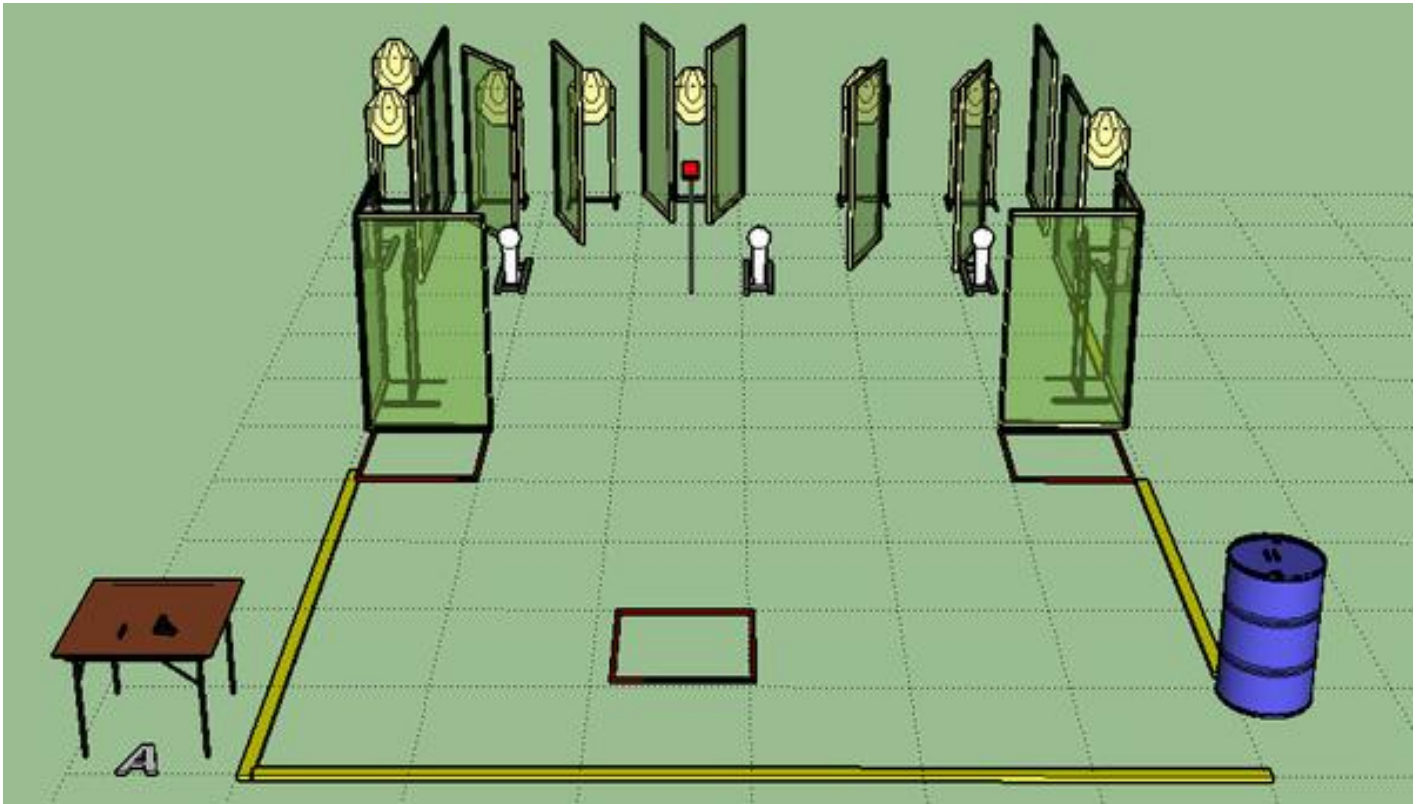


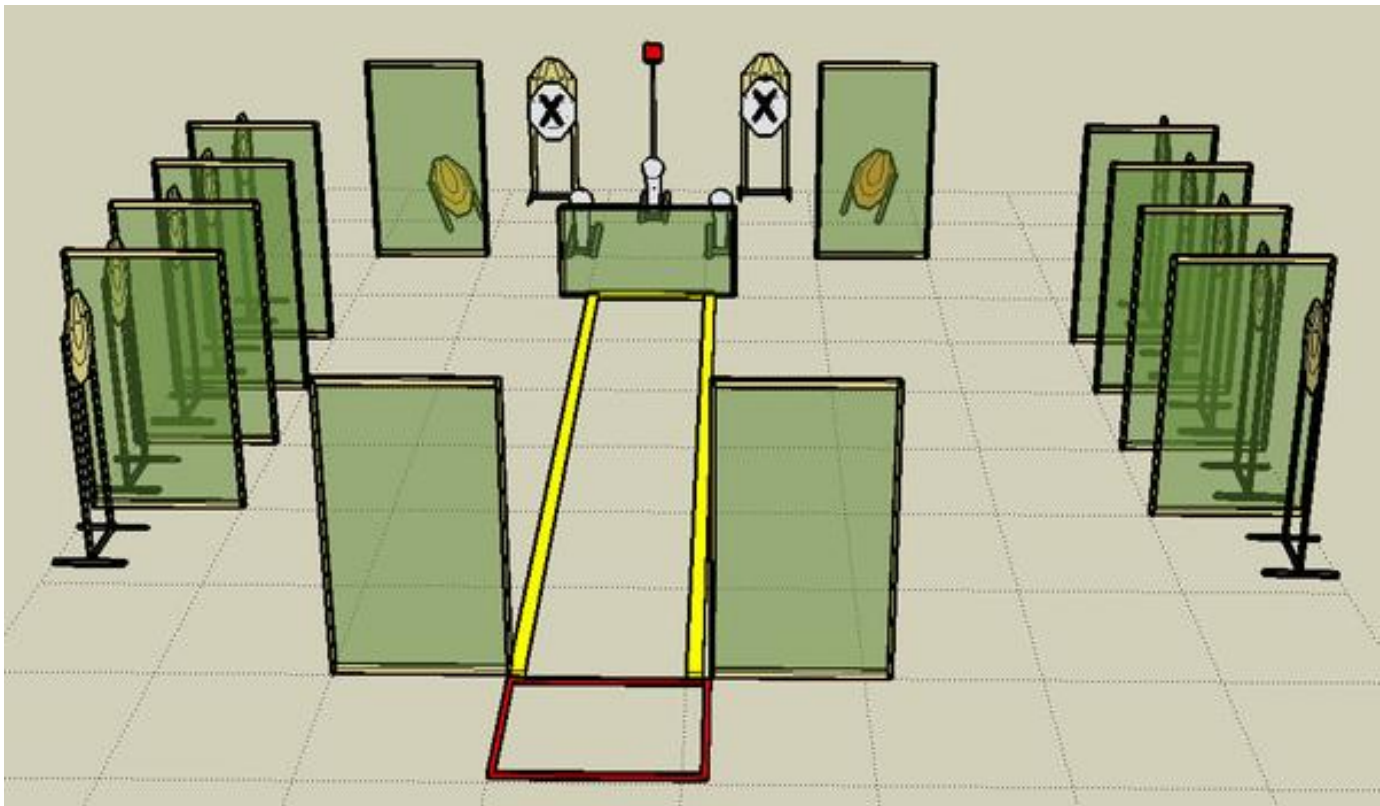
1. The Running Man



CoF	Comstock - Long	Points	130 p
Targets	10 paper, 5 popper, 1 plates, Total 16 targets	Min rounds	26
Firearm	Action Air	Match-%	16.46%

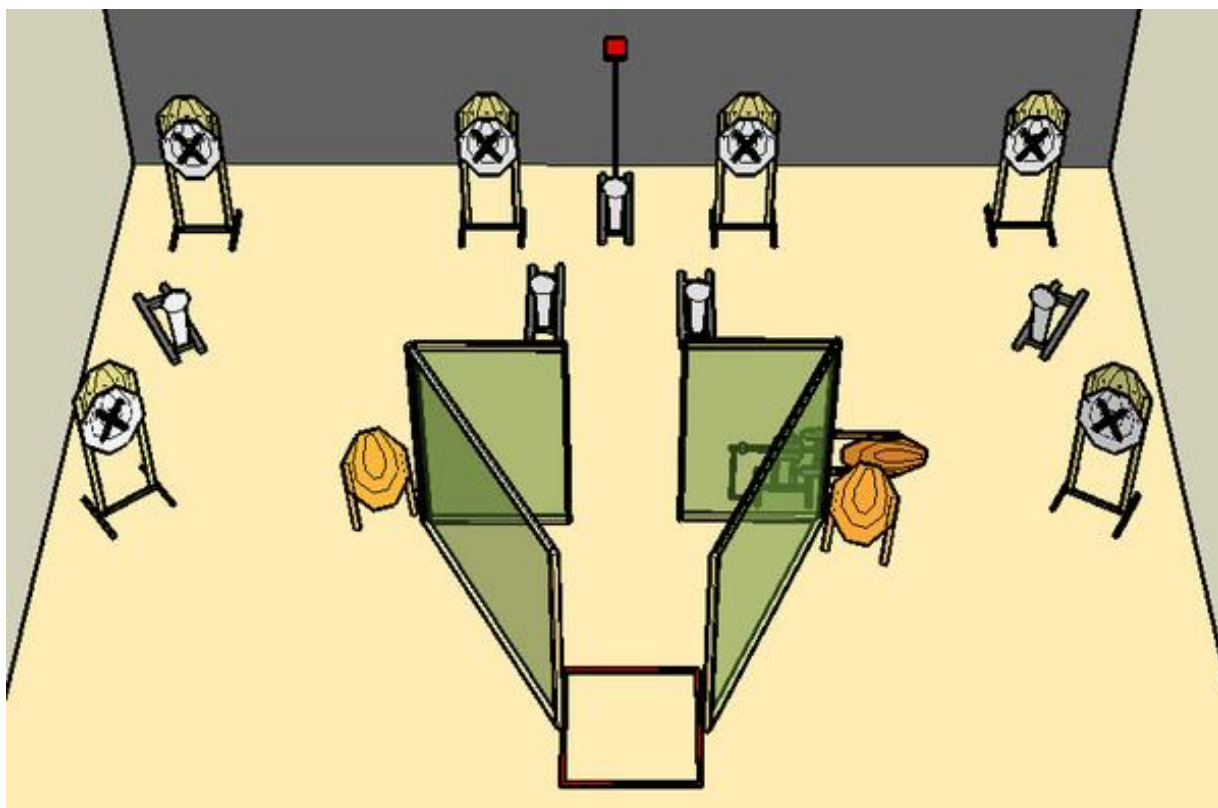
Procedure	On signal, shoot all targets in any order as they become visible from within the demarcated area. All targets in the demarcated area must be shot from within the boxes.
Starting position	Standing at the table, facing downrange. Gun unload starting mag at table. Other mags at barrell
Firearm 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 left and right



CoF	Comstock - Long	Points	160 p
Targets	14 paper, 3 popper, 1 plates, Total 18 targets	Min rounds	32
Firearm	Action Air	Match-%	20.25%
Procedure	On signal, shoot all targets in any order as they become visible from within the demarcated area.		
Starting position	Standing relaxed in the startbox, 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			

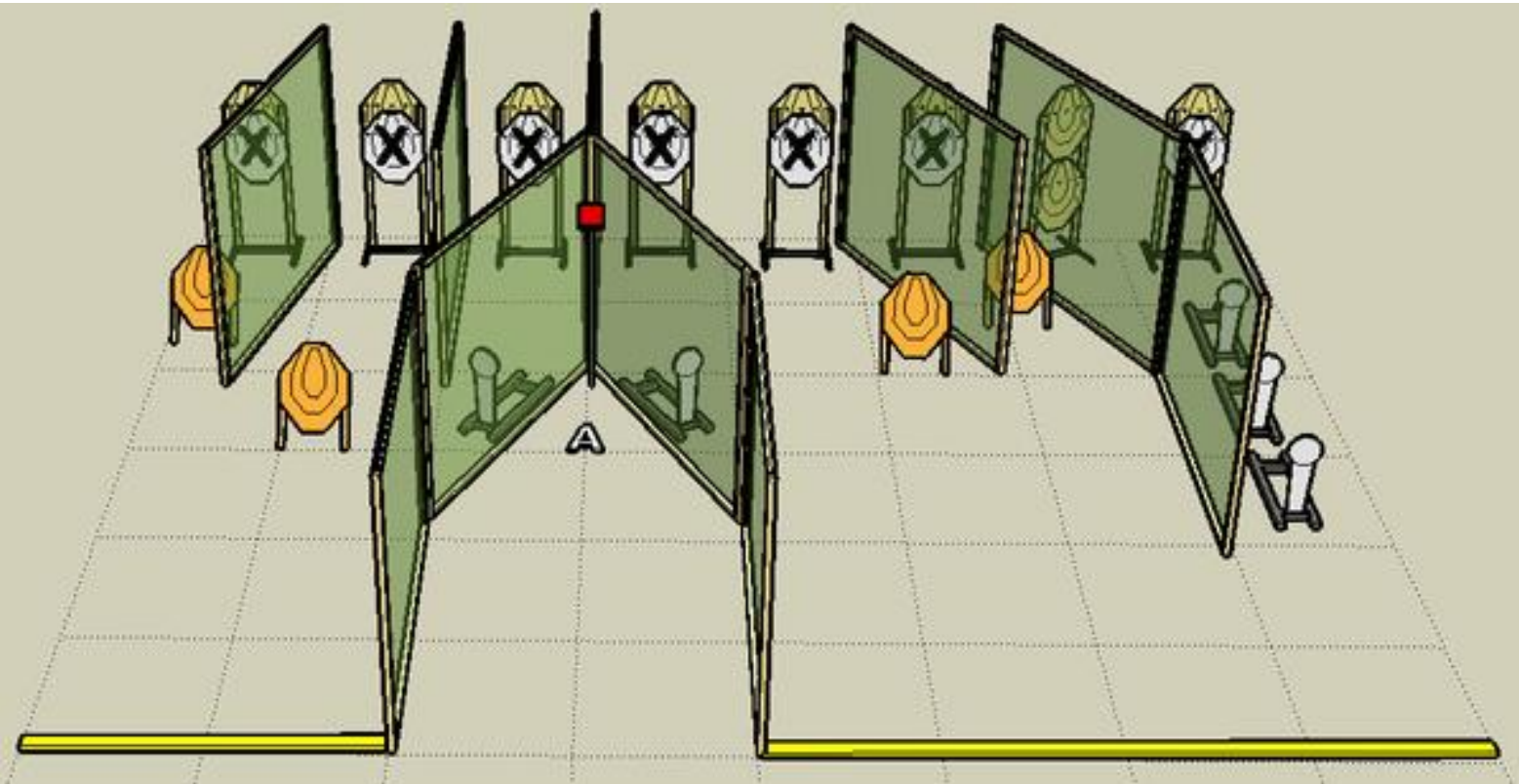
3. The Funnel



CoF	Comstock - Medium	Points	120 p
Targets	9 paper, 5 popper, 1 plates, 6 no-shoot, Total 15 targets	Min rounds	24
Firearm	Action Air	Match-%	15.19%

Procedure	On signal, shoot all targets in any order as they become visible from within the shooting box. The middle popper will activate the Bobber. The Bobber holds a non- disappearing target.
Starting position	Standing relaxed in the startbox, 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	

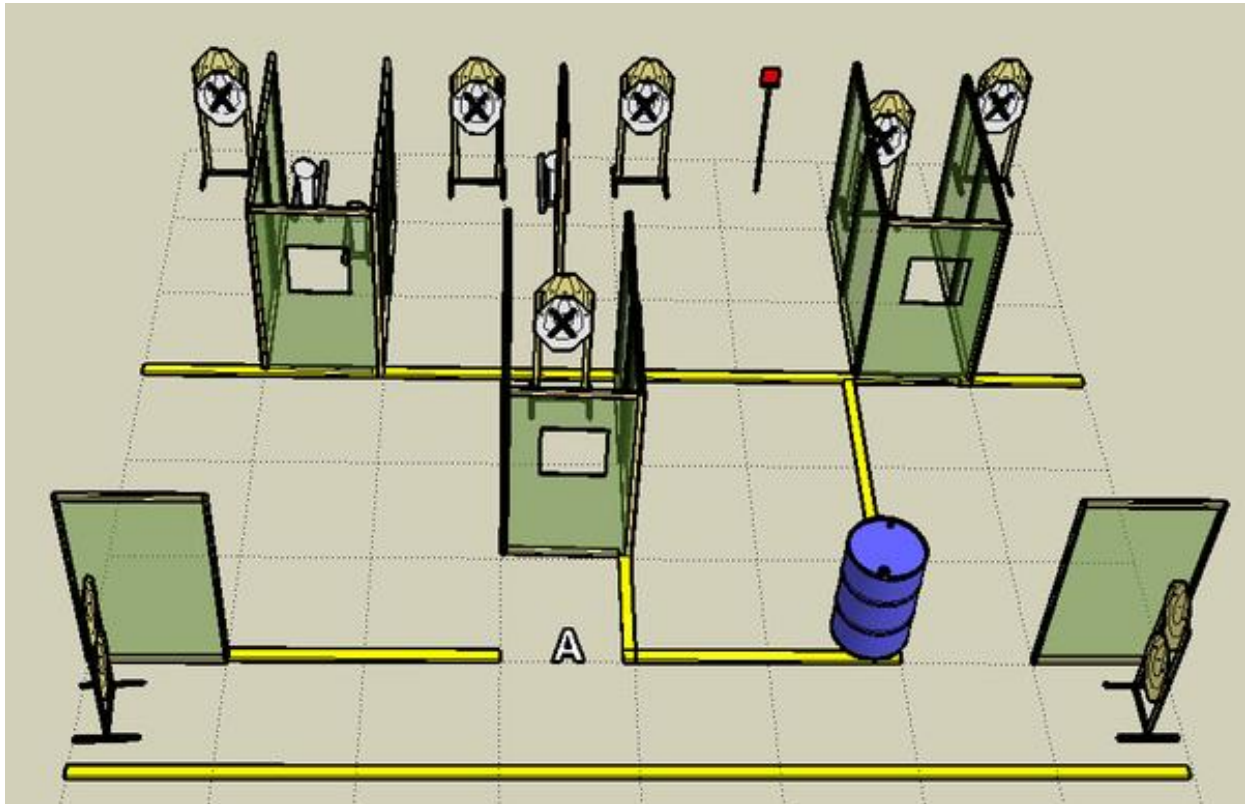
4. Cornered



CoF	Comstock - Long	Points	160 p
Targets	13 paper, 5 popper, 1 plates, 7 no-shoot, Total 19 targets	Min rounds	32
Firearm	Action Air	Match-%	20.25%

Procedure	On signal, shoot all targets in any order as they become visible from within the demarcated area.
Starting position	Standing relaxed at the "A", 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	

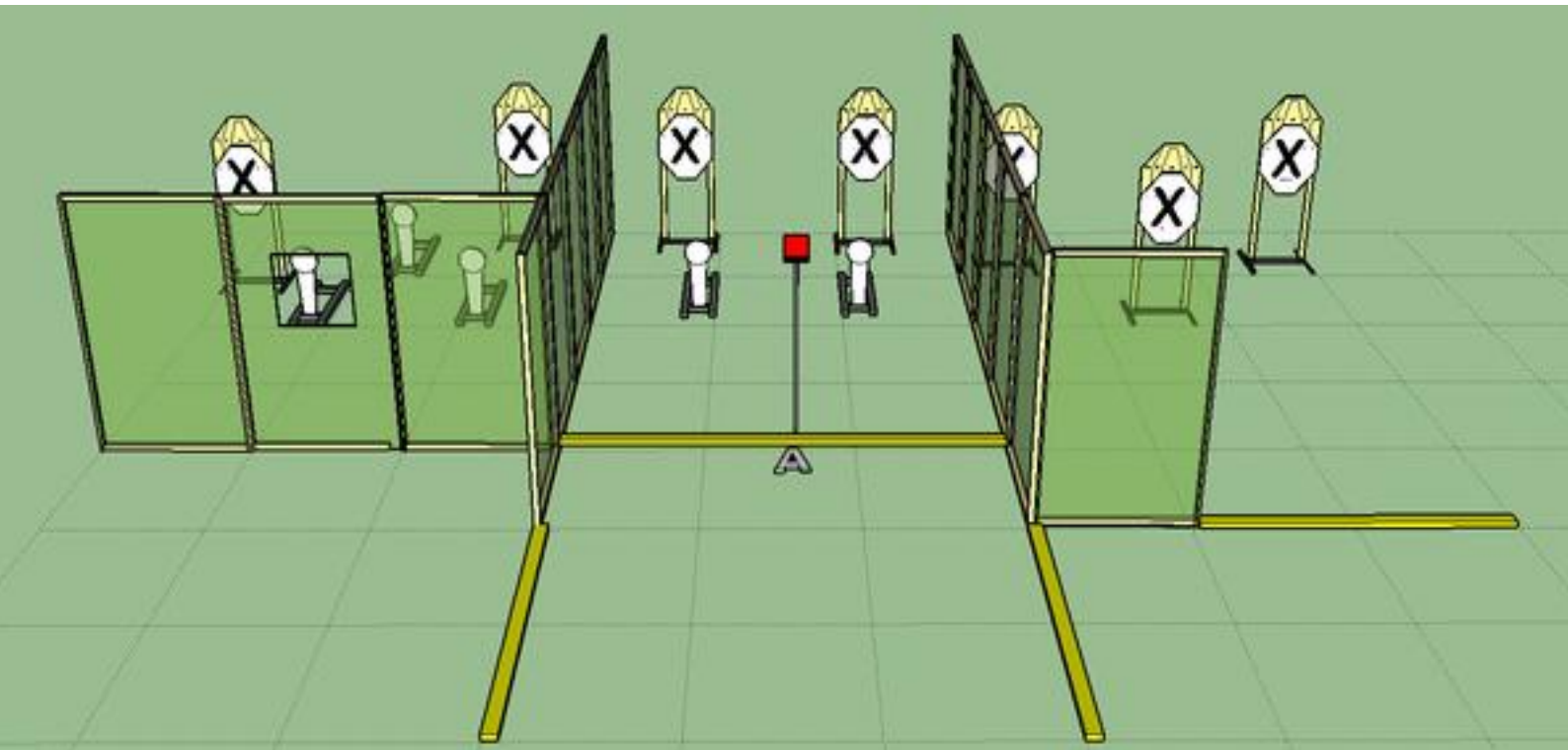
5. Booth Boogie



CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 3 popper, 1 plates, 6 no-shoot, Total 14 targets	Min rounds	24
Firearm	Action Air	Match-%	15.19%

Procedure	On signal, shoot all targets in any order as they become visible from within the demarcated area.
Starting position	Standing relaxed at the "A", facing downrange. Gun loaded and holstered. Magazines at the barrell
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. Switchback needed



CoF	Comstock - Medium	Points	100 p
Targets	7 paper, 5 popper, 1 plates, Total 13 targets	Min rounds	20
Firearm	Action Air	Match-%	12.66%

Procedure	On signal, shoot all targets in any order as they become visible from within the demarcated area.
Starting position	Standing at the "A" 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	