1. Jungle

CoF	Comstock - Medium	Points	60 p
Targets	4 popper, 4 plates, 4 frangible, 4 no-shoot, Total 12 targets	Min rounds	12
Firearm	Shotgun	Match-%	23.08%

Procedure	
Starting position	Gun loaded & holstered
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. Slow Go

CoF	Comstock - Medium	Points	60 p
Targets	5 popper, 5 plates, 2 frangible, Total 12 targets	Min rounds	12
Firearm	Shotgun	Match-%	23.08%

Procedure	
Starting position	Gun loaded & holstered
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. How Low to Go

CoF	Comstock - Short	Points	20 p
Targets	2 popper, 2 plates, Total 4 targets	Min rounds	4
Firearm	Shotgun	Match-%	7.69%

Procedure	
Starting position	Gun loaded & holstered
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. SG straight with clays

CoF	Comstock - Medium	Points	60 p
Targets	6 popper, 2 plates, 4 frangible, Total 12 targets	Min rounds	12
Firearm	Shotgun	Match-%	23.08%

Procedure	
Starting position	Gun loaded & holstered
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. SG table

CoF	Comstock - Short	Points	20 p
Targets	2 popper, 2 frangible, Total 4 targets	Min rounds	4
Firearm	Shotgun	Match-%	7.69%

Procedure	
Starting position	Gun loaded & holstered
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. SG straight

CoF	Comstock - Short	Points	40 p
Targets	6 popper, 2 plates, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	15.38%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	