

1. Stage 1 25m Range

No image

CoF	Comstock - Medium	Points	60 p
Targets	12 paper, 2 no-shoot, Total 12 targets	Min rounds	12
Firearm	Shotgun	Match-%	7.64%

Procedure	Slug Stage - Shoot the targets from within the shooting area. highest hit on each target to count.
Starting position	Gun loaded Option 2 and placed on tyre.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90//X/90. X = top of back stop.
Setup notes	

2. Stage 2 25m Range

No image

CoF	Comstock - Short	Points	30 p
Targets	6 paper, Total 6 targets	Min rounds	6
Firearm	Shotgun	Match-%	3.82%

Procedure	Slug Stage - Shoot the targets from within the shooting area. highest hit on each target to count.
Starting position	Gun unloaded & placed on table. All ammunition in box also on the table.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90//X/90. X = top of back stop.
Setup notes	

3. Stage 3 25m Range

No image

CoF	Comstock - Short	Points	30 p
Targets	3 paper, 2 no-shoot, Total 3 targets	Min rounds	6
Firearm	Shotgun	Match-%	3.82%

Procedure	Slug Stage - Shoot the targets from within the shooting area. highest hit 2 on each target to count.
Starting position	Gun loaded Option 1, held in two hands at waist level, parallel to ground
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90//X/90. X = top of back stop.
Setup notes	

4. Stage 4 50m Range

No image

CoF	Comstock - Medium	Points	105 p
Targets	6 paper, 2 popper, 7 plates, 2 no-shoot, (with 6 10p), Total 15 targets	Min rounds	15
Firearm	Shotgun	Match-%	13.38%

Procedure	Buckshot stage - Shoot the targets from within the shooting area. metal to fall and highest two hits on A4 targets to count.
Starting position	Gun loaded Option 1, held in two hands at waist level, parallel to ground
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

5. Stage 5 50m Range

No image

CoF	Comstock - Short	Points	40 p
Targets	8 plates, 3 no-shoot, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	5.10%

Procedure	Birdshot Stage - Shoot the targets from the weak shoulder, whilst remaining on the barrel.
Starting position	Sitting astride the barrel, Gun loaded option 2, and held in one hand parallel to the ground.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

6. Stage 6 Old Bay

No image

CoF	Comstock - Medium	Points	75 p
Targets	1 popper, 12 plates, 2 frangible, 3 no-shoot, Total 15 targets	Min rounds	15
Firearm	Shotgun	Match-%	9.55%

Procedure	Birdshot Stage - Shoot the targets from within the shooting area.
Starting position	Gun loaded Option 1, held in two hands at waist level, parallel to ground
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

7. Stage 7 Old Bay

No image

CoF	Comstock - Short	Points	35 p
Targets	6 plates, 1 frangible, 1 no-shoot, Total 7 targets	Min rounds	7
Firearm	Shotgun	Match-%	4.46%

Procedure	Birdshot Stage - Shoot the targets from within the shooting area.
Starting position	Sitting in chair, unloaded gun on tyre
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

8. Stage 8 New Bay

No image

CoF	Comstock - Long	Points	135 p
Targets	3 popper, 20 plates, 2 frangible, 2 no-shoot, (with 2 10p), Total 25 targets	Min rounds	25
Firearm	Shotgun	Match-%	17.20%

Procedure	Birdshot Stage - Shoot the targets as seen from within the shooting area.
Starting position	Gun loaded Option 1, held at trail in weak hand parallel to ground
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 New Bay

No image

CoF	Comstock - Short	Points	30 p
Targets	6 plates, 3 no-shoot, Total 6 targets	Min rounds	6
Firearm	Shotgun	Match-%	3.82%

Procedure	Birdshot Stage - Shoot the targets as seen from within the shooting area.
Starting position	Gun loaded Option 1, held in two hands at waist level, parallel to ground
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 Field

No image

CoF	Comstock - Medium	Points	85 p
Targets	13 plates, 2 frangible, 2 no-shoot, (with 2 10p), Total 15 targets	Min rounds	15
Firearm	Shotgun	Match-%	10.83%

Procedure	Birdshot Stage - Shoot the targets as seen from within the shooting area.
Starting position	Gun loaded Option 1, held in two hands at waist level, parallel to ground
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

11. Stage 11 Field

No image

CoF	Comstock - Short	Points	30 p
Targets	6 plates, 2 no-shoot, Total 6 targets	Min rounds	6
Firearm	Shotgun	Match-%	3.82%

Procedure	Birdshot Stage - Shoot the targets as seen from within the shooting area.
Starting position	Gun loaded Option 2 and placed on tyre.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

12. Stage 12 Field

No image

CoF	Comstock - Long	Points	130 p
Targets	2 popper, 24 plates, 3 no-shoot, Total 26 targets	Min rounds	26
Firearm	Shotgun	Match-%	16.56%

Procedure	Birdshot Stage - Shoot the targets as seen from within the shooting area.
Starting position	Gun loaded Option 1, held in two hands at waist level, parallel to ground
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	