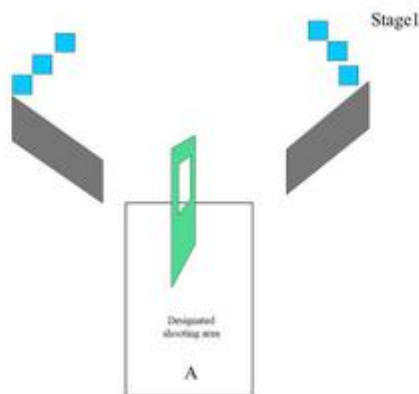


1. Stage 1

Stage 1			
STAGE INFO			
TYPE:	Short Course	TARGETS:	6 IPSC Metal Plates
DISTANCES:	6-10m.	NUMBER OF ROUNDS	6 Rounds Birdshot
START:	Audible signal	MAX POINTS:	30 Points.
STOP:	Last shot.	PENALTIES:	As per current edition of IPSC Rule Book.
START POSITION: Standing at A Gun Option 2 as per 8.2.2.1			
PROCEDURE: On the start signal, engage all targets.			
DESIGN NOTES: Note targets are only visible from opposite side of barrier through aperture			
BRIEFING NOTES: Safety Angles: 90 /90 /90			



CoF	Comstock - Short	Points	30 p
Targets	6 plates, Total 6 targets	Min rounds	6
Firearm	Shotgun	Match-%	3.90%

Procedure	
Starting position	Standing at A Gun Option 2 as per 8.2.2.1
Firearm ready condition	Option 2
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Default
Setup notes	

2. Stage 2

Stage 2

STAGE INFO	
TYPE: Short course.	TARGETS: 6 IPSC Metal Plates
DISTANCES: 6-- 10 m.	NUMBER OF ROUNDS: Rounds Birdshot
START: Audible signal	MAX POINTS: 30 Points.
STOP: Last shot.	PENALTIES: As per current edition of IPSC Rule Book.
START POSITION: Standing at A Gun Option 3 on Table Gun Butt resting on mark	
PROCEDURE: On the start signal, engage all targets	
DESIGN NOTES: Note 1 target is only visible through aperture	
BRIEFING NOTES: Safety Angles: 90 / 90 / 90	



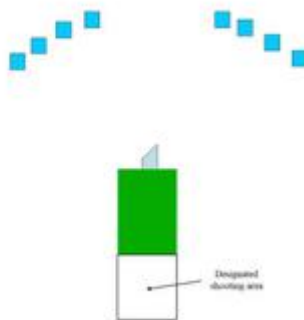
CoF	Comstock - Short	Points	30 p
Targets	6 plates, Total 6 targets	Min rounds	6
Firearm	Shotgun	Match-%	3.90%

Procedure	
Starting position	Standing at A Gun Option 3 on Table Gun Butt resting on mark
Firearm ready condition	Option 3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Default
Setup notes	

3. Stage 3

Stage 3

STAGE INFO	
TYPE: Short course.	TARGETS: 8 IPSC Metal Plates
DISTANCES: 8-10 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 anywhere in 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.	



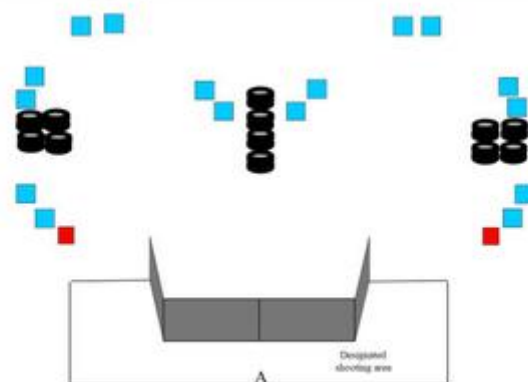
CoF	Comstock - Short	Points	40 p
Targets	8 plates, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	5.19%

Procedure	
Starting position	Standing anywhere in designated shooting area Gun loaded option 1. as per 8.2.2.1
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Default
Setup notes	

4. Stage 4

Stage 4

STAGE INFO	
TYPE: Medium course.	TARGETS: 16 IPSC Metal Plates 2 No Shoots
DISTANCES: 8 - 12m.	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.	



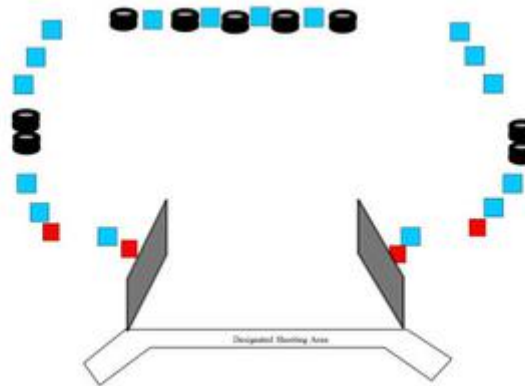
CoF	Comstock - Medium	Points	80 p
Targets	16 plates, 2 no-shoot, Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	10.39%

Procedure	
Starting position	Standing at A Gun loaded option 1 as per 8.2.2.1
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Default
Setup notes	

5. Stage 5

Stage 5

STAGE INFO	
TYPE: Medium course.	TARGETS: 16 IPSC Metal Plates 4 No Shoots
DISTANCES: 6 – 12 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 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.	



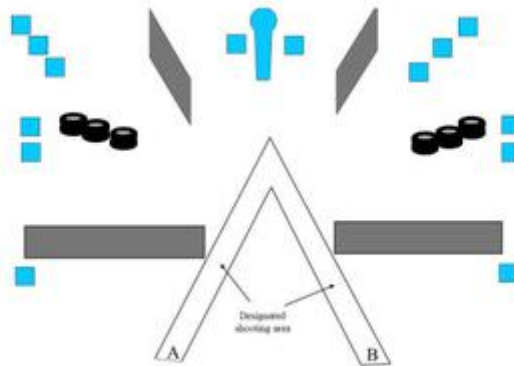
CoF	Comstock - Medium	Points	80 p
Targets	16 plates, 4 no-shoot, Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	10.39%

Procedure	
Starting position	Standing anywhere within the designated shooting area, Gun loaded option 1. as per 8.2.2.1
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Default
Setup notes	

6. Stage 6

Stage 6

STAGE INFO	
TYPE: Medium course.	TARGETS: 14 IPSC Metal Plates 1 Popper
DISTANCES: 10 m.	NUMBER OF ROUNDS: 15 Rounds Bird Shot
START: Audible signal	MAX POINTS: 75 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	
DESIGN NOTES:	
BRIEFING NOTES: Safety Angles: 90 / 90 / 90	



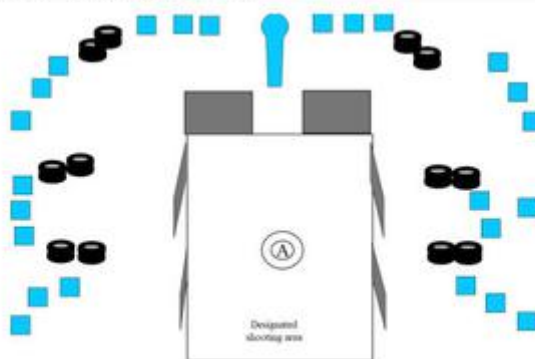
CoF	Comstock - Medium	Points	80 p
Targets	1 popper, 15 plates, Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	10.39%

Procedure	
Starting position	Standing at A or B Gun loaded option 1 as per 8.2.2.1
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Default
Setup notes	

7. Stage 7

Stage 7

STAGE INFO	
TYPE: Long Course.	TARGETS: 24 IPSC Metal Plates 1IPSC Poppers
DISTANCES: 10-12 m.	NUMBER OF ROUNDS: 25 Rounds Birdshot
START: Audible signal	MAX POINTS: 125 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.	



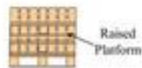
CoF	Comstock - Long	Points	125 p
Targets	1 popper, 24 plates, Total 25 targets	Min rounds	25
Firearm	Shotgun	Match-%	16.23%

Procedure	
Starting position	Standing at A. Gun loaded option 1 as per 8.2.2.1
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Default
Setup notes	

8. Stage 8

Stage 8

STAGE INFO	
TYPE:	Short course.
TARGETS:	7 IPSC Metal Plates
NUMBER OF ROUNDS:	7 Rounds Birdshot
DISTANCES:	8 – 10 m.
MAX POINTS:	35 Points.
START:	Audible signal
PENALTIES:	As per current edition of IPSC Rule Book.
STOP:	Last shot.
START POSITION:	Standing anywhere on the raised platform. Gun loaded option 1 as per 8.2.2.2
PROCEDURE:	On the start signal, engage all targets from the raised platform
DESIGN NOTES:	
BRIEFING NOTES:	Safety Angles: 90 / 90 / 90.



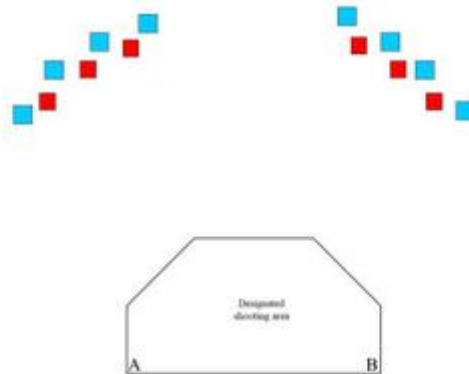
CoF	Comstock - Short	Points	35 p
Targets	7 plates, Total 7 targets	Min rounds	7
Firearm	Shotgun	Match-%	4.55%

Procedure	
Starting position	Standing anywhere on the raised platform. Gun loaded option 1 as per 8.2.2.2
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Default
Setup notes	

9. Stage 9

Stage 9

STAGE INFO	
TYPE: Short course.	TARGETS: 8 IPSC Metal Plates 6 No Shoots
DISTANCES: 10-12 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	
DESIGN NOTES:	
BRIEFING NOTES: Safety Angles: 90 / 90 / 90.	



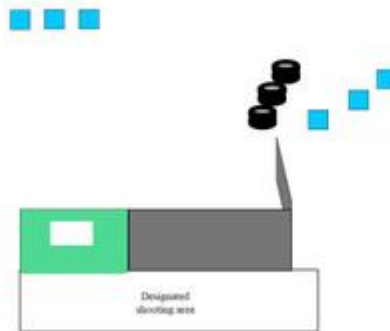
CoF	Comstock - Short	Points	40 p
Targets	8 plates, 6 no-shoot, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	5.19%

Procedure	
Starting position	Standing at A or B Gun loaded option 1 as per 8.2.2.1
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Default
Setup notes	

10. Stage 10

Stage 10

Stage info	
TYPE:	Short Course.
TARGETS:	6 IPSC Metal Plates
NUMBER OF ROUNDS:	6 Rounds Birdshot
DISTANCES:	8- 14 M.
MAX POINTS:	30 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 8.2.2.1
PROCEDURE:	On the start signal, engage all targets
DESIGN NOTES:	
BRIEFING NOTES:	Safety Angles: 90 / 90 / 90.



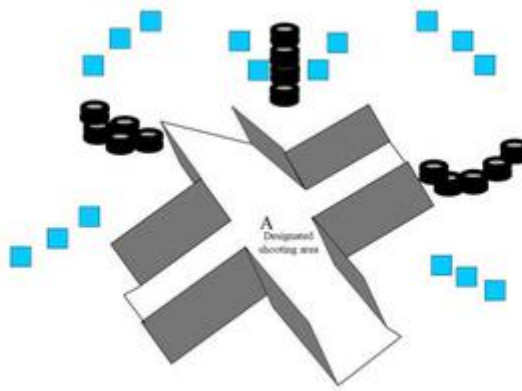
CoF	Comstock - Short	Points	30 p
Targets	6 plates, Total 6 targets	Min rounds	6
Firearm	Shotgun	Match-%	3.90%

Procedure	
Starting position	Standing anywhere within the designated shooting area Gun loaded option 1 as per 8.2.2.1
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Default
Setup notes	

11. Stage 11

Stage 11

STAGE INFO			
TYPE:	Medium course.	TARGETS:	16 IPSC Metal Plates
DISTANCES:	6 – 12 M	NUMBER OF ROUNDS:	16 Rounds Birdshot
START:	Audible signal	MAX POINTS:	55 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.			



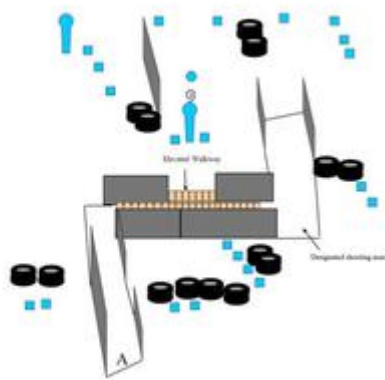
CoF	Comstock - Medium	Points	80 p
Targets	16 plates, Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	10.39%

Procedure	
Starting position	Standing at A, Gun loaded option 1 as per 8.2.2.1
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Default
Setup notes	

12. Stage 12

Stage 12

STAGE INFO	
TYPE: Long course.	TARGETS: 21 IPSC Metal Plates 2 IPSC Peppers 1 Double Value Frangible target
DISTANCES: 7 - 18 m.	NUMBER OF ROUNDS: 24 Rounds Birdshot
START: Audible signal	MAX POINTS: 125 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 - Long	Points	120 p
Targets	2 popper, 21 plates, 1 frangible, Total 24 targets	Min rounds	24
Firearm	Shotgun	Match-%	15.58%

Procedure	Double value frangible target
Starting position	Standing at A, Gun loaded option 1 as per 8.2.2.1
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Default
Setup notes	