

| CoF | Comstock - Long | Points | 115 p |
| :---: | :---: | :---: | :---: |
| Targets | 23 plates, 4 no-shoot, Total 23 targets | Min rounds | 23 |
| Firearm | Shotgun | Match-\% | 13.77\% |


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| :--- | :--- |
|  |  |
|  |  |
|  | Grocedure |
|  | Gun Loaded Option 1, Shoot Targets as they become available |
| Starting position | Gun loaded Option 1 |
| Firearm ready |  |
| condition |  |
| Start on |  |
| Stop on | Audible signal |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes |  |

## 2. Stage 2



| CoF | Comstock - Short | Points | 40 p |
| :---: | :--- | :---: | :---: |
| Targets | 8 plates, Total 8 targets | Min rounds | 8 |
| Firearm | Shotgun | Match- $\%$ | $4.79 \%$ |


| Procedure | Gun Loaded Option 1. Shoot 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 |  |

## 3. Stage 3



| CoF | Comstock - Medium | Points | 65 p |
| :---: | :--- | :---: | :---: |
| Targets | 11 plates, 2 frangible, Total 13 targets | Min rounds | 13 |
| Firearm | Shotgun | Match- $\%$ | $7.78 \%$ |


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|  |  |
| Procedure | Gun Loaded Option 2 on tyre. Shoot targets as they become visible. |
| Starting position | Gun loaded Option 2 |
| Firearm ready |  |
| condition |  |
| Start on |  |
| Stop on | Audible signal |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes |  |

## 4. Stage 4



| CoF | Comstock - Long | Points | 125 p |
| :---: | :--- | :---: | :---: |
| Targets | 2 popper, 23 plates, Total 25 targets | Min rounds | 25 |
| Firearm | Shotgun | Match-\% | $14.97 \%$ |


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| ---: | :--- | :--- |
| Procedure | Seated on stool, gun Loaded Option 1 held at Trail in strong hand. Shoot 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 |  |  |

## 5. Stage 5



| CoF | Comstock - Short | Points | 40 p |
| :---: | :--- | :---: | :---: |
| Targets | 2 popper, 4 plates, 2 frangible, Total 8 targets | Min rounds | 8 |
| Firearm | Shotgun | Match- $\%$ | $4.79 \%$ |


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| ---: | :--- |
| Procedure | Gun Loaded a Option 1. Shoot targets as they become visible. Shooting either Popper will reveal 2 swinging frangible <br> clays which remain in view. |
| 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 |  |

## 6. Stage 6



| CoF | Comstock - Short | Points | 15 p |
| :---: | :--- | :---: | :---: |
| Targets | 3 popper, 2 no-shoot, Total 3 targets | Min rounds | 3 |
| Firearm | Shotgun | Match- $\%$ | $1.80 \%$ |


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| ---: | :--- | :--- |
| Procedure | Standing facing up Range, gun held at Trail in weak hand. Shoot 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 |  |  |



| CoF | Comstock - Medium | Points | 65 p |
| :---: | :--- | :---: | :---: |
| Targets | 13 plates, Total 13 targets | Min rounds | 13 |
| Firearm | Shotgun | Match- $\%$ | $7.78 \%$ |


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| :--- | :--- |
|  |  |
|  |  |
|  | Grocedure Loaded Option 1. Shoot targets as they become visible |
| Starting position | Gun loaded Option 1 |
| Firearm ready |  |
| condition |  |
| Start on |  |
| Stop on | Audible signal |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes |  |

## 8. Stage 8



| CoF | Comstock - Short | Points | 35 p |
| :---: | :--- | :---: | :---: |
| Targets | 7 plates, 4 no-shoot, Total 7 targets | Min rounds | 7 |
| Firearm | Shotgun | Match-\% | $4.19 \%$ |


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

## 9. Stage 9



| CoF | Comstock - Short | Points | 40 p |
| :---: | :--- | :---: | :---: |
| Targets | 2 popper, 6 plates, 1 no-shoot, Total 8 targets | Min rounds | 8 |
| Firearm | Shotgun | Match- $\%$ | $4.79 \%$ |


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| :--- | :--- |
|  |  |
| Procedure | Gun unloaded Option 3, all ammunition in bucket. Shoot targets S they become visible |
| Starting position |  |
| Firearm ready |  |
| condition |  |
| Start on | Gun Unloaded Option 3 |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes |  |

10. Stage 10


| CoF | Comstock - Medium | Points | 50 p |
| :---: | :--- | :---: | :---: |
| Targets | 2 paper, 2 popper, 4 plates, Total 8 targets | Min rounds | 8 |
| Firearm | Shotgun | Match- $\%$ | $5.99 \%$ |


| Procedure |  | Gun unloaded Option 3, held at Trail in weak hand. Shoot targets as they become visible. Two swinging targets <br> become visible when either Popper is shot down. |
| ---: | :--- | :--- |
| 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 |  |  |

## 11. Stage 11



| CoF | Comstock - Long | Points | 100 p |
| :---: | :--- | :---: | :---: |
| Targets | 8 paper, 4 plates, 3 no-shoot, Total 12 targets | Min rounds | 12 |
| Firearm | Shotgun | Match-\% | $11.98 \%$ |


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

## 12. Stage 12



| CoF | Comstock - Medium | Points | 80 p |
| :---: | :--- | :---: | :---: |
| Targets | 8 paper, 2 no-shoot, Total 8 targets | Min rounds | 16 |
| Firearm | Shotgun | Match-\% | $9.58 \%$ |


|  |  |  |
| ---: | :--- | :--- |
| Procedure | Gun Loaded Option 1. Shoot 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 |  |  |

## 13. Stage 13



| CoF | Comstock - Medium | Points | 65 p |
| :---: | :--- | :---: | :---: |
| Targets | 12 paper, 1 frangible, 3 no-shoot, Total 13 targets | Min rounds | 13 |
| Firearm | Shotgun | Match-\% | $7.78 \%$ |


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| ---: | :--- | :--- |
| Procedure | Gun Loaded Option 1 in rack. On audible start signal push button to start 6 turning targets. Shoot targets with a <br> minimum of one round on each. |  |
| Starting position | Gun loaded Option 1 in rack. |  |
| Firearm ready |  |  |
| condition |  |  |
| Start on | Audible signal |  |
| Stop on | Last shot |  |
| Penalties | As per current edition of rules |  |
| Safety angles | L/R |  |
| Setup notes |  |  |

