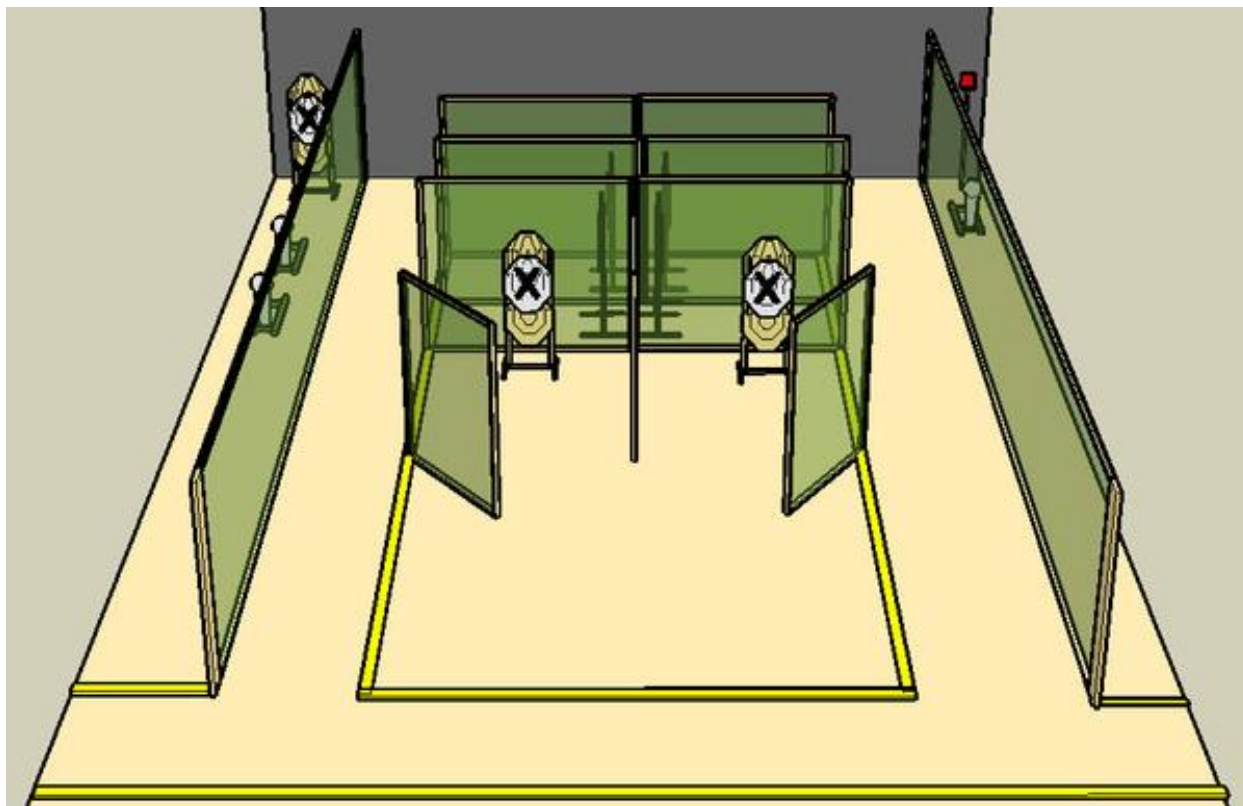


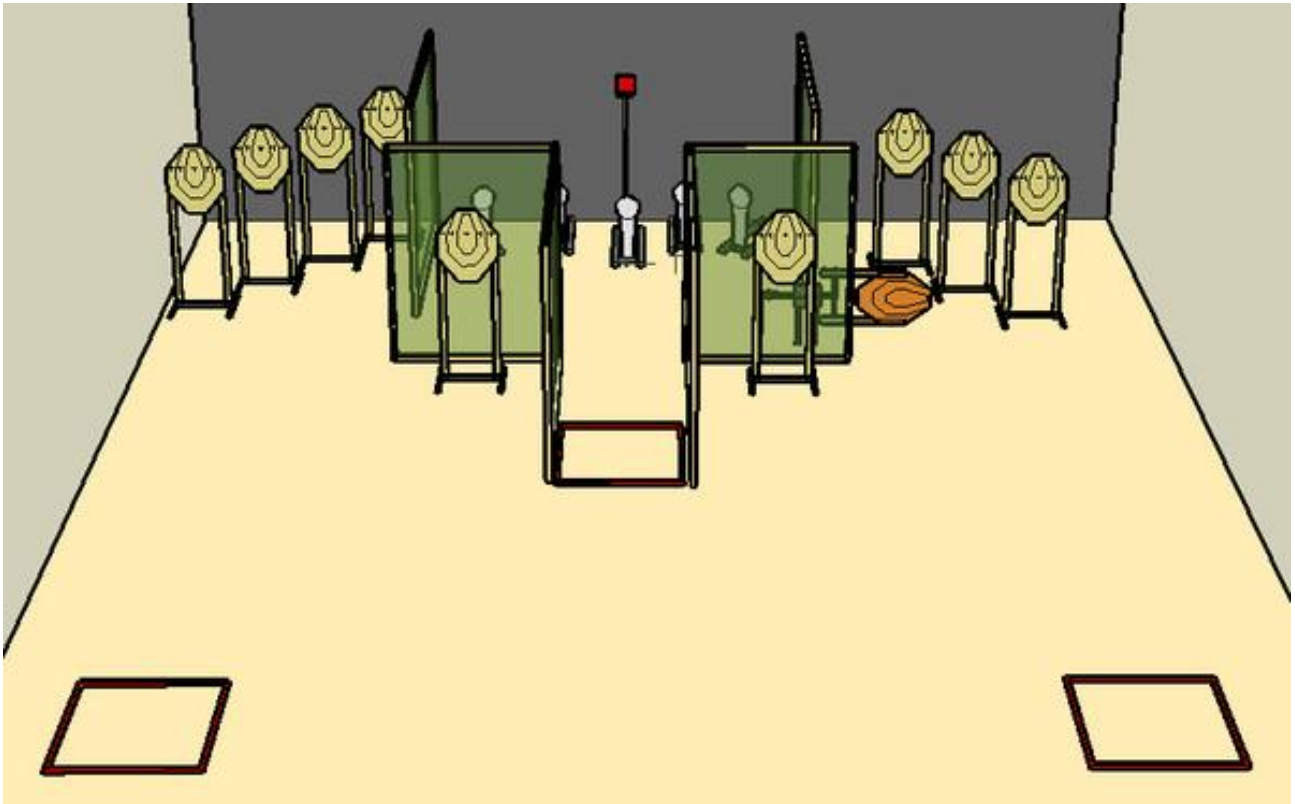
# 1. Go hit it



CoF	Comstock - Long	Points	160 p
Targets	14 paper, 3 popper, 1 plates, 7 no-shoot, Total 18 targets	Min rounds	32
Firearm	Action Air	Match-%	23.53%

Procedure	
Starting position	Standing relaxed anywhere in the demarcated area facing downrange. Gun loaded, chambered, 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	

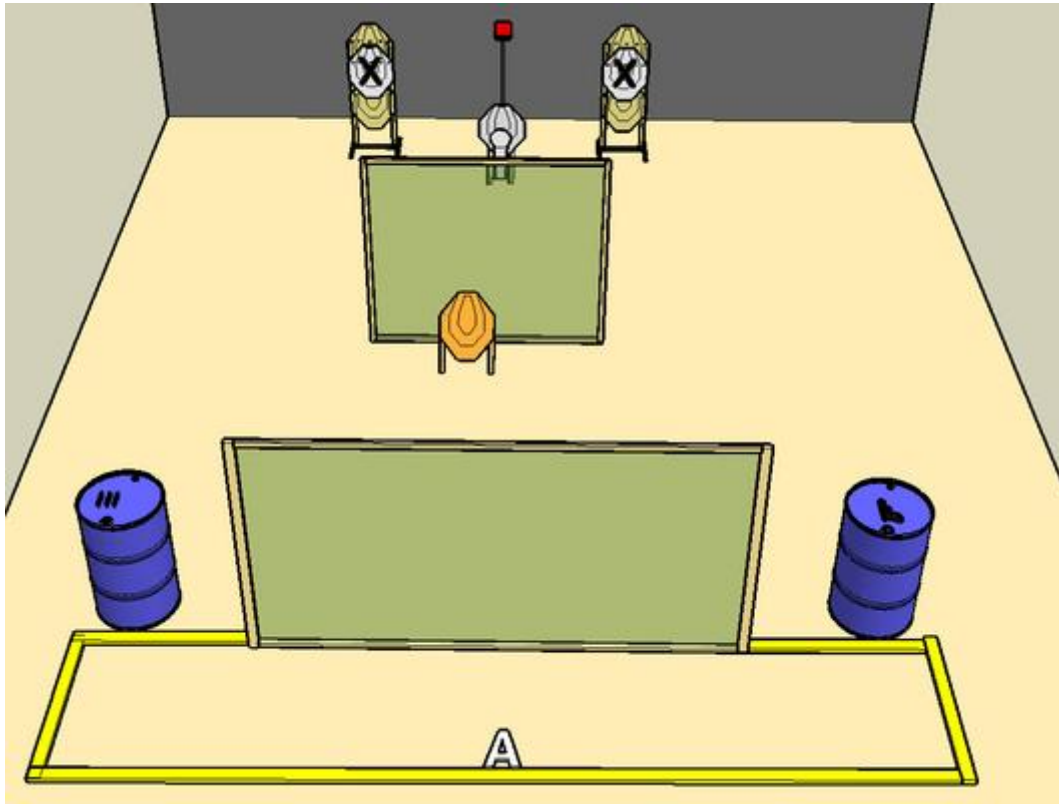
## 2. Box Quickie



CoF	Comstock - Long	Points	130 p
Targets	10 paper, 5 popper, 1 plates, Total 16 targets	Min rounds	26
Firearm	Action Air	Match-%	19.12%

Procedure	On signal, shoot all targets in any order as they become visible from within the shooting area. All shots must be fired while standing with both feet in one of the boxes. Popper T1 will activate the Bobber. The moving target is not a disappearing one
Starting position	Standing relaxed in any box, 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	

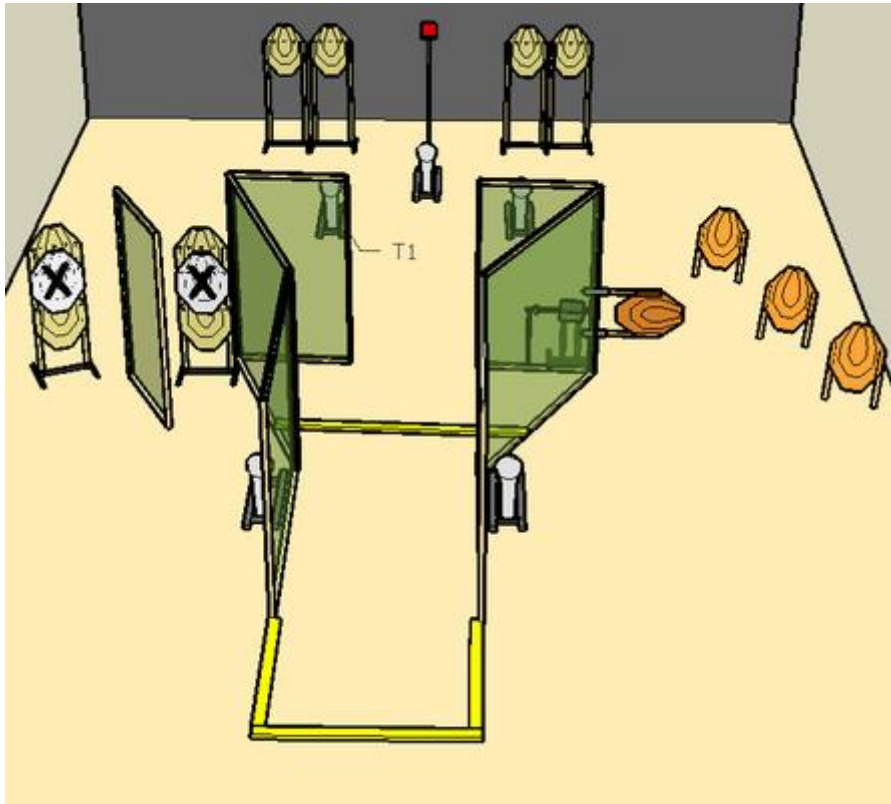
### 3. Behind the Barricades



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 1 popper, 1 plates, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	8.82%

Procedure	On signal, shoot all targets in any order as they become visible from within the shooting area.
Starting position	Standing relaxed at the "A", heels against the fault line, facing downrange
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	

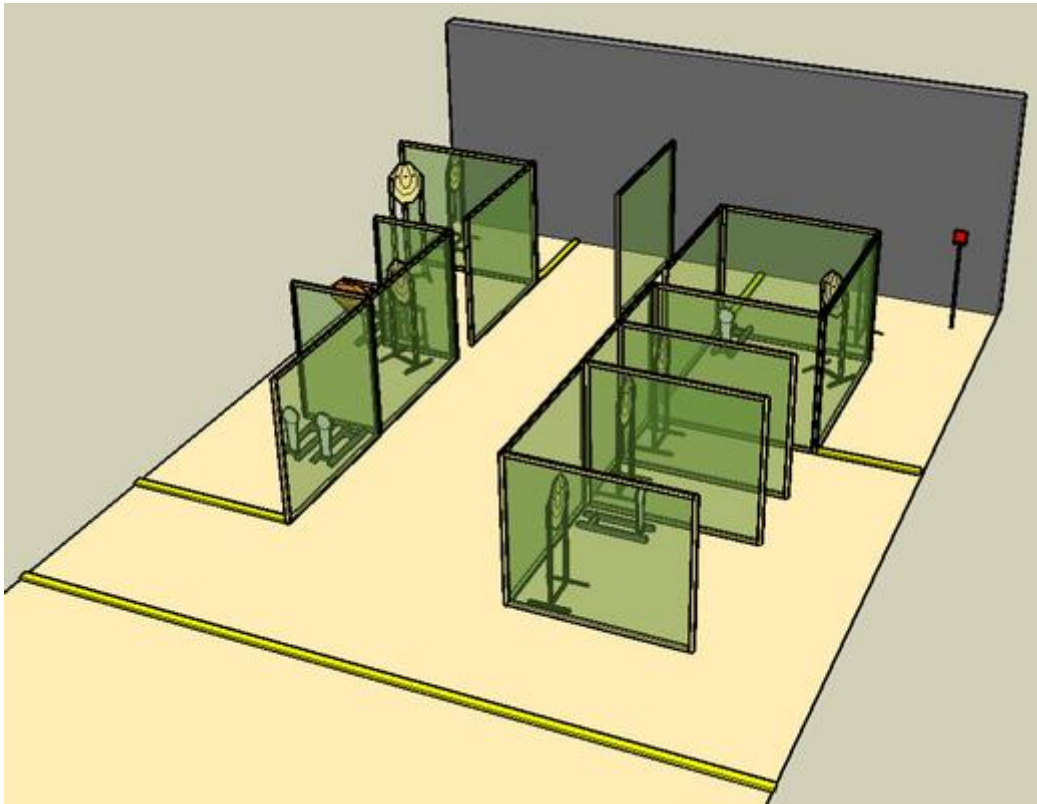
## 4. Make it move



CoF	Comstock - Long	Points	150 p
Targets	12 paper, 5 popper, 1 plates, Total 18 targets	Min rounds	30
Firearm	Action Air	Match-%	22.06%

Procedure	On signal, shoot all targets in any order as they become visible from within the shooting area. Popper T1 will activate the Bobber. The moving target is not a disappearing one
Starting position	Standing relaxed anywhere in the demarcated area, facing downrange. Gun loaded 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	

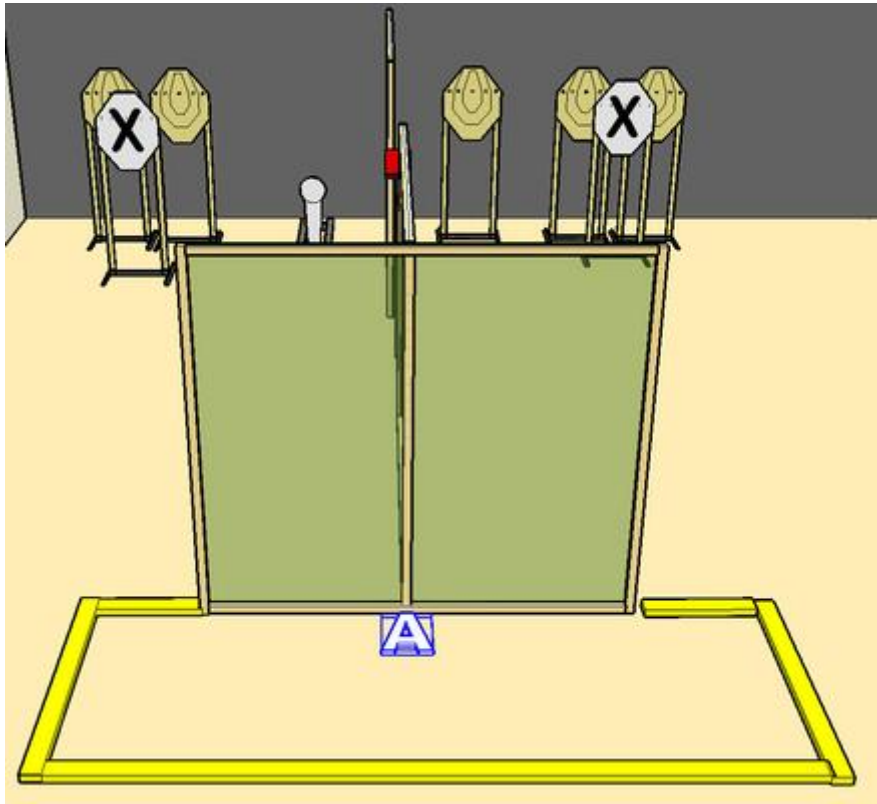
## 5. Hide and Seek



CoF	Comstock - Medium	Points	120 p
Targets	9 paper, 5 popper, 1 plates, Total 15 targets	Min rounds	24
Firearm	Action Air	Match-%	17.65%

Procedure	On signal, shoot all targets in any order as they become visible from within the shooting area. Popper T1 will activate the Bobber. The moving target is not a disappearing one
Starting position	Standing relaxed anywhere in the demarcated area, facing downrange. Gun loaded, chambered, 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. Go left, go right



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 1 popper, 1 plates, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	8.82%

Procedure	On signal, shoot all targets in any order as they become visible from within the shooting area. Mandatory reload between first shot and last shot
Starting position	Standing relaxed at the "A", toes against the barricade, facing downrange. Gun loaded 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	