

1.

No image

CoF	Comstock - Long	Points	140 p
Targets	28 frangible, Total 28 targets	Min rounds	28
Firearm	Shotgun	Match-%	15.14%

Procedure	
Starting position	Standing market place, 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.

No image

CoF	Comstock - Medium	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Shotgun	Match-%	6.49%

Procedure	Slug stage.
Starting position	Standing anywhere area, 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.

No image

CoF	Comstock - Long	Points	85 p
Targets	5 popper, 12 plates, 2 no-shoot, Total 17 targets	Min rounds	17
Firearm	Shotgun	Match-%	9.19%

Procedure	
Starting position	Standing area gun touch marked point. 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	

4.

No image

CoF	Comstock - Long	Points	100 p
Targets	10 paper, Total 10 targets	Min rounds	20
Firearm	Shotgun	Match-%	10.81%

Procedure	Shooter on your knees market place. Finger cross top of head. Option 2.
Starting position	Start marked place.
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.

No image

CoF	Comstock - Long	Points	140 p
Targets	8 popper, 10 plates, 10 frangible, Total 28 targets	Min rounds	28
Firearm	Shotgun	Match-%	15.14%

Procedure	
Starting position	Standing marked place, 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.

No image

CoF	Comstock - Short	Points	40 p
Targets	8 paper, 2 no-shoot, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	4.32%

Procedure	Only one shot per target! Slug stage.
Starting position	Standing area A, 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.

No image

CoF	Comstock - Medium	Points	60 p
Targets	12 frangible, Total 12 targets	Min rounds	12
Firearm	Shotgun	Match-%	6.49%

Procedure	
Starting position	Start marked place, 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.

No image

CoF	Comstock - Medium	Points	80 p
Targets	16 plates, Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	8.65%

Procedure	
Starting position	Standing area, option1.
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.

No image

CoF	Comstock - Medium	Points	80 p
Targets	16 plates, 6 no-shoot, Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	8.65%

Procedure	Ammo on the table, option 3.
Starting position	Standing marked place, 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.

No image

CoF	Comstock - Medium	Points	50 p
Targets	4 paper, 2 popper, 4 plates, Total 10 targets	Min rounds	10
Firearm	Shotgun	Match-%	5.41%

Procedure	Buck shot stage.
Starting position	Standing area, 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	

11.

No image

CoF	Comstock - Short	Points	40 p
Targets	1 popper, 7 frangible, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	4.32%

Procedure	
Starting position	Standing box, 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.

No image

CoF	Comstock - Medium	Points	50 p
Targets	6 paper, 4 plates, 4 no-shoot, Total 10 targets	Min rounds	10
Firearm	Shotgun	Match-%	5.41%

Procedure	Gun on the table, option 2. Paper targets, A4. Buck stage.
Starting position	Standing area, 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	