

1. Crabbit (Grumpy)

No image

CoF	Comstock - Medium	Points	75 p
Targets	15 plates, Total 15 targets	Min rounds	15
Firearm	Shotgun	Match-%	8.38%

Procedure	On the audible start signal, engage the targets.
Starting position	Standing upright anywhere within the shooting area. 8.1.1.2.
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

2. Blooterred (Very Drunk)

No image

CoF	Comstock - Medium	Points	75 p
Targets	15 plates, Total 15 targets	Min rounds	15
Firearm	Shotgun	Match-%	8.38%

Procedure	On audible start signal, engage targets.
Starting position	Standing upright anywhere within the shooting area. 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	90/90/90
Setup notes	

3. Sleekit (Crafty)

No image

CoF	Comstock - Medium	Points	75 p
Targets	1 popper, 10 plates, 2 frangible, (with 2 10p), Total 13 targets	Min rounds	13
Firearm	Shotgun	Match-%	8.38%

Procedure	On audible start signal engage targets. When the mini popper is hit and falls, it will activate two disappearing frangible Clays. When hit they are worth double points.
Starting position	Standing upright with one foot touching the mark at either end of the shooting area
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

4. Glaikit (Giddy)

No image

CoF	Comstock - Short	Points	40 p
Targets	8 plates, 2 no-shoot, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	4.47%

Procedure	On the audible start signal engage the targets.
Starting position	Standing upright on platform. 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	90/90/90
Setup notes	

5. Wabbit 1 (Feeling Tired)

No image

CoF	Comstock - Long	Points	135 p
Targets	1 popper, 26 plates, Total 27 targets	Min rounds	27
Firearm	Shotgun	Match-%	15.08%

Procedure	On audible start signal engage targets When hit and falls, the Popper will activate two swinging IPSC metal plates which will remain in view at rest.
Starting position	Seated on either stool, hands on knees. Gun placed on tyre.
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

6. Bampot (Foolish)

No image

CoF	Comstock - Short	Points	40 p
Targets	8 plates, 2 no-shoot, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	4.47%

Procedure	On audible start signal, engage the target.
Starting position	Standing up right with heels touching mark. 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	90/90/90
Setup notes	

7. Aye Right (Definitely not)

No image

CoF	Comstock - Short	Points	40 p
Targets	8 plates, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	4.47%

Procedure	On the audible start signal engage targets.
Starting position	Laying face down on ground. One hand on shotgun which is on the ground beside you.
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

8. Hurley Burley (commotion)

No image

CoF	Comstock - Short	Points	40 p
Targets	4 plates, 4 frangible, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	4.47%

Procedure	On audible start signal engage targets. You may only use your hand to open the door. When opened it will activate the four movong frangible clays. Which all remain in view at rest.
Starting position	Standing upright with heels touchong mark. Gun held at hip level. Rule 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	90/90/90
Setup notes	

9. Faur Yont (Far, Far Away)

No image

CoF	Comstock - Short	Points	35 p
Targets	3 popper, 4 plates, Total 7 targets	Min rounds	7
Firearm	Shotgun	Match-%	3.91%

Procedure	On audible start signal engage targets.
Starting position	Seated on chair with gun held in two hands and resting across your thighs.
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	Distance to targets 15 - 20m

10. Scunner (Dislike)

No image

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 1 popper, 3 plates, 1 no-shoot, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	6.70%

Procedure	On audible start signal engage targets. Mini Popper when hit and falls activates two moving IPSC A4 targets & 1 No Shoot, which remain in view at rest.
Starting position	Standing upright anywhere within the shooting area. 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	90/90/90
Setup notes	

11. On Your Bike (Go away)

No image

CoF	Comstock - Short	Points	30 p
Targets	1 popper, 5 plates, 3 no-shoot, Total 6 targets	Min rounds	6
Firearm	Shotgun	Match-%	3.35%

Procedure	On audible start signal engage targets awhilst remaining setaed on the bike.
Starting position	Seated on bike with shotgun hekld at trail in either hand. other hand holding handlebar. Feet on pedals.
Firearm ready condition	Option 2
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

12. Stoater (Most Excellent)

No image

CoF	Comstock - Short	Points	45 p
Targets	8 plates, (with 1 10p), Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	5.03%

Procedure	On audible start signal, engage targets.
Starting position	Standing with heeld touching marks, gun held at trail in strong hand.
Firearm ready condition	Unloaded Option 3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

13. Wabbitt 2 (Feeling Weak)

No image

CoF	Comstock - Long	Points	135 p
Targets	27 plates, Total 27 targets	Min rounds	27
Firearm	Shotgun	Match-%	15.08%

Procedure	On audible start signal engage targets.
Starting position	Standing upright anywhere within the shooting area. Shotgun held at trail in either hand.
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

14. Beamer (Embarrassed)

No image

CoF	Comstock - Medium	Points	70 p
Targets	11 plates, 2 frangible, (with 1 10p), Total 13 targets	Min rounds	13
Firearm	Shotgun	Match-%	7.82%

Procedure	On audible start signal, engage targets. Note the sensors will set off a flipping clay which will disappaer from sight. when hit it will score double points. The board must be pushed by your hand. This will activate a swinging frangible clay which will remain in view at rest.
Starting position	Standing with heels touching mark. Gun held at trail in strong hand. All ammunition for stage placed in basket.
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	