

1. Lets Get Started

No image

CoF	Comstock - Short	Points	40 p
Targets	4 paper, 2 no-shoot, Total 4 targets	Min rounds	8
Firearm	Action Air	Match-%	3.98%

Procedure	Shoot each target with a minimum of two rounds on each
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

2. Around the Sides

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CoF	Comstock - Short	Points	60 p
Targets	4 paper, Total 4 targets	Min rounds	12
Firearm	Action Air	Match-%	5.97%

Procedure	Shoot the targets with a two rounds on each. Carry a compulsory reload and again shoot the targets with one round one round on each strong hand only
Starting position	Gun loaded & holstered, hands holding sides of barricade.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

3. Seated, Strong Hand

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CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, Total 5 targets	Min rounds	9
Firearm	Action Air	Match-%	4.48%

Procedure	Shhot all the targets strong hand only. Highest two hits on paper targets to count, Popper must fall.
Starting position	Gun loaded & laced on table. Seated with hands on thighs.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

4. Unloaded Gun on Table

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CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Action Air	Match-%	5.97%

Procedure	Shoot the targets as seen from the shooting area. Highest two hits on each to count.
Starting position	Gun unloaded & placed on table.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

5. Back to Targets

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CoF	Comstock - Medium	Points	105 p
Targets	10 paper, 1 popper, 2 no-shoot, Total 11 targets	Min rounds	21
Firearm	Action Air	Match-%	10.45%

Procedure	Shoot the targets as seen from the shooting area. Highest two hits on each to count. Popper must fall.
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

6. Two Windows and a Door

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CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Action Air	Match-%	4.98%

Procedure	Shoot the targets as seen from the shooting area. Highest two hits to count.
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

7. Bobbing Targets

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CoF	Comstock - Medium	Points	110 p
Targets	10 paper, 2 popper, 2 no-shoot, Total 12 targets	Min rounds	22
Firearm	Action Air	Match-%	10.95%

Procedure	Shoot the targets as seen from the shooting area. Opening door will activate bobbing targets. Highest two hits to count. Poppers must fall.
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90
Setup notes	

8. Long Stage 1

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CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, Total 18 targets	Min rounds	32
Firearm	Action Air	Match-%	15.92%

Procedure	Shoot the targets as seen from the shooting area. Opening door will activate two dropper turner targets. Highest two hits to count. Poppers must fall.
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

9. Long Stage 2

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CoF	Comstock - Long	Points	150 p
Targets	15 paper, 2 no-shoot, Total 15 targets	Min rounds	30
Firearm	Action Air	Match-%	14.93%

Procedure	Shoot the targets as seen from the shooting area. Highest two hits to count.
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

10. Seated and Down the Corridor

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CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, Total 5 targets	Min rounds	9
Firearm	Action Air	Match-%	4.48%

Procedure	Shoot the targets as seen from the shooting area. Highest two hits to count. Popper must fall.
Starting position	Gun loaded & holstered. Seated on chair with hands on knees.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

11. Open/Close the Apertures

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CoF	Comstock - Medium	Points	90 p
Targets	8 paper, 2 popper, Total 10 targets	Min rounds	18
Firearm	Action Air	Match-%	8.96%

Procedure	Shoot the targets as seen from the shooting area. Highest two hits to count. Poppers must fall. Pulling rope will reveal open one aperture and hide another.
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

12. Up & Down and Finish

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CoF	Comstock - Medium	Points	90 p
Targets	8 paper, 2 popper, Total 10 targets	Min rounds	18
Firearm	Action Air	Match-%	8.96%

Procedure	Shoot the targets as seen from the shooting area. Highest two hits o count. Poppers must fall.
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	