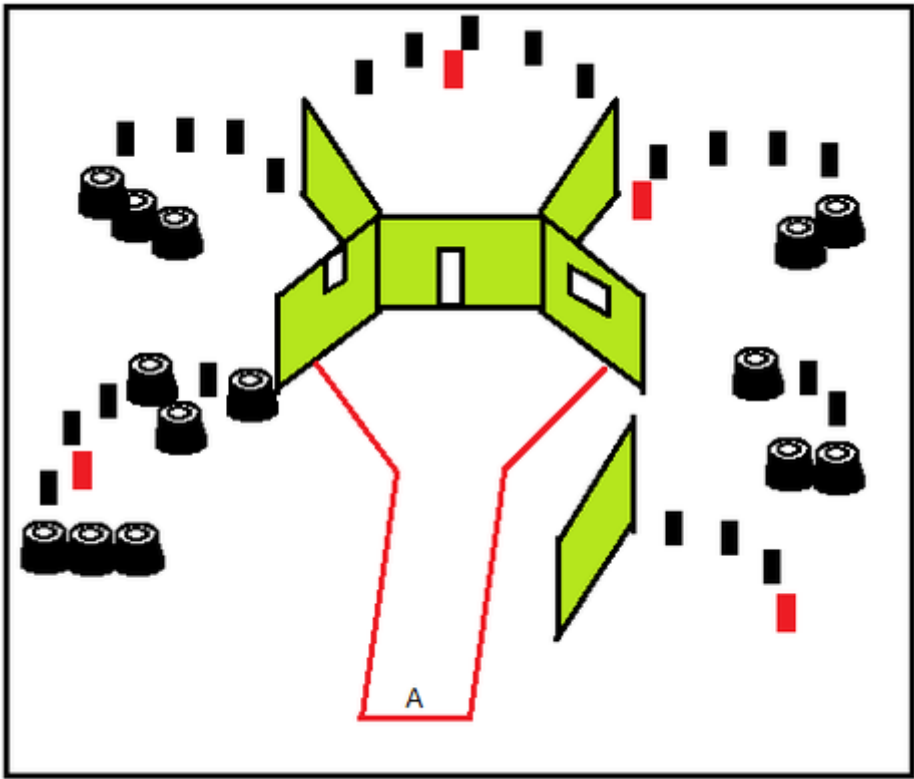
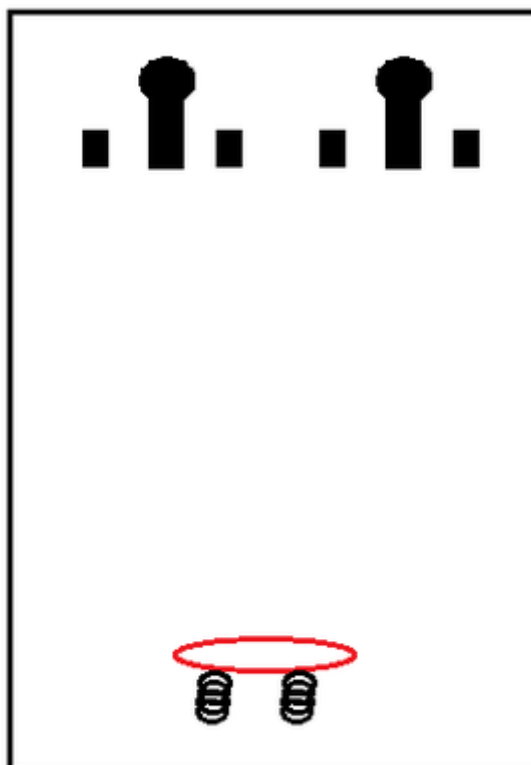


# 1. Dragon's Roar



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			

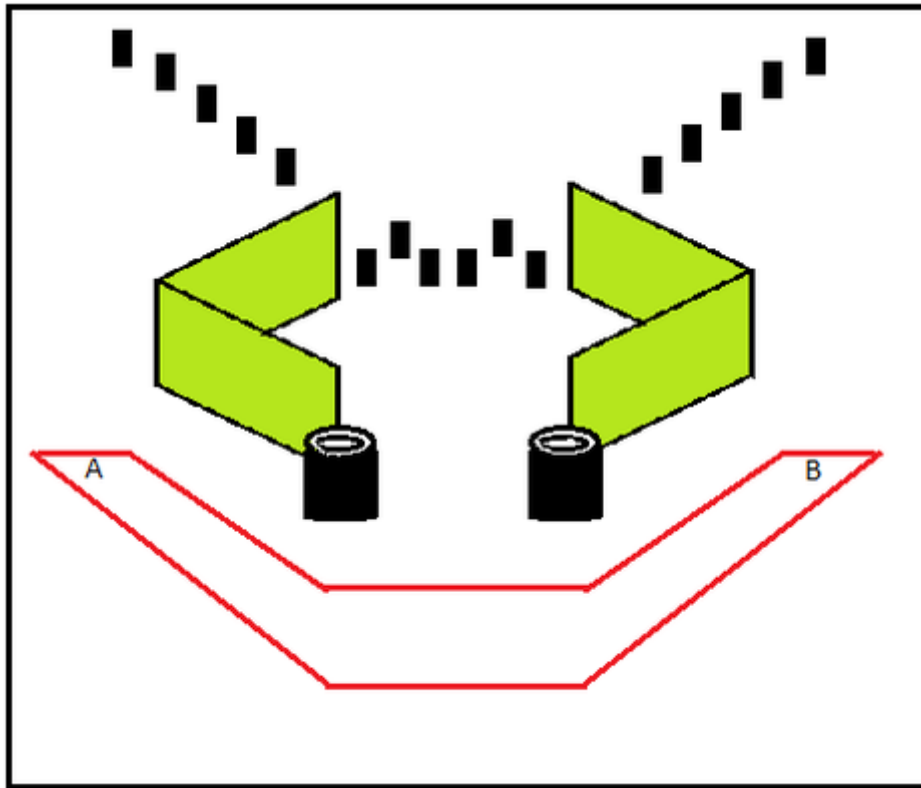
## 2. Tipsy Dragon



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	

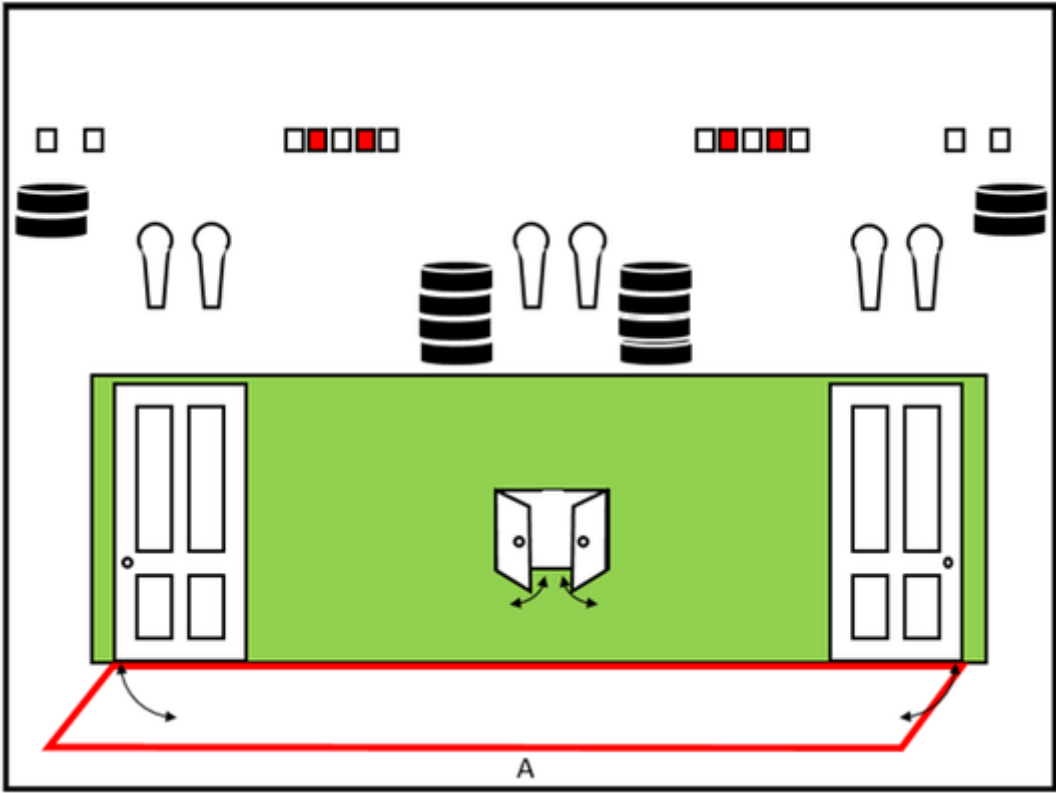
### 3. The Dragon's Wings



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

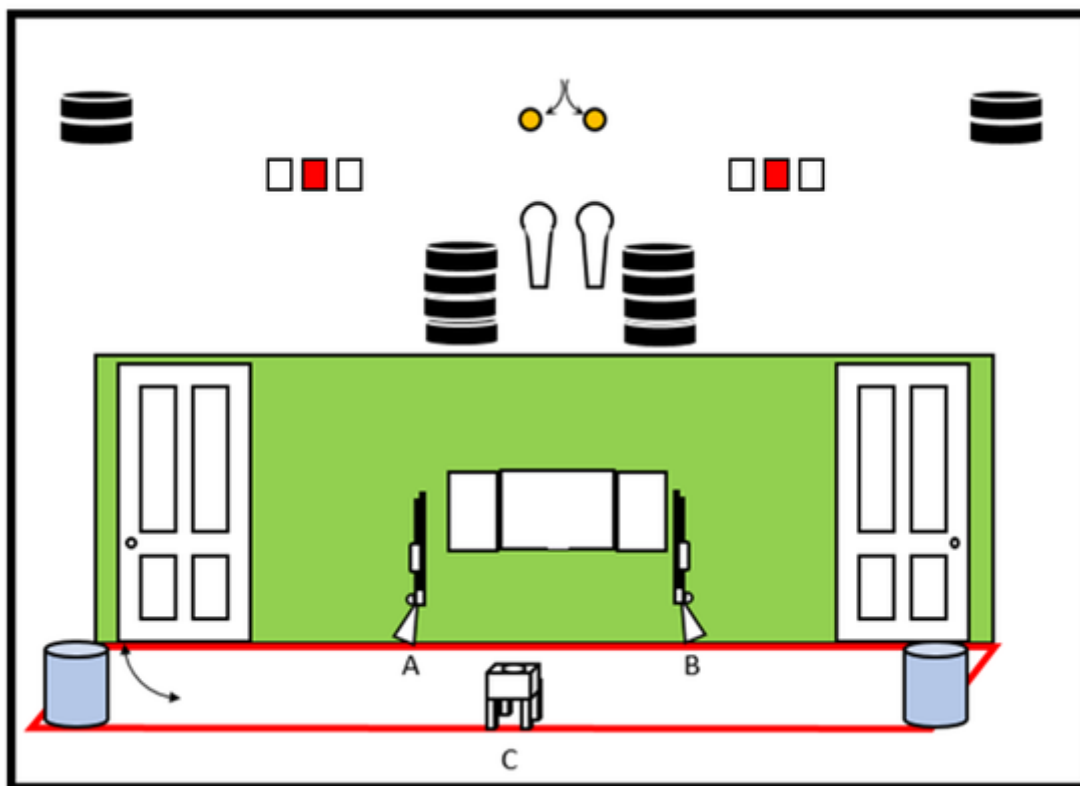
Procedure	Start at either end. Shoot the targets as they become visible.
Starting position	Gun loaded Option 1
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 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			

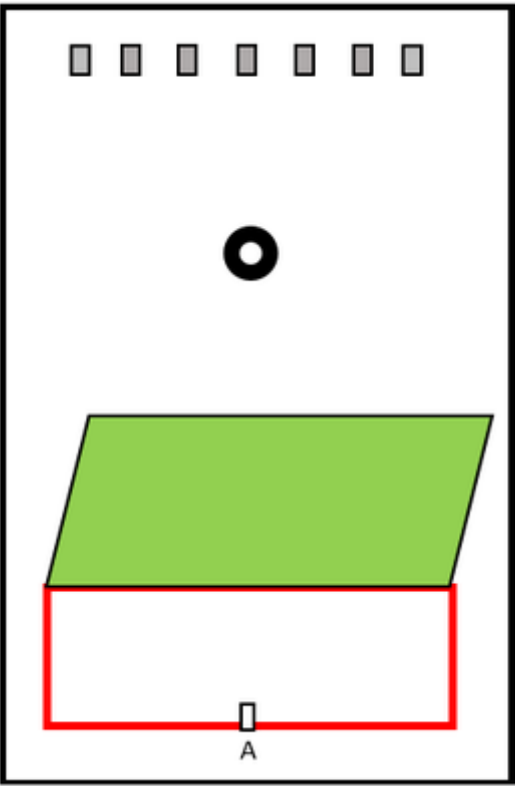
## 5. Dragon's Breath



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%

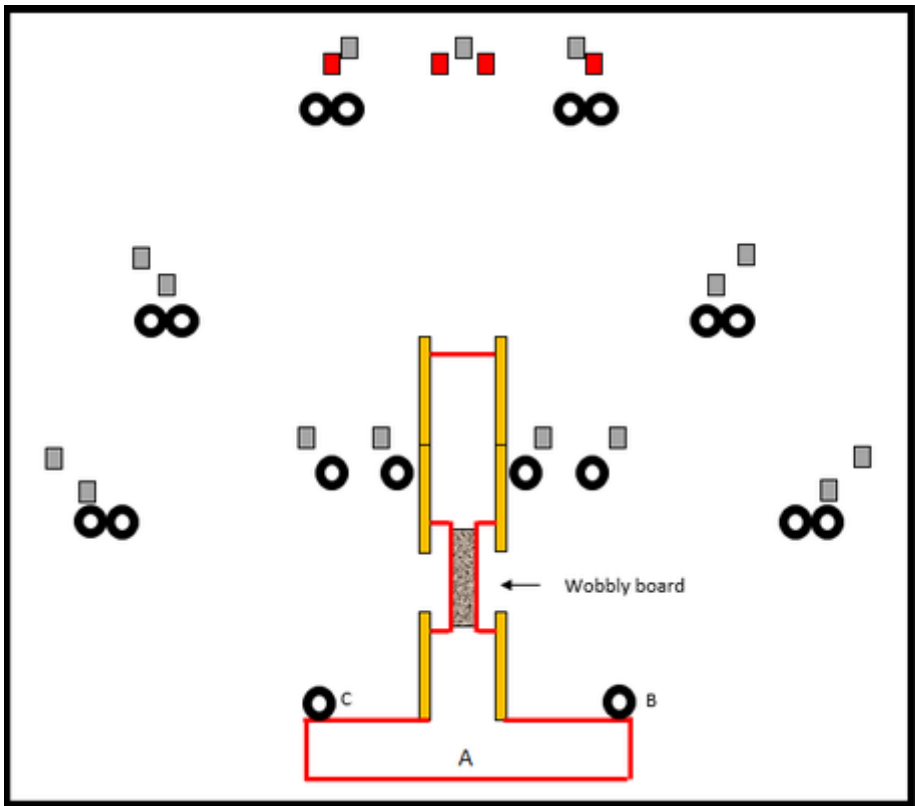
Procedure	Shoot targets threw aperture. Hitting Popper will reveal two double scoring swinging clays which disappear from sight.
Starting position	Gun unloaded Option 3
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup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

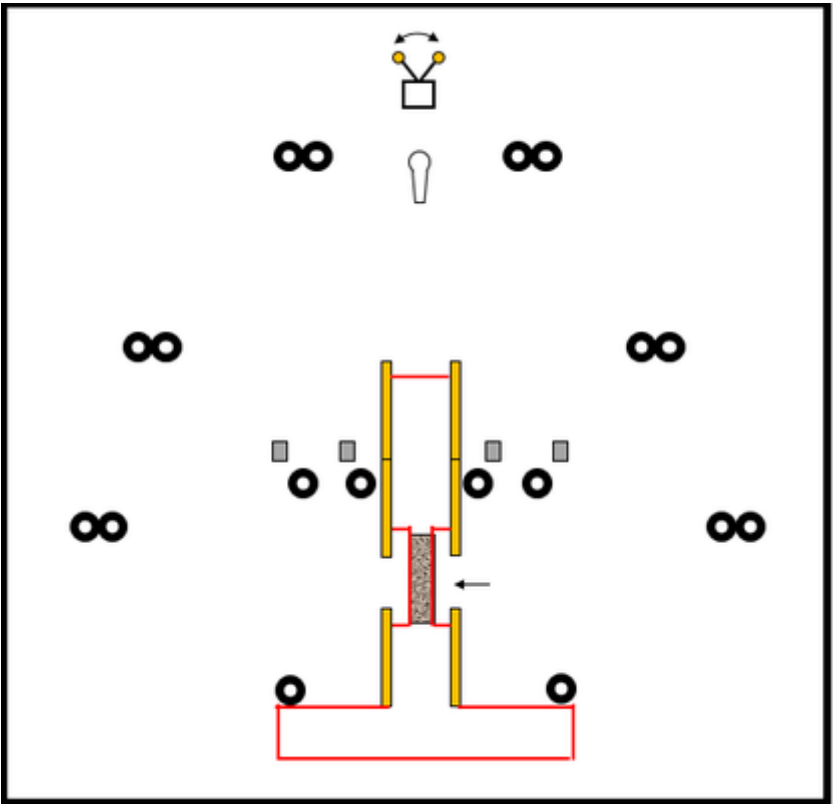
# 7. Flying Dragon



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	

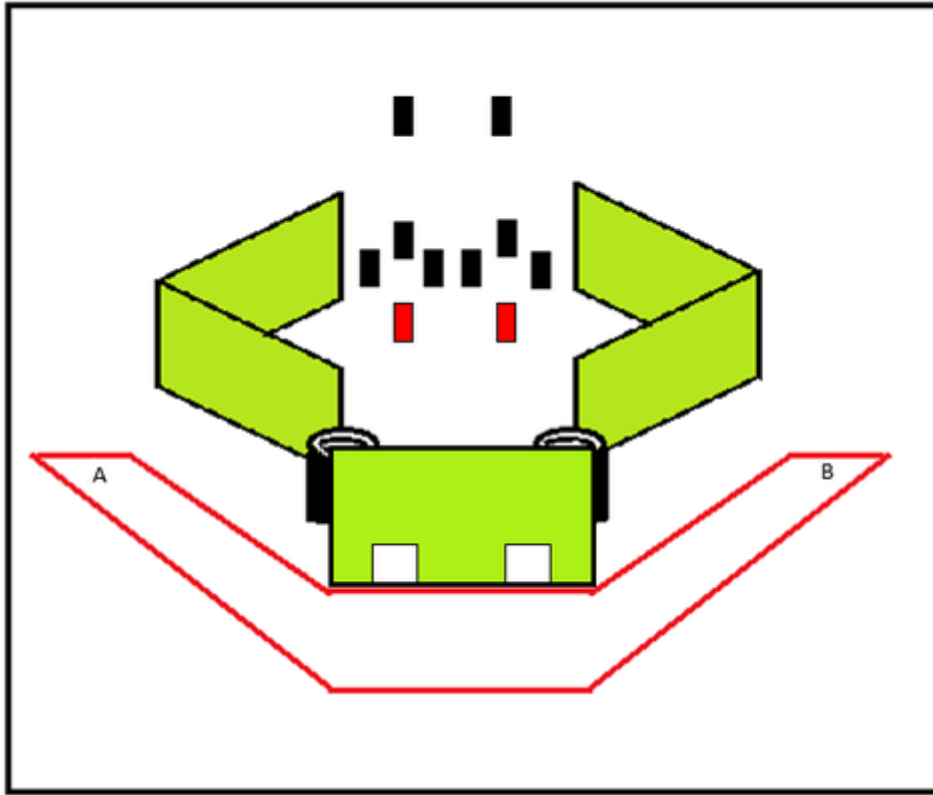
# 8. Dragonia



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	

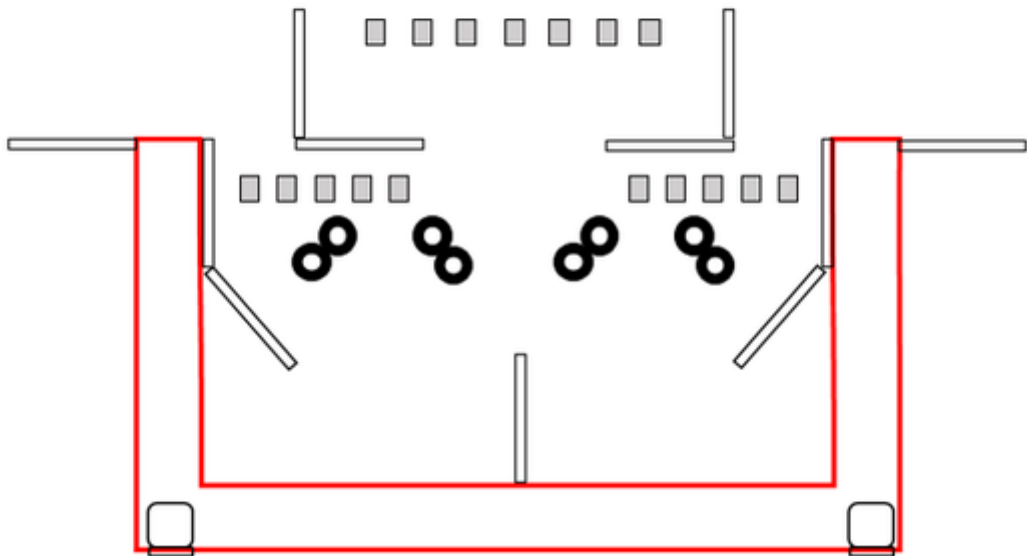
## 9. Friendly Dragon



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	

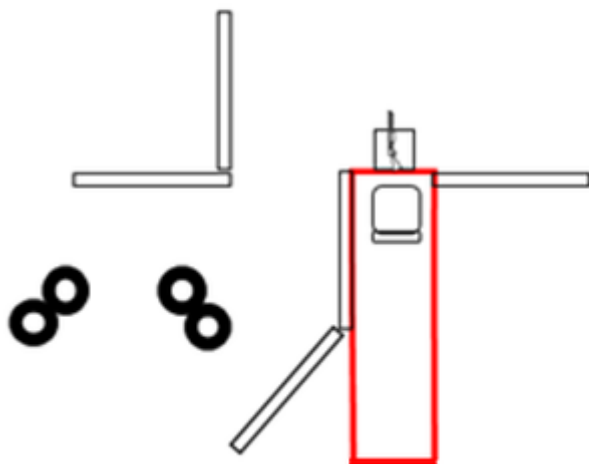
# 10. The Red Dragon



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

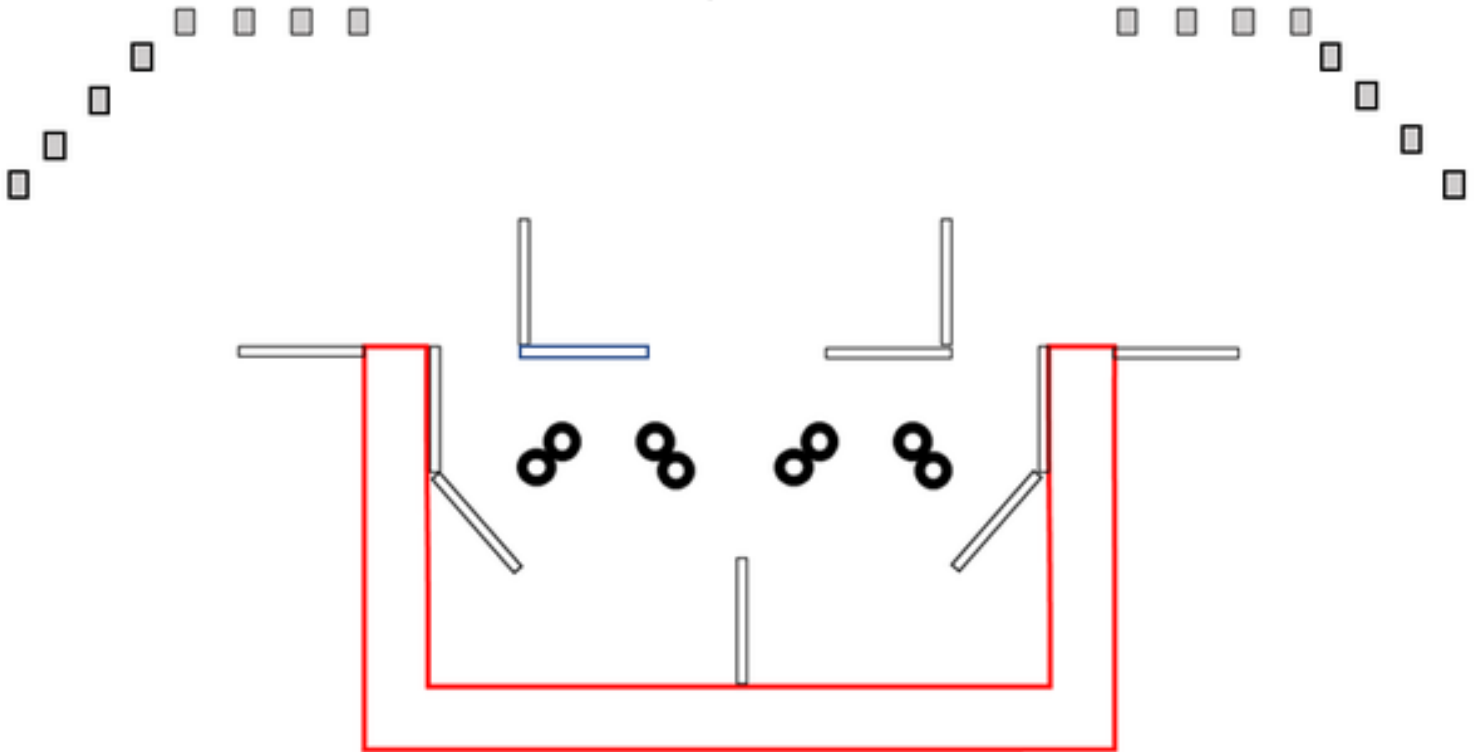
Procedure	Seated on chair. Shoot targets as they become visible from within shooting area.
Starting position	Gun loaded Option1
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

# 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	