

# 1. Stage 1

No image

CoF	Comstock - Long	Points	150 p
Targets	12 paper, 3 popper, 3 plates, 5 no-shoot, Total 18 targets	Min rounds	30
Firearm	Mini Rifle	Match-%	28.85%

Procedure	Stand relaxed anywhere inside the designated area, on signal engage the targets as they become visible. P1 and p2 will release moving target as demonstrated. All red/white-black/Yellow ribbon are wall
Starting position	
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

No image

CoF	Comstock - Long	Points	200 p
Targets	19 paper, 1 popper, 1 frangible, 4 no-shoot, Total 21 targets	Min rounds	40
Firearm	Mini Rifle	Match-%	38.46%

Procedure	Start anywhere inside the building realxed, rifle paralell to the ground. P1 will release the moving target. Popper and frangibles must be shoot from within the building before moving forward to the rest of the targets. Black/yellow ribbon is wall.
Starting position	
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

No image

CoF	Comstock - Medium	Points	100 p
Targets	9 paper, 1 popper, 1 frangible, Total 11 targets	Min rounds	20
Firearm	Mini Rifle	Match-%	19.23%

Procedure	Start anywhere inside the building realxed, rifle paralell to the ground. P1 will release the moving target. Popper and frangibles must be shoot from within the building before moving forward to the rest of the targets. Black/yellow ribbon is wall
Starting position	
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

No image

CoF	Comstock - Medium	Points	70 p
Targets	4 paper, 3 popper, 3 plates, 2 no-shoot, Total 10 targets	Min rounds	14
Firearm	Mini Rifle	Match-%	13.46%

Procedure	Stand relaxed anywhere inside the designated area, on signal engage the targets as they become visible. P1 and p2 will release the moving target as demonstrated. All red/white-black/Yellow ribbon are wall
Starting position	
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	