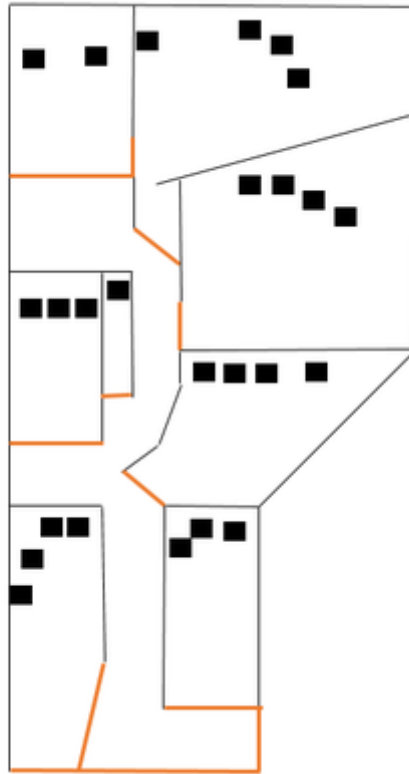


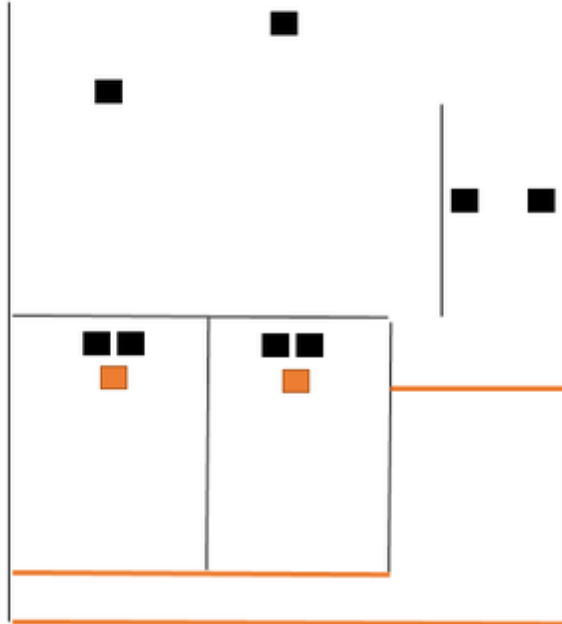
1. The Path to Valhalla



CoF	Comstock - Long	Points	125 p
Targets	25 plates, Total 25 targets	Min rounds	25
Firearm	Shotgun	Match-%	16.45%

Procedure	On the Audible start signal, shoot targets freestyle, from within the shooting area.
Starting position	Anywhere in the shooting area, As per 8.2.2.1, 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	

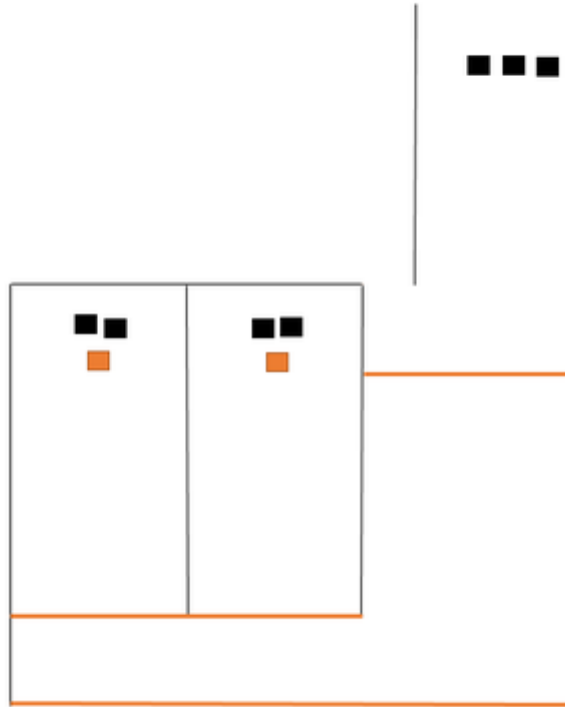
2. The Invasion



CoF	Comstock - Short	Points	40 p
Targets	8 plates, 2 no-shoot, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	5.26%

Procedure	On the Audible start signal, shoot targets freestyle, from within the shooting area.
Starting position	Anywhere in the shooting area, As per 8.2.2.1, 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. The Unworthy



CoF	Comstock - Short	Points	35 p
Targets	7 plates, 2 no-shoot, Total 7 targets	Min rounds	7
Firearm	Shotgun	Match-%	4.61%

Procedure	On the Audible start signal, shoot targets freestyle, from within the shooting area.
Starting position	Anywhere in the shooting area, As per 8.2.2.1, 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	

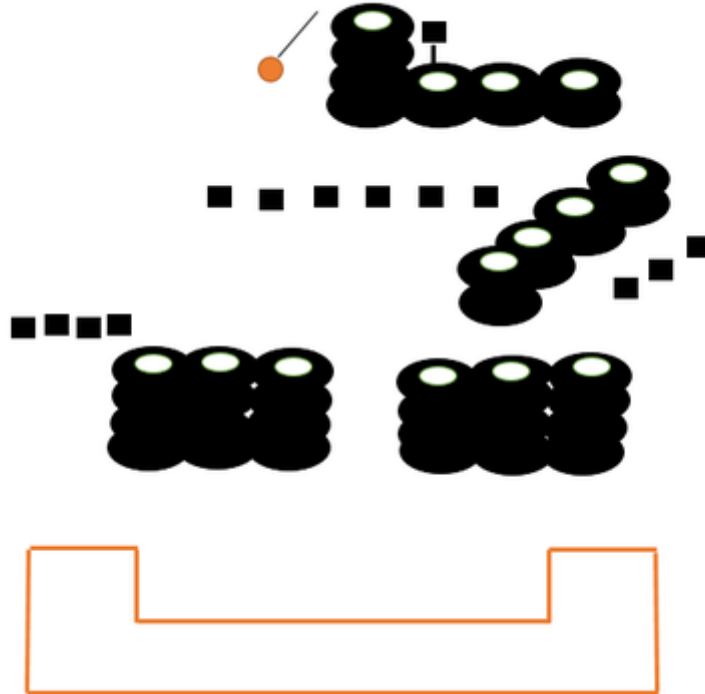
4. The Gap



CoF	Comstock - Short	Points	30 p
Targets	6 plates, Total 6 targets	Min rounds	6
Firearm	Shotgun	Match-%	3.95%

Procedure	On the Audible start signal, shoot targets freestyle, from within the shooting area.
Starting position	Anywhere in the shooting area, As per 8.2.2.1, 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	

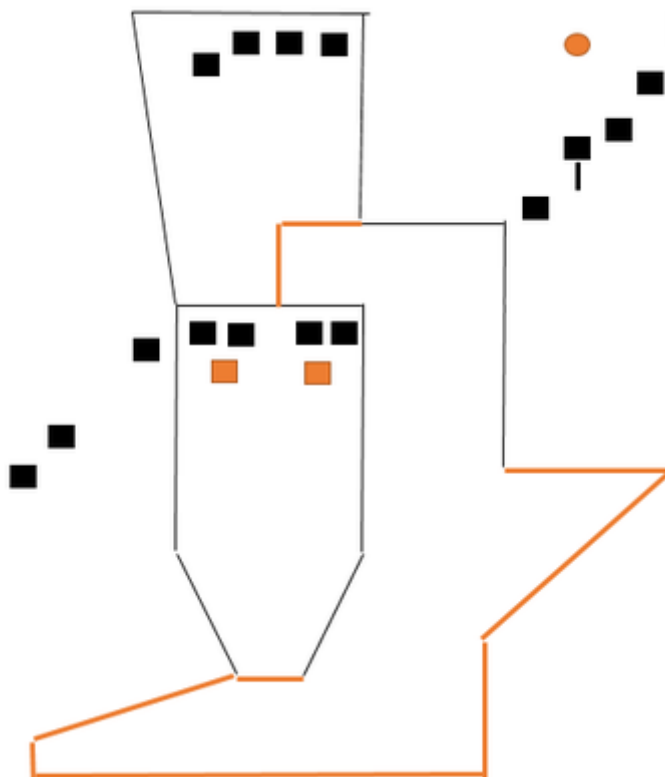
5. The Horse Shoe



CoF	Comstock - Medium	Points	75 p
Targets	14 plates, 1 frangible, Total 15 targets	Min rounds	15
Firearm	Shotgun	Match-%	9.87%

Procedure	On the Audible start signal, shoot targets freestyle, from within the shooting area.
Starting position	Anywhere in the shooting area, As per 8.2.2.1, 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. The Raven



CoF	Comstock - Medium	Points	85 p
Targets	15 plates, 1 frangible, 2 no-shoot, (with 1 10p), Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	11.18%

Procedure	On the Audible start signal, shoot targets freestyle, from within the shooting area.
Starting position	Anywhere in the shooting area, As per 8.2.2.1, 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	

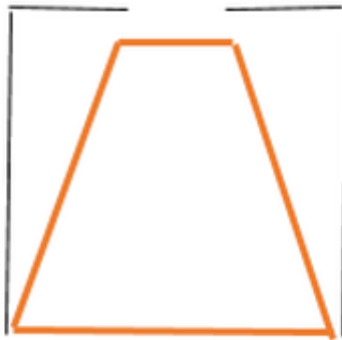
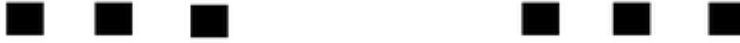
7. The Drop



CoF	Comstock - Short	Points	45 p
Targets	7 plates, 1 frangible, (with 1 10p), Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	5.92%

Procedure	On the Audible start signal, shoot targets freestyle, from within the shooting area.
Starting position	Anywhere in the shooting area, As per 8.2.2.1, 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	

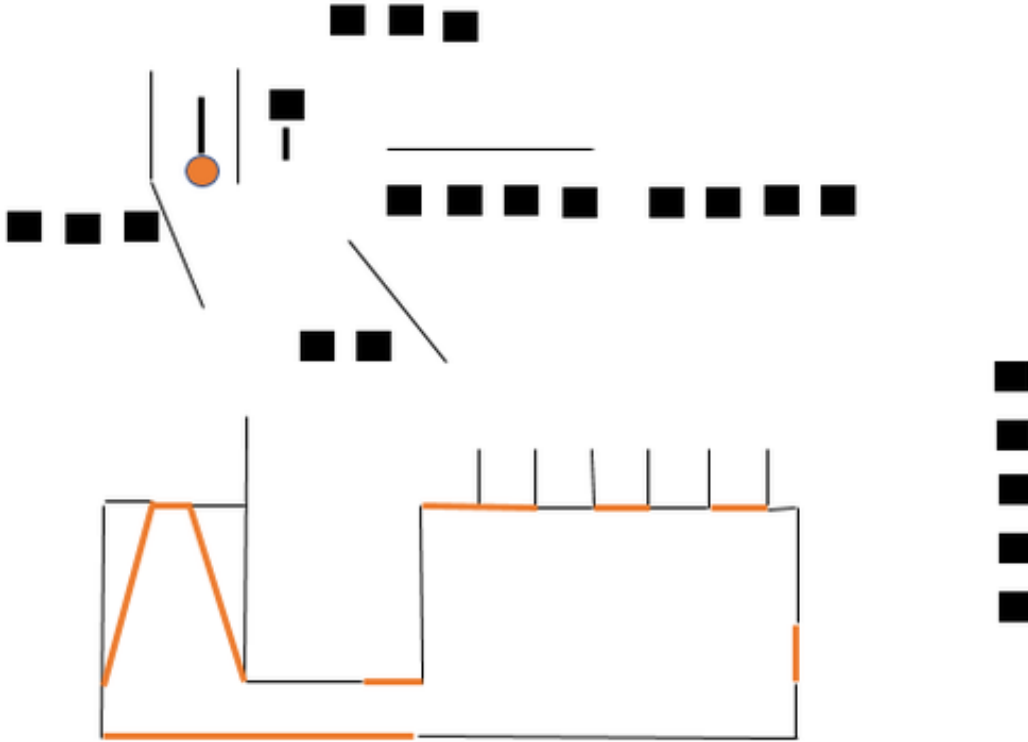
8. The Outhouse



CoF	Comstock - Short	Points	30 p
Targets	6 plates, Total 6 targets	Min rounds	6
Firearm	Shotgun	Match-%	3.95%

Procedure	On the Audible start signal, shoot targets freestyle, from within the shooting area.
Starting position	Anywhere in the shooting area, As per 8.2.2.1, 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	

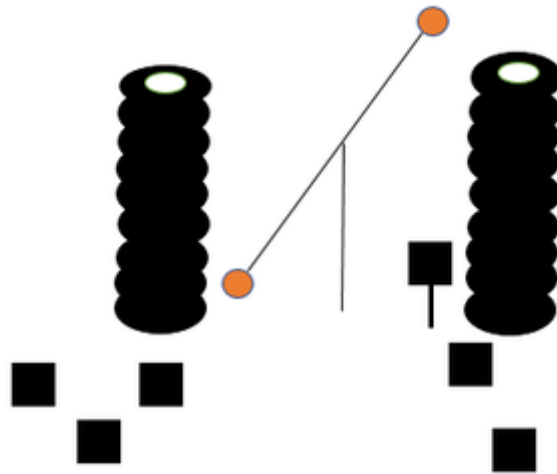
9. The Zombie Cabin



CoF	Comstock - Long	Points	115 p
Targets	22 plates, 1 frangible, Total 23 targets	Min rounds	23
Firearm	Shotgun	Match-%	15.13%

Procedure	On the Audible start signal, shoot targets freestyle, from within the shooting area.
Starting position	Anywhere in the shooting area, As per 8.2.2.1, 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	

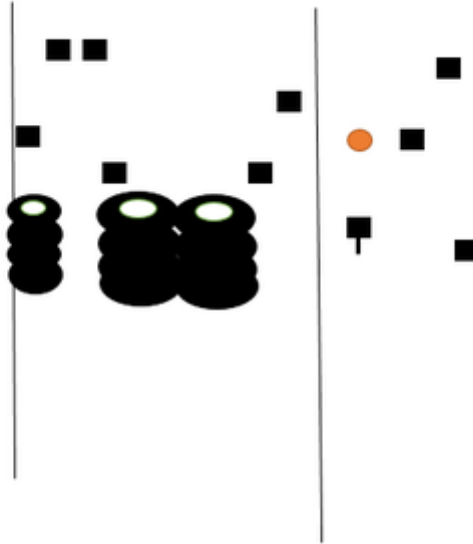
10. The Swinger of Nightmares



CoF	Comstock - Short	Points	40 p
Targets	6 plates, 2 frangible, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	5.26%

Procedure	On the Audible start signal, shoot targets freestyle, from within the shooting area.
Starting position	Anywhere in the shooting area, As per 8.2.2.1, 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	

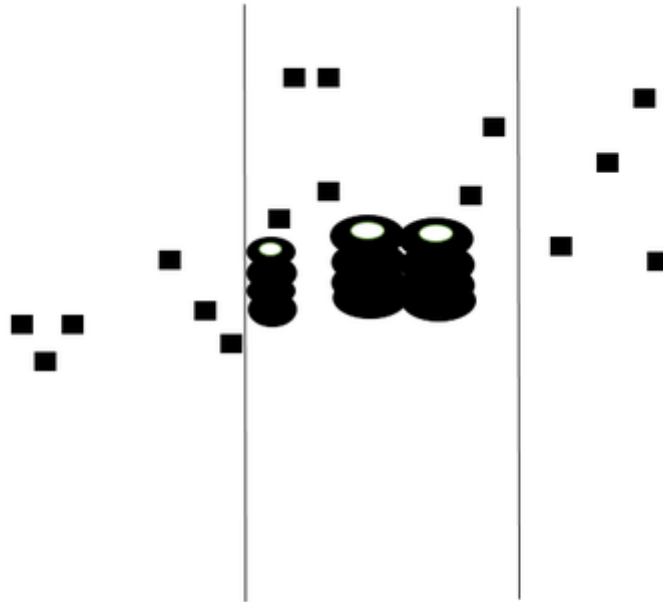
11. The Hidden Enemy



CoF	Comstock - Medium	Points	60 p
Targets	10 plates, 1 frangible, (with 1 10p), Total 11 targets	Min rounds	11
Firearm	Shotgun	Match-%	7.89%

Procedure	On the Audible start signal, shoot targets freestyle, from within the shooting area.
Starting position	Anywhere in the shooting area, As per 8.2.2.1, 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	

12. The Test of Mortals



CoF	Comstock - Medium	Points	80 p
Targets	16 plates, Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	10.53%

Procedure	On the Audible start signal, shoot targets freestyle, from within the shooting area.
Starting position	Anywhere in the shooting area, As per 8.2.2.1, 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	