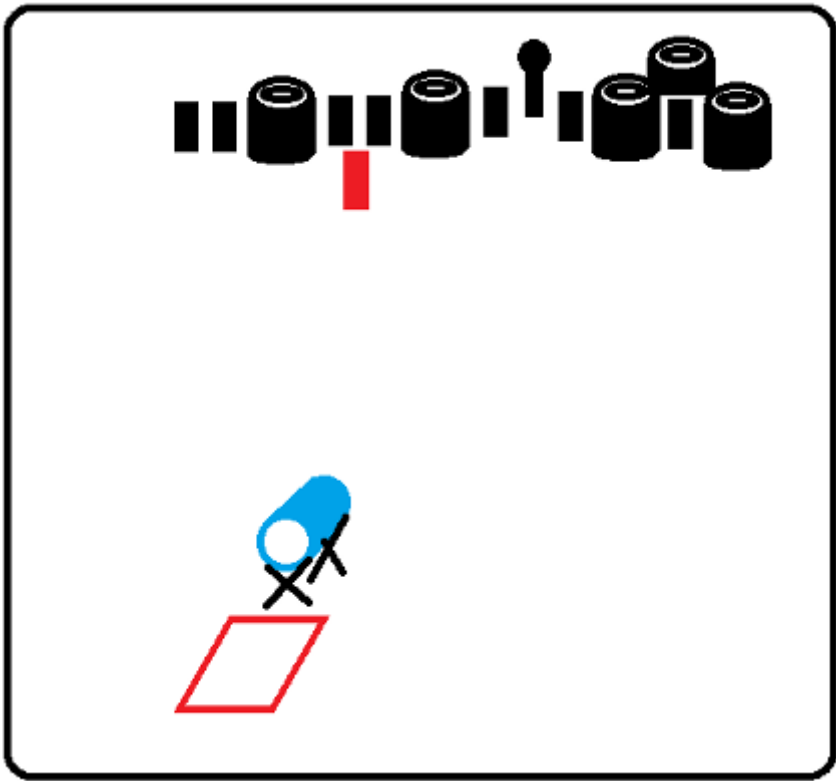
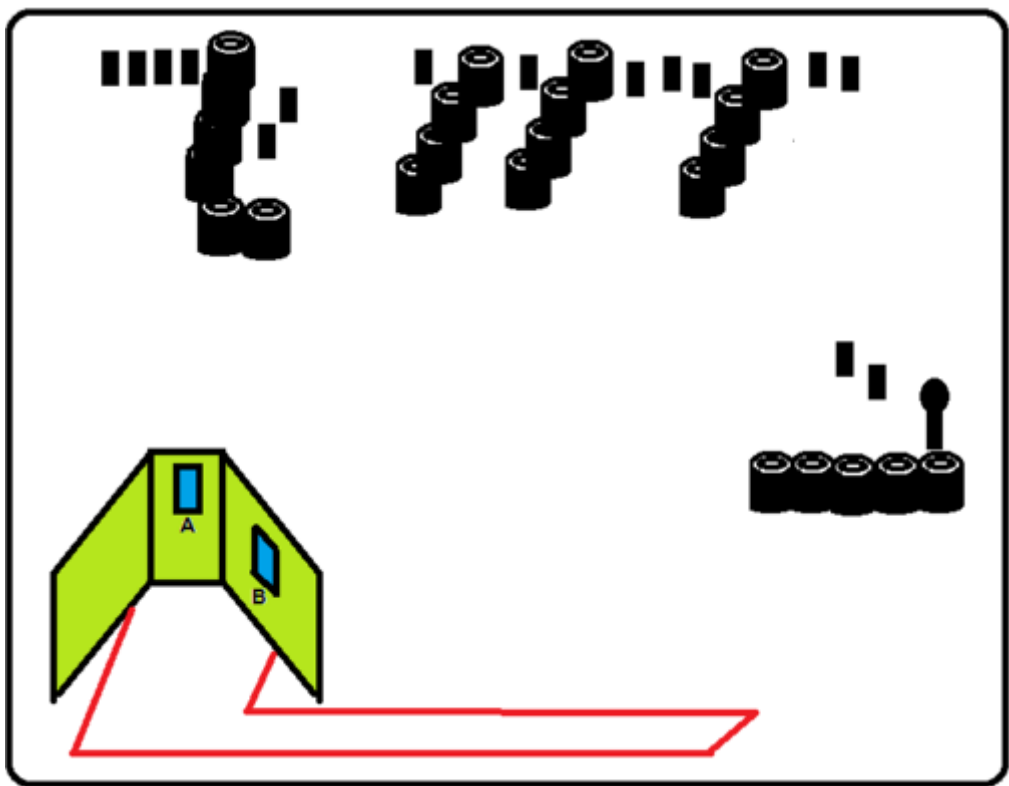


# 1. Shotgun 1



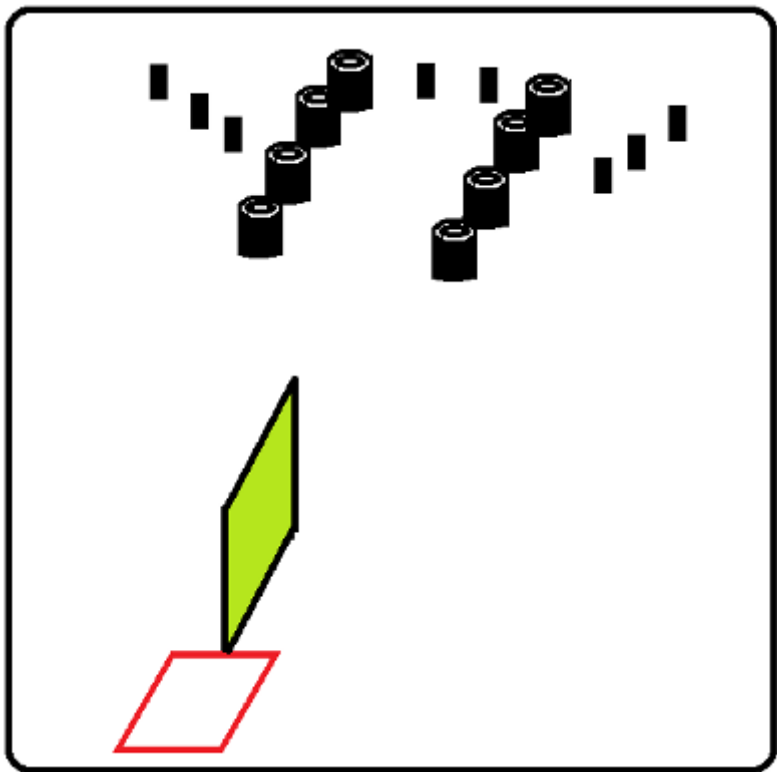
CoF	Comstock - Short	Points	40 p
Targets	8 plates, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	4.60%
Procedure	Engage targets through barrel.		
Starting position	Standing upright. Rule 8.2.2.1.		
Firearm ready condition	Loaded Option 1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

## 2. Shotgun 2



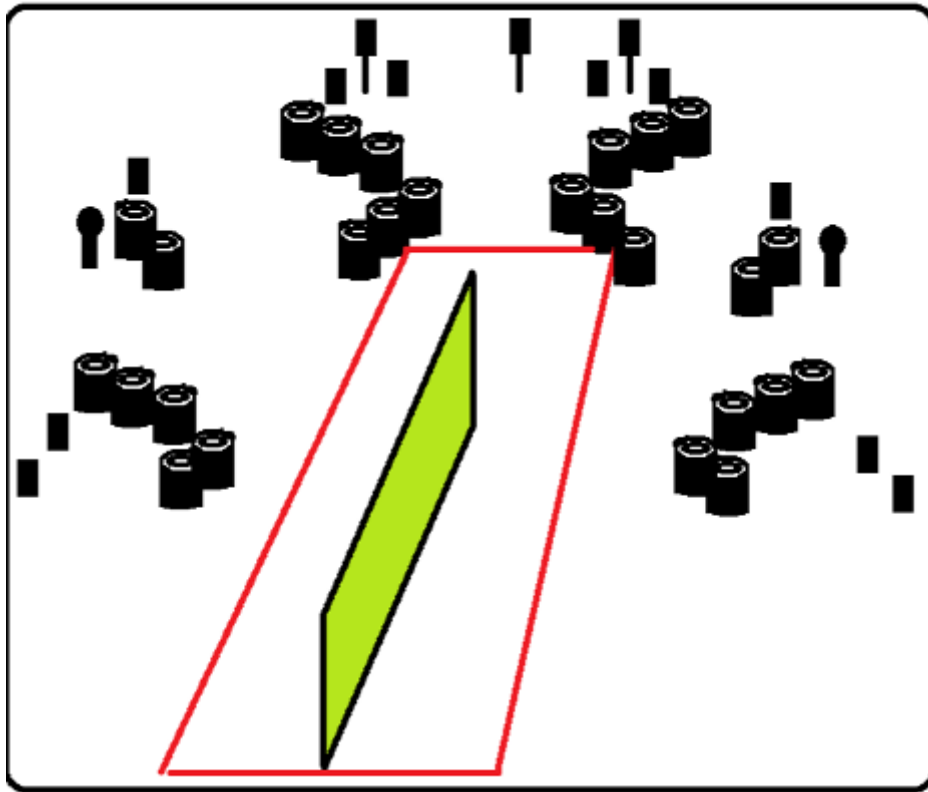
CoF	Comstock - Medium	Points	80 p
Targets	1 popper, 15 plates, 2 no-shoot, Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	9.20%
Procedure	Shoot targets as they become visible. Apertures May only be opened by hand.		
Starting position	Gun held at trail in strong hand.		
Firearm ready condition	Loaded Option 2		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

### 3. Shotgun 3



CoF	Comstock - Short	Points	40 p
Targets	8 plates, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	4.60%
Procedure	Engage targets as they become visible.		
Starting position	Standing upright, Rule 8.2.2.1		
Firearm ready condition	Unloaded Option 3		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

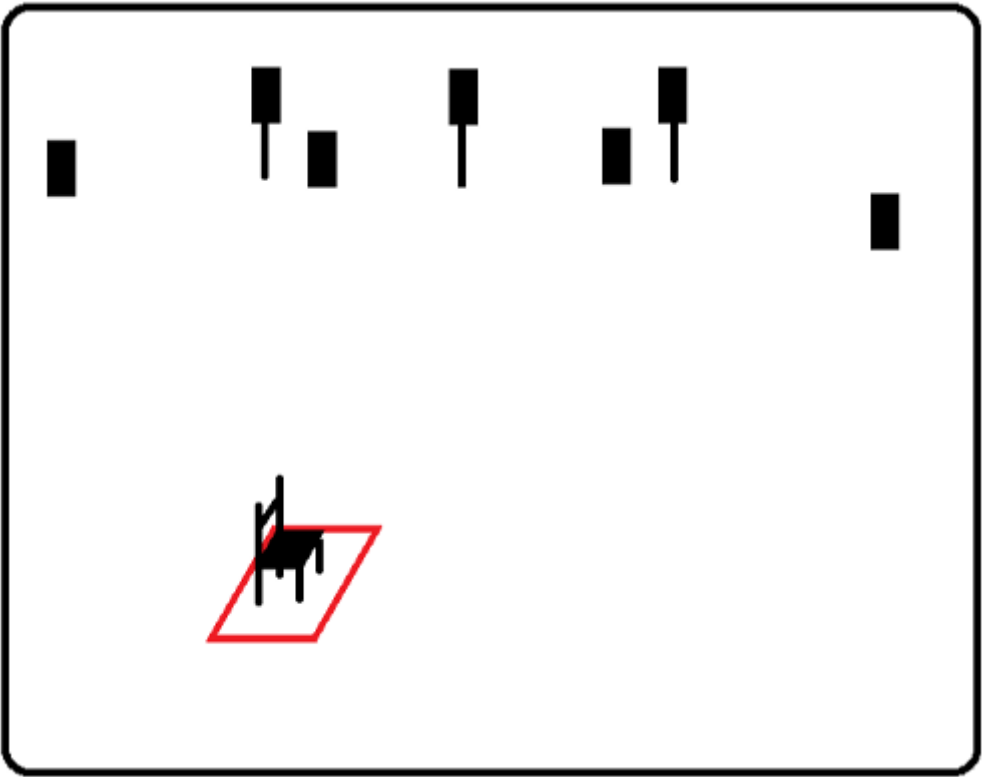
## 4. Shotgun 4



CoF	Comstock - Medium	Points	75 p
Targets	2 popper, 13 plates, Total 15 targets	Min rounds	15
Firearm	Shotgun	Match-%	8.62%

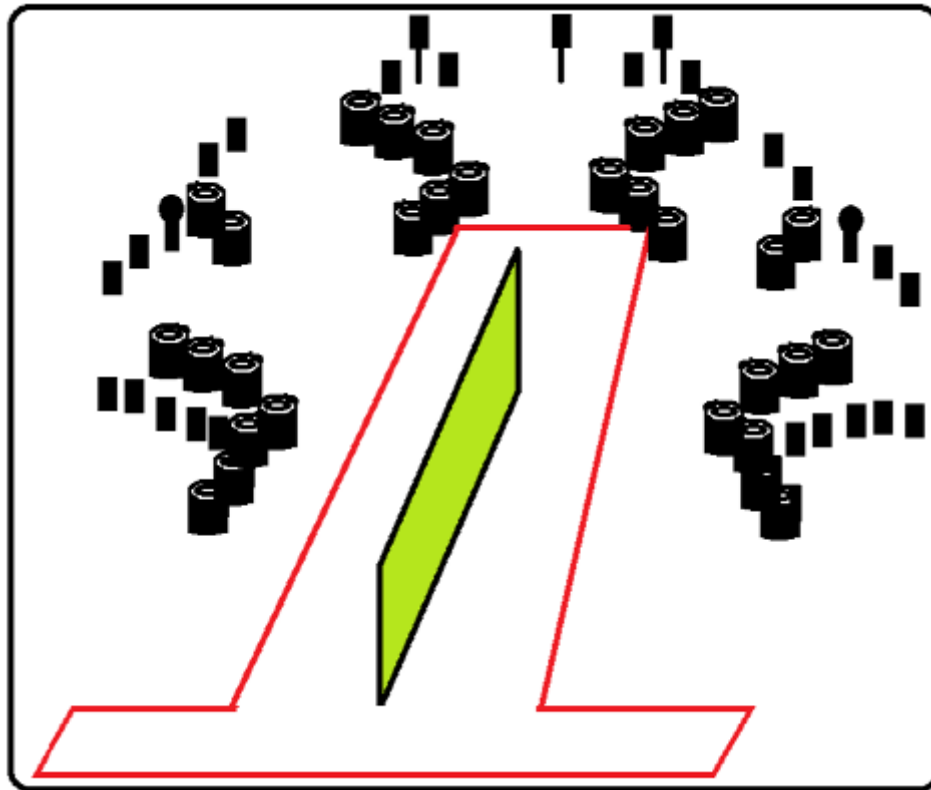
Procedure	Engage targets as they become visible.
Starting position	Standing upright. Rule 8.2.2.2
Firearm ready condition	Loaded Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 5. Shotgun 5



CoF	Comstock - Short	Points	35 p
Targets	7 plates, Total 7 targets	Min rounds	7
Firearm	Shotgun	Match-%	4.02%
Procedure	Engage targets as they become visible		
Starting position	Seated on chair, gun held across thighs		
Firearm ready condition	Loaded Option 1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

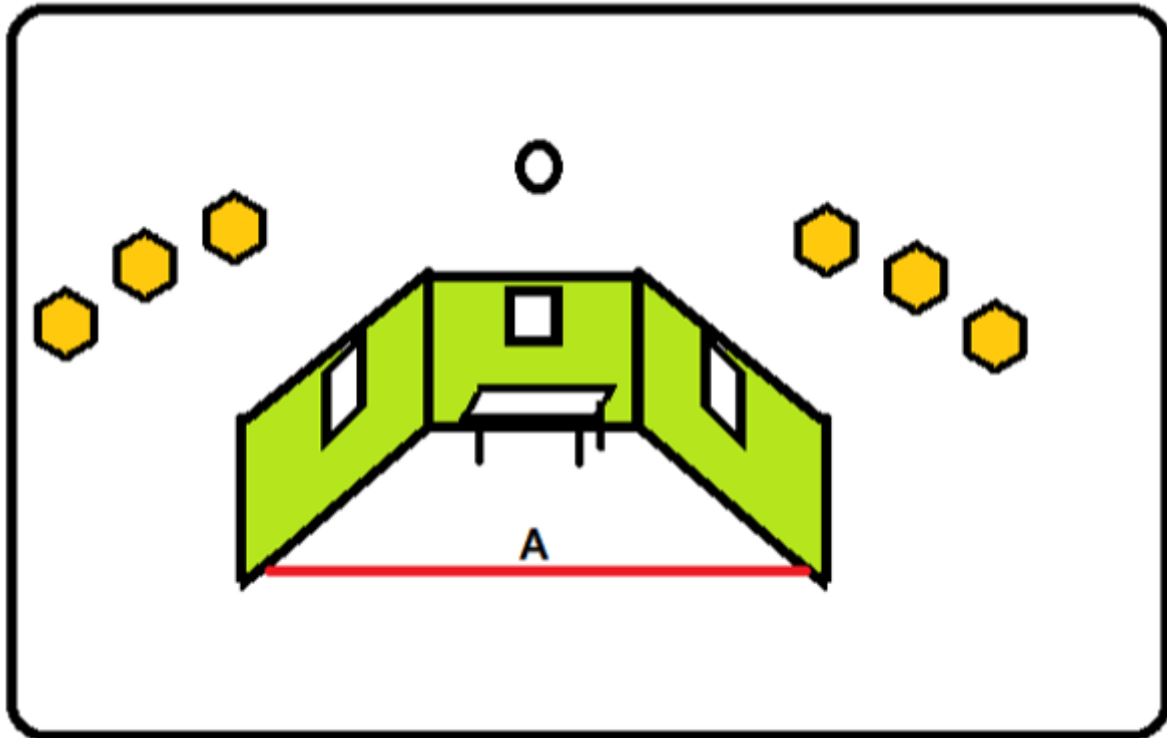
## 6. Shotgun 6



CoF	Comstock - Long	Points	135 p
Targets	2 popper, 25 plates, Total 27 targets	Min rounds	27
Firearm	Shotgun	Match-%	15.52%

Procedure	Engage targets as they become visible.
Starting position	Standing upright. Rule 8.2.2.1
Firearm ready condition	Loaded Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

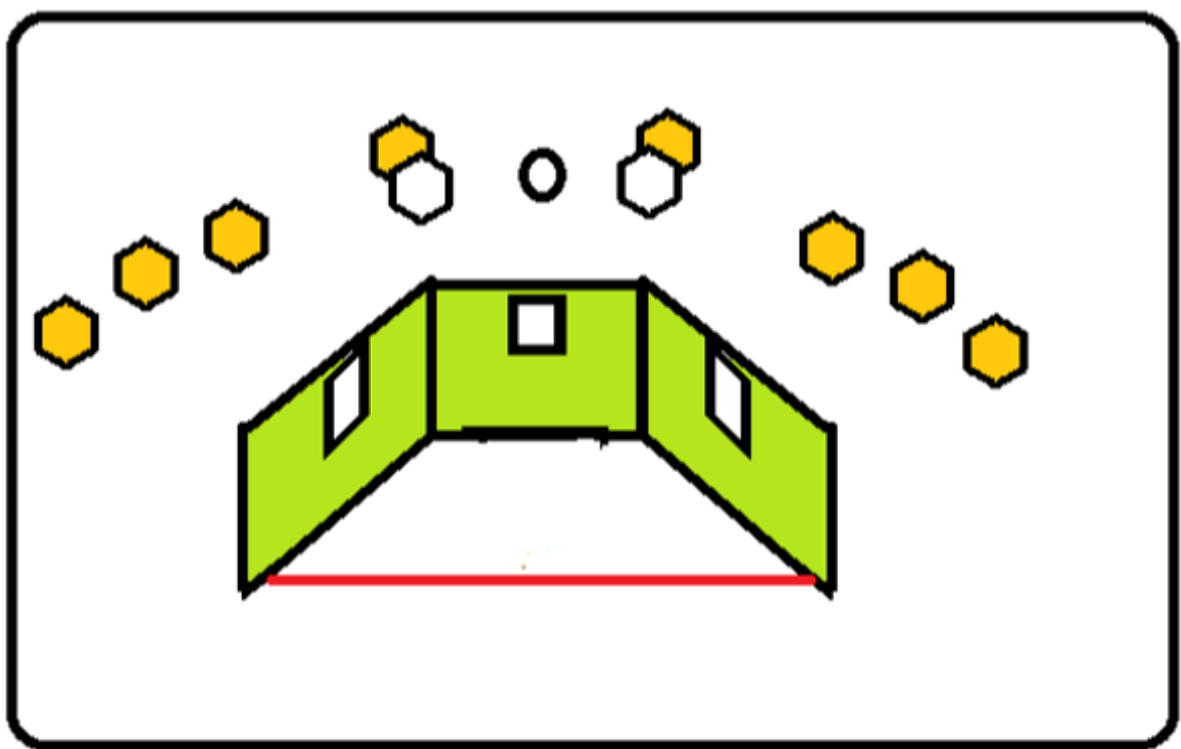
## 7. Action Air 1



CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Action Air	Match-%	6.90%

Procedure	Engage targets as they become visible.
Starting position	Standing upright at A. Gun and all ammo on table.
Firearm ready condition	Unloaded
Start on	Audible signal
Stop on	Stop Plate
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 8. Action Air 2



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 2 no-shoot, Total 8 targets	Min rounds	16
Firearm	Action Air	Match-%	9.20%
Procedure	Engage targets as they become visible.		
Starting position	Standing upright. Rule 8.2.2. applies		
Firearm ready condition	Loaded in holster		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			



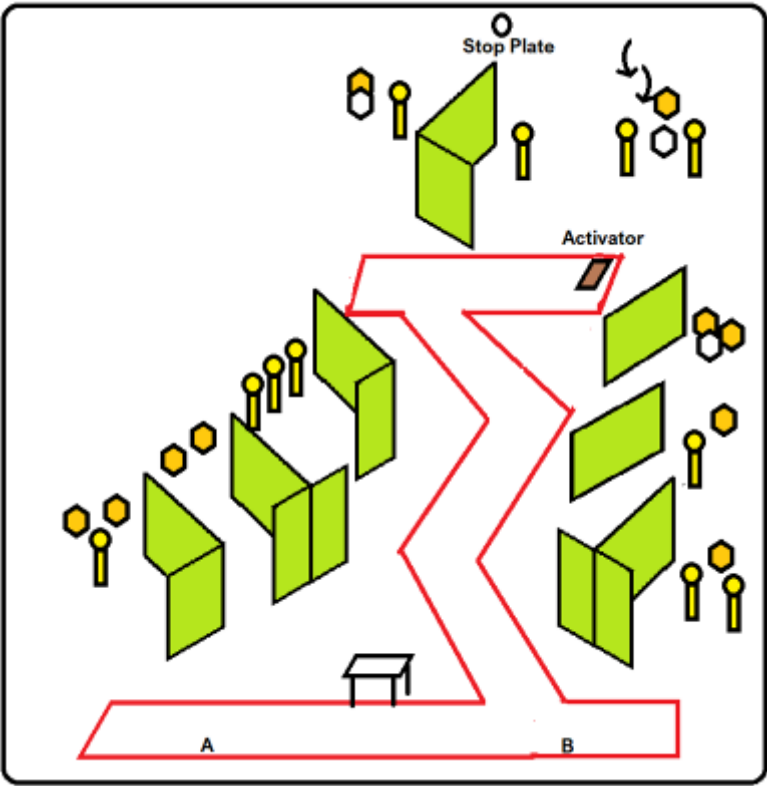
## 9. Action Air 3

No image

CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Action Air	Match-%	4.60%

Procedure	Engage targets with one round only on each, freestyle. Carry out a compulsory reload and again engage the targets with a minimum of one round on each. Weak hand, unsupported.
Starting position	Standing upright. Rule 8.2.2. Applies
Firearm ready condition	Loaded in holster
Start on	Audible signal
Stop on	Stop Plate
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

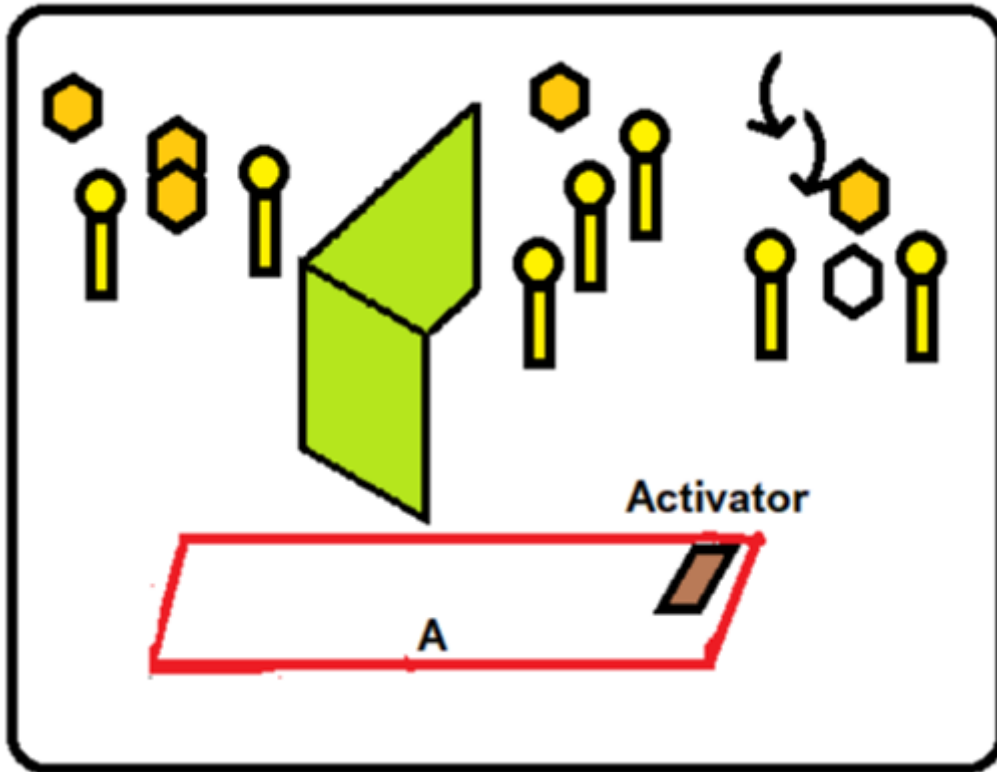
## 10. Action Air 4



CoF	Comstock - Long	Points	155 p
Targets	10 paper, 11 popper, 3 no-shoot, Total 21 targets	Min rounds	31
Firearm	Action Air	Match-%	17.82%

Procedure	Engage targets as they become visible. Must step on activator for dropper turner which disappears from sight at rest.
Starting position	Standing upright at A or B. Gun on table.
Firearm ready condition	Loaded
Start on	Audible signal
Stop on	Stop Plate
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

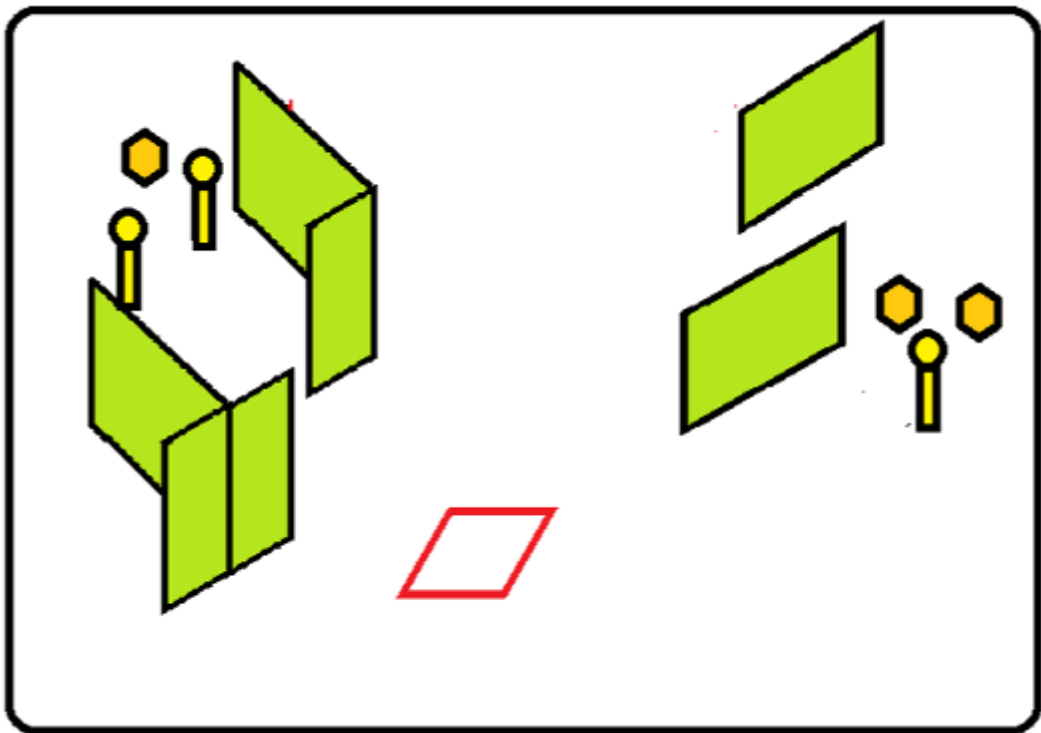
## 11. Action Air 5



CoF	Comstock - Medium	Points	85 p
Targets	5 paper, 7 popper, 1 no-shoot, Total 12 targets	Min rounds	17
Firearm	Action Air	Match-%	9.77%

Procedure	Engage targets as they become visible. Must step on activator for dropper turner which disappears from sight at rest.
Starting position	Standing upright at A. Rule 8.2.2
Firearm ready condition	Loaded in holster
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 12. Action Air 6



CoF	Comstock - Short	Points	45 p
Targets	3 paper, 3 popper, Total 6 targets	Min rounds	9
Firearm	Action Air	Match-%	5.17%
Procedure	Engage targets as they become visible.		
Starting position	Standing upright. Rule 8.2.2.		
Firearm ready condition	Loaded in holster.		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			