate swinger S1 which remains visible. Shoot targets as they become visible. Cooper tunnel penalties - refer to rule 10.2.5
Starting position	Rifle option 1 , butt touching hip.
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

3

**Stage 3**  
40 Rounds 20 Targets 2 NS  
Shooter facing downrange starts standing with heels touching X  
Rifle option 1, butt touching hip.  
Shoot targets as they become visible.



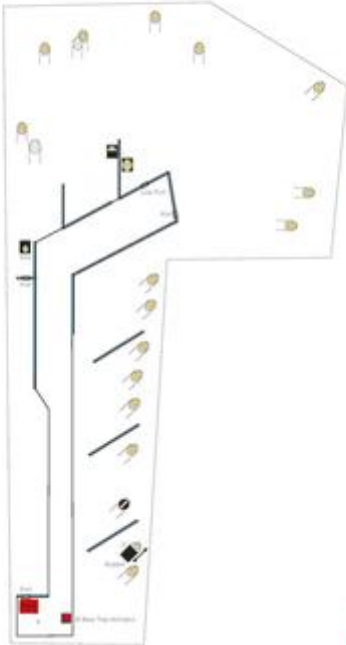
MAYHEM

CoF	Comstock - Long	Points	200 p
Targets	20 paper, 2 no-shoot, Total 20 targets	Min rounds	40
Firearm	Rifle	Match-%	16.67%
Procedure	Shooter facing downrange starts standing with heels touching X Shoot targets as they become visible.		
Starting position	Rifle option 1, butt touching hip.		
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

4

**Stage 4**  
40 Rounds 19 Targets 1 mini 2 NS  
Shooter facing downrange starts standing anywhere in area A  
Rifle option 1, butt touching hip.  
Shoot targets as they become visible.  
Bear trap B1 activates Bopper S1 which remains visible.

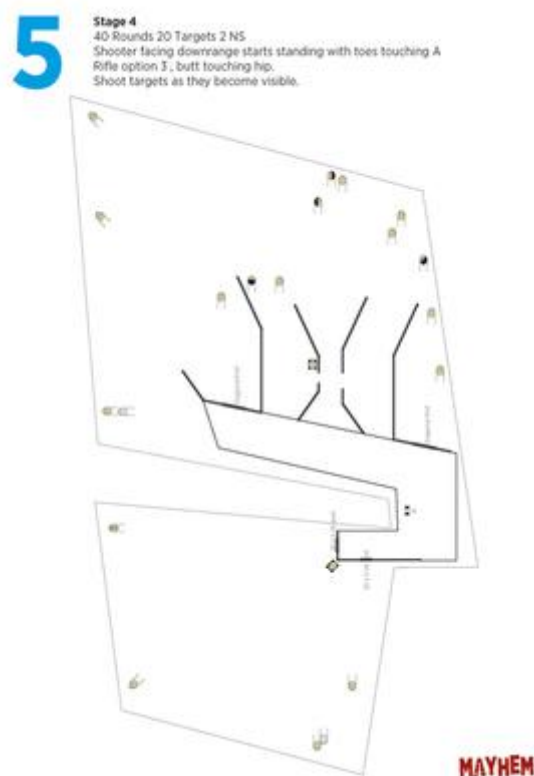


MAYHEM

CoF	Comstock - Long	Points	200 p
Targets	20 paper, Total 20 targets	Min rounds	40
Firearm	Rifle	Match-%	16.67%

Procedure	Shooter facing downrange starts standing anywhere in area A Shoot targets as they become visible. Bear trap B1 activates Bopper S1 which remains visible.		
Starting position	Rifle option 1, butt touching hip.		
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



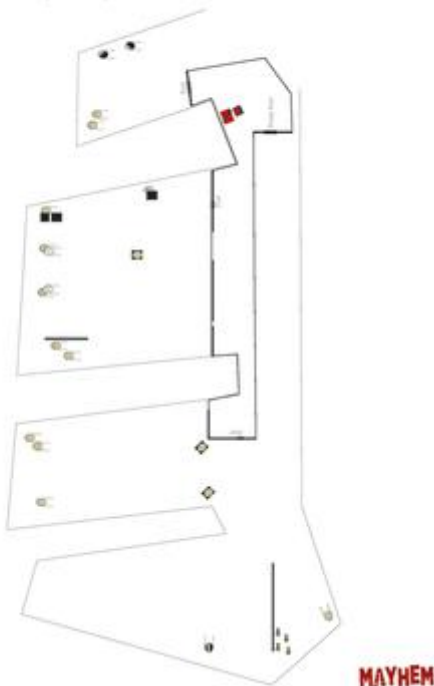
CoF	Comstock - Long	Points	200 p
Targets	20 paper, 2 no-shoot, Total 20 targets	Min rounds	40
Firearm	Rifle	Match-%	16.67%

Procedure	Shooter facing downrange starts standing with toes touching A Shoot targets as they become visible.
Starting position	Rifle option 3, butt touching hip.
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

6

**Stage 4**  
40 Rounds 18 Targets 4 Plates 2 NS  
Shooter starts seated at A, hands on knees  
Rifle option 2 with whole stock on the table  
Shoot targets as they become visible.



CoF	Comstock - Long	Points	200 p
Targets	18 paper, 4 plates, 2 no-shoot, Total 22 targets	Min rounds	40
Firearm	Rifle	Match-%	16.67%
Procedure	Shooter starts seated at A, hands on knees Shoot targets as they become visible.		
Starting position	Rifle option 2 with whole stock on the 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			