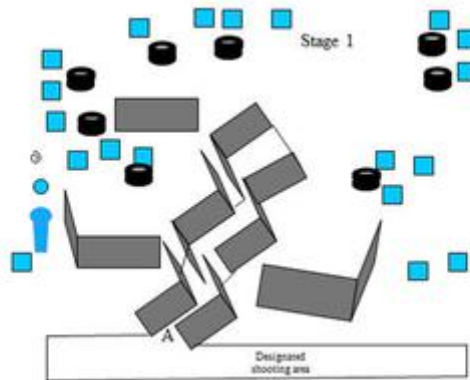


1.

Stage 1			
STAGE INFO			
TYPE:	Long Course	TARGETS:	19 IPSC Metal Plates 1 IPSC Popper 1 Double Value Frangible Target
DISTANCES:	6-15m.	NUMBER OF ROUNDS	21 Rounds Birdshot
START:	Audible signal	MAX POINTS:	130 Points.
STOP:	Last shot.	PENALTIES:	As per current edition of IPSC Rule Book.
START POSITION: Standing at A Gun Option 1 as per 8.2.2.1			
PROCEDURE: On the start signal, engage all targets, the Popper activates a double value disappearing frangible target			
DESIGN NOTES:			
BRIEFING NOTES: Safety Angles: 90 /90 /90			



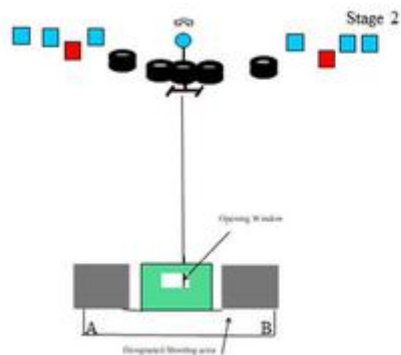
CoF	Comstock - Long	Points	110 p
Targets	1 popper, 19 plates, 2 frangible, Total 22 targets	Min rounds	22
Firearm	Shotgun	Match-%	15.83%

Procedure	
Starting position	8.2.2.1
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	2 Frangibles on COF as it si Double Value

2.

Stage 2

STAGE INFO	
TYPE:	Short course.
DISTANCES:	8-- 10 m.
START:	Audible signal
STOP:	Last shot.
TARGETS:	6 IPSC Metal Plates 2 No Shoots 1 Frangible Target
NUMBER OF ROUNDS	7 Rounds Birdshot
MAX POINTS:	35 Points.
PENALTIES:	As per current edition of IPSC Rule Book.
START POSITION:	Standing at A or B Gun Option 1 as per 8.2.2.1
PROCEDURE:	On the start signal, engage all targets, opening the window activates the bobbing frangible target which will remain visible at rest
DESIGN NOTES:	
BRIEFING NOTES:	Safety Angles: 90 / 90 / 90



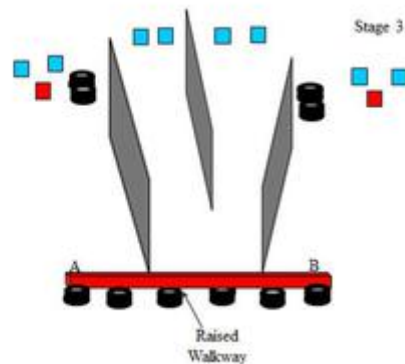
CoF	Comstock - Short	Points	35 p
Targets	6 plates, 1 frangible, 2 no-shoot, Total 7 targets	Min rounds	7
Firearm	Shotgun	Match-%	5.04%

Procedure	
Starting position	1
Firearm ready condition	8.2.2.1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3.

Stage 3

STAGE INFO			
TYPE:	Short course.	TARGETS:	8 IPSC Metal Plates 2 No Shoots
DISTANCES:	8-15 m.	NUMBER OF ROUNDS	8 Rounds Birdshot
START:	Audible signal	MAX POINTS:	40 Points.
STOP:	Last shot.	PENALTIES:	As per current edition of IPSC Rule Book.
START POSITION: Standing at A or B Gun loaded option 1. as per 8.2.2.1			
PROCEDURE: On the start signal, engage all targets from the raised walkway			
DESIGN NOTES:			
BRIEFING NOTES: Safety Angles: 90 / 90 / 90.			



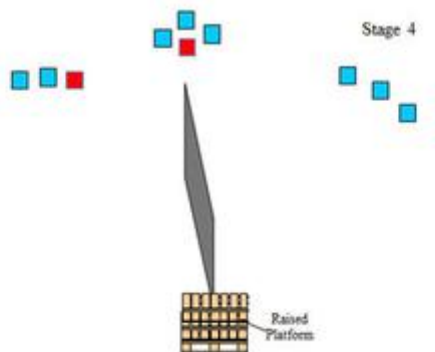
CoF	Comstock - Short	Points	40 p
Targets	8 plates, 2 no-shoot, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	5.76%

Procedure	
Starting position	8.2.2.1
Firearm ready condition	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

STAGE INFO			
TYPE:	Short course.	TARGETS:	8 IPSC Metal Plates 2 No Shoots
DISTANCES:	8 - 10m.	NUMBER OF ROUNDS	8 Rounds Birdshot
START:	Audible signal	MAX POINTS:	40 Points.
STOP:	Last shot.	PENALTIES:	As per current edition of IPSC Rule Book.
START POSITION: Standing on raised platform Gun option 3 as per 8.2.2.1			
PROCEDURE: On the start signal, engage all targets from the raised platform			
DESIGN NOTES:			
BRIEFING NOTES: Safety Angles: 90 / 90 / 90.			



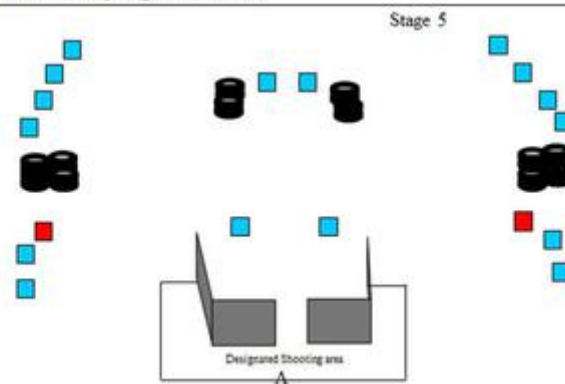
CoF	Comstock - Short	Points	40 p
Targets	8 plates, 2 no-shoot, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	5.76%

Procedure	
Starting position	8.2.2.1
Firearm ready condition	3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

5.

Stage 5

STAGE INFO			
TYPE:	Medium course.	TARGETS:	16 IPSC Metal Plates 2 No Shoots
DISTANCES:	6 – 10 m.	NUMBER OF ROUNDS	16 Rounds Birdshot
START:	Audible signal	MAX POINTS:	80 Points.
STOP:	Last shot.	PENALTIES:	As per current edition of IPSC Rule Book.
START POSITION: Standing at A. Gun loaded option 1. as per 8.2.2.1			
PROCEDURE: On the start signal, engage all targets.			
DESIGN NOTES:			
BRIEFING NOTES: Safety Angles: 90 / 90 / 90.			



CoF	Comstock - Medium	Points	80 p
Targets	16 plates, 2 no-shoot, Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	11.51%

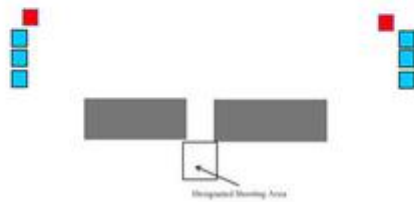
Procedure	
Starting position	8.2.2.1
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

6.

Stage 6

STAGE INFO			
TYPE:	Short course.	TARGETS:	6 IPSC Metal Plates 2 No Shoots
DISTANCES:	10 m.	NUMBER OF ROUNDS	6 Rounds Bird Shot
START:	Audible signal	MAX POINTS:	30 Points.
STOP:	Last shot.	PENALTIES:	As per current edition of IPSC Rule Book.
START POSITION: Standing anywhere within the designated shooting area. Gun loaded option 1 as per 8.2.2.1			
PROCEDURE: On the start signal, engage all targets			
DESIGN NOTES:			
BRIEFING NOTES: Safety Angles: 90 / 90 / 90			

Stage 6



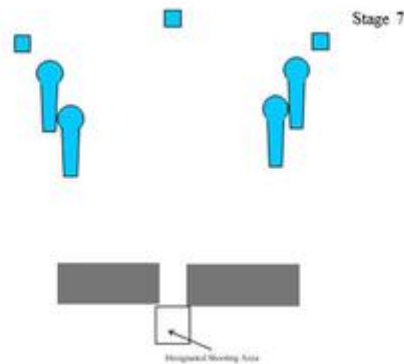
CoF	Comstock - Short	Points	30 p
Targets	6 plates, 2 no-shoot, Total 6 targets	Min rounds	6
Firearm	Shotgun	Match-%	4.32%

Procedure	
Starting position	8.2.2.1
Firearm ready condition	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

STAGE INFO			
TYPE:	Short Course.	TARGETS:	3 IPSC Metal Plates 4 IPSC Poppers
DISTANCES:	10-12 m.	NUMBER OF ROUNDS	7 Rounds Birdshot
START:	Audible signal	MAX POINTS:	35 Points.
STOP:	Last shot.	PENALTIES:	As per current edition of IPSC Rule Book.
START POSITION:	Standing anywhere within the designated shooting area. Gun loaded option 2 as per 8.2.2.1		
PROCEDURE:	On the start signal, engage all targets		
DESIGN NOTES:			
BRIEFING NOTES:	Safety Angles: 90 / 90 / 90.		



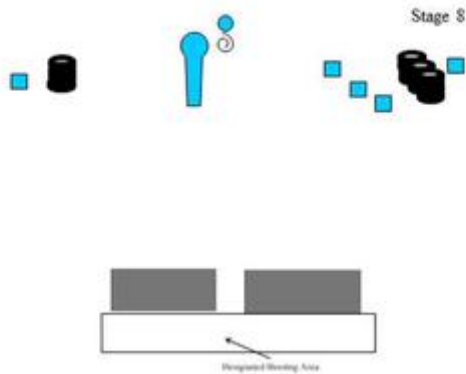
CoF	Comstock - Short	Points	35 p
Targets	4 popper, 3 plates, Total 7 targets	Min rounds	7
Firearm	Shotgun	Match-%	5.04%

Procedure	
Starting position	2
Firearm ready condition	8.2.2.1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

8.

Stage 8

STAGE INFO			
TYPE:	Short course.	TARGETS:	5 IPSC Metal Plates 1 IPSC Poppers 1 Double Value Frangible Target
DISTANCES:	8 – 10 m.	NUMBER OF ROUNDS	7 Rounds Birdshot
START:	Audible signal	MAX POINTS:	40 Points.
STOP:	Last shot.	PENALTIES:	As per current edition of IPSC Rule Book.
START POSITION:	Standing anywhere within the designated shooting area. Gun loaded option 1 as per 8.2.2.1		
PROCEDURE:	On the start signal, engage all targets, the Popper activates the double value disappearing frangible target		
DESIGN NOTES:			
BRIEFING NOTES:	Safety Angles: 90 / 90 / 90.		

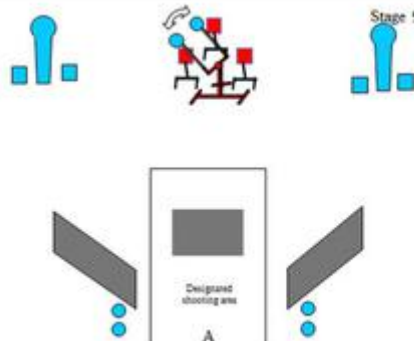


CoF	Comstock - Short	Points	35 p
Targets	1 popper, 5 plates, 2 frangible, Total 8 targets	Min rounds	7
Firearm	Shotgun	Match-%	5.04%

Procedure	
Starting position	1
Firearm ready condition	8.2.2.1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	2 Frangibles on COF as it is double value

9.

Stage 9	
STAGE INFO	
TYPE: Medium course.	TARGETS: 4 IPSC Metal Plates 2 IPSC Poppers 6 Frangible Targets 3 No Shoots
DISTANCES: 10-12 m.	NUMBER OF ROUNDS: 12 Rounds Birdshot
START: Audible signal	MAX POINTS: 60 Points.
STOP: Last shot.	PENALTIES: As per current edition of IPSC Rule Book.
START POSITION: Standing at A within the designated shooting area Gun loaded option 1 as per 8.2.2.1	
PROCEDURE: On the start signal, engage all targets, shooting either popper activates the bobbing frangible targets which will remain visible at rest	
DESIGN NOTES:	
BRIEFING NOTES: Safety Angles: 90 / 90 / 90.	



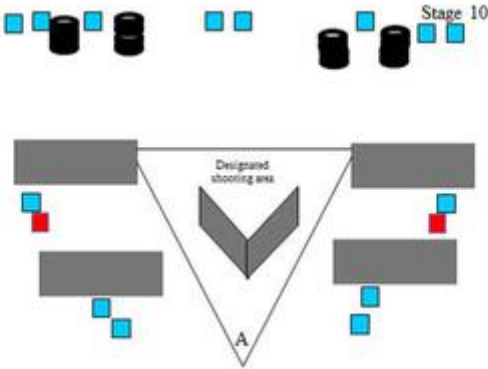
CoF	Comstock - Medium	Points	60 p
Targets	2 popper, 4 plates, 6 frangible, 3 no-shoot, Total 12 targets	Min rounds	12
Firearm	Shotgun	Match-%	8.63%

Procedure	
Starting position	1
Firearm ready condition	8.2.2.1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

10.

Stage 10

Stage info			
TYPE:	Medium Course.	TARGETS:	14 IPSC Metal Plates 2 No Shoots
		NUMBER OF ROUNDS	14 Rounds Birdshot
DISTANCES:	8- 14 M.	MAX POINTS:	70 Points.
START:	Audible signal	PENALTIES:	As per current edition of IPSC Rule Book.
STOP:	Last shot.		
START POSITION: Standing at A within the designated shooting area Gun loaded option 1 as per 8.2.2.1			
PROCEDURE: On the start signal, engage all targets			
DESIGN NOTES:			
BRIEFING NOTES: Safety Angles: 90 / 90 / 90.			

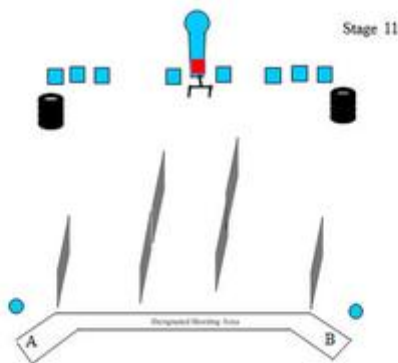


CoF	Comstock - Medium	Points	70 p
Targets	14 plates, 2 no-shoot, Total 14 targets	Min rounds	14
Firearm	Shotgun	Match-%	10.07%

Procedure	
Starting position	1
Firearm ready condition	8.2.2.1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

11.

Stage 11			
STAGE INFO			
TYPE:	Medium course.	TARGETS:	8 IPSC Metal Plates 1 IPSC Poppers 2 Frangible Targets 1 No Shoot
		NUMBER OF ROUNDS	11 Rounds Birdshot
DISTANCES:	6 – 12 M	MAX POINTS:	55 Points
START:	Audible signal	PENALTIES:	As per current edition of IPSC Rule Book.
STOP:	Last shot		
START POSITION:	Standing anywhere within the designated shooting area Gun loaded option 1 as per 8.2.2.2		
PROCEDURE:	On the start signal, engage all targets		
DESIGN NOTES:			
BRIEFING NOTES:	Safety Angles: 90 / 90 / 90.		



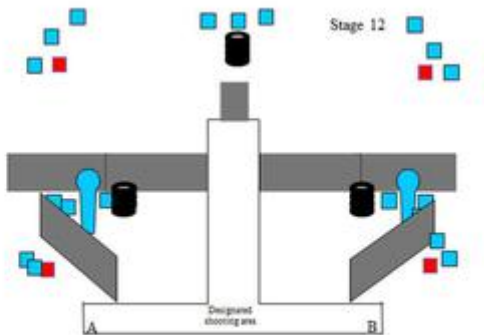
CoF	Comstock - Medium	Points	55 p
Targets	1 popper, 8 plates, 2 frangible, 1 no-shoot, Total 11 targets	Min rounds	11
Firearm	Shotgun	Match-%	7.91%

Procedure	
Starting position	1
Firearm ready condition	8.2.2.1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

12.

Stage 12

STAGE INFO			
TYPE:	Long course.	TARGETS:	19 IPSC Metal Plates 2 IPSC Poppers 4 No Shoots
		NUMBER OF ROUNDS	21 Rounds Birdshot
DISTANCES:	7 - 18 m.	MAX POINTS:	105 Points.
START:	Audible signal	PENALTIES:	As per current edition of IPSC Rule Book.
STOP:	Last shot.		
START POSITION: Standing at A or B within the designated shooting area Gun loaded option 1 as per 8.2.2.1			
PROCEDURE: On the start signal, engage all targets			
DESIGN NOTES:			
BRIEFING NOTES: Safety Angles: 90 / 90 / 90.			



CoF	Comstock - Long	Points	105 p
Targets	2 popper, 19 plates, 4 no-shoot, Total 21 targets	Min rounds	21
Firearm	Shotgun	Match-%	15.11%

Procedure	
Starting position	1
Firearm ready condition	8.2.2.1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	