

1. Arne stage

No image

CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	13.89%

Procedure	On signal engage targets as they become visible within the designated area. All targets must be shoot from box A or B Start position is optional in box A or B .
Starting position	Option 1 stock at hip level
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. Lars Arild stage

No image

CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	13.89%

Procedure	On signal engage targets as they become visible within the designated area.
Starting position	Option 1 stock at hip level
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. Asbjørn stage

No image

CoF	Comstock - Long	Points	140 p
Targets	13 paper, 2 plates, 5 no-shoot, Total 15 targets	Min rounds	28
Firearm	Rifle	Match-%	38.89%

Procedure	On signal engage targets as they become visible within the designated area.
Starting position	Option 3
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. Andreas stage

No image

CoF	Comstock - Medium	Points	90 p
Targets	8 paper, 2 plates, Total 10 targets	Min rounds	18
Firearm	Rifle	Match-%	25.00%

Procedure	On signal engage targets as they become visible within the designated area. Shooting only thru aperture.
Starting position	Option 1 stock at hip level
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. Jan Erik stage

No image

CoF	Comstock - Short	Points	30 p
Targets	3 paper, 3 no-shoot, Total 3 targets	Min rounds	6
Firearm	Rifle	Match-%	8.33%

Procedure	On signal engage targets as they become visible within the designated area.
Starting position	Option 3
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	