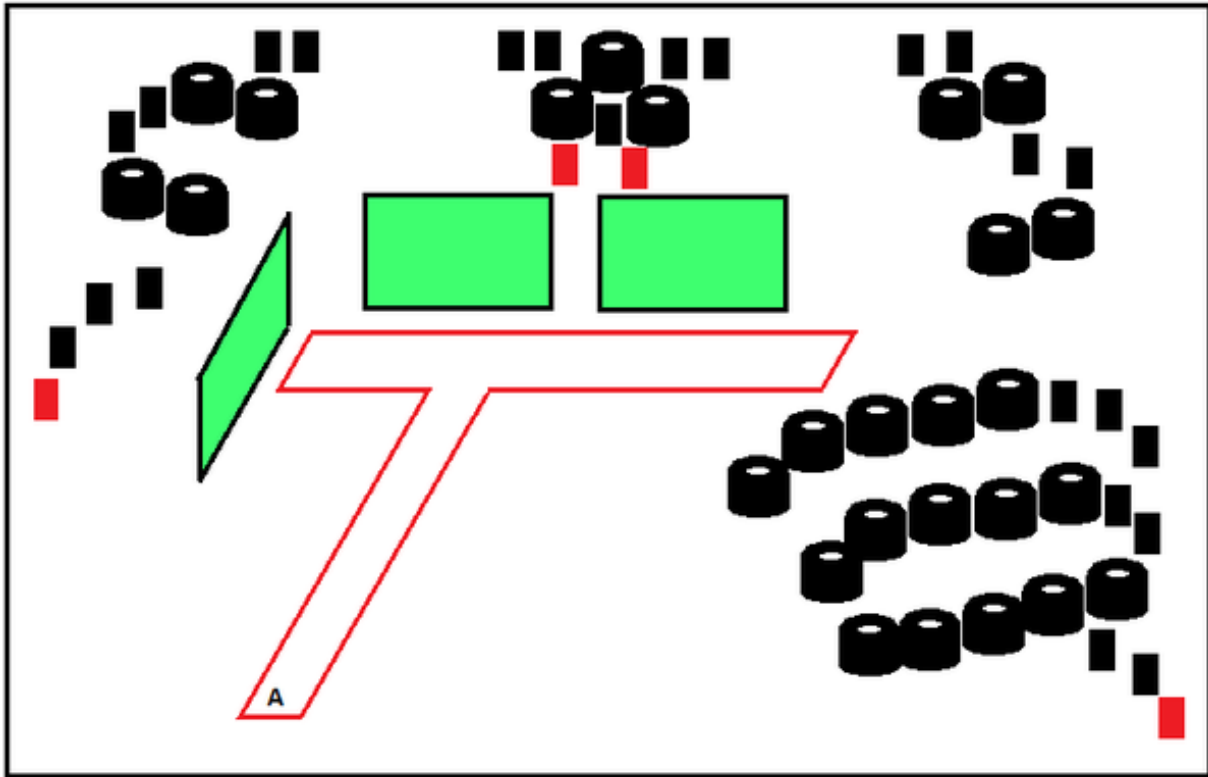


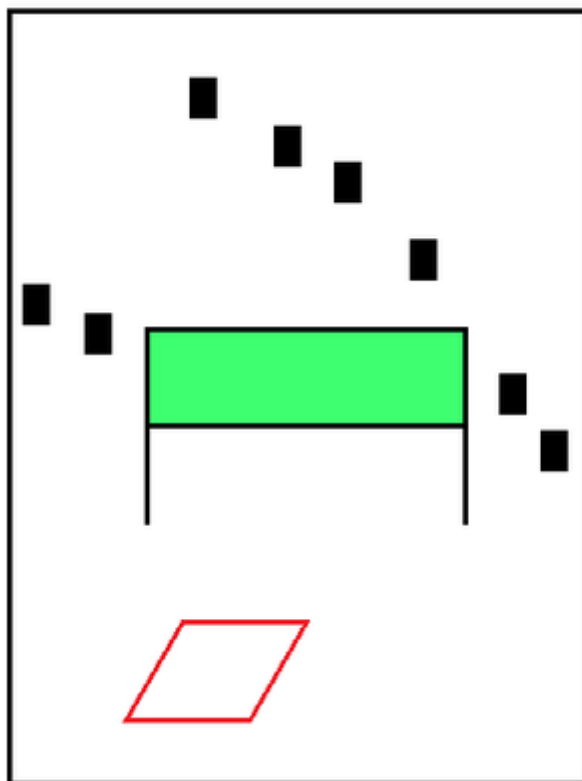
1. Stage 1



CoF	Comstock - Long	Points	115 p
Targets	23 plates, 4 no-shoot, Total 23 targets	Min rounds	23
Firearm	Shotgun	Match-%	13.77%

Procedure	Gun Loaded Option 1, Shoot Targets as they become available
Starting position	Gun loaded 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	

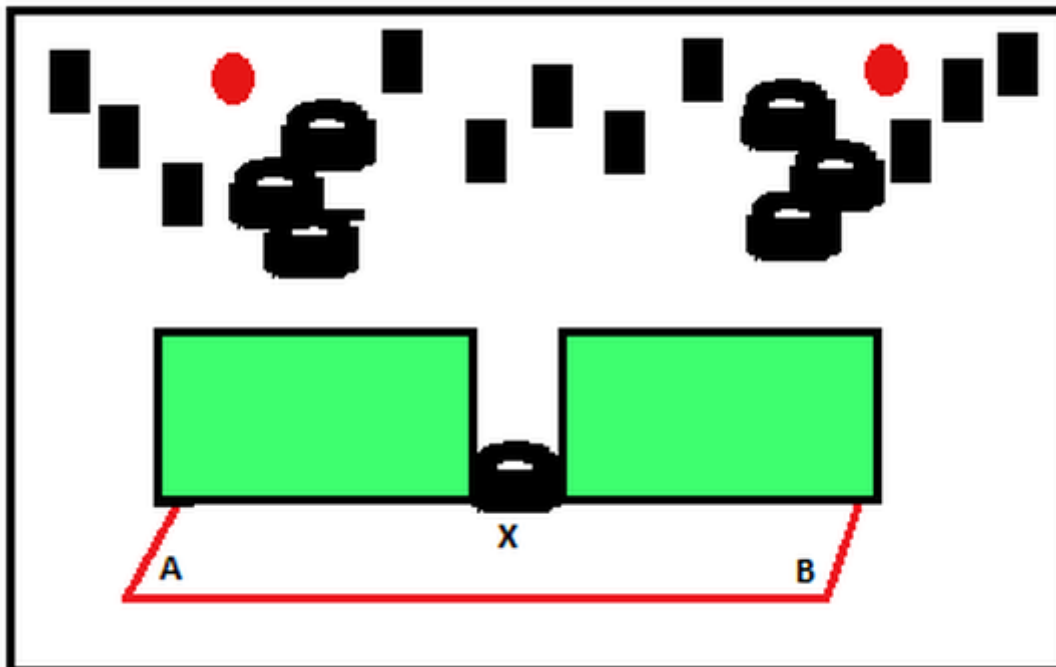
2. Stage 2



CoF	Comstock - Short	Points	40 p
Targets	8 plates, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	4.79%

Procedure	Gun Loaded Option 1. Shoot targets as they become visible
Starting position	Gun loaded 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	

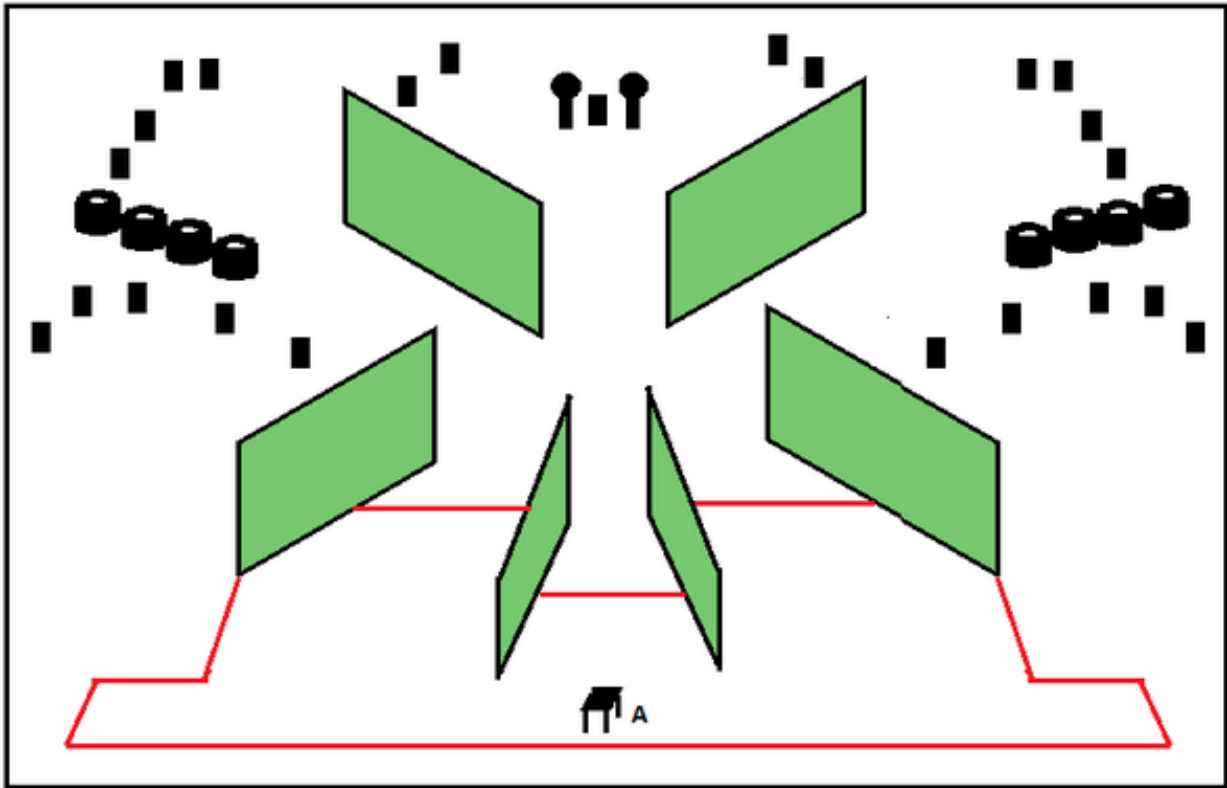
3. Stage 3



CoF	Comstock - Medium	Points	65 p
Targets	11 plates, 2 frangible, Total 13 targets	Min rounds	13
Firearm	Shotgun	Match-%	7.78%

Procedure	Gun Loaded Option 2 on tyre. Shoot targets as they become visible.
Starting position	Gun loaded Option 2
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

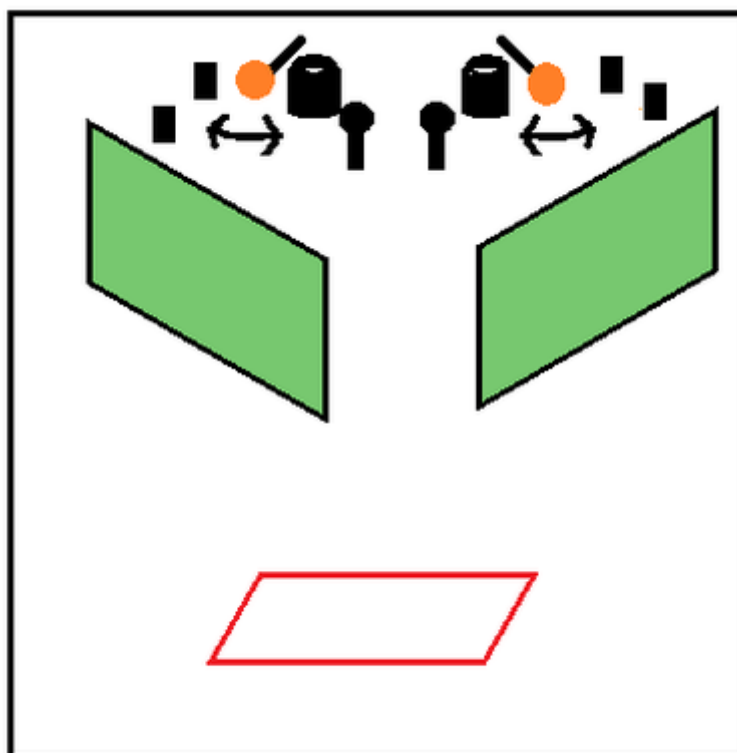
4. Stage 4



CoF	Comstock - Long	Points	125 p
Targets	2 popper, 23 plates, Total 25 targets	Min rounds	25
Firearm	Shotgun	Match-%	14.97%

Procedure	Seated on stool, gun Loaded Option 1 held at Trail in strong hand. Shoot targets as they become visible.
Starting position	Gun loaded 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	

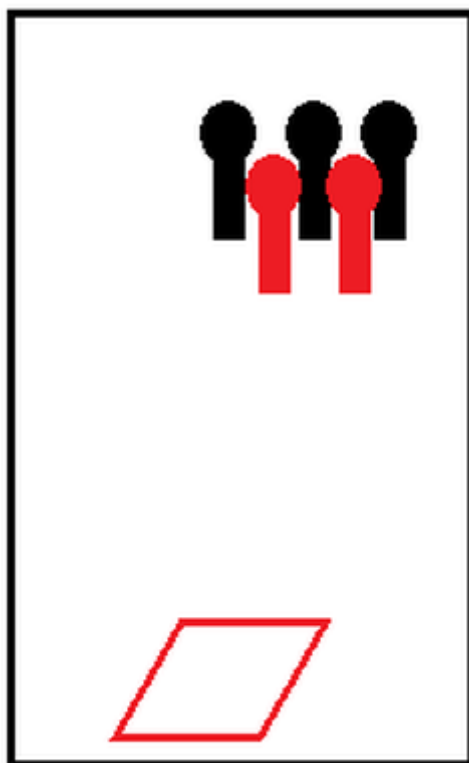
5. Stage 5



CoF	Comstock - Short	Points	40 p
Targets	2 popper, 4 plates, 2 frangible, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	4.79%

Procedure	Gun Loaded a Option 1. Shoot targets as they become visible. Shooting either Popper will reveal 2 swinging frangible clays which remain in view.
Starting position	Gun loaded 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	

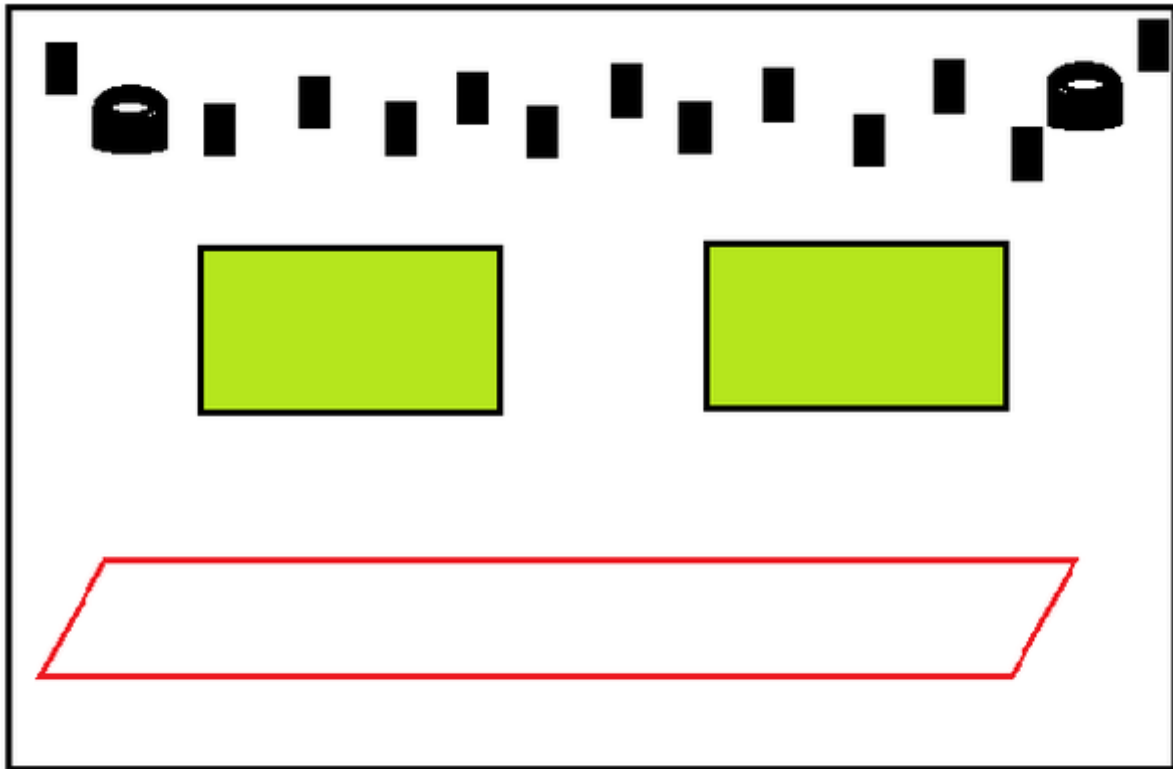
6. Stage 6



CoF	Comstock - Short	Points	15 p
Targets	3 popper, 2 no-shoot, Total 3 targets	Min rounds	3
Firearm	Shotgun	Match-%	1.80%

Procedure	Standing facing up Range, gun held at Trail in weak hand. Shoot targets as they become visible.
Starting position	Gun loaded 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	

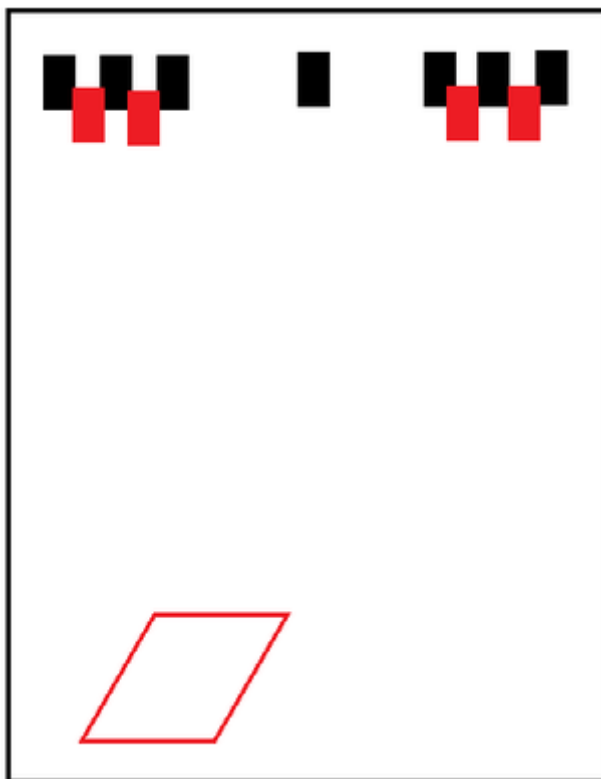
7. Stage 7



CoF	Comstock - Medium	Points	65 p
Targets	13 plates, Total 13 targets	Min rounds	13
Firearm	Shotgun	Match-%	7.78%

Procedure	Gun Loaded Option 1. Shoot targets as they become visible
Starting position	Gun loaded 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	

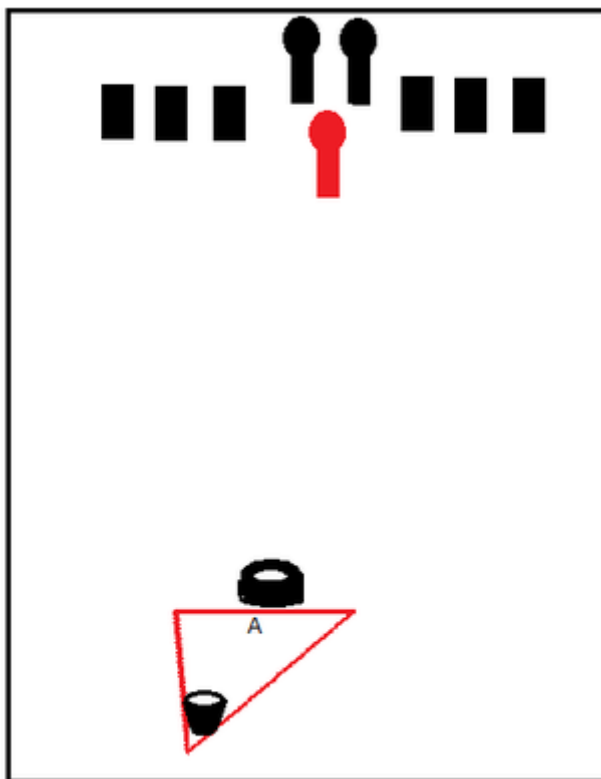
8. Stage 8



CoF	Comstock - Short	Points	35 p
Targets	7 plates, 4 no-shoot, Total 7 targets	Min rounds	7
Firearm	Shotgun	Match-%	4.19%

Procedure	Gun Loaded 1 Option 1. Shoot targets as they become visible.
Starting position	Gun loaded 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	

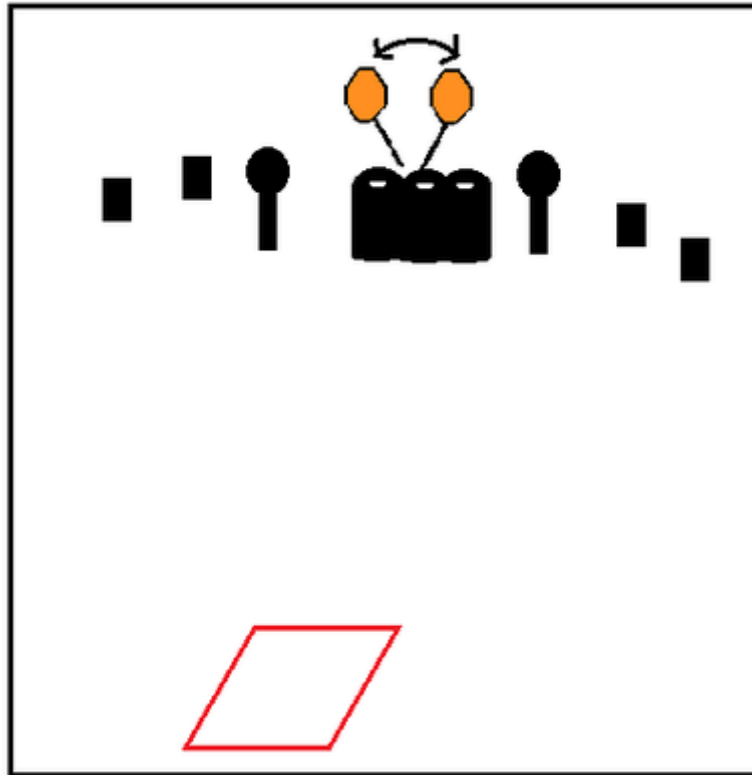
9. Stage 9



CoF	Comstock - Short	Points	40 p
Targets	2 popper, 6 plates, 1 no-shoot, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	4.79%

Procedure	Gun unloaded Option 3, all ammunition in bucket. Shoot targets S they become visible
Starting position	Gun Unloaded 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	

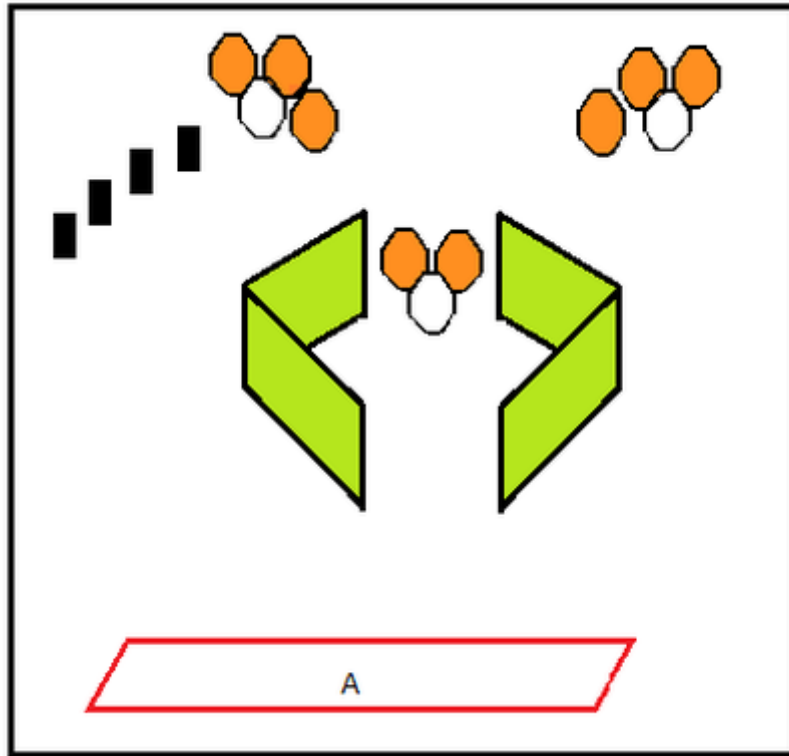
10. Stage 10



CoF	Comstock - Medium	Points	50 p
Targets	2 paper, 2 popper, 4 plates, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	5.99%

Procedure	Gun unloaded Option 3, held at Trail in weak hand. Shoot targets as they become visible. Two swinging targets become visible when either Popper is shot down.
Starting position	Gun Unloaded 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	

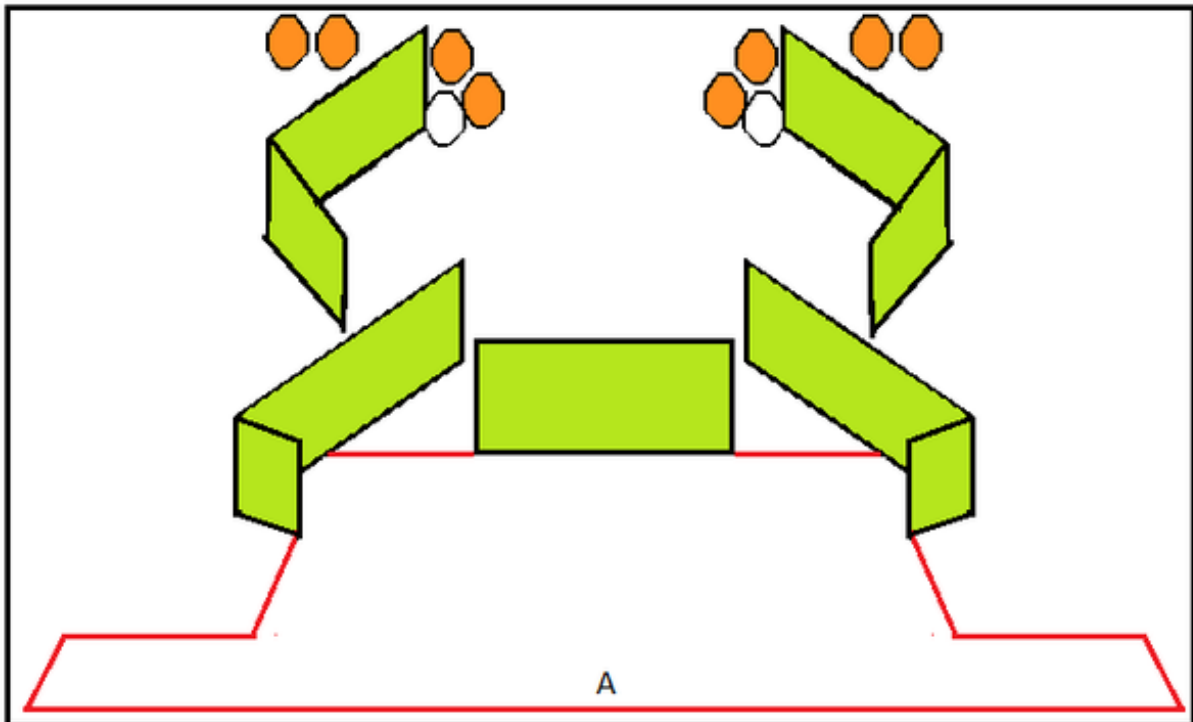
11. Stage 11



CoF	Comstock - Long	Points	100 p
Targets	8 paper, 4 plates, 3 no-shoot, Total 12 targets	Min rounds	12
Firearm	Shotgun	Match-%	11.98%

Procedure	Gun Loaded Option 1. Shoot targets as they become visible.
Starting position	Gun loaded 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	

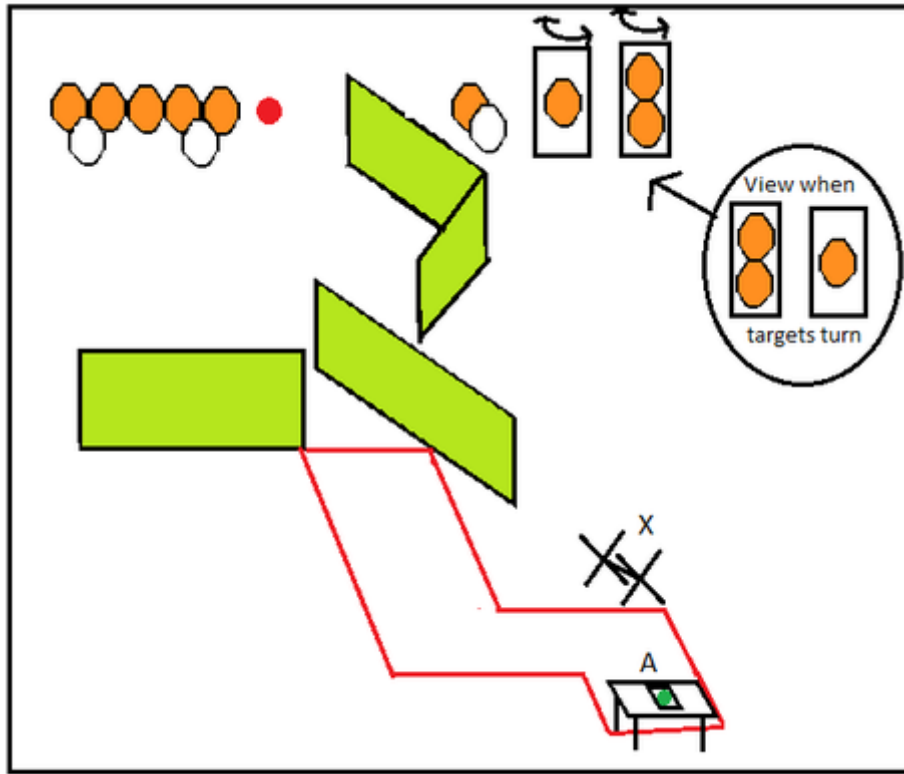
12. Stage 12



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 2 no-shoot, Total 8 targets	Min rounds	16
Firearm	Shotgun	Match-%	9.58%

Procedure	Gun Loaded Option 1. Shoot targets as they become visible.
Starting position	Gun loaded 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	

13. Stage 13



CoF	Comstock - Medium	Points	65 p
Targets	12 paper, 1 frangible, 3 no-shoot, Total 13 targets	Min rounds	13
Firearm	Shotgun	Match-%	7.78%

Procedure	Gun Loaded Option 1 in rack. On audible start signal push button to start 6 turning targets. Shoot targets with a minimum of one round on each.
Starting position	Gun loaded Option 1 in rack.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	