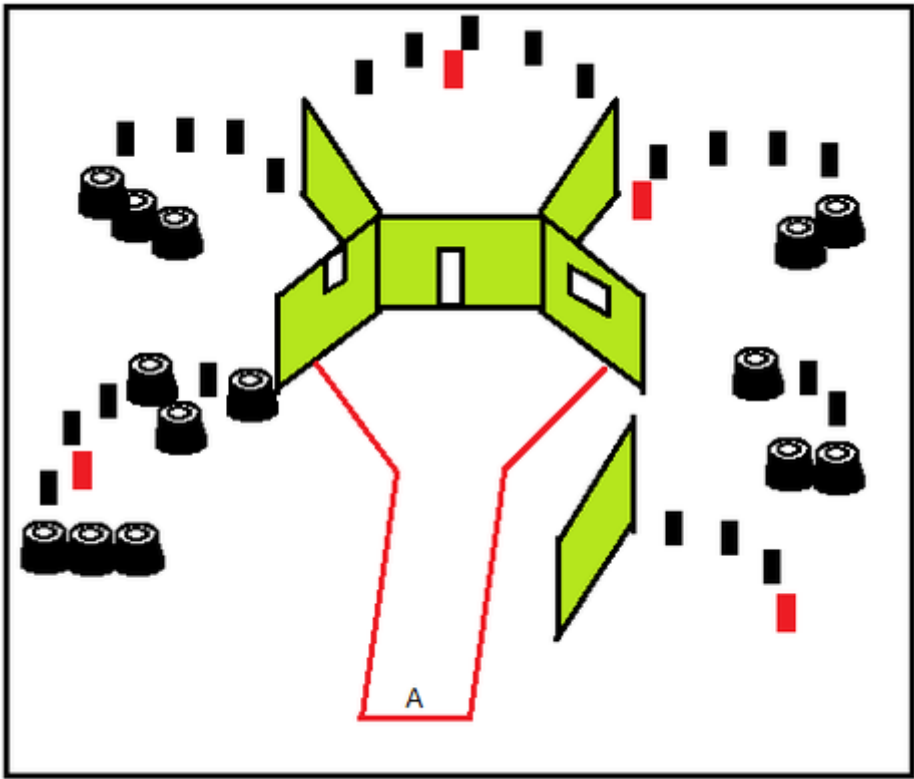
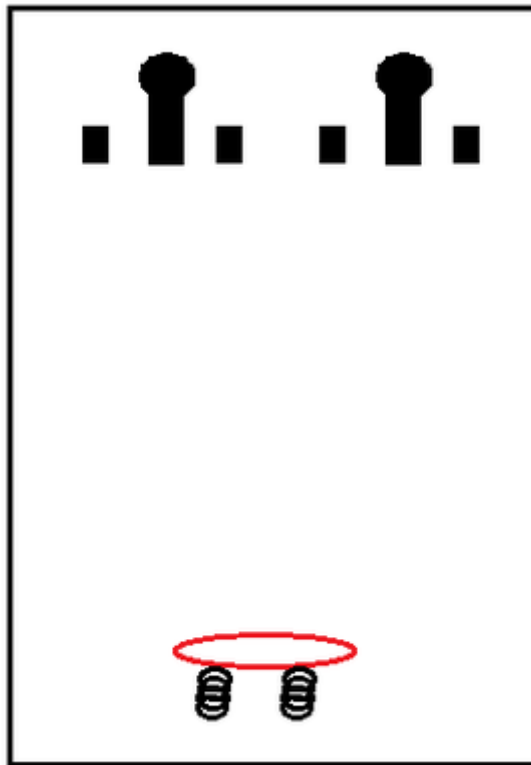


# 1. Dragon's Roar



|                         |   |            |        |
|-------------------------|---|------------|--------|
| CoF                     | Comstock - Long   | Points     | 110 p  |
| Targets                 | 22 plates, 4 no-shoot, Total 22 targets                         | Min rounds | 22     |
| Firearm                 | Shotgun   | Match-%    | 14.10% |
| Procedure               | Shoot targets as they become visible from within Shootong area. |            |        |
| 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             |   |            |        |

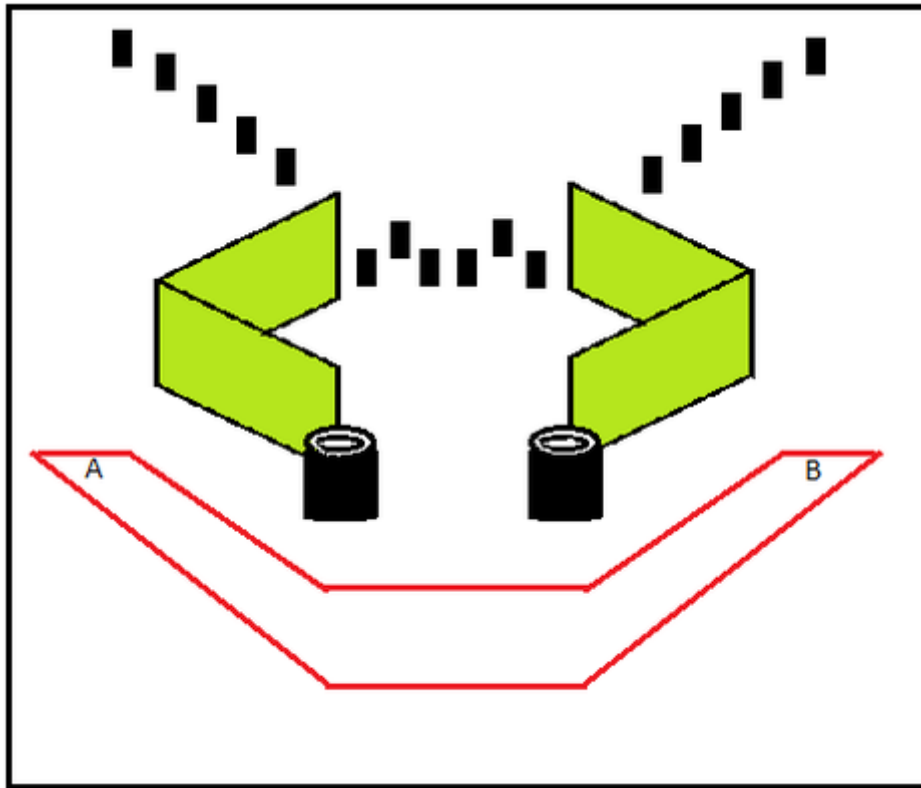
## 2. Tipsy Dragon



|         |                                     |            |       |
|---------|-------------------------------------|------------|-------|
| CoF     | Comstock - Short                    | Points     | 30 p  |
| Targets | 2 popper, 4 plates, Total 6 targets | Min rounds | 6     |
| Firearm | Shotgun                             | Match-%    | 3.85% |

|                         |   |
|-------------------------|---|
| Procedure               | Standing on board. Shoot the targets as seen. |
| 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             |   |

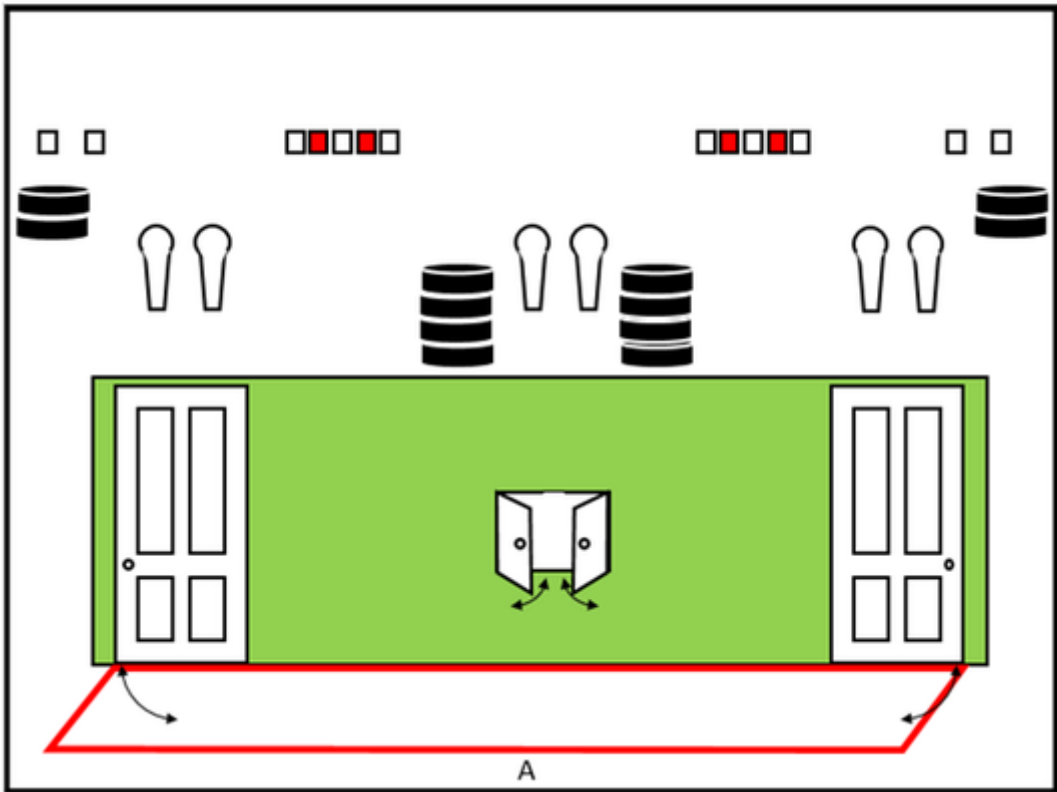
### 3. The Dragon's Wings



|         |                             |            |        |
|---------|-----------------------------|------------|--------|
| CoF     | Comstock - Medium           | Points     | 80 p   |
| Targets | 16 plates, Total 16 targets | Min rounds | 16     |
| Firearm | Shotgun                     | Match-%    | 10.26% |

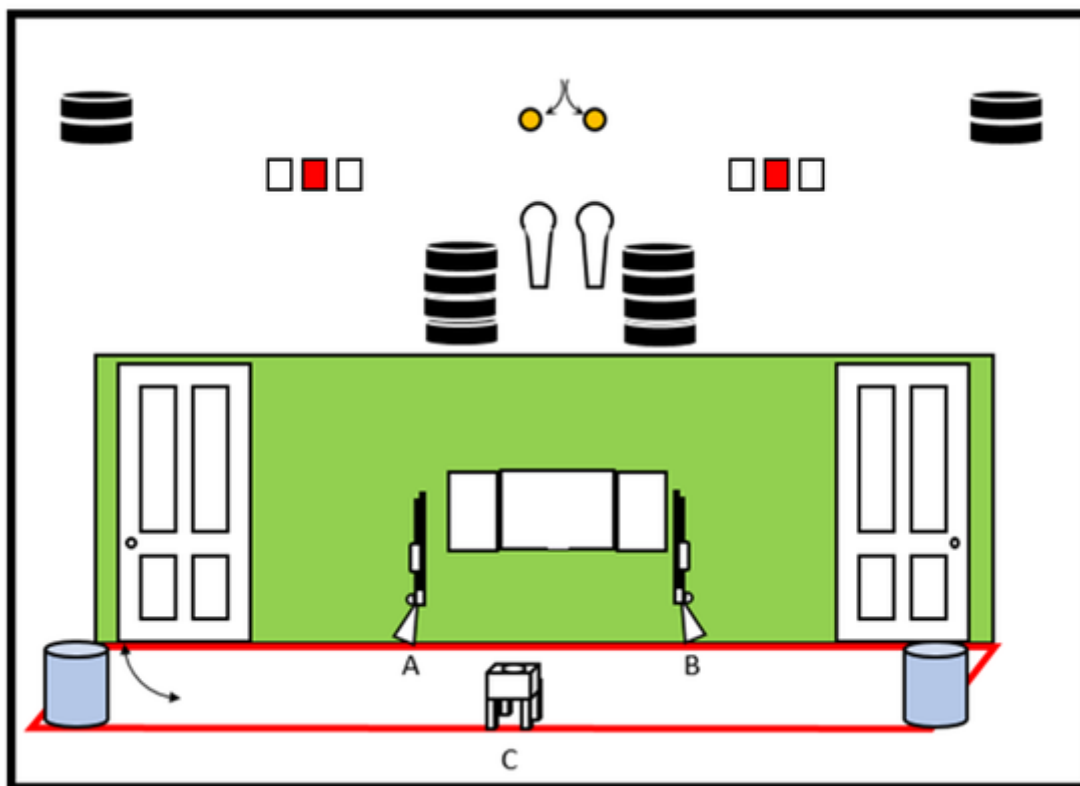
|                         |  |  |  |
|-------------------------|--|--|--|
| Procedure               | Start at either end. Shoot the targets as they become visible. |  |  |
| Starting position       | Gun loaded Option 1  |  |  |
| Firearm ready condition |  |  |  |
| Start on                | Audible signal   |  |  |
| Stop on                 | Last shot  |  |  |
| Penalties               | As per current edition of rules                                |  |  |
| Safety angles           | L/R  |  |  |
| Setup notes             |  |  |  |

## 4. Dragon's Cave



|                         |  |            |        |
|-------------------------|--|------------|--------|
| CoF                     | Comstock - Medium                                      | Points     | 80 p   |
| Targets                 | 16 plates, Total 16 targets                            | Min rounds | 16     |
| Firearm                 | Shotgun  | Match-%    | 10.26% |
| Procedure               | Shoot targets as they become visible by opening doors. |            |        |
| 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             |  |            |        |

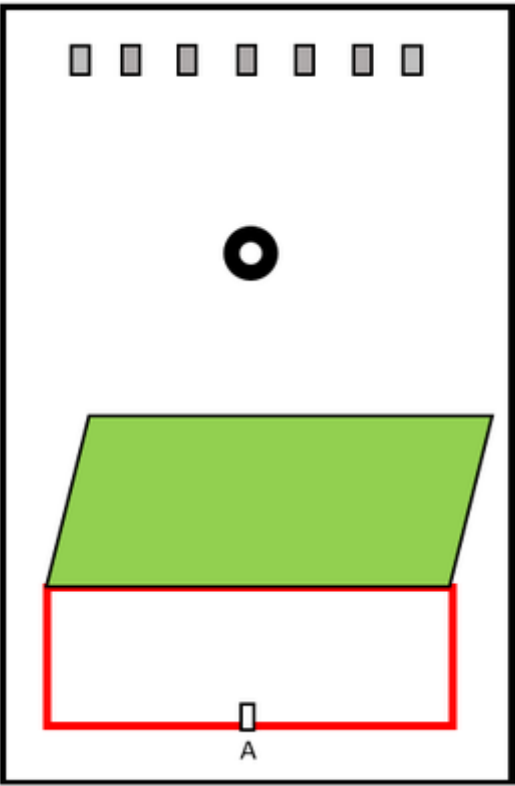
## 5. Dragon's Breath



|         |  |            |       |
|---------|--|------------|-------|
| CoF     | Comstock - Short   | Points     | 50 p  |
| Targets | 2 popper, 4 plates, 2 frangible, (with 2 10p), Total 8 targets | Min rounds | 8     |
| Firearm | Shotgun  | Match-%    | 6.41% |

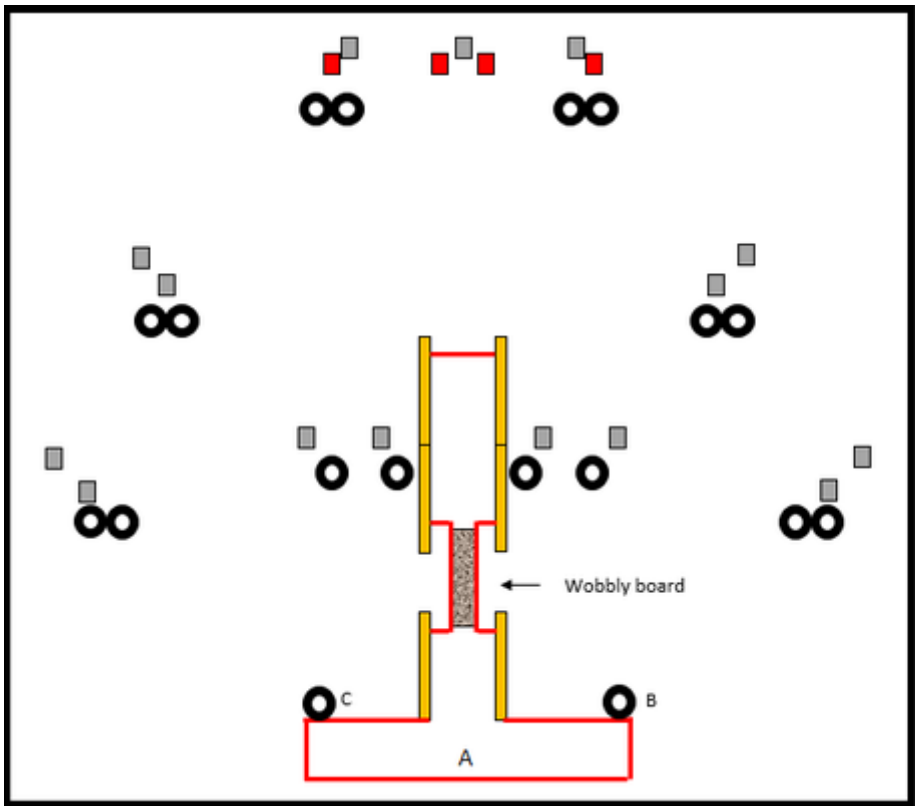
|                         |  |
|-------------------------|--|
| Procedure               | Shoot targets threw aperture. Hitting Popper will reveal two double scoring swinging clays which disappear from sight. |
| Starting position       | Gun unloaded Option 3  |
| Firearm ready condition |  |
| Start on                | Audible signal   |
| Stop on                 | Last shot  |
| Penalties               | As per current edition of rules  |
| Safety angles           | L/R  |
| Setup notes             |  |

## 6. Ninja Dragon



|                         |   |            |       |
|-------------------------|---|------------|-------|
| CoF                     | Comstock - Short  | Points     | 35 p  |
| Targets                 | 7 plates, Total 7 targets   | Min rounds | 7     |
| Firearm                 | Shotgun   | Match-%    | 4.49% |
| Procedure               | Shoot targets as they become visible from within the shooting area. |            |       |
| 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             |   |            |       |

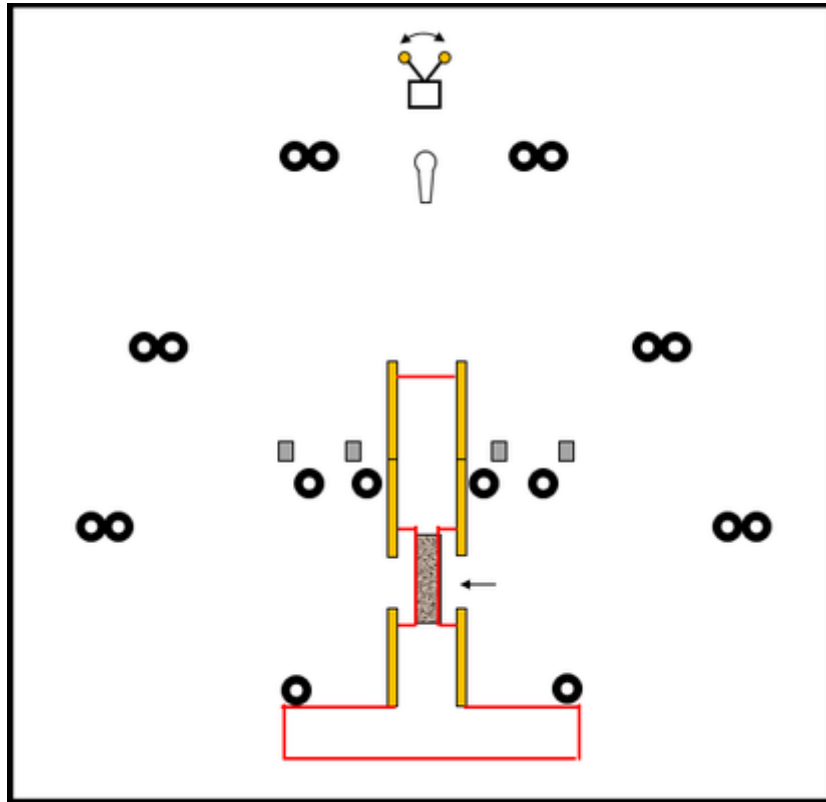
# 7. Flying Dragon



|         |   |            |       |
|---------|---|------------|-------|
| CoF     | Comstock - Medium                       | Points     | 75 p  |
| Targets | 15 plates, 4 no-shoot, Total 15 targets | Min rounds | 15    |
| Firearm | Shotgun                                 | Match-%    | 9.62% |

|                         |   |
|-------------------------|---|
| Procedure               | Shoot targets as they become visible 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           | L/R   |
| Setup notes             |   |

## 8. Dragonia

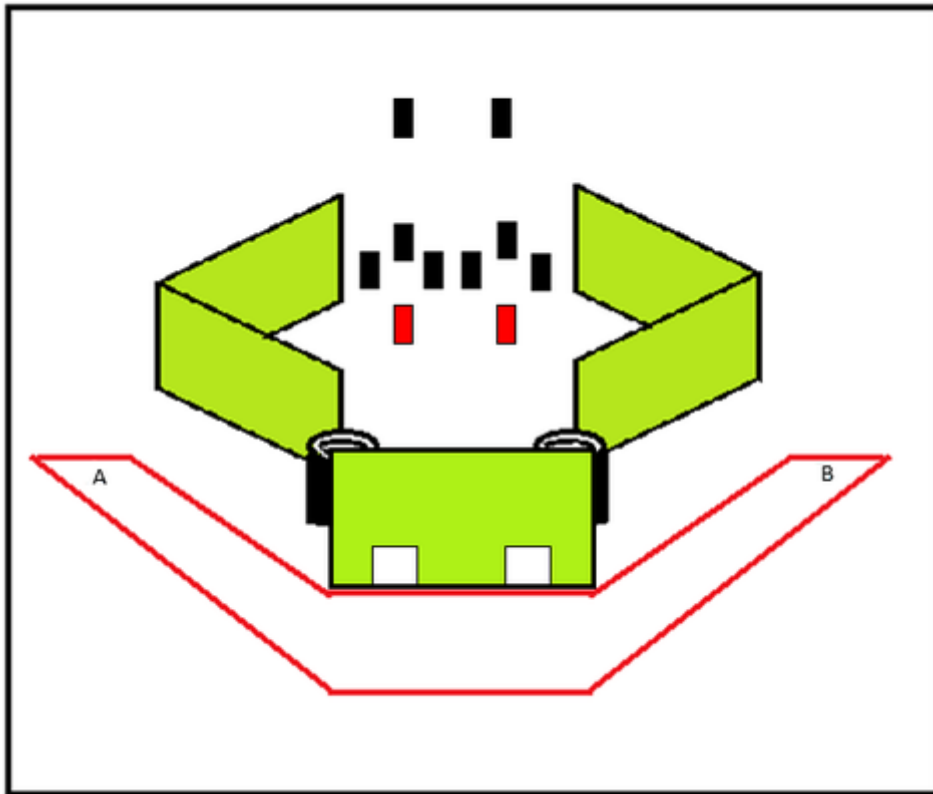


|         |  |            |       |
|---------|--|------------|-------|
| CoF     | Comstock - Short                                 | Points     | 35 p  |
| Targets | 1 popper, 4 plates, 2 frangible, Total 7 targets | Min rounds | 7     |
| Firearm | Shotgun  | Match-%    | 4.49% |

|                         |  |  |  |
|-------------------------|--|--|--|
| Procedure               | Shoot targets as they become visible. Shooting popper will reveal 2 swinging lays which remain in sight. |  |  |
| 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             |  |  |  |



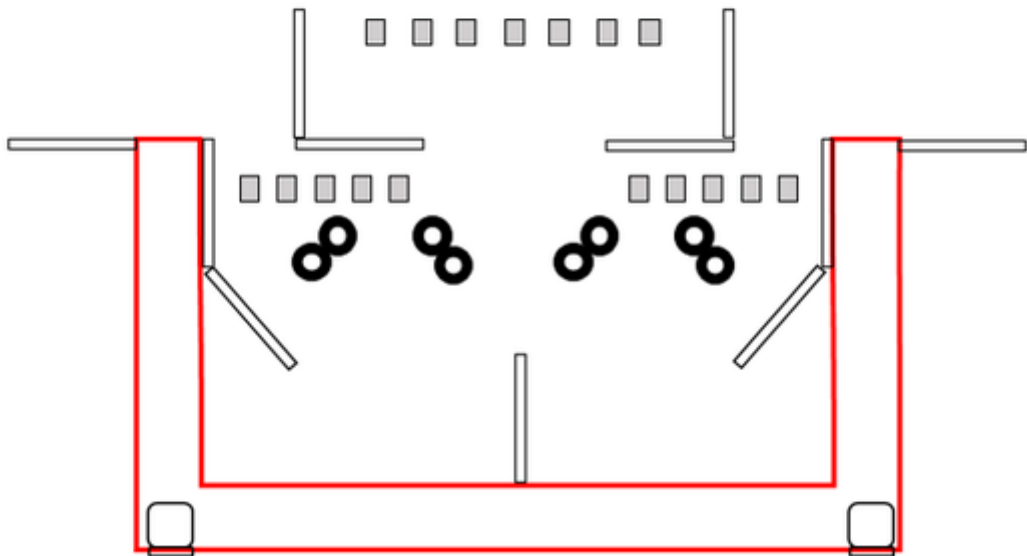
## 9. Friendly Dragon



|         |                                       |            |       |
|---------|---------------------------------------|------------|-------|
| CoF     | Comstock - Short                      | Points     | 40 p  |
| Targets | 8 plates, 2 no-shoot, Total 8 targets | Min rounds | 8     |
| Firearm | Shotgun                               | Match-%    | 5.13% |

|                         |   |  |  |
|-------------------------|---|--|--|
| Procedure               | Shoot targets as they become visible from within shooting area. |  |  |
| 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             |   |  |  |

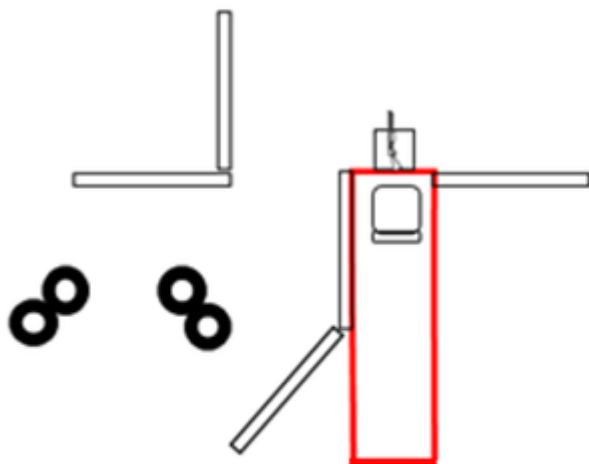
# 10. The Red Dragon



|         |                             |            |        |
|---------|-----------------------------|------------|--------|
| CoF     | Comstock - Long             | Points     | 125 p  |
| Targets | 25 plates, Total 25 targets | Min rounds | 25     |
| Firearm | Shotgun                     | Match-%    | 16.03% |

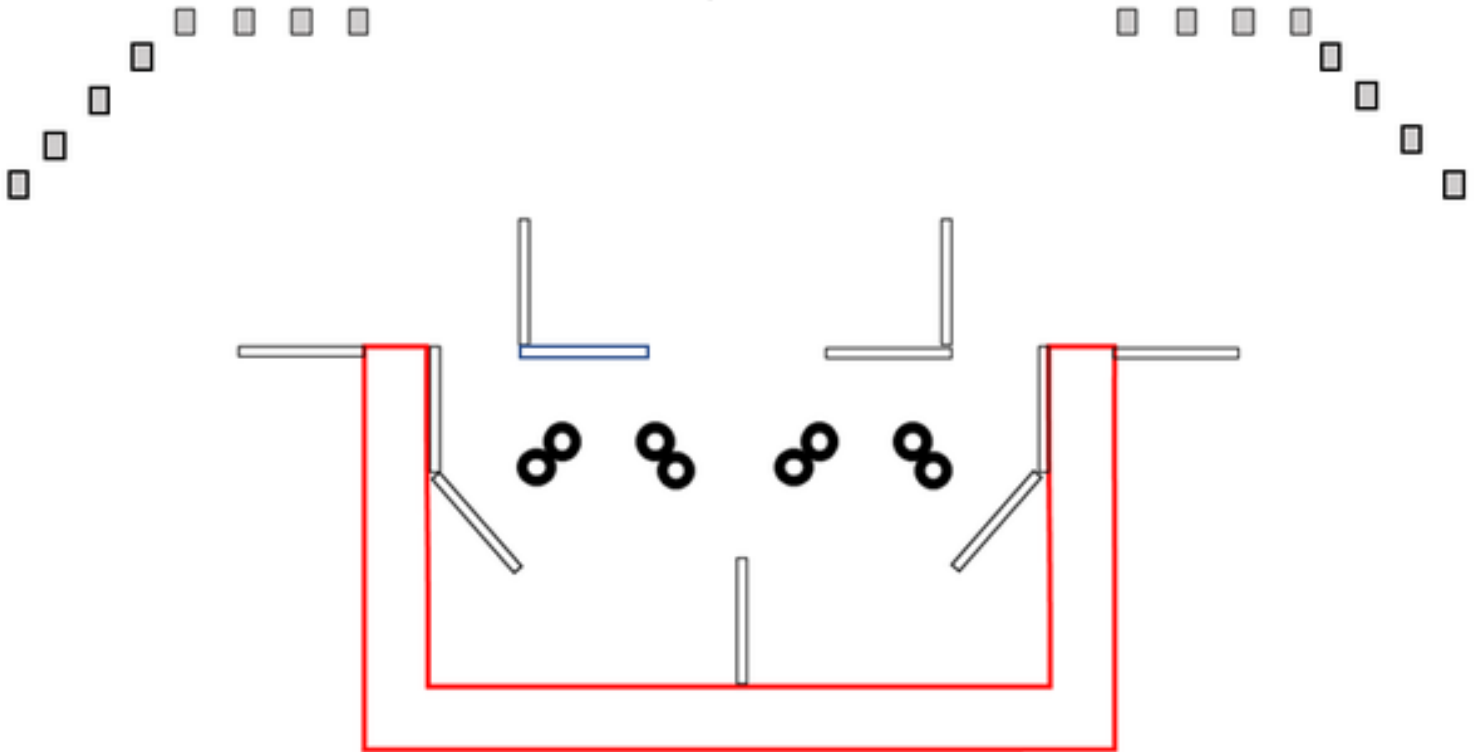
|                         |  |
|-------------------------|--|
| Procedure               | Seated on chair. Shoot targets as they become visible from within shooting area. |
| Starting position       | Gun loaded Option1   |
| Firearm ready condition |  |
| Start on                | Audible signal   |
| Stop on                 | Last shot  |
| Penalties               | As per current edition of rules  |
| Safety angles           | L/R  |
| Setup notes             |  |

# 11. Ride the Dragon



|                         |  |            |       |
|-------------------------|--|------------|-------|
| CoF                     | Comstock - Short   | Points     | 40 p  |
| Targets                 | 8 plates, Total 8 targets                                | Min rounds | 8     |
| Firearm                 | Shotgun  | Match-%    | 5.13% |
| Procedure               | Seated on chair. Shoot targets from within shooting area |            |       |
| Starting position       | Gun Unloaded Option 3 on table.                          |            |       |
| 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. Dragon On The Run



|         |                             |            |        |
|---------|-----------------------------|------------|--------|
| CoF     | Comstock - Medium           | Points     | 80 p   |
| Targets | 16 plates, Total 16 targets | Min rounds | 16     |
| Firearm | Shotgun                     | Match-%    | 10.26% |

|                         |  |
|-------------------------|--|
| Procedure               | Shoot targets from within shooting area. |
| 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             |  |