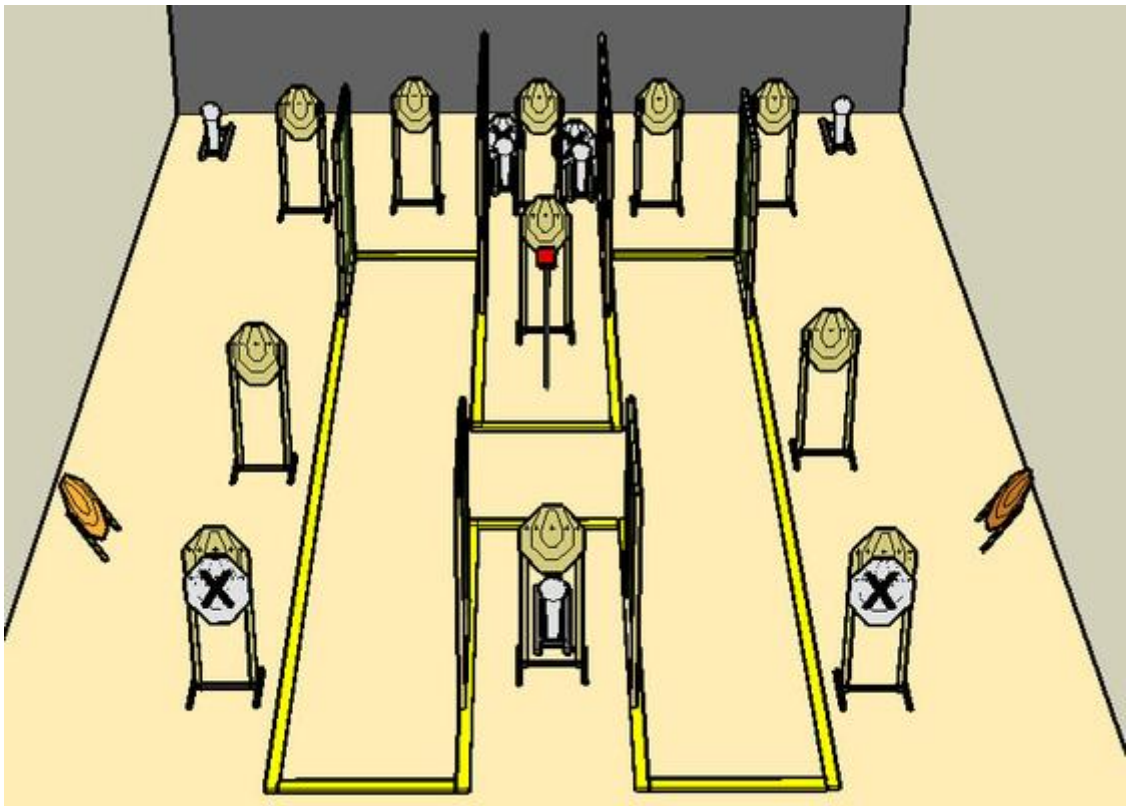


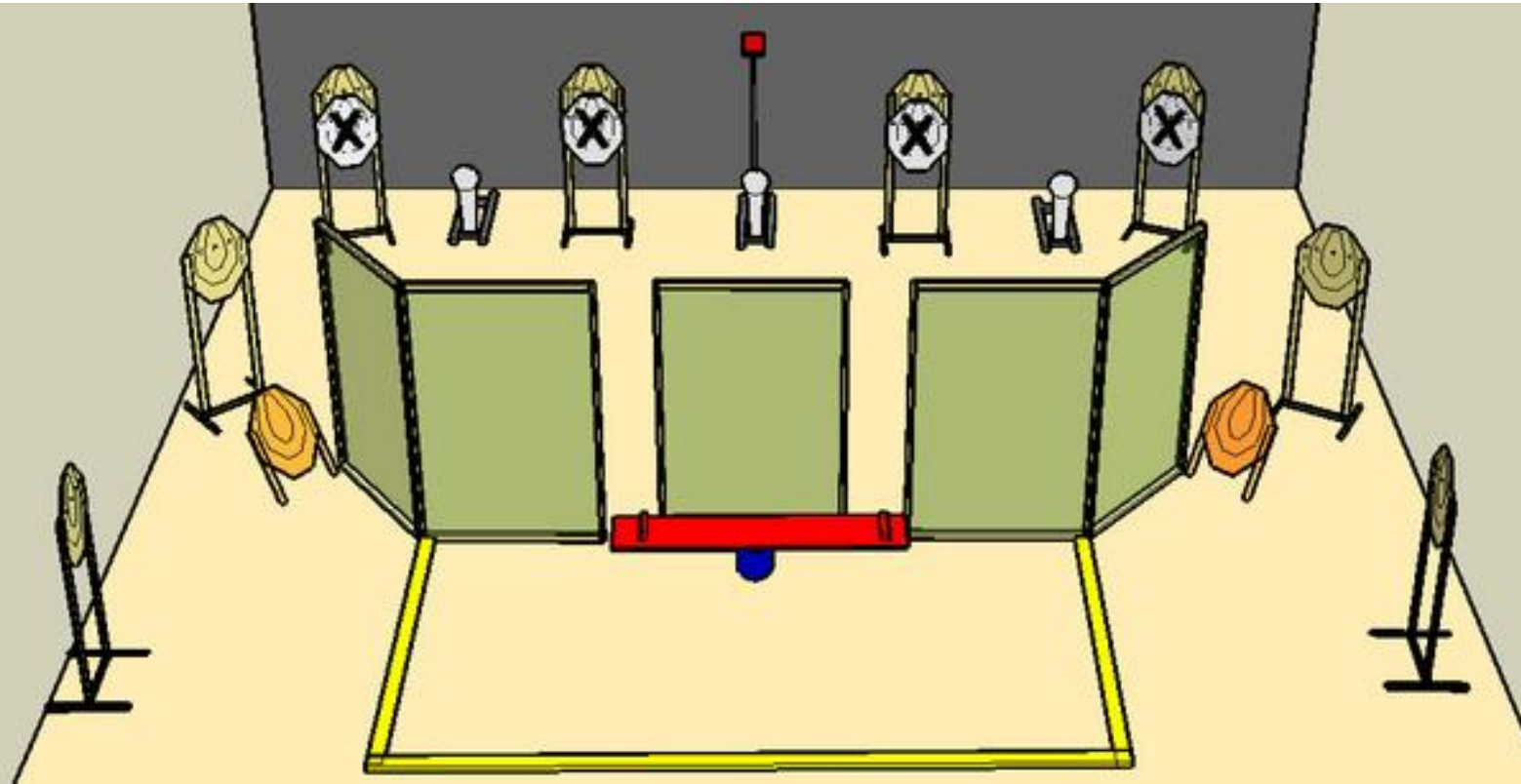
1. Call H for Help



CoF	Comstock - Long	Points	160 p
Targets	13 paper, 5 popper, 1 plates, 4 no-shoot, Total 19 targets	Min rounds	32
Firearm	Action Air	Match-%	20.51%

Procedure	On signal, shoot all targets in any order as they become visible from within the shooting area.
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	

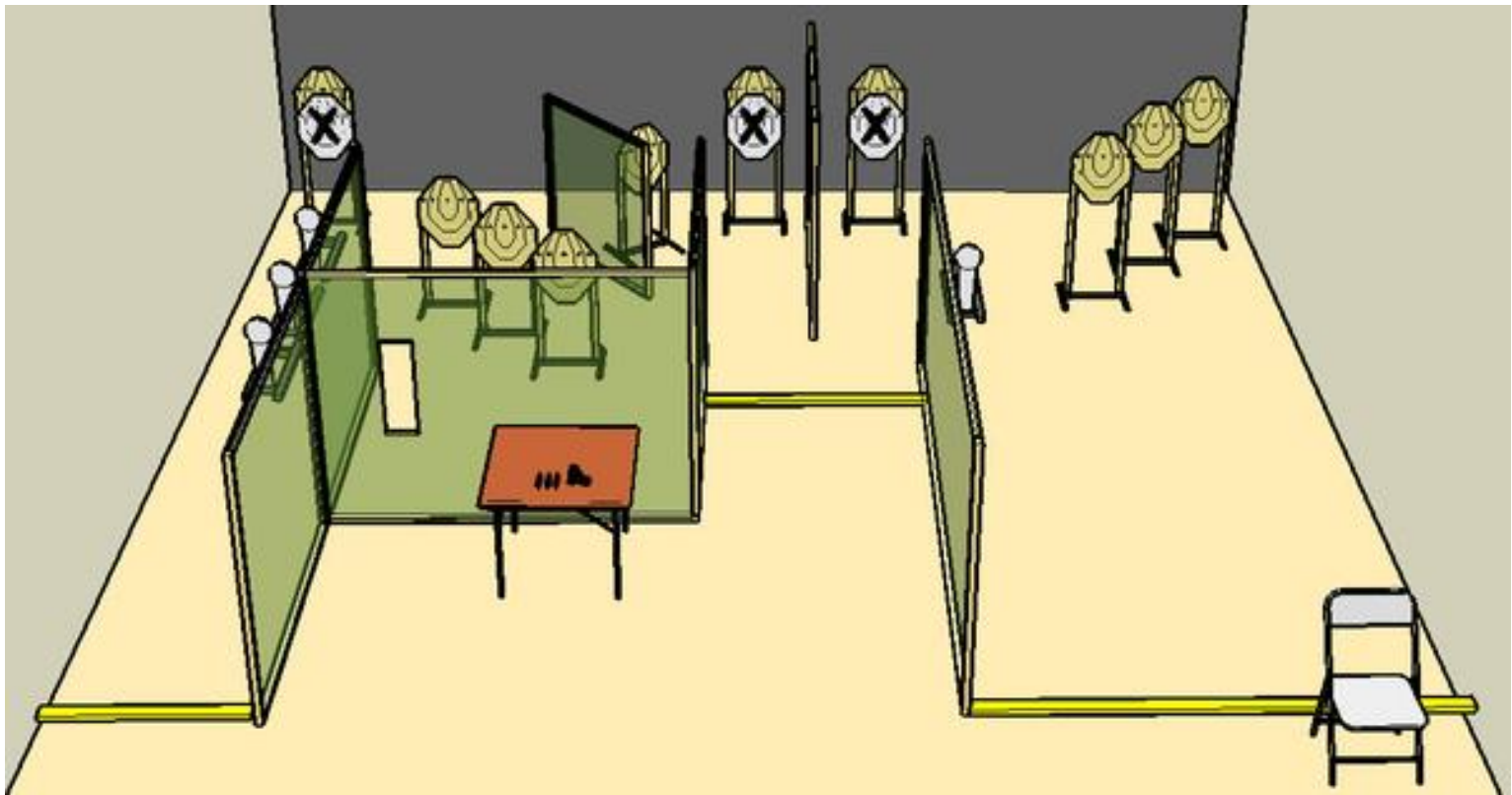
2. Hop on - Hop off



CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 3 popper, 1 plates, 4 no-shoot, Total 14 targets	Min rounds	24
Firearm	Action Air	Match-%	15.38%

Procedure	On signal, shoot all targets in any order as they become visible from within the shooting area. All targets behind the barricade must be shot while standing on the seesaw. Seesaw must be flipped at least once before the last shot fired.
Starting position	Standing relaxed anywhere in the demarcated area, 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	

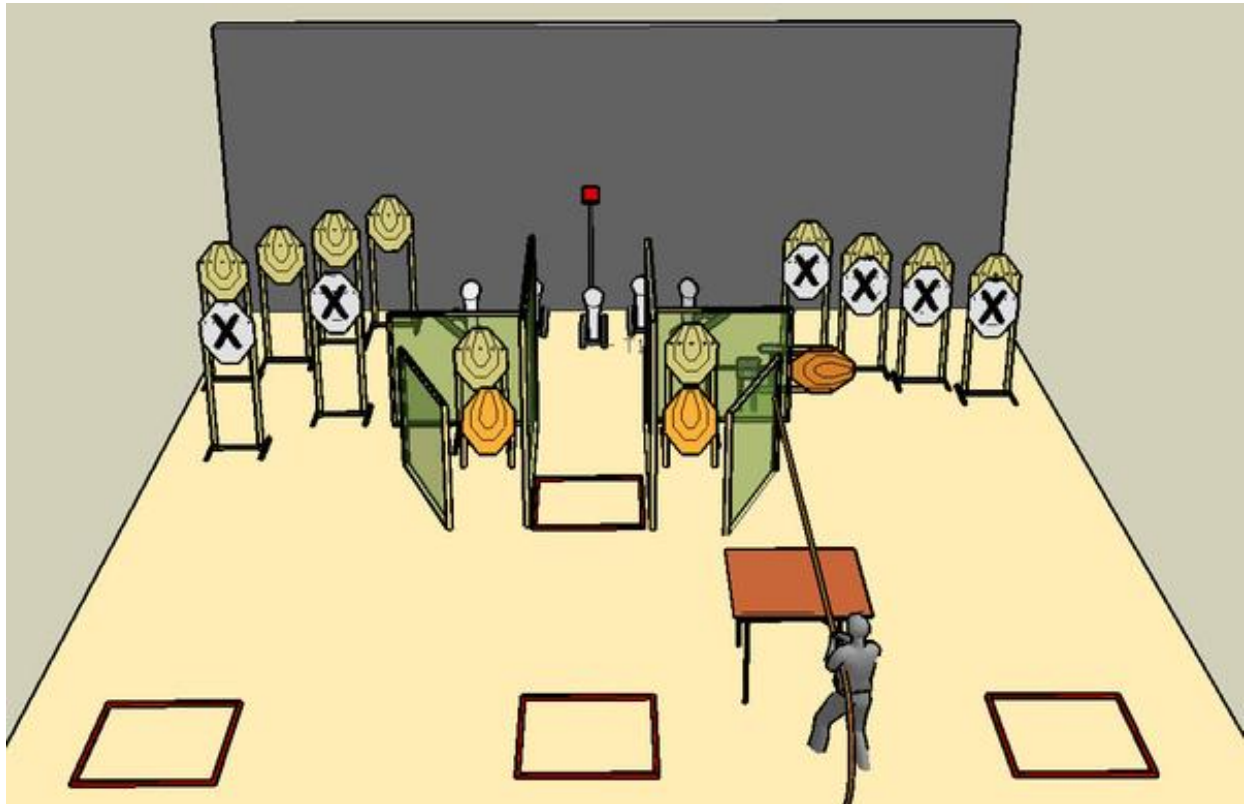
3. Open Sesame



CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, 3 no-shoot, Total 14 targets	Min rounds	24
Firearm	Action Air	Match-%	15.38%

Procedure	On signal, shoot all targets in any order as they become visible from within the shooting area.
Starting position	Sitting at the chair, hands on knees, facing off range. Gun unloaded with all magazines at the table
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

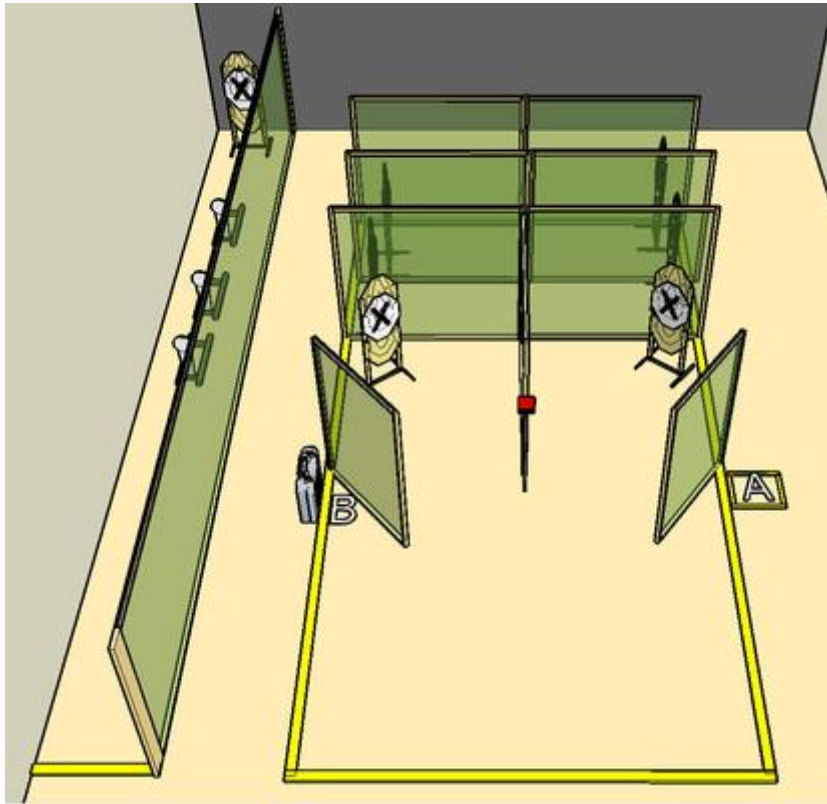
4. Boxes Only



CoF	Comstock - Long	Points	160 p
Targets	12 paper, 1 disappearing/bonus, 5 popper, 1 plates, 5 no-shoot, Total 19 targets	Min rounds	30
Firearm	Action Air	Match-%	20.51%

Procedure	On signal, shoot all targets in any order as they become visible from within the boxes. Pulling the rope on the table will activate the bobber
Starting position	Standing relaxed in one of the boxes, 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	The stop plate will be positioned on a way that it can be shot from within all boxes

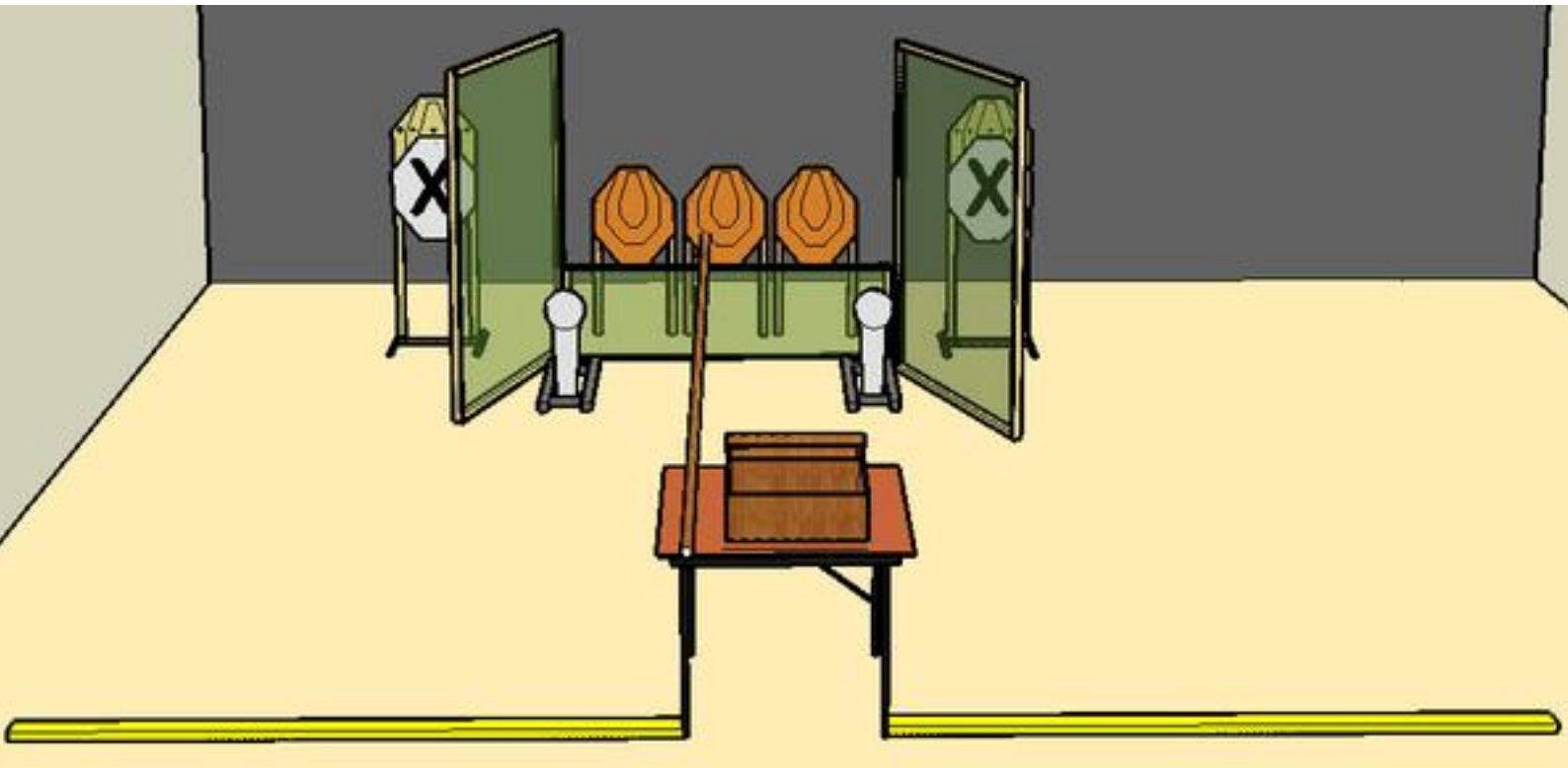
5. The Transporter



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-%	20.51%

Procedure	On signal, shoot all targets in any order as they become visible. Before the last shot is fired, the suitcase must be transported from point B to point A or reverse
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	

6. Pull the Rope



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	7.69%

Procedure	On signal, shoot all targets in any order as they become visible. Pulling the rope will make the three targets in the middle visible. Rope must be hold tight to remain target visibility.		
Starting position	Standing relaxed in the demarcated area, facing downrange. Gun unloaded with all magazines in box		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			