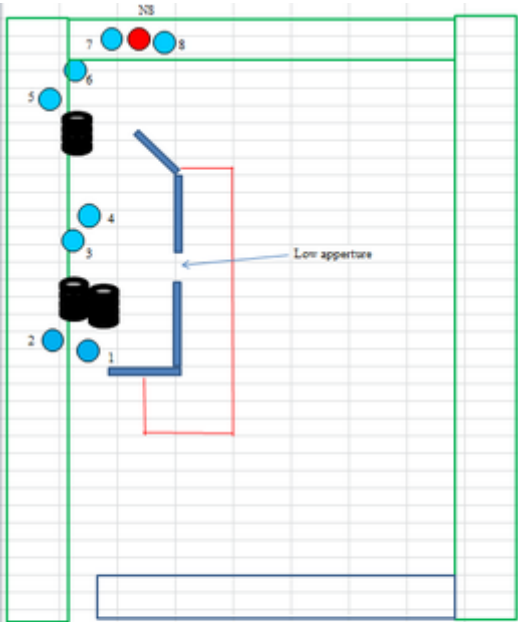


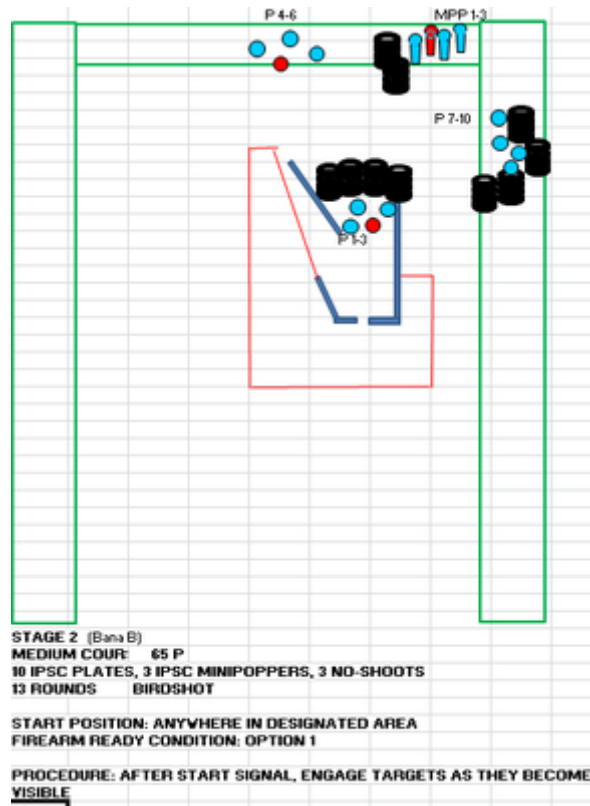
1. STAGE 1 (BANA A)



CoF	Comstock - Short	Points	40 p
Targets	8 plates, 1 no-shoot, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	6.90%

Procedure	After audible start signal, engage targets as they become visible.
Starting position	Anywhere in designated area, muzzle touching mark
Firearm ready condition	Gun loaded, option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

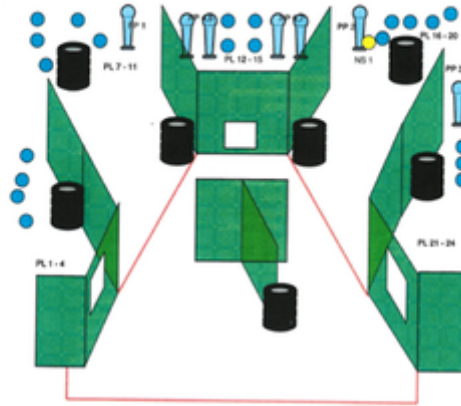
2. STAGE 2 (BANA B)



CoF	Comstock - Medium	Points	65 p
Targets	3 popper, 10 plates, 3 no-shoot, Total 13 targets	Min rounds	13
Firearm	Shotgun	Match-%	11.21%

Procedure	After audible start signal, engage targets as they become visible
Starting position	Anywhere in designated area
Firearm ready condition	Gun loaded, 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 (BANA C)

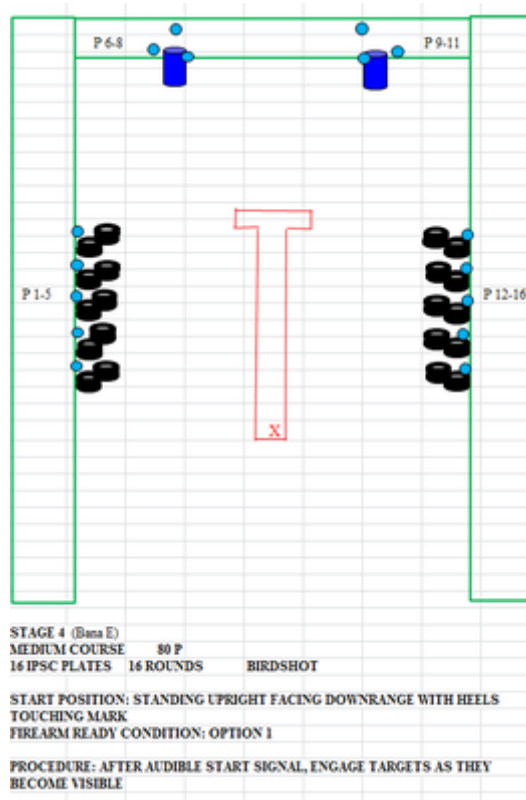


STAGE 3 (BANA C)
LONG COURSE 140 P
 21 IPSC PLATES, 7 IPSC MINIPOPPERS, 1 NO-SHOOT
 28 ROUNDS BIRDSHOT
 START POSITION: ANYWHERE IN DESIGNATED AREA
 FIREARM READY CONDITION: OPTION 1
 PROCEDURE: AFTER AUDIBLE START SIGNAL, ENGAGE TARGETS AS THEY BECOME VISIBLE.

CoF	Comstock - Long	Points	140 p
Targets	6 popper, 22 plates, 1 no-shoot, Total 28 targets	Min rounds	28
Firearm	Shotgun	Match-%	24.14%

Procedure	After audible start signal, engage targets as they become
Starting position	Anywhere in designated area
Firearm ready condition	Gun loaded, option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

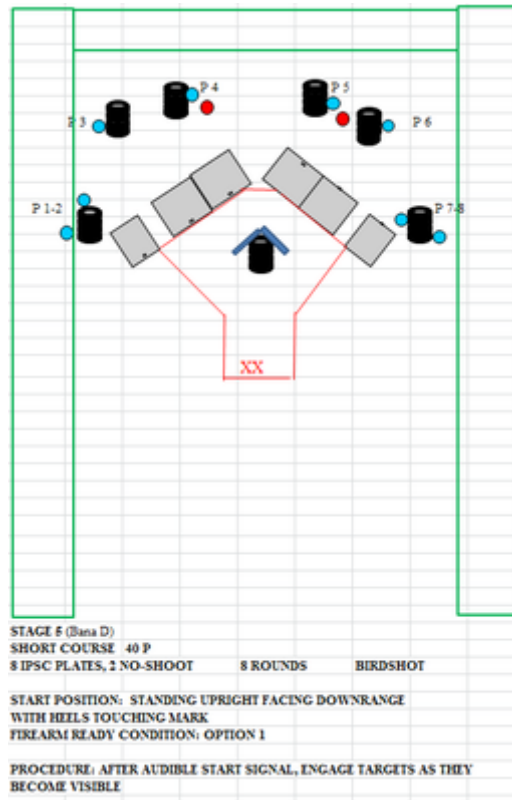
4. STAGE 4 (BANA D)



CoF	Comstock - Medium	Points	80 p
Targets	16 plates, Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	13.79%

Procedure	After audible start signal, engage targets as they become visible
Starting position	Standing upright facing downrange with both heels at mark
Firearm ready condition	Gun loaded, option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

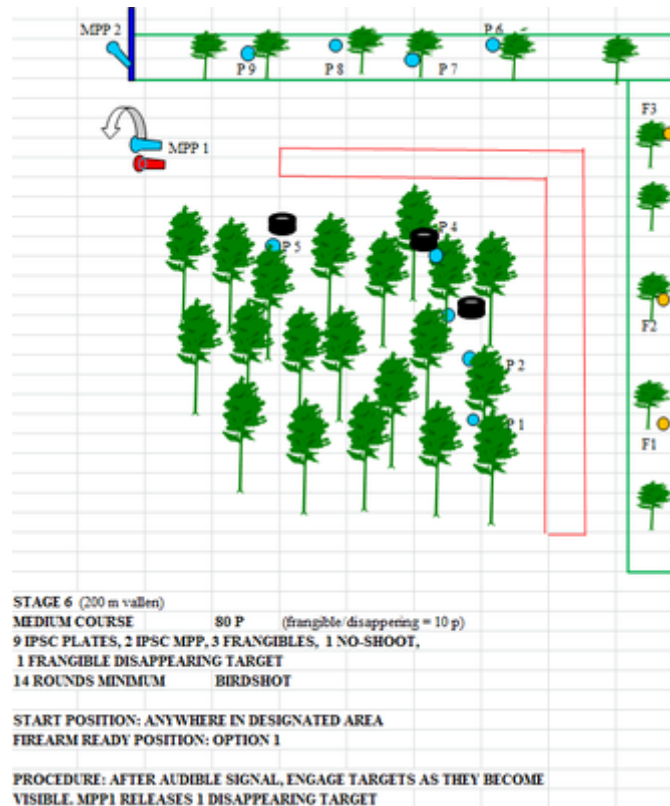
5. STAGE 5 (BANA D)



CoF	Comstock - Short	Points	40 p
Targets	8 plates, 2 no-shoot, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	6.90%

Procedure	After audible start signal, engage targets as they become visible
Starting position	Standing upright facing downrange with both heels touching mark
Firearm ready condition	Gun loaded, option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

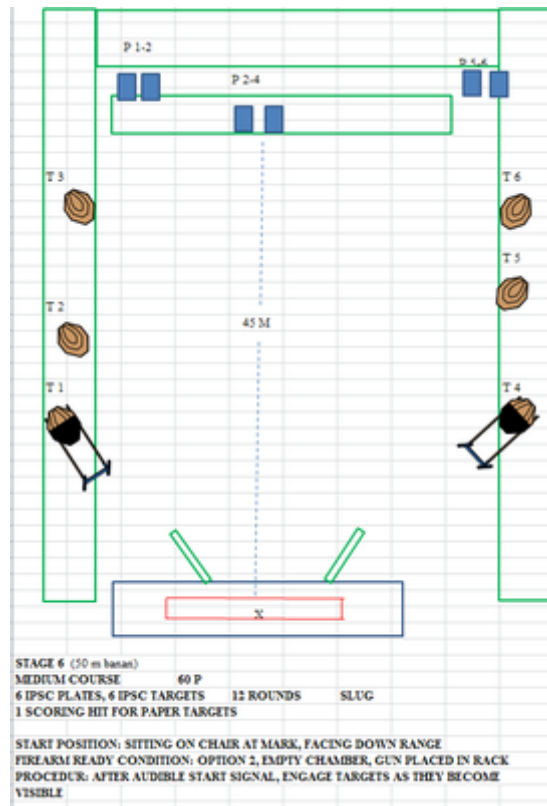
6. STAGE 6 (200 M VALLEN)



CoF	Comstock - Medium	Points	80 p
Targets	1 disappearing/bonus, 2 popper, 9 plates, 3 frangible, 1 no-shoot, (with 1 10p), Total 15 targets	Min rounds	14
Firearm	Shotgun	Match-%	13.79%

Procedure	After audible start signal, engage targets as they become visible
Starting position	Anywhere in designated area
Firearm ready condition	Gun loaded, option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	MPP 1 releases 1 disappearing frangible target

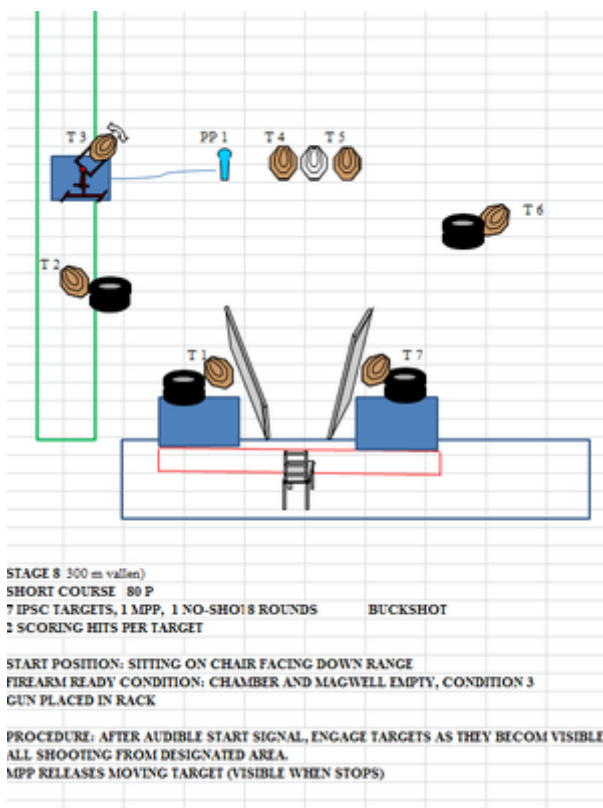
7. STAGE 7 (50 M BANAN)



CoF	Comstock - Medium	Points	60 p
Targets	6 paper, 6 plates, Total 12 targets	Min rounds	12
Firearm	Shotgun	Match-%	10.34%

Procedure	After audible start signal, engage targets as they become visible
Starting position	Sitting on chair at mark, facing downrange, both hands on knees
Firearm ready condition	Option 2, empty chamber, gun placed in gunrack
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

8. STAGE 8 (300 M SKJUTHALL)



CoF	Comstock - Medium	Points	75 p
Targets	7 paper, 1 popper, 1 no-shoot, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	12.93%

Procedure	After audible start signal, engage targets as they become visible
Starting position	Sitting on chair facing down range, both hands on knees
Firearm ready condition	Option 3, chamber and magwell empty, gun placed in gunrack
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	MPP 1 releases moving target which stays visible when stops