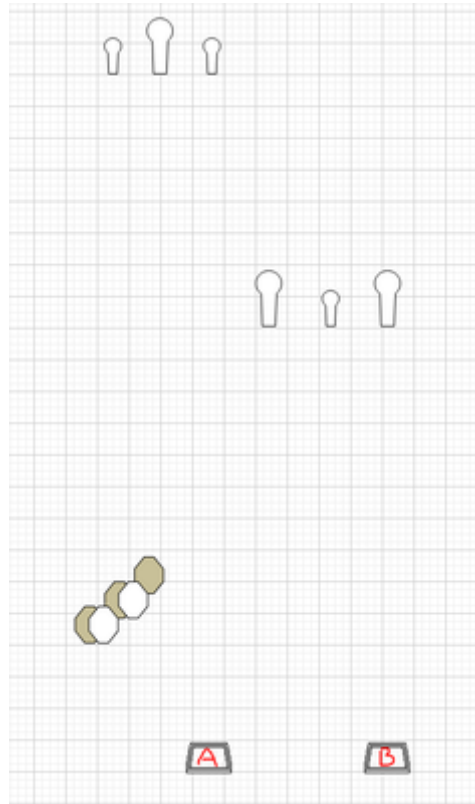


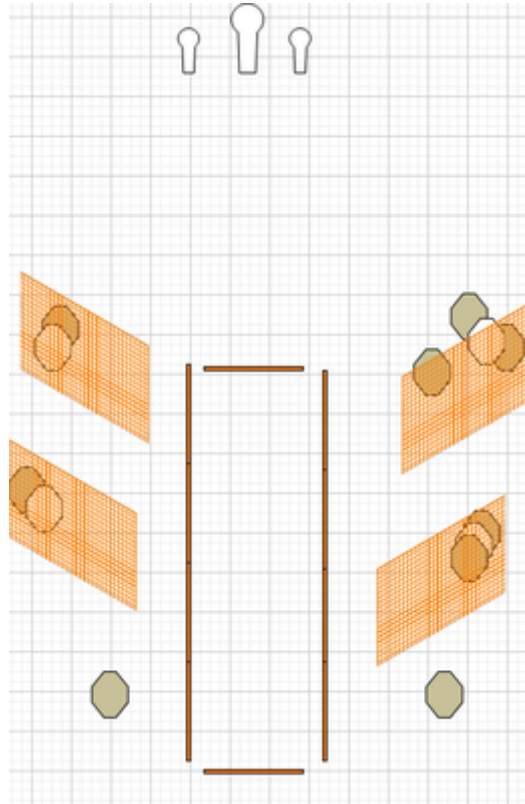
# 1. Stage 1



CoF	Comstock - Medium	Points	60 p
Targets	3 paper, 6 popper, 2 no-shoot, Total 9 targets	Min rounds	12
Firearm	Rifle	Match-%	14.12%

Procedure	Start position in box A or B. Gun empty, first mag in empty box. Engage 3 poppers to the right from box B. Left poppers and paper targets from box A.
Starting position	Gun empty
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

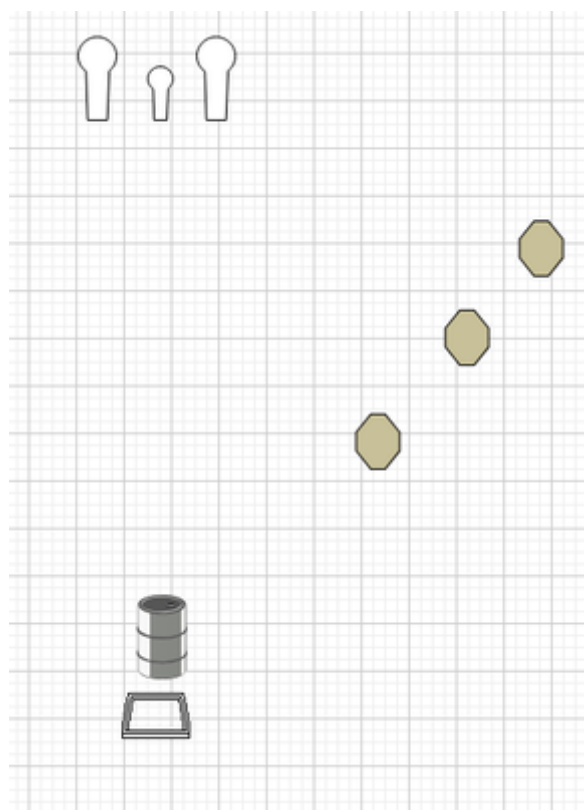
## 2. Stage 2



CoF	Comstock - Long	Points	105 p
Targets	9 paper, 3 popper, 4 no-shoot, Total 12 targets	Min rounds	21
Firearm	Rifle	Match-%	24.71%

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

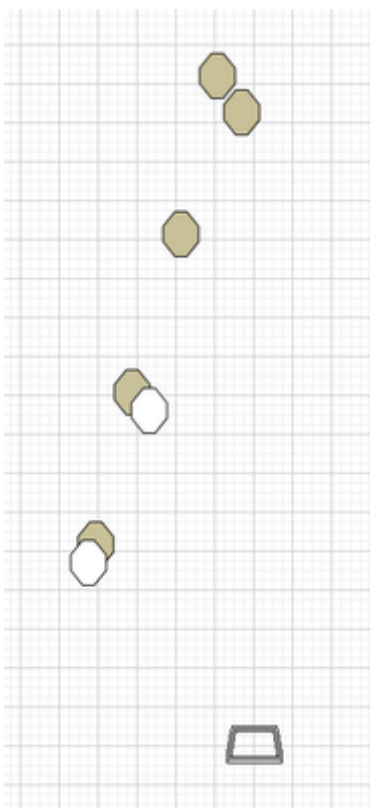
### 3. Stage 3



CoF	Comstock - Short	Points	45 p
Targets	3 paper, 3 popper, Total 6 targets	Min rounds	9
Firearm	Rifle	Match-%	10.59%

Procedure	Engage all targets from box. Gun empty, mag on barrel.
Starting position	
Firearm ready condition	Gun empty, magazine on barrel
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

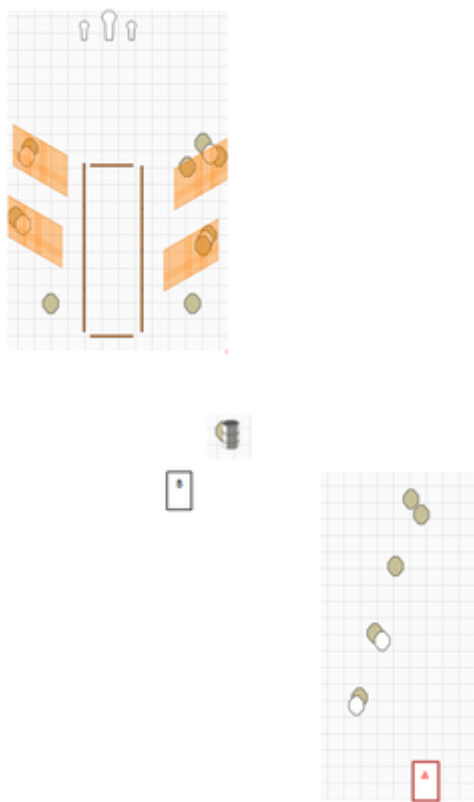
## 4. Stage 4



CoF	Comstock - Short	Points	50 p
Targets	5 paper, 2 no-shoot, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	11.76%

Procedure	Engage all targets from box
Starting position	In box
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 - Long	Points	165 p
Targets	15 paper, 3 popper, 6 no-shoot, Total 18 targets	Min rounds	33
Firearm	Rifle	Match-%	38.82%

Procedure	Start position in Box "A", single target from Box "B". The rest of the targets from within faultline. Gunready condition Option 1.
Starting position	Option 1
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	