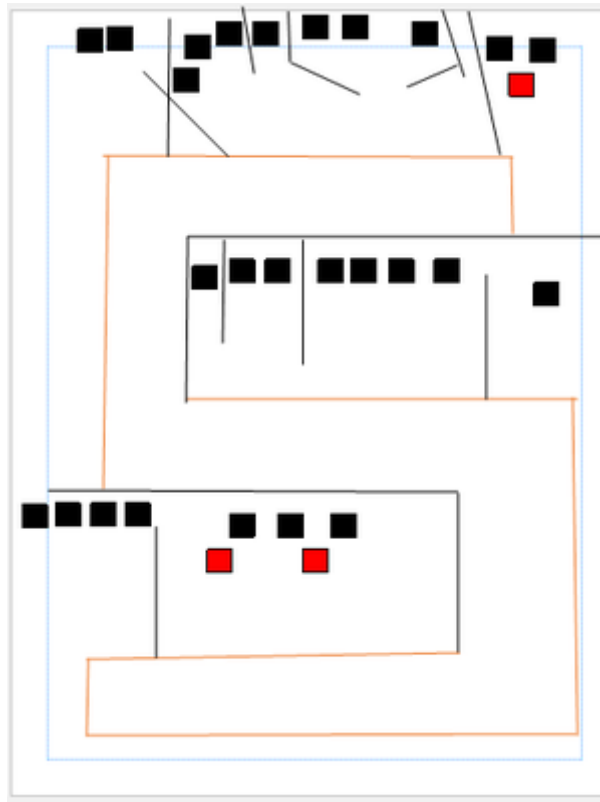


# 1. The Super Wood



CoF	Comstock - Long	Points	130 p
Targets	26 plates, 3 no-shoot, Total 26 targets	Min rounds	26
Firearm	Shotgun	Match-%	16.56%

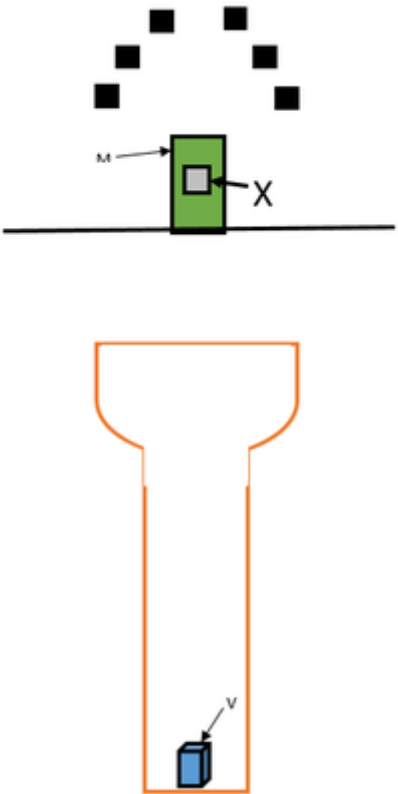
Procedure	On the Audible start signal, shoot targets freestyle, from within the shooting area.
Starting position	Anywhere in the shooting area, As per 8.2.2.1 as demonstrated in image, Gun loaded Option 1
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 2. The Dark Horse



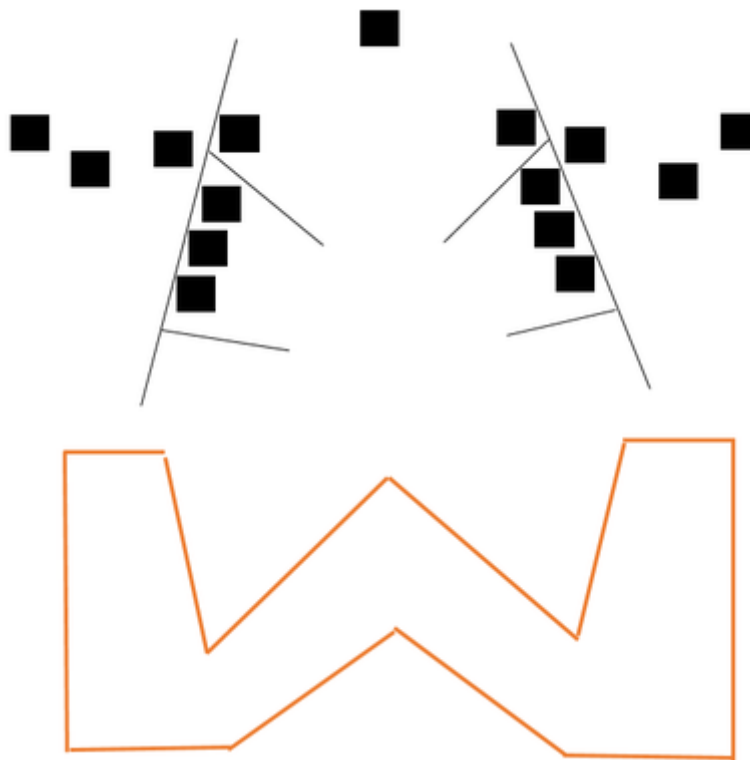
CoF	Comstock - Short	Points	30 p
Targets	6 plates, Total 6 targets	Min rounds	6
Firearm	Shotgun	Match-%	3.82%
Procedure	On the Audible start signal, shoot targets freestyle whilst seated on the barrel.		
Starting position	Sat on Barrel, As per 8.2.2.1 as demonstrated in image, Gun unloaded Option 3		
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 Break Out



CoF	Comstock - Short	Points	35 p
Targets	1 popper, 6 plates, Total 7 targets	Min rounds	7
Firearm	Shotgun	Match-%	4.46%
Procedure	On the Audible start signal, shoot targets freestyle, from within the shooting area.		
Starting position	Sat on Chair (Marked V), As per 8.2.2.1 as demonstrated in image, 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			

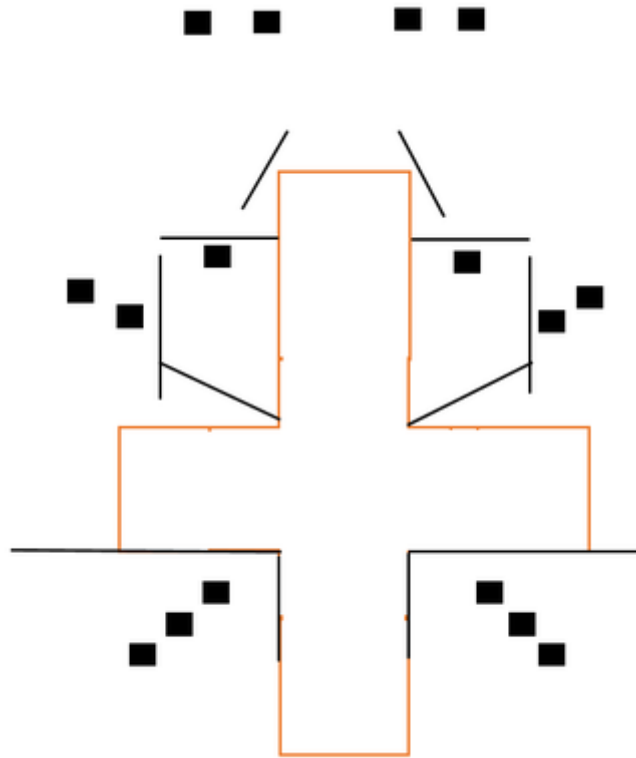
## 4. The Way of the Warrior



CoF	Comstock - Medium	Points	75 p
Targets	15 plates, Total 15 targets	Min rounds	15
Firearm	Shotgun	Match-%	9.55%

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 as demonstrated in image, 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			

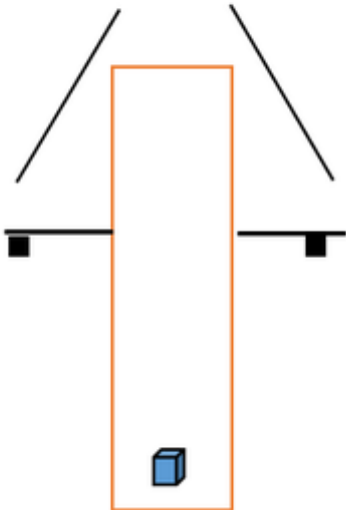
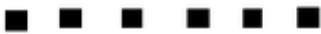
## 5. The Hallway



CoF	Comstock - Medium	Points	80 p
Targets	16 plates, Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	10.19%

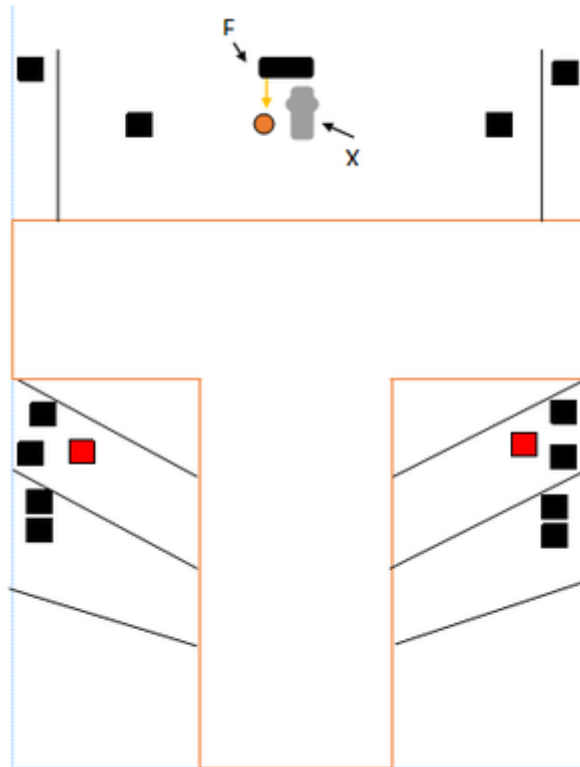
Procedure	On the Audible start signal, shoot targets freestyle, from within the shooting area.		
Starting position	Anywhere in the shooting area, As per 8.2.2.1 as demonstrated in image, Gun loaded Option 1		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

# 6. The 2nd Wave



CoF	Comstock - Short	Points	40 p
Targets	8 plates, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	5.10%
Procedure	On the Audible start signal, shoot targets freestyle, from within the shooting area.		
Starting position	Sat on the chair, As per 8.2.2.1 as demonstrated in image, 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			

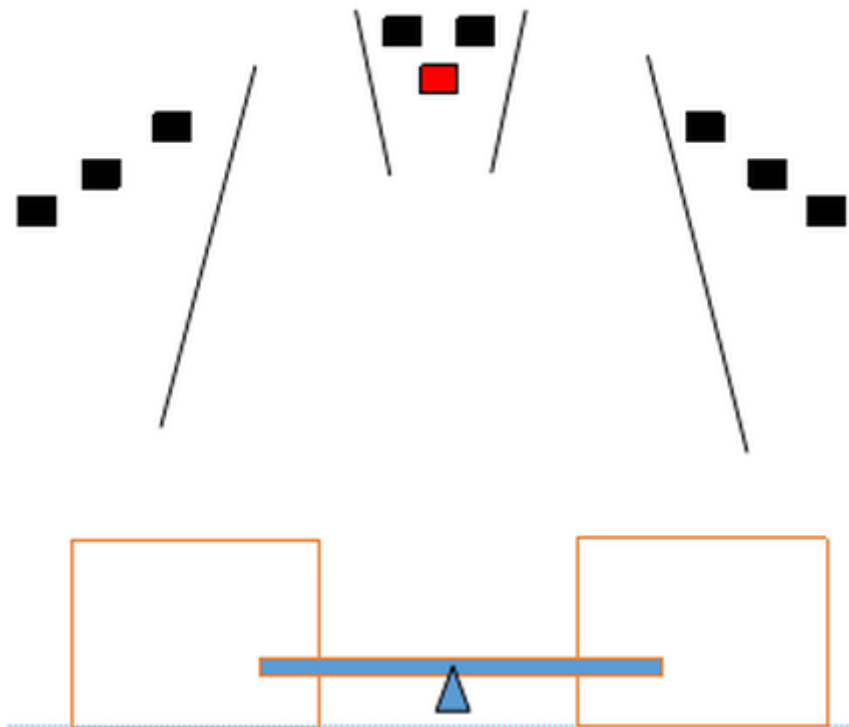
## 7. The last drop



CoF	Comstock - Medium	Points	75 p
Targets	1 popper, 12 plates, 1 frangible, 2 no-shoot, (with 1 10p), Total 14 targets	Min rounds	14
Firearm	Shotgun	Match-%	9.55%

Procedure	On the Audible start signal, shoot targets freestyle, from within the shooting area. The activation target activates the double value points disappearing frangible target		
Starting position	Anywhere in the shooting area, As per 8.2.2.1, as demonstrated in image, 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			

## 8. The Walk of Fire

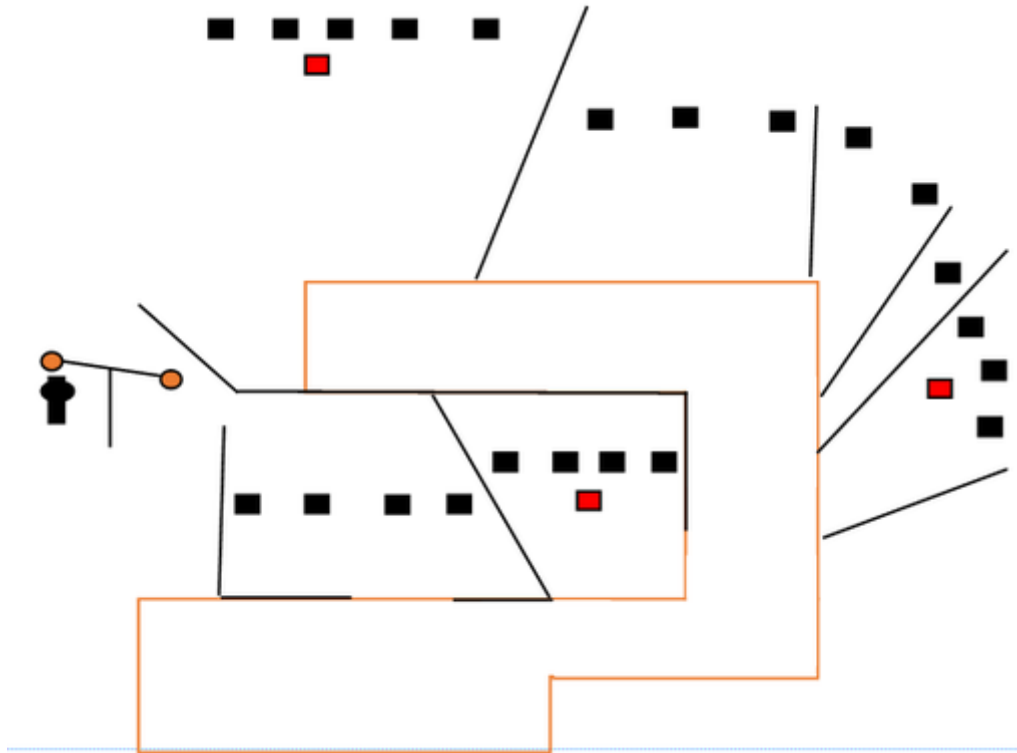


CoF	Comstock - Short	Points	40 p
Targets	8 plates, 1 no-shoot, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	5.10%

Procedure	On the Audible start signal, shoot targets freestyle, from within the shooting areas (A and B),including the seesaw (C).		
Starting position	Anywhere in the shooting area, As per 8.2.2.1,as demonstrated in image, 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			



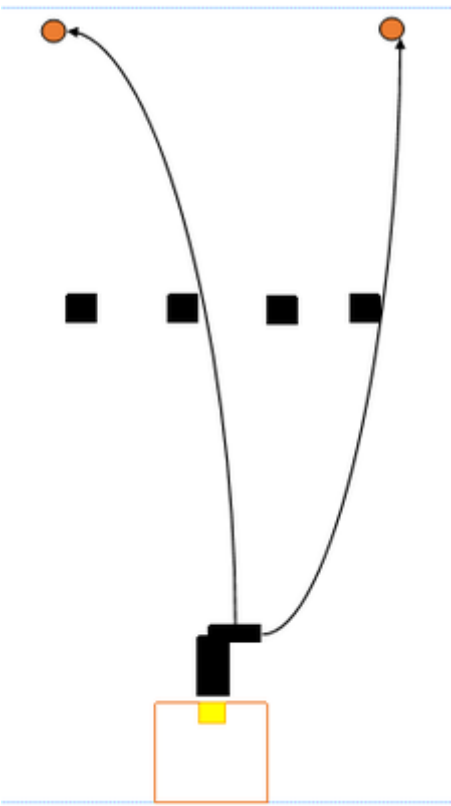
## 9. Zombies MK III



CoF	Comstock - Long	Points	125 p
Targets	1 popper, 22 plates, 2 frangible, 3 no-shoot, Total 25 targets	Min rounds	25
Firearm	Shotgun	Match-%	15.92%

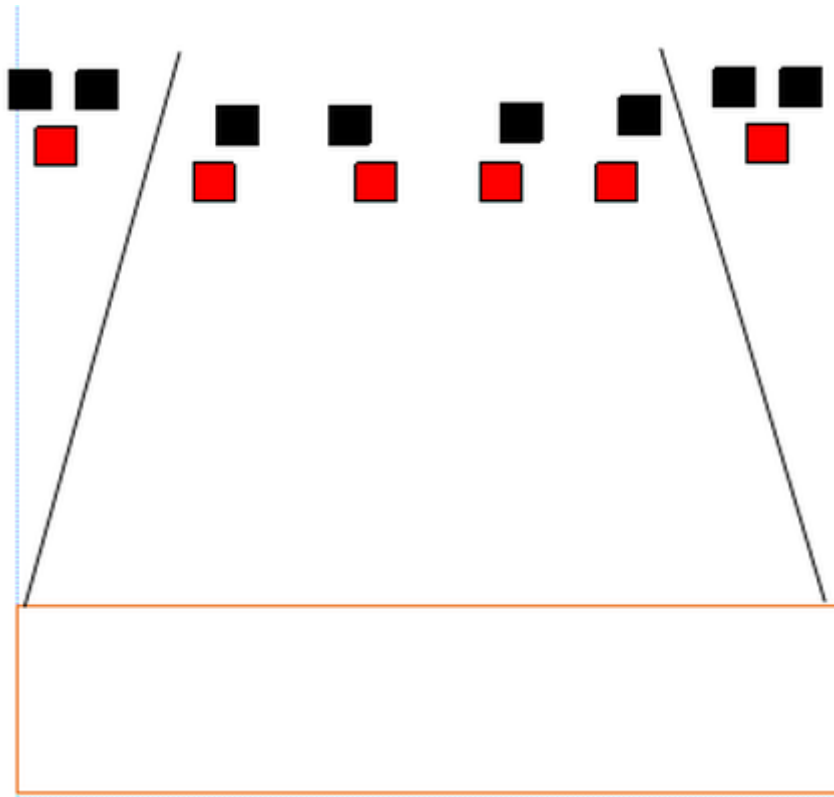
Procedure	On the Audible start signal, shoot targets freestyle from within the shooting area.
Starting position	Anywhere in the shooting area, As per 8.2.2.1, as demonstrated in image, Gun loaded Option 1
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

# 10. "Call it Old Fashioned"



CoF	Comstock - Short	Points	40 p
Targets	4 plates, 2 frangible, (with 2 10p), Total 6 targets	Min rounds	6
Firearm	Shotgun	Match-%	5.10%
Procedure	On the Audible start signal, shoot targets freestyle from within the shooting area. Clay Launcher must be activated by activator as Demonstrated.		
Starting position	Anywhere in the shooting area, As per 8.2.2.1, as demonstrated in image, 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			

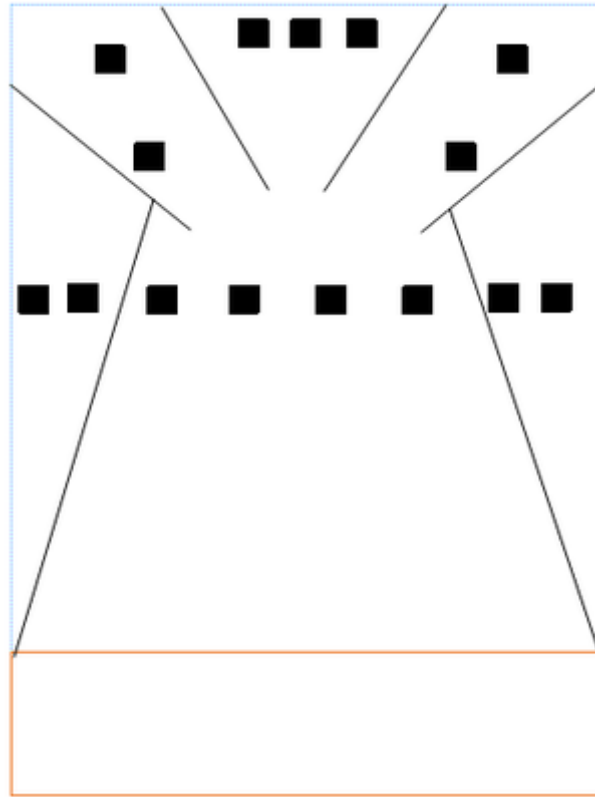
## 11. Close call



CoF	Comstock - Short	Points	40 p
Targets	8 plates, 6 no-shoot, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	5.10%

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, as demonstrated in image, 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. Fight in the Shade



CoF	Comstock - Medium	Points	75 p
Targets	15 plates, Total 15 targets	Min rounds	15
Firearm	Shotgun	Match-%	9.55%

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, as demonstrated in image 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	