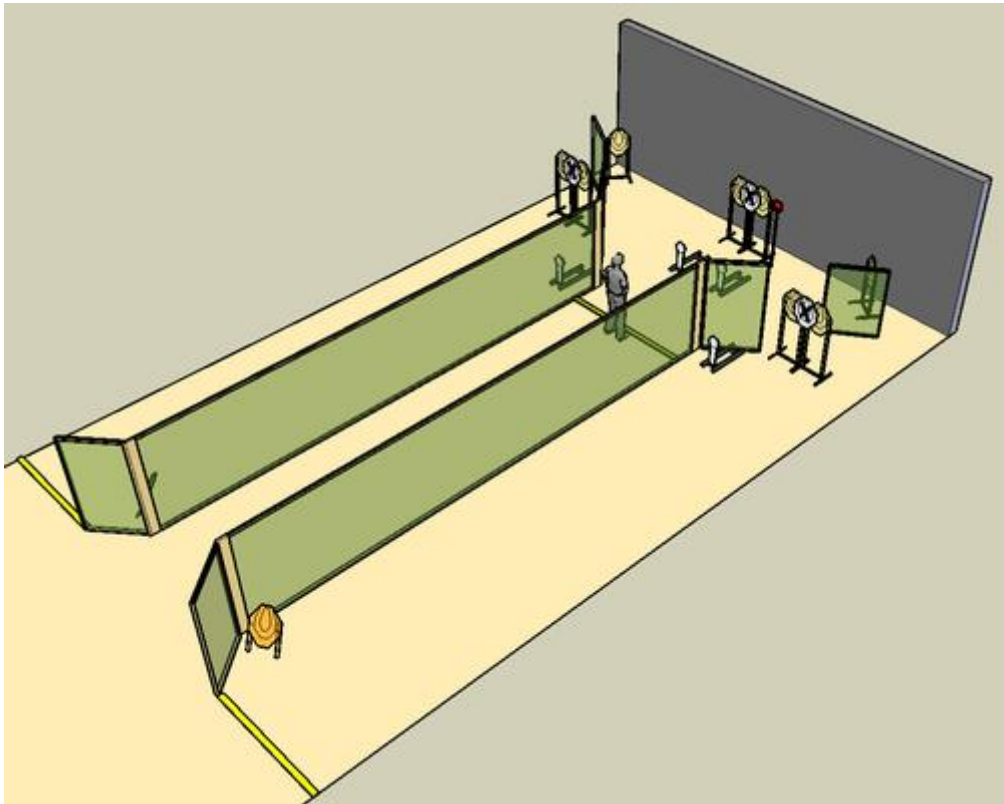


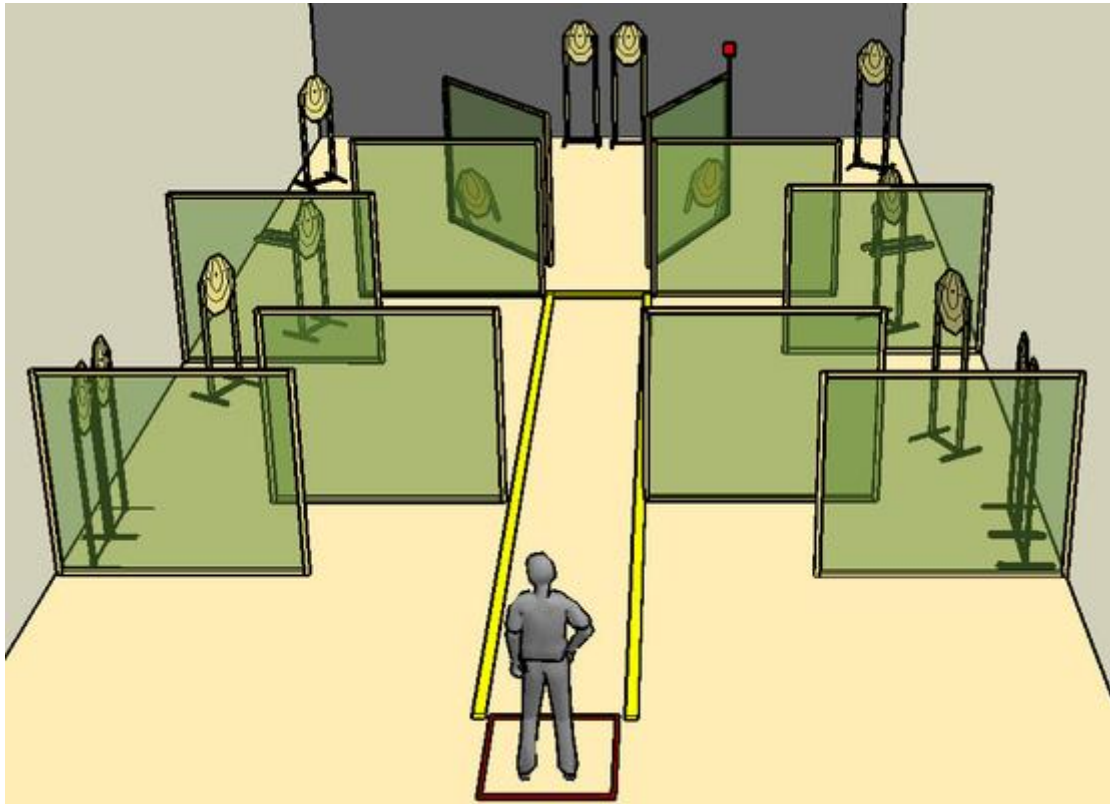
1. Backward you go



CoF	Comstock - Long	Points	125 p
Targets	10 paper, 4 popper, 1 plates, 3 no-shoot, Total 15 targets	Min rounds	25
Firearm	Action Air	Match-%	19.69%

Procedure	On signal, shoot all targets in any order as they become visible from within the shooting area.
Starting position	Standing relaxed at the start line; facing downrange. Gun unloaded and holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Shot on stop plate
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

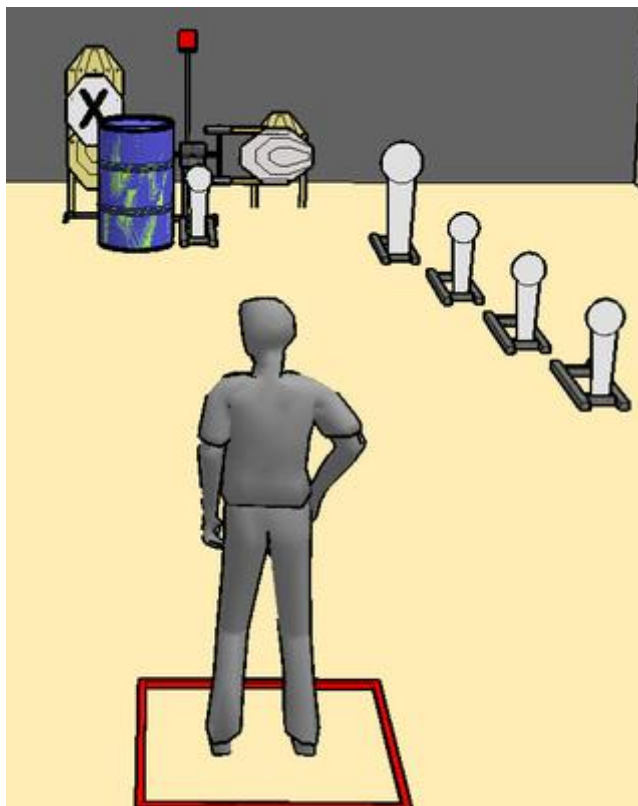
2. Look around the corner



CoF	Comstock - Long	Points	155 p
Targets	14 paper, 2 popper, 1 plates, Total 17 targets	Min rounds	31
Firearm	Action Air	Match-%	24.41%

Procedure	On signal, shoot all targets in any order as they become visible from within the demarcated area.
Starting position	Standing relaxt in the startbox, facing downrange. Gun loaded, chambered and holstered.
Firearm ready condition	
Start on	Audible signal
Stop on	Shot on stop plate
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

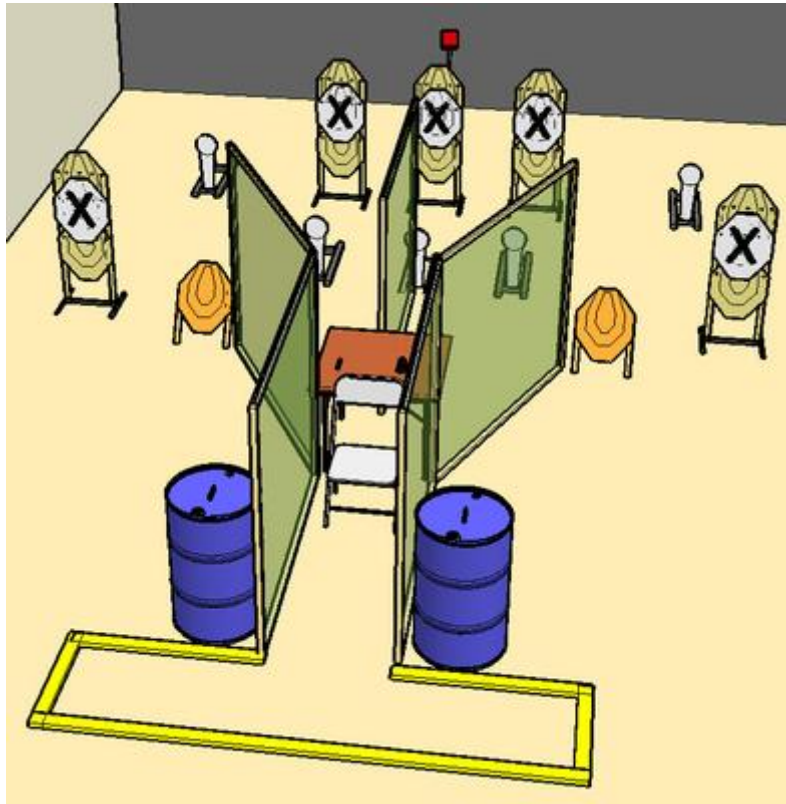
3. Shoot like a Pro



CoF	Comstock - Short	Points	60 p
Targets	3 paper, 5 popper, 1 plates, 2 no-shoot, Total 9 targets	Min rounds	12
Firearm	Action Air	Match-%	9.45%

Procedure	On signal, shoot all targets in any order as they become visible from within the startbox. Big popper will activate the Bobber (moving target)
Starting position	Standing relaxed in the startbox, facing downrange. Gun loaded, chambered and holstered.
Firearm ready condition	
Start on	Audible signal
Stop on	Shot on stop plate
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

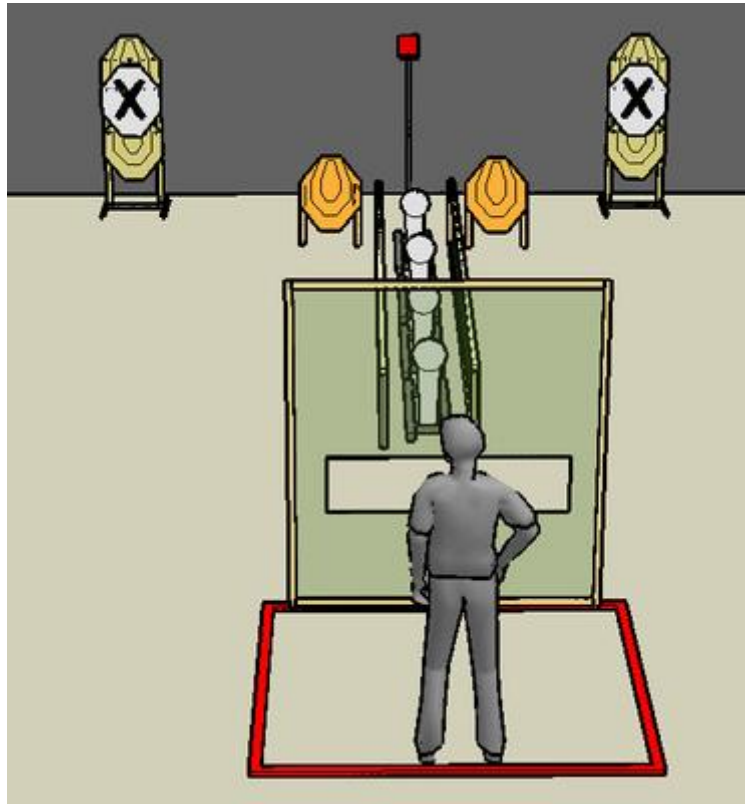
4. All around the table



CoF	Comstock - Long	Points	150 p
Targets	12 paper, 5 popper, 1 plates, 5 no-shoot, Total 18 targets	Min rounds	30
Firearm	Action Air	Match-%	23.62%

Procedure	On signal, shoot all targets in any order as they become visible from within the demarcated area.
Starting position	Sitting at chair facing downrange, hands behind back. Gun unloaded and first magazine at table
Firearm ready condition	
Start on	Audible signal
Stop on	Shot on stop plate
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

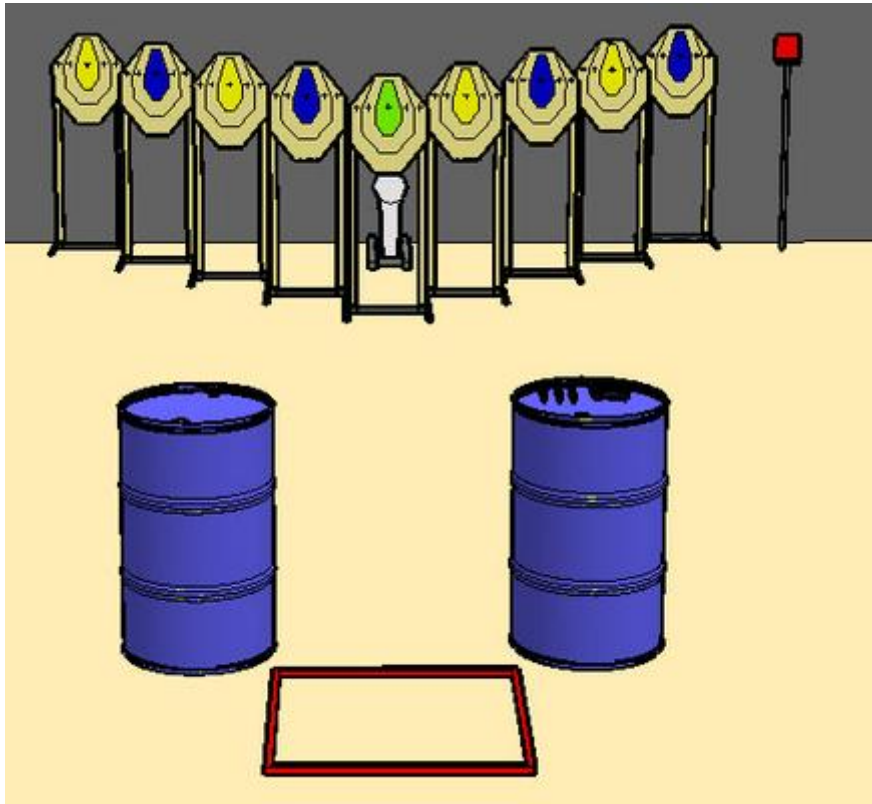
5. Four in Line



CoF	Comstock - Medium	Points	85 p
Targets	6 paper, 4 popper, 1 plates, 2 no-shoot, Total 11 targets	Min rounds	17
Firearm	Action Air	Match-%	13.39%

Procedure	On signal, shoot all targets in any order as they become visible from within the startbox
Starting position	Standing relaxed in the startbox, facing downrange. Gun loaded, chambered and holstered.
Firearm ready condition	
Start on	Audible signal
Stop on	Shot on stop plate
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

6. Roll the dice



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 1 popper, 1 plates, 4 no-shoot, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	9.45%

Procedure	Roll the dice to select the color Blue or Yellow. If Blue is selected, the shooter will shoot all yellow and green targets. If Yellow is selected, the shooter will shoot all Blue and green targets. The opposite color targets will act as a No-Shoot. On signal, shoot all targets in any order as they become visible from within the startbox.
Starting position	Standing relaxed in the startbox, facing downrange. Gun and all mags unloaded at barrel
Firearm ready condition	
Start on	Audible signal
Stop on	Shot on stop plate
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	