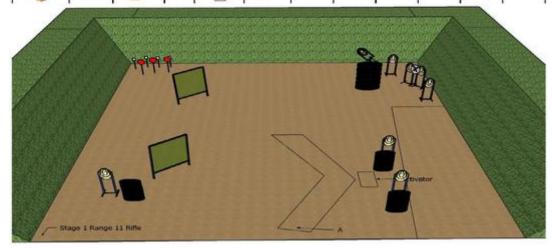
1. AD TACTICAL

STAGE NO	1	COURSE TYPE	Medium Course		RANGE NO	11			
AMMUNITION	Rifle	Rifle Ready Condition Option 1 Maximum Poin		Maximum Points	95				
START POSITION		Shooter starts anywhere in demarcated area. Standing erect with the Rifle in the ready condition held in both hands as demonstrated.							
START PROCEDU	RE	After start signal e Activator will activ			designated area. St visible.	anding on			
19	4	8 X	1	0	° 3	9 3			



CoF	Comstock - Medium	Points	95 p
Targets	8 paper, 3 popper, 4 no-shoot, Total 11 targets	Min rounds	19
Firearm	Rifle	Match-%	25.33%

Procedure	
Starting position	Gun loaded & holstered
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. COMPLETE CABLING EQUIPMENT

STAGE N	0	2	COURSE TYPE	Medium	Course		RANGE	NO	4
AMMUNITION Rifle		Rifle Ready Condition		Option 1		Maximum Points		90	
START PO	SITION		Shooter starts a condition held in					the Rifle in th	ne ready
START PR	ROCEDUR	E	After start signal	engage tar	gets from w	ithin c	designated	area.	
1	18	0	9 (X)	0		0	0	0	0
	A				NERSKALANINE PERSKURSKALANINE				45
			9	η (9				
A			1 9 1		1 6	9	1		
			1 8 7	1	1	B	A		
/		19				H	H	V	

CoF	Comstock - Medium	Points	90 p
Targets	9 paper, 4 no-shoot, Total 9 targets	Min rounds	18
Firearm	Rifle	Match-%	24.00%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready	
condition	Audible signal
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Shoot's Spare It https://shootspagesit.com 2025 09 25 06:42

3. MOTRADE ENGINEERING

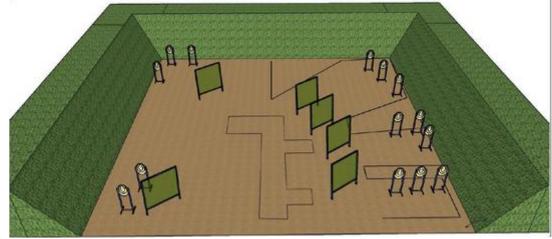
AMMUNITION R START POSITION START PROCEDURE 10	Shooter starts on condition held in the will activate Swing	e heel touching a both hands as de engage targets f ger 1 and 2. Bot	rom within	d. No hand designated	the Rifle in to on cocking	lever.
START PROCEDURE	After start signal e	engage targets f ger 1 and 2. Bot	rom within	d. No hand designated	on cocking	lever.
Λ	will activate Swing	ger 1 and 2. Bot			area. Movir	ng through gat
10	4 X	_				
19		0	0		2	0
				7		

CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 popper, 3 no-shoot, Total 6 targets	Min rounds	10
Firearm	Rifle	Match-%	13.33%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Shootin Score It https://ehootrecoreit.com 2025-08-25-06:13

4. GOLDEN CITY

STAGE NO 4 AMMUNITION Rifle		COURSE TYPE Long Course Rifle Ready Condition Option 1		RANGE	NO	14			
				Maximu	Maximum Points		140		
START POSITION				Shooter starts anywhere in area A. Standing erect with the Rifle in the ready condition held in both hands as demonstrated.					
START PR	OCEDURE	E	After start signal	engage targe	ets from with	in designated	d area.		
1	28	0	14 X	0	C	0	0		0



CoF	Comstock - Long	Points	140 p
Targets	14 paper, Total 14 targets	Min rounds	28
Firearm	Rifle	Match-%	37.33%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	