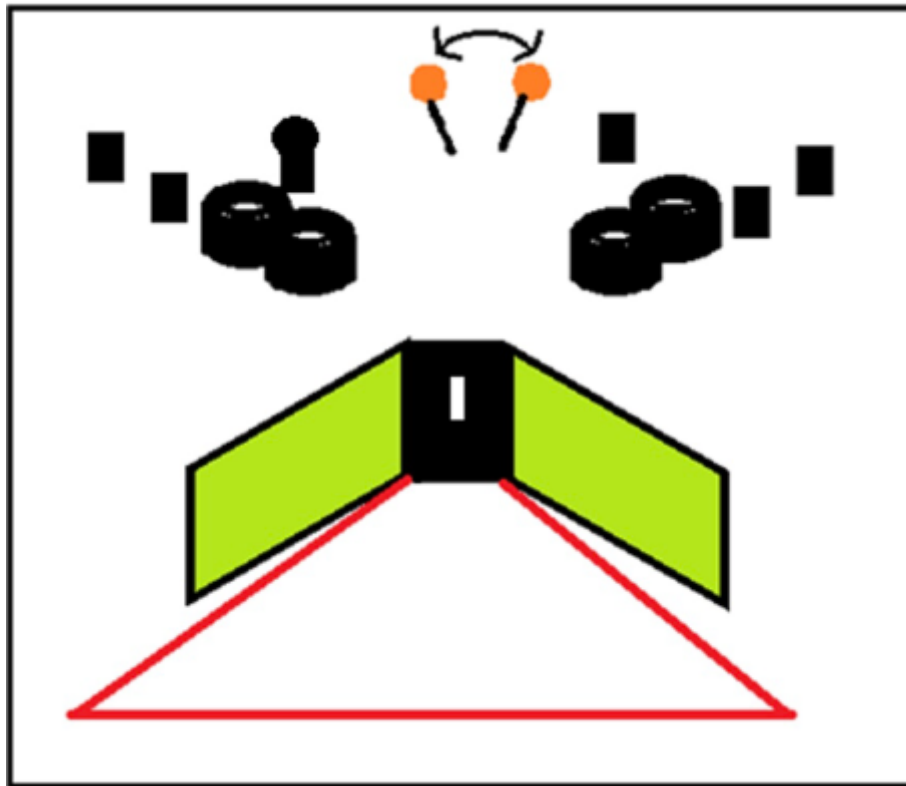


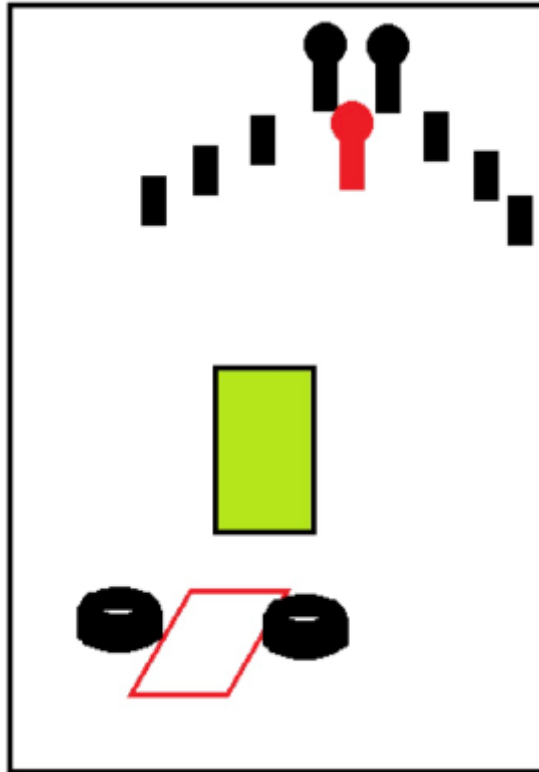
1. Stage 1



CoF	Comstock - Short	Points	40 p
Targets	1 popper, 5 plates, 2 frangible, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	5.00%

Procedure	On audible start signal shoot targets as they become visible from within the demarcated area. The Mini popper will activate 2 swinging clays when it falls. The clays will remain view.		
Starting position	Gun loaded Option 1, held at trail in strong hand.		
Firearm ready condition	Option 1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

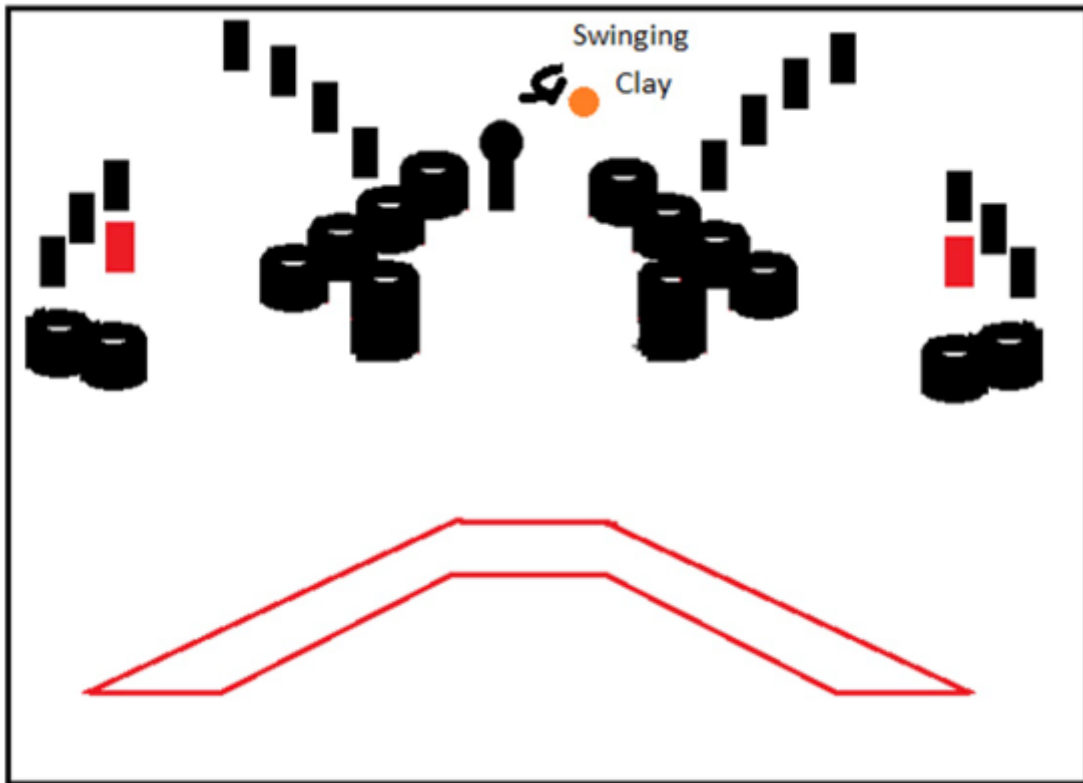
2. Stage 2



CoF	Comstock - Short	Points	40 p
Targets	2 popper, 6 plates, 1 no-shoot, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	5.00%

Procedure	On audible start signal engage targets from within the demarcated area.
Starting position	Gun loaded & placed on either tyre
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

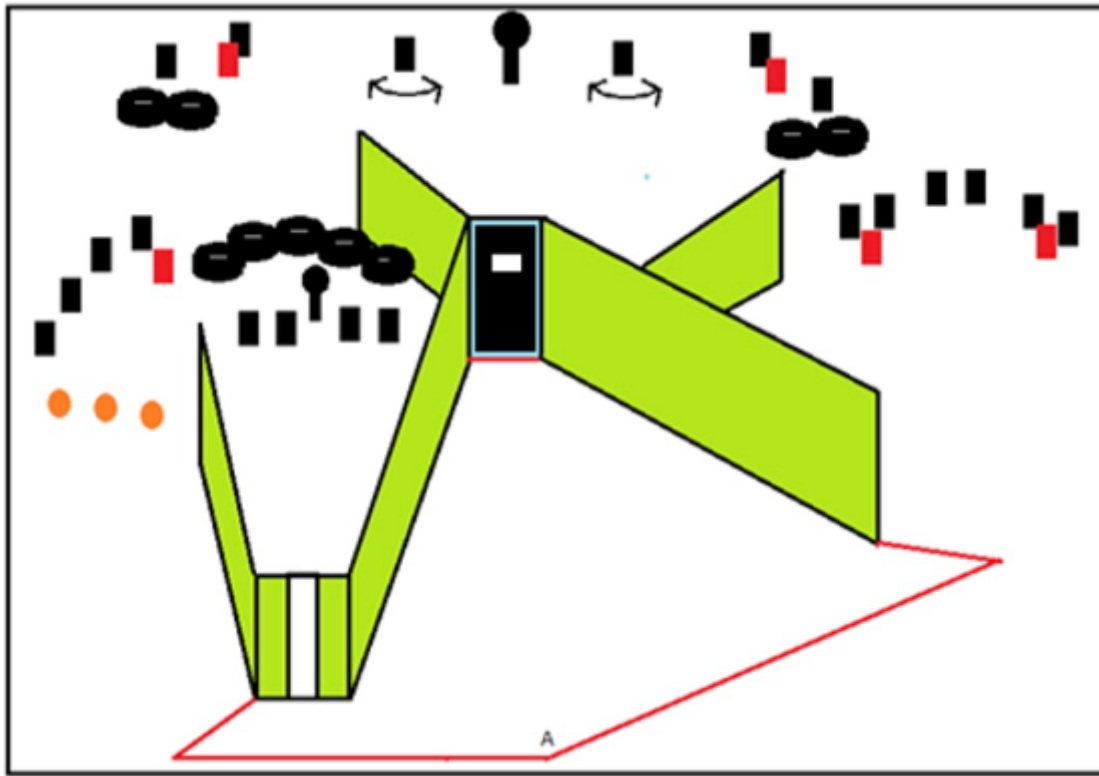
3. Stage 3



CoF	Comstock - Medium	Points	80 p
Targets	1 popper, 14 plates, 1 frangible, 2 no-shoot, Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	10.00%

Procedure	On audible start signal, engage targets as they become visible from within the demarcated area. When popper falls it activates swinging clay which remains in view.
Starting position	Gun loaded Rule 8 2 2 refers
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

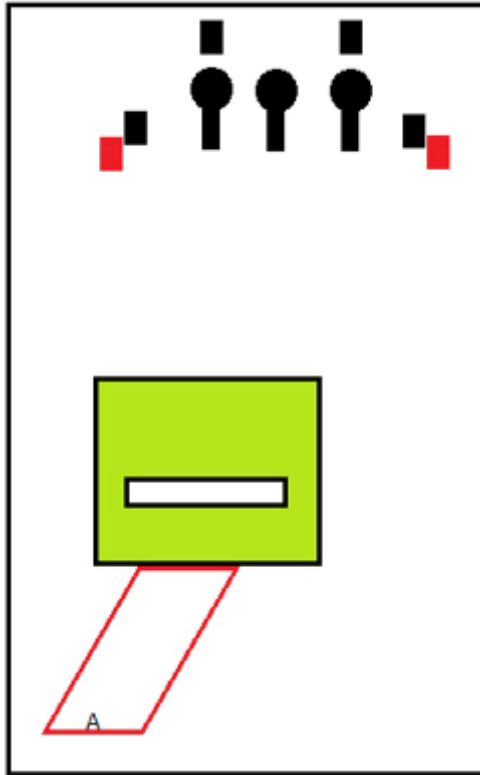
4. Stage 4



CoF	Comstock - Long	Points	125 p
Targets	2 popper, 20 plates, 3 frangible, 5 no-shoot, Total 25 targets	Min rounds	25
Firearm	Shotgun	Match-%	15.62%

Procedure	On audible start signal engage targets as they become visible from within the Demarcated area. When the popper falls it will activate two swinging plates which remain in view.		
Starting position	Gun loaded Rule 8 2 2 refers		
Firearm ready condition	Option 1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

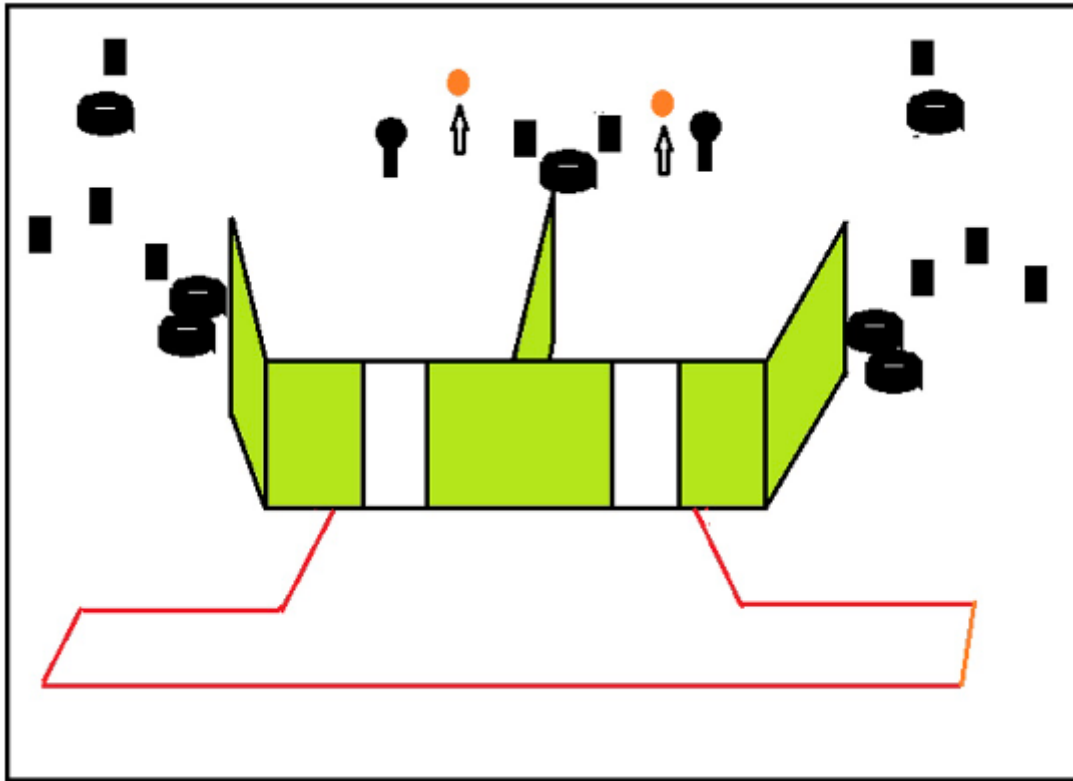
5. Stage 5



CoF	Comstock - Short	Points	35 p
Targets	3 popper, 4 plates, 2 no-shoot, Total 7 targets	Min rounds	7
Firearm	Shotgun	Match-%	4.38%

Procedure	On audible start signal engage targets as they become visible from within the demarcated area
Starting position	Gun loaded held at trail in weak hand.
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

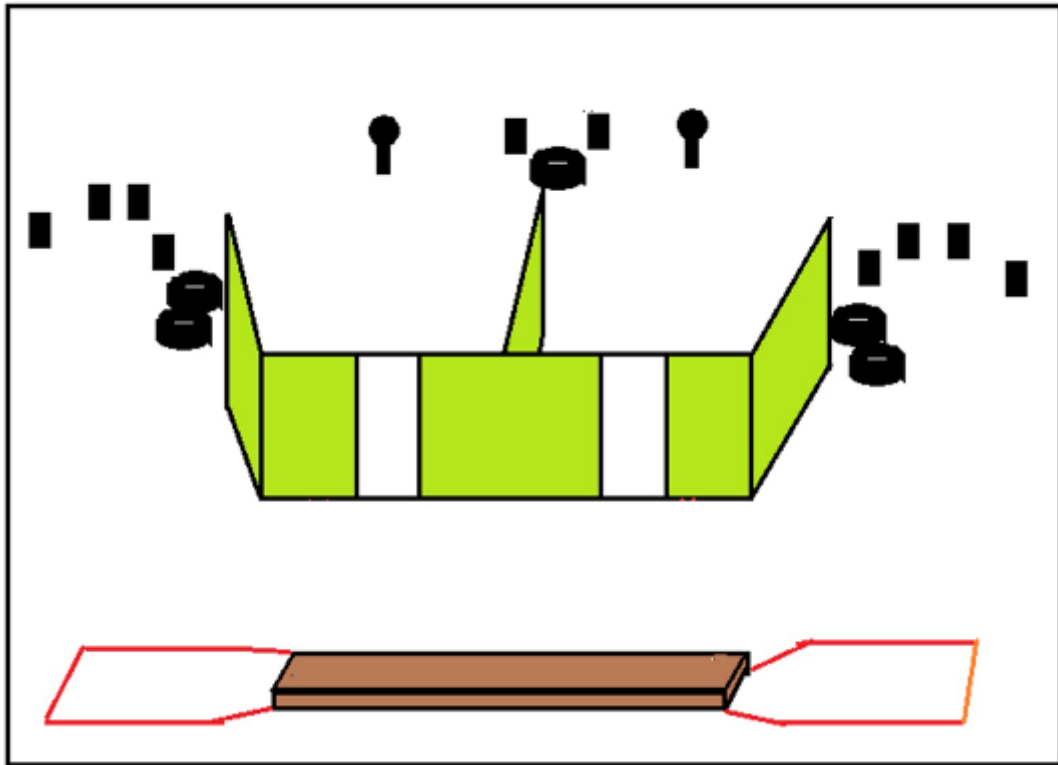
6. Stage 6



CoF	Comstock - Medium	Points	80 p
Targets	2 popper, 10 plates, 2 frangible, Total 14 targets	Min rounds	14
Firearm	Shotgun	Match-%	10.00%

Procedure	On audible start signal engage targets as they become visible from within the demarcated area. Note when the Mini poppers fall they will each activate a flipping clay which disappears from sight. When hit these clays are worth 10 points each.
Starting position	Gun loaded Rule 8 2 2 refers
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

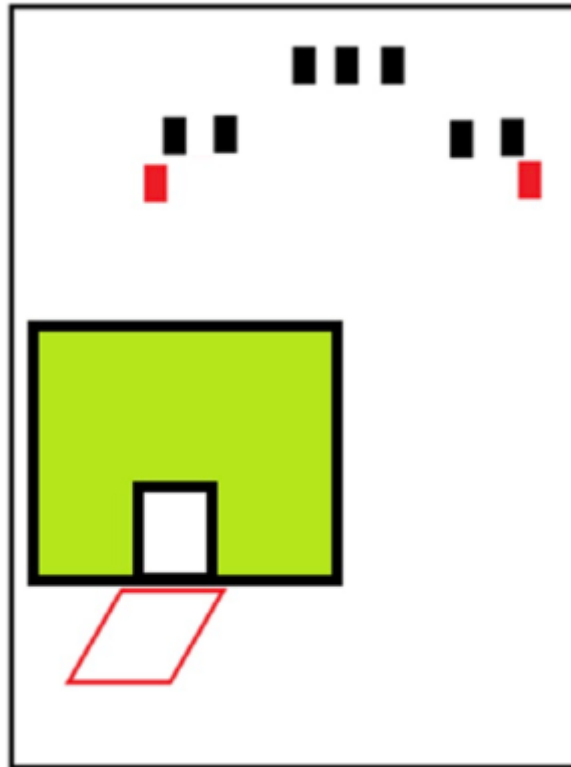
7. Stage 7



CoF	Comstock - Medium	Points	60 p
Targets	2 popper, 10 plates, Total 12 targets	Min rounds	12
Firearm	Shotgun	Match-%	7.50%

Procedure	On audible start signal engage targets as they become visible from within the demarcated area. You must traverse the plank.
Starting position	Gun loaded Rule 8 2 2 refers
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

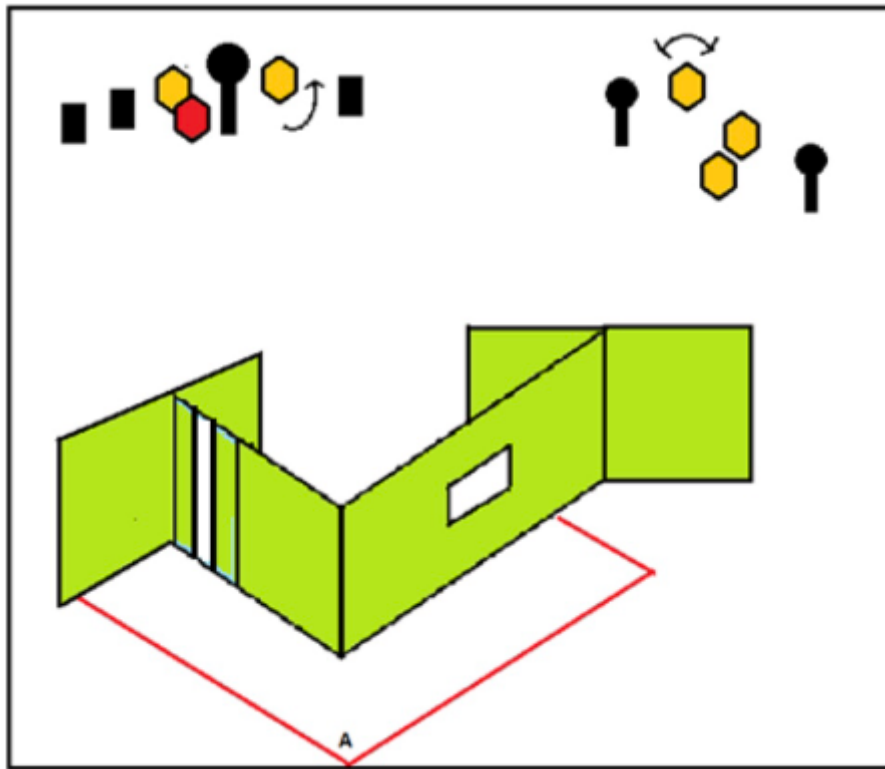
8. Stage 8



CoF	Comstock - Short	Points	35 p
Targets	7 plates, 2 no-shoot, Total 7 targets	Min rounds	7
Firearm	Shotgun	Match-%	4.38%

Procedure	On the audible start signal engage targets as they become visible from within the demarcated area.
Starting position	Gun loaded Rule 8 2 2
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

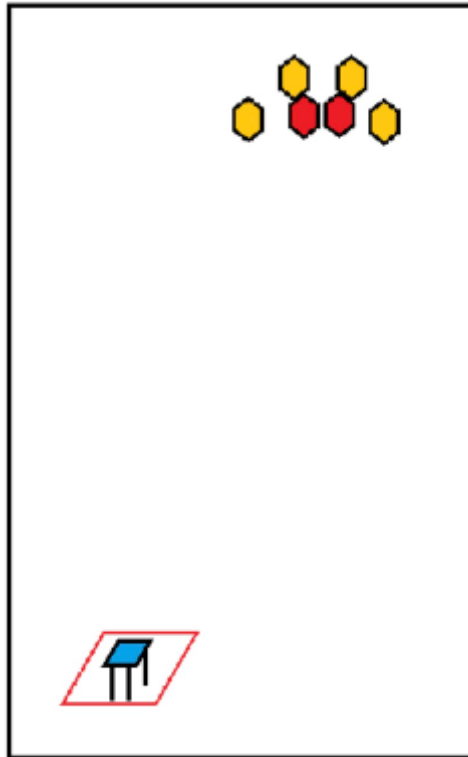
9. Stage 9



CoF	Comstock - Medium	Points	80 p
Targets	5 paper, 3 popper, 3 plates, 1 no-shoot, Total 11 targets	Min rounds	11
Firearm	Shotgun	Match-%	10.00%

Procedure	On audible start signal engage targets as they become visible from within the demarcated area. Highest two hits to count on IPSC Targets		
Starting position	Gun loaded Rule 8 2 2 refers		
Firearm ready condition	Option 1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

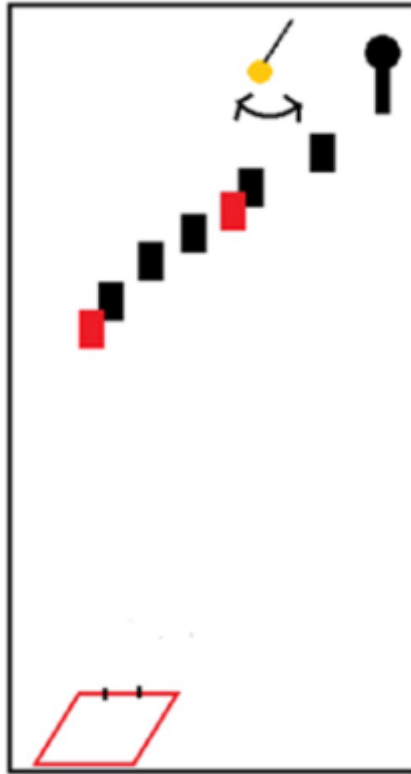
10. Stage 10



CoF	Comstock - Short	Points	40 p
Targets	4 paper, 2 no-shoot, Total 4 targets	Min rounds	4
Firearm	Shotgun	Match-%	5.00%

Procedure	On audible start signal engage targets as they become visible from within the demarcated area whilst remaining seated.
Starting position	Gun loaded, seated, gun held in two hands across thighs
Firearm ready condition	Option 2
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

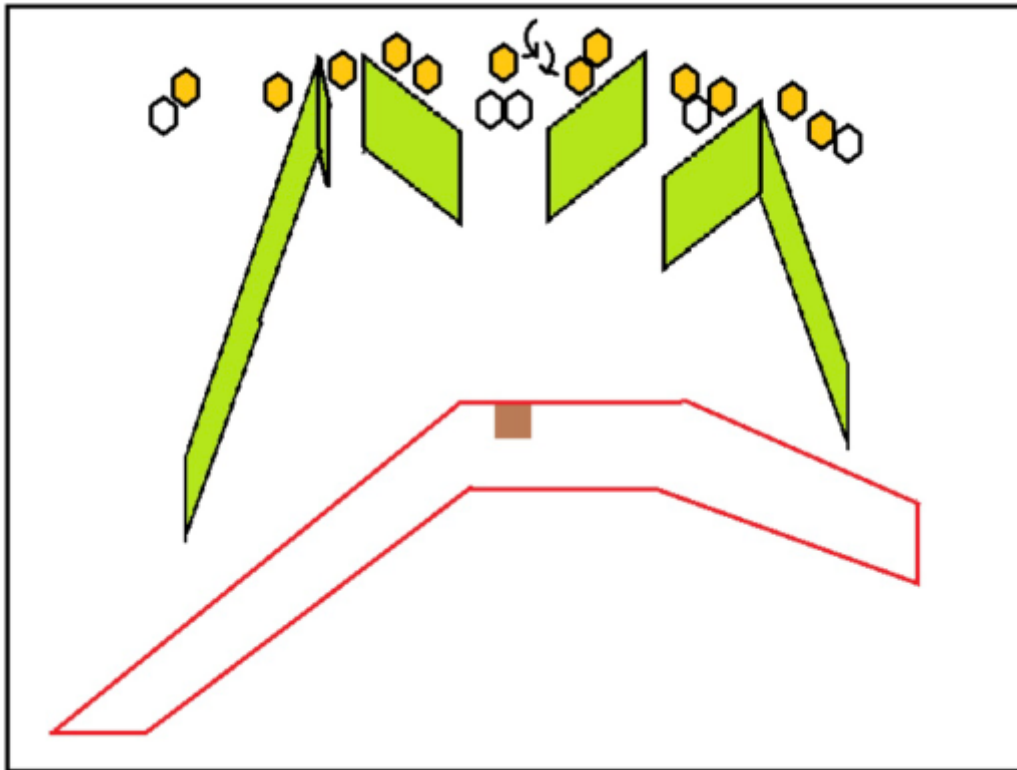
11. Stage 11



CoF	Comstock - Short	Points	35 p
Targets	1 popper, 5 plates, 1 frangible, 2 no-shoot, Total 7 targets	Min rounds	7
Firearm	Shotgun	Match-%	4.38%

Procedure	On audible start signal engage targets as they become visible from within the demarcated area. Shooting down popper will reveal swinging clay, which remains in view.		
Starting position	Gun loaded Rule		
Firearm ready condition	Unloaded Option 3		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

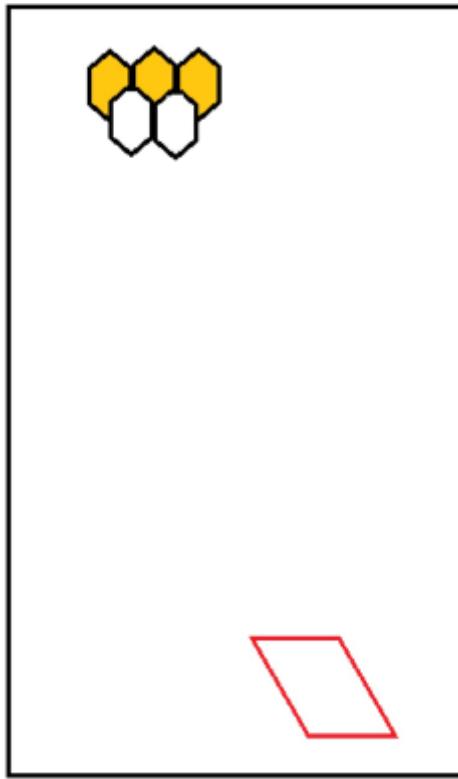
12. Stage 12



CoF	Comstock - Long	Points	120 p
Targets	12 paper, 5 no-shoot, Total 12 targets	Min rounds	24
Firearm	Shotgun	Match-%	15.00%

Procedure	On audible start signal engage targets as they become visible from within the demarcated area with a minimum of 2 rounds on each. You must operate the activator which will reveal a dropping turning target which will disappear from sight and is worth double points.
Starting position	Gun loaded Rule 8 2 2 refers.
Firearm ready condition	Loaded Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	To top of quarry wall
Setup notes	

13. Stage 13



CoF	Comstock - Short	Points	30 p
Targets	3 paper, 2 no-shoot, Total 3 targets	Min rounds	6
Firearm	Shotgun	Match-%	3.75%

Procedure	On 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 round on each.
Starting position	Gun loaded Rule 8 2 2 refers.
Firearm ready condition	Loaded Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	To top of quarry wall
Setup notes	