

1. Roundabout



| | | | |
|---------|--|------------|-------|
| CoF | Comstock - Long | Points | 160 p |
| Targets | 13 paper, 6 popper, 2 no-shoot, Total 19 targets | Min rounds | 32 |
| Firearm | Action Air | Match-% | 6.88% |

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|-------------------------|---|
| Procedure | On signal, shoot all targets in any order as they become visible from within the demarcated area. All steel must fall |
| Starting position | Relaxed anywhere in demarcated area; gun unloaded & holstered (Condition 3) |
| Firearm ready condition | |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

3. Take A Seat



| | | | |
|---------|--|------------|-------|
| CoF | Comstock - Medium | Points | 120 p |
| Targets | 10 paper, 4 popper, 3 no-shoot, Total 14 targets | Min rounds | 24 |
| Firearm | Action Air | Match-% | 5.16% |

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|-------------------------|---|
| Procedure | On signal, shoot all targets in any order as they become visible from within the demarcated area. All steel must fall |
| Starting position | Sitting at Chair facing off range; hands on the knees. Gun unloaded with all magazines at 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 | |

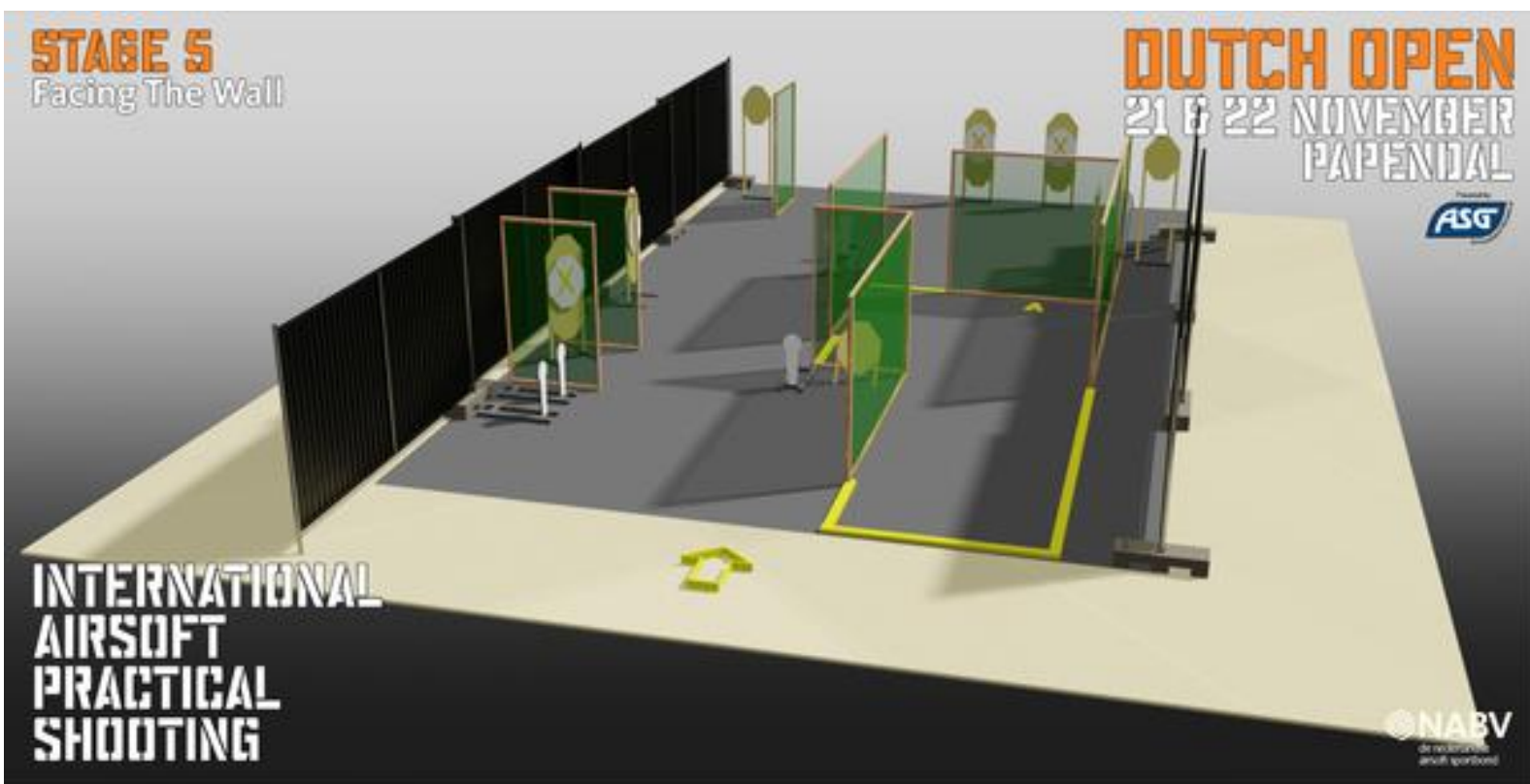
4. Hop On Hop Off



| | | | |
|---------|--|------------|-------|
| CoF | Comstock - Long | Points | 160 p |
| Targets | 14 paper, 4 popper, 6 no-shoot, Total 18 targets | Min rounds | 32 |
| Firearm | Action Air | Match-% | 6.88% |

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|-------------------------|---|
| Procedure | On signal, shoot all targets in any order as they become visible from within the demarcated area. Shooter must overthrow the seesaw minimal once before the last shot. All steel must fall. |
| Starting position | Standing relaxed at the Seesaw with both feet, facing downrange. Gun loaded and holstered |
| Firearm ready condition | |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

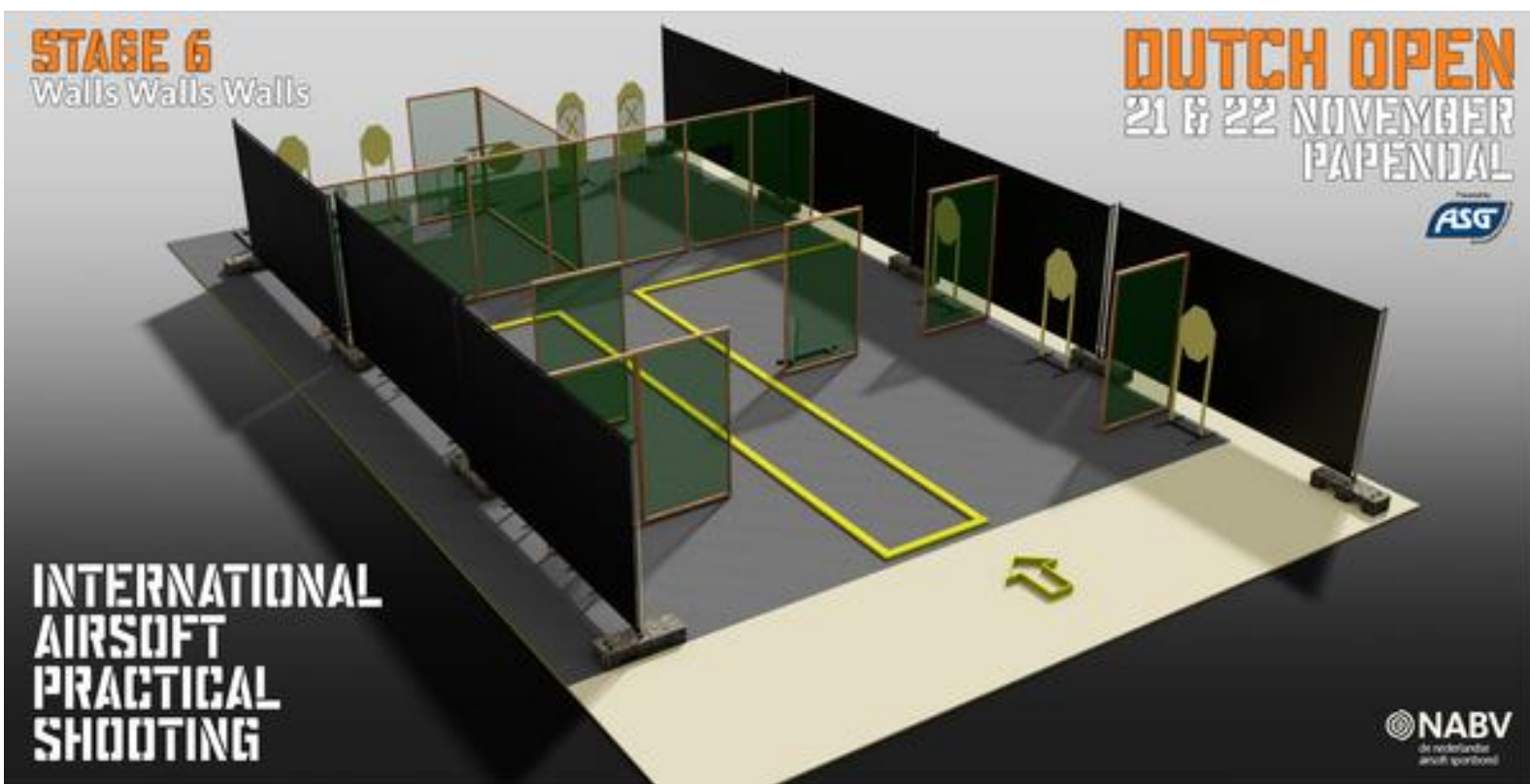
5. Facing The Wall



| | | | |
|---------|--|------------|-------|
| CoF | Comstock - Long | Points | 160 p |
| Targets | 13 paper, 6 popper, 5 no-shoot, Total 19 targets | Min rounds | 32 |
| Firearm | Action Air | Match-% | 6.88% |

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|-------------------------|--|
| Procedure | On signal, shoot all targets in any order as they become visible from within the demarcated area. All steel must fall. |
| Starting position | Standing relaxed at the A, facing downrange. Gun loaded and holstered (Condition 1) |
| Firearm ready condition | |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

6. Walls Walls Walls



| | | | |
|---------|--|------------|-------|
| CoF | Comstock - Long | Points | 160 p |
| Targets | 14 paper, 4 popper, 2 no-shoot, Total 18 targets | Min rounds | 32 |
| Firearm | Action Air | Match-% | 6.88% |

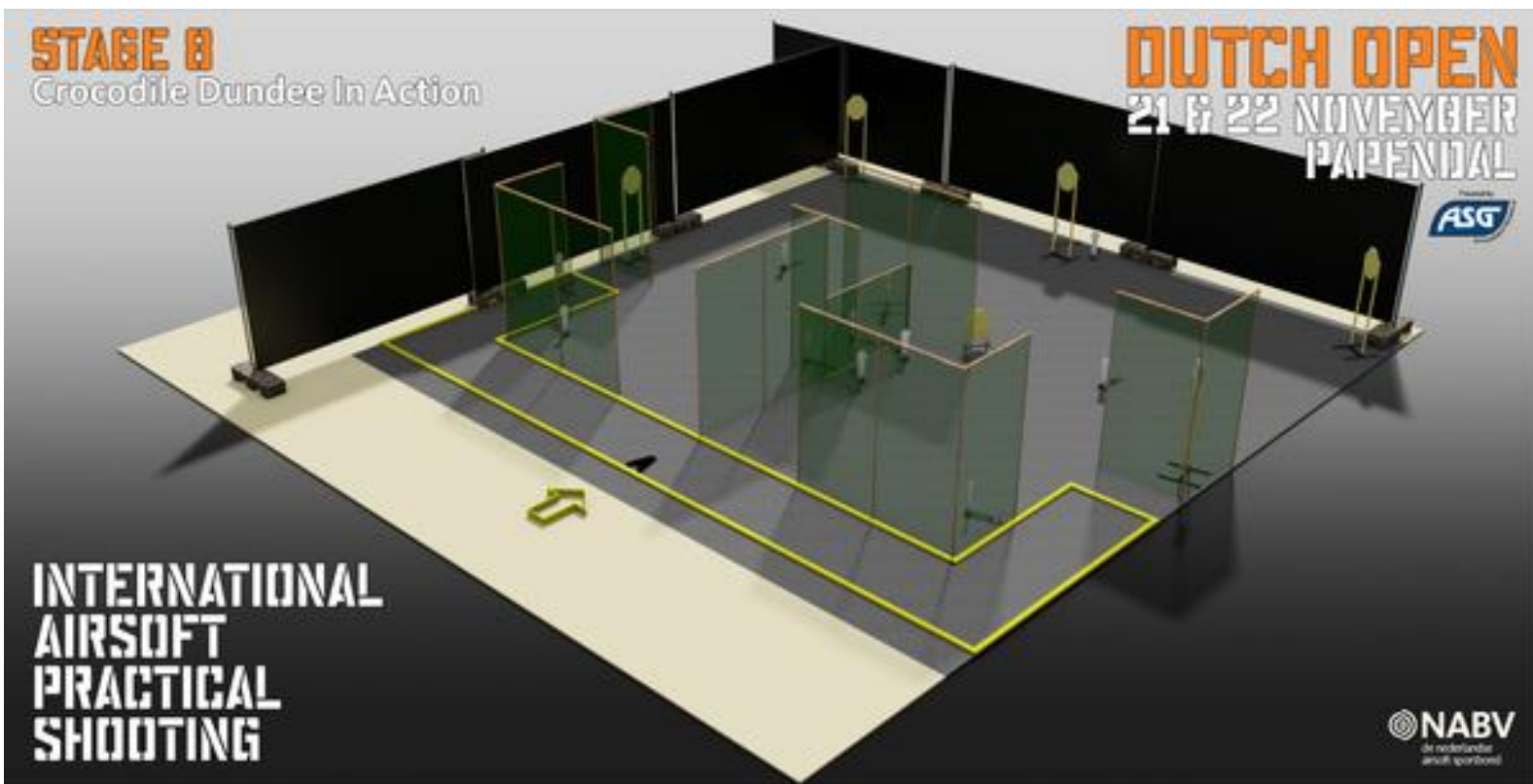
| | | | |
|-------------------------|---|--|--|
| Procedure | On signal, shoot all targets in any order as they become visible from within the demarcated area. All steel must fall. Popper T1 will activate the Bobber. The Bobber holds a non-disappearing target | | |
| Starting position | Standing relaxed anywhere in the demarcated area, facing downrange. Gun unloaded in the holster | | |
| Firearm ready condition | | | |
| Start on | Audible signal | | |
| Stop on | Last shot | | |
| Penalties | As per current edition of rules | | |
| Safety angles | L/R | | |
| Setup notes | | | |

7. Pull the Ropes



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|-------------------------|--|------------|-------|
| CoF | Comstock - Long | Points | 160 p |
| Targets | 14 paper, 4 popper, 4 no-shoot, Total 18 targets | Min rounds | 32 |
| Firearm | Action Air | Match-% | 6.88% |
| Procedure | On signal, shoot all targets in any order as they become visible from within the demarcated area. All steel must fall. Pulling the ropes will make the targets visible | | |
| Starting position | Standing relaxed at the A, facing downrange. Gun unloaded on one of the tables at the mark. | | |
| Firearm ready condition | | | |
| Start on | Audible signal | | |
| Stop on | Last shot | | |
| Penalties | As per current edition of rules | | |
| Safety angles | L/R | | |
| Setup notes | | | |

8. Crocodile Dundee in Action



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|---------|--------------------------------------|------------|-------|
| CoF | Comstock - Medium | Points | 120 p |
| Targets | 7 paper, 10 popper, Total 17 targets | Min rounds | 24 |
| Firearm | Action Air | Match-% | 5.16% |

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|-------------------------|---|--|--|
| Procedure | On signal, shoot all targets in any order as they become visible from within the demarcated area. All steel must fall. Before the last shot is fired, the crocodile must be transported to the pool | | |
| Starting position | Standing relaxed at the A, facing downrange. Gun loaded and holstered | | |
| Firearm ready condition | | | |
| Start on | Audible signal | | |
| Stop on | Last shot | | |
| Penalties | As per current edition of rules | | |
| Safety angles | L/R | | |
| Setup notes | | | |

9. How Low Can You Go



| | | | |
|---------|--|------------|-------|
| CoF | Comstock - Medium | Points | 120 p |
| Targets | 10 paper, 4 popper, 3 no-shoot, Total 14 targets | Min rounds | 24 |
| Firearm | Action Air | Match-% | 5.16% |

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|-------------------------|---|
| Procedure | On signal, shoot all targets in any order as they become visible from within the demarcated area. All steel must fall |
| Starting position | Standing relaxed at the A, facing downrange. Gun unloaded on one of the barrels. |
| Firearm ready condition | |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

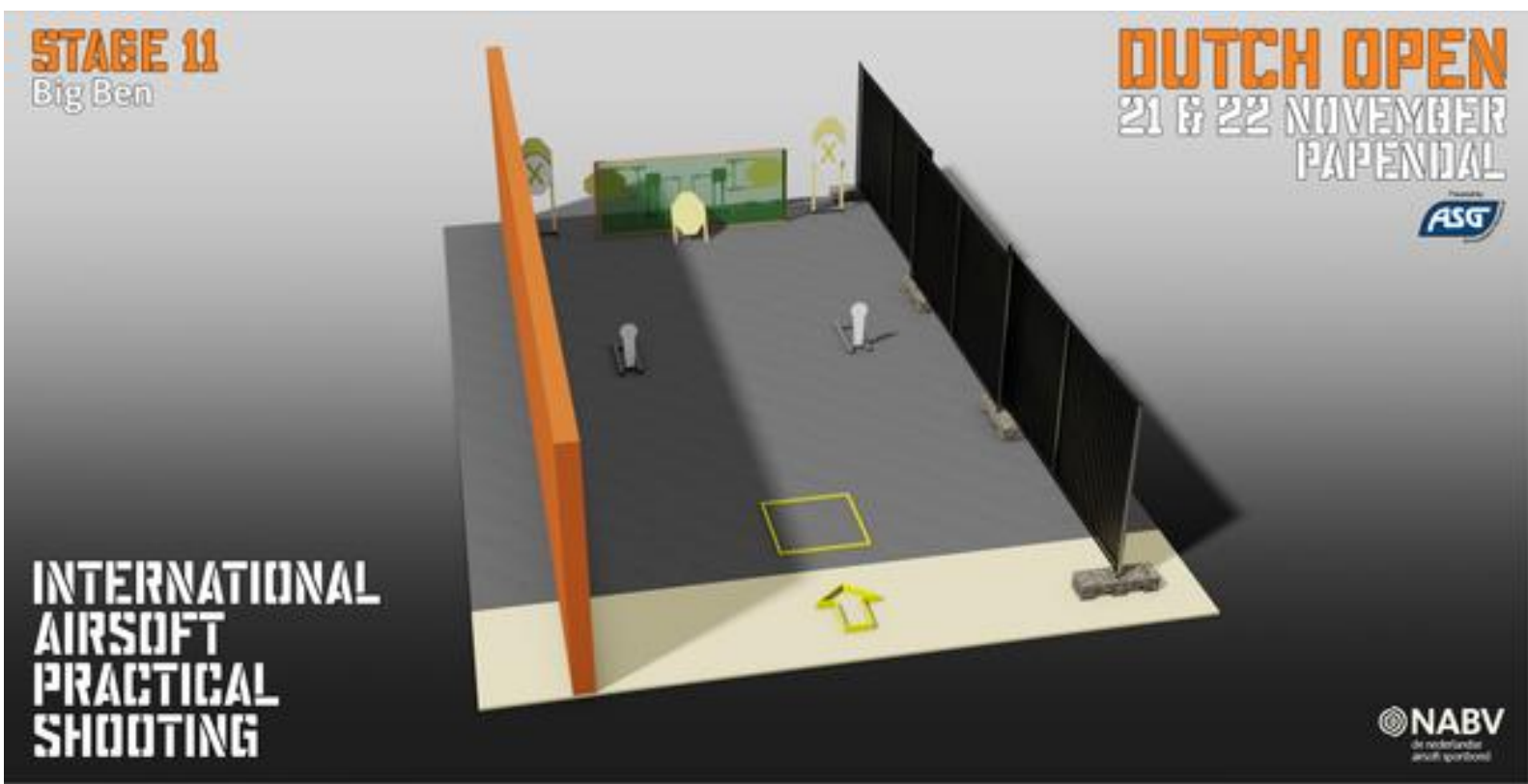
10. Tunnels Galore



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|---------|--|------------|-------|
| CoF | Comstock - Long | Points | 160 p |
| Targets | 12 paper, 8 popper, 3 no-shoot, Total 20 targets | Min rounds | 32 |
| Firearm | Action Air | Match-% | 6.88% |

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| Procedure | On signal, shoot all targets in any order as they become visible from within the demarcated area. All steel must fall. |
| Starting position | Sitting at the chair, hands on knees, facing downrange. 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 | |

11. Big Ben



| | | | |
|-------------------------|--|------------|-------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 5 paper, 2 popper, Total 7 targets | Min rounds | 12 |
| Firearm | Action Air | Match-% | 2.58% |
| Procedure | On signal, shoot all targets in any order as they become visible from within the startbox. All steel must fall. Popper T1 will activate the right Bobber. Popper T2 will activate the left Bobber. All targets on the left must be shot with the left hand. All targets on the right must be shot with the right hand. Middle target can be shot left- or righthanded. | | |
| Starting position | Standing relaxed in the start box facing downrange. Gun loaded and holstered | | |
| Firearm ready condition | | | |
| Start on | Audible signal | | |
| Stop on | Last shot | | |
| Penalties | As per current edition of rules | | |
| Safety angles | L/R | | |
| Setup notes | | | |

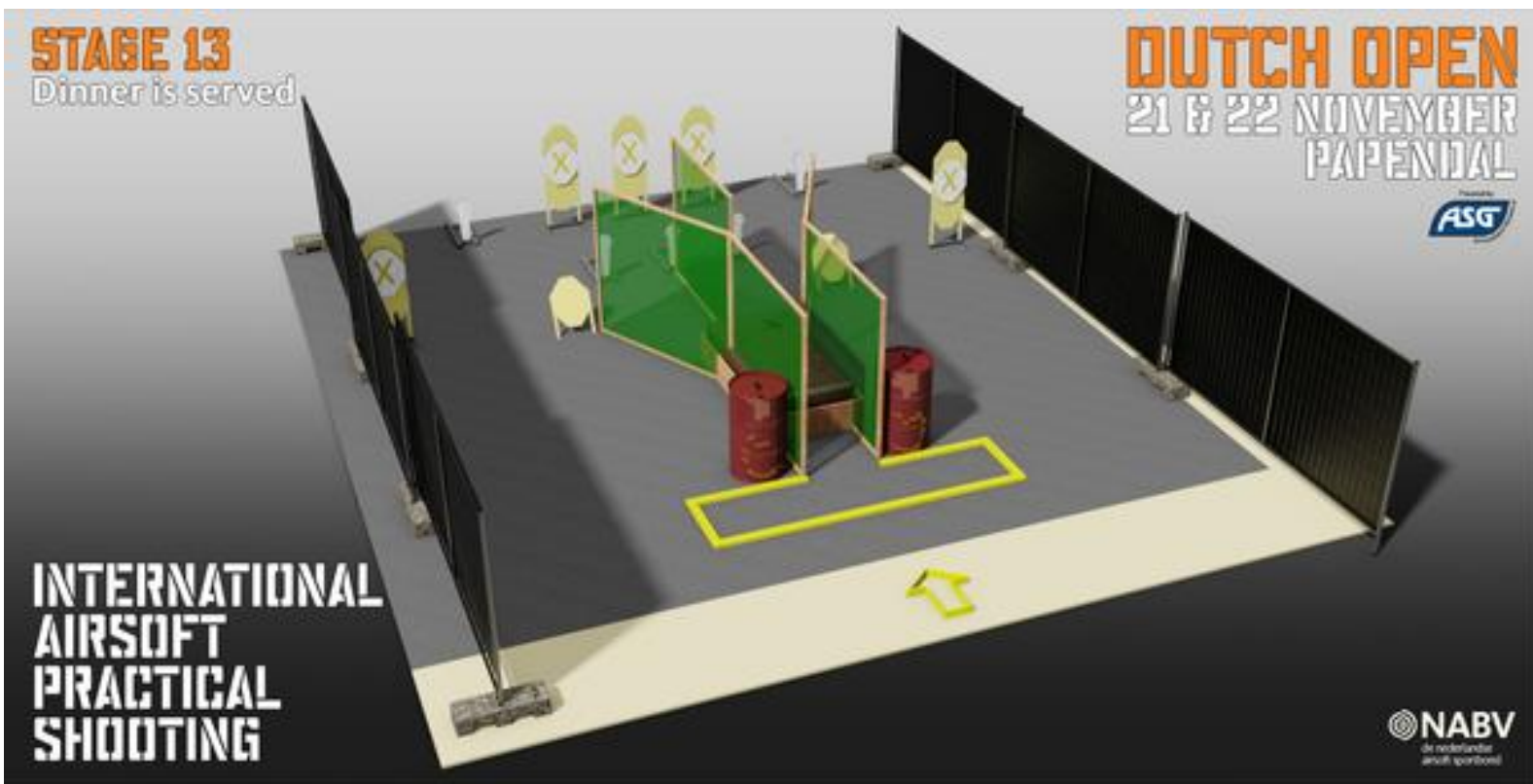
12. What's in the Box



| | | | |
|---------|---|------------|-------|
| CoF | Comstock - Medium | Points | 120 p |
| Targets | 9 paper, 6 popper, 5 no-shoot, Total 15 targets | Min rounds | 24 |
| Firearm | Action Air | Match-% | 5.16% |

| | |
|-------------------------|---|
| Procedure | On signal, shoot all targets in any order as they become visible from within the demarcated area. All steel must fall. Popper T1 will activate the Bobber. The Bobber holds a no-shoot target |
| Starting position | Standing relaxed at the A, facing downrange. Gun unloaded with all magazines in the 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 | |

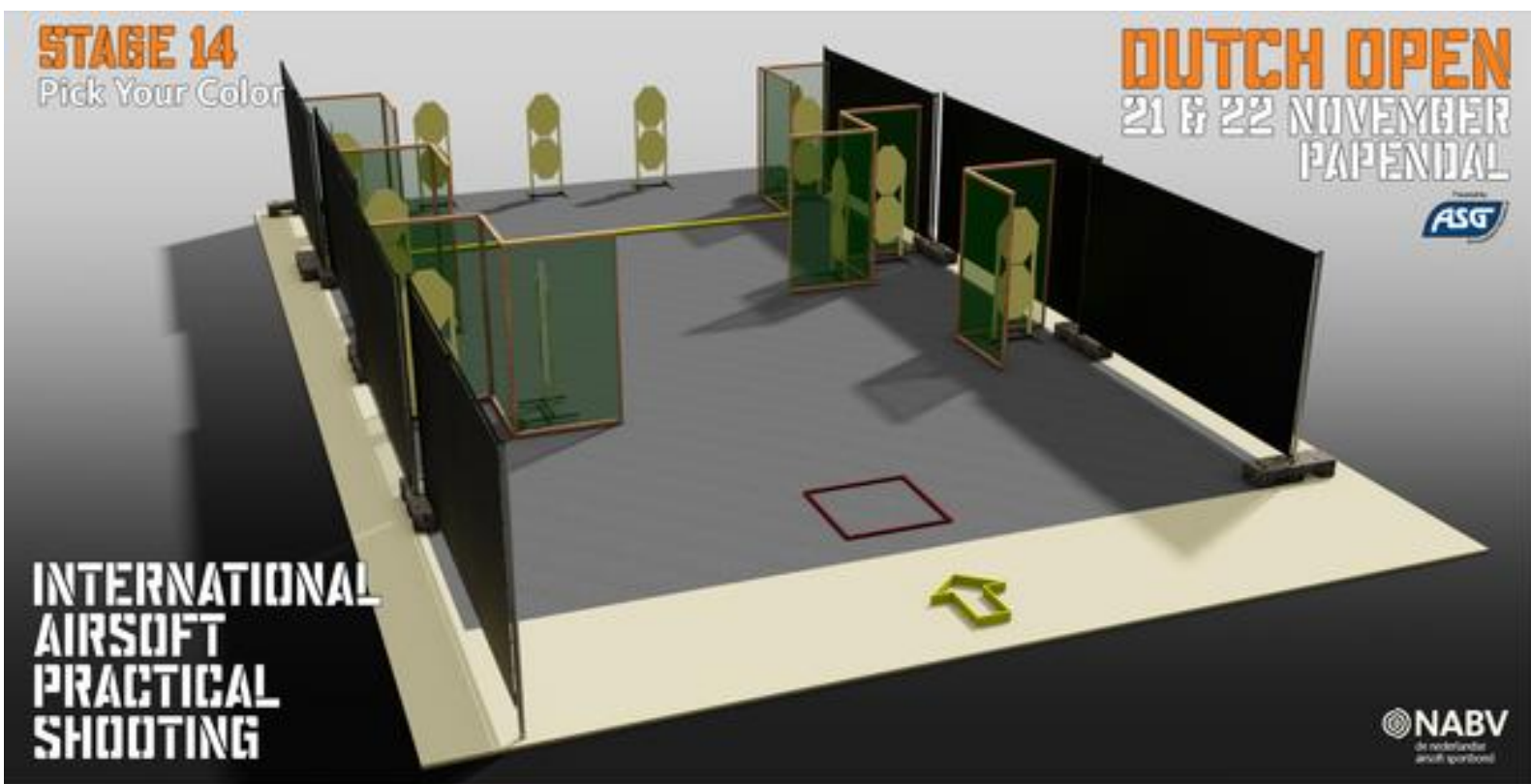
13. Wake up, dinner Is Served



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|---------|--|------------|-------|
| CoF | Comstock - Long | Points | 145 p |
| Targets | 12 paper, 5 popper, 5 no-shoot, Total 17 targets | Min rounds | 29 |
| Firearm | Action Air | Match-% | 6.24% |

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|-------------------------|---|
| Procedure | On signal, shoot all targets in any order as they become visible from within the demarcated area. Steel must fall |
| Starting position | Lying on the bed. Gun unloaded with first magazine under the pillow |
| Firearm ready condition | |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

14. Pick Your Color



| | | | |
|---------|---|------------|-------|
| CoF | Comstock - Long | Points | 130 p |
| Targets | 13 paper, 13 no-shoot, Total 13 targets | Min rounds | 26 |
| Firearm | Action Air | Match-% | 5.59% |

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|-------------------------|--|
| Procedure | Surprise! |
| Starting position | Standing relaxed in the start box facing downrange. Gun loaded and holstered |
| Firearm ready condition | |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

15. Window Shopping



| | | | |
|---------|---|------------|-------|
| CoF | Comstock - Long | Points | 160 p |
| Targets | 10 paper, 12 popper, 3 no-shoot, Total 22 targets | Min rounds | 32 |
| Firearm | Action Air | Match-% | 6.88% |

| | |
|-------------------------|---|
| Procedure | On signal, shoot all targets in any order as they become visible from within the demarcated area. All steel must fall |
| Starting position | Standing relaxed in the startbox, facing uprange. Gun loaded and holstered |
| Firearm ready condition | |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

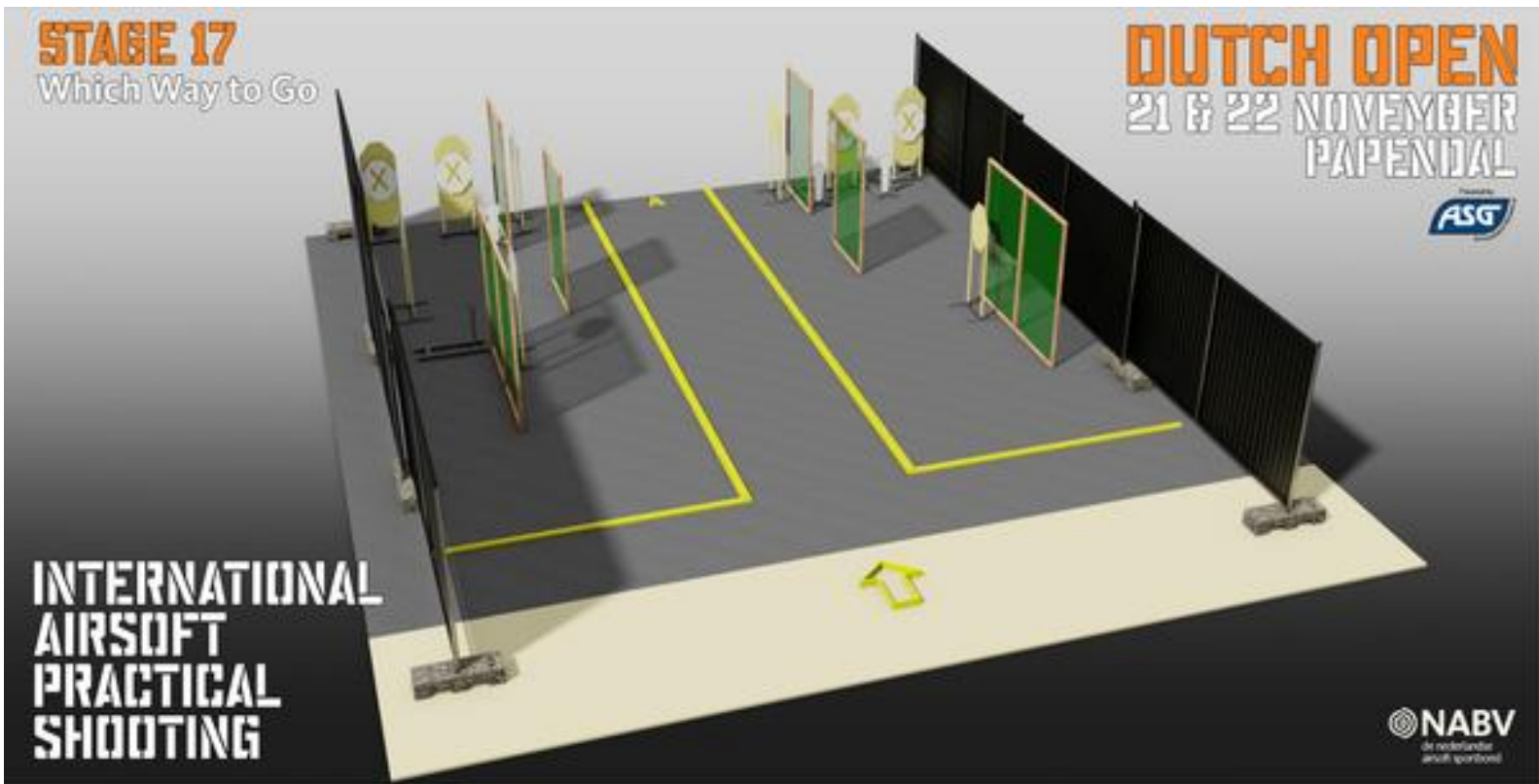
16. Cable Car



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|---------|---|------------|-------|
| CoF | Comstock - Medium | Points | 90 p |
| Targets | 5 paper, 3 disappearing/bonus, 2 popper, 1 no-shoot, Total 10 targets | Min rounds | 12 |
| Firearm | Action Air | Match-% | 3.87% |

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|-------------------------|--|
| Procedure | Surprise also! |
| Starting position | Standing relaxed anywhere in the demarcated area, facing downrange. Gun unloaded |
| Firearm ready condition | |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

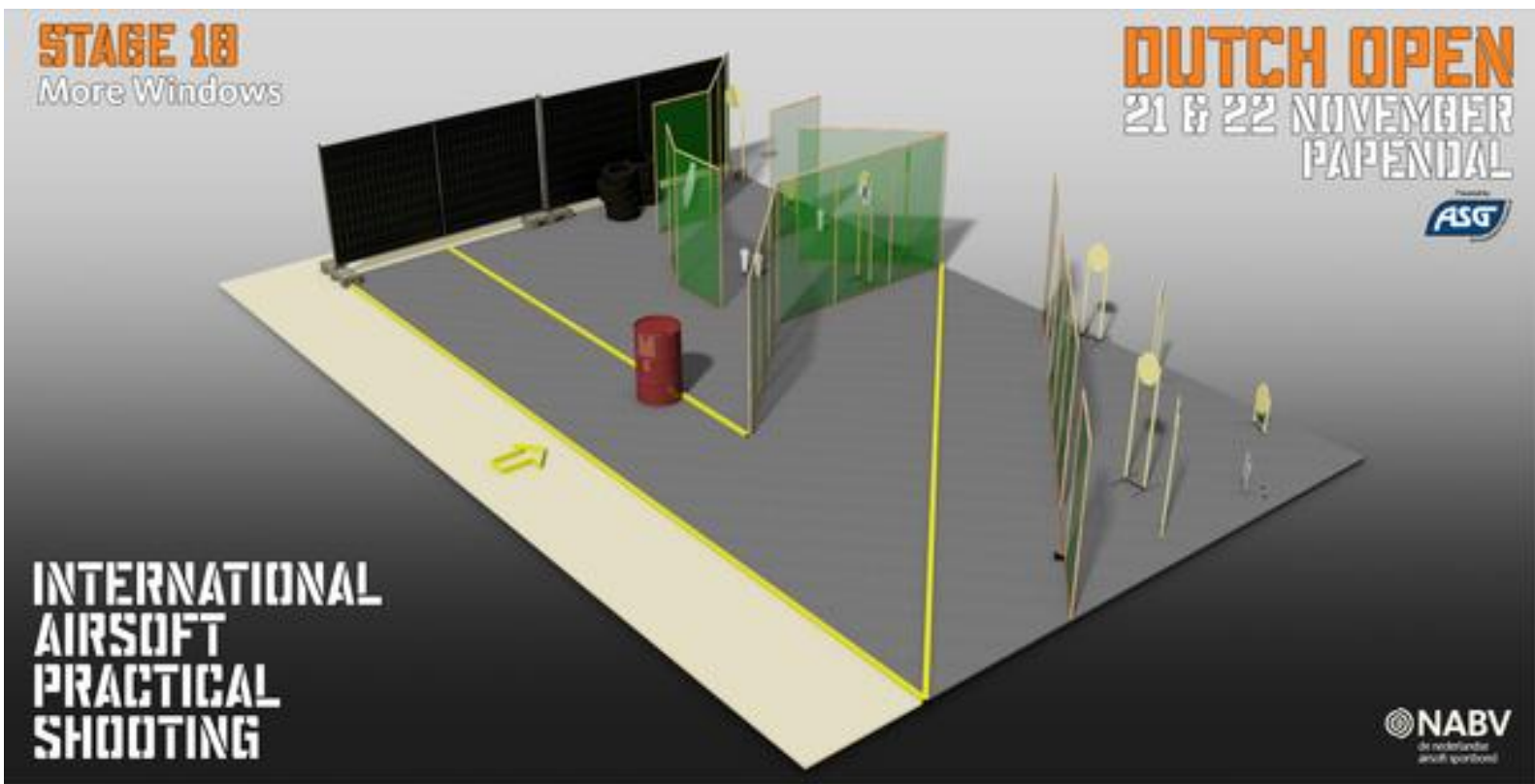
17. Which Way to Go



| | | | |
|---------|--|------------|-------|
| CoF | Comstock - Long | Points | 160 p |
| Targets | 14 paper, 4 popper, 4 no-shoot, Total 18 targets | Min rounds | 32 |
| Firearm | Action Air | Match-% | 6.88% |

| | |
|-------------------------|---|
| Procedure | On signal, shoot all targets in any order as they become visible from within the demarcated area. All steel must fall |
| Starting position | Standing relaxed at the A, facing uprange. Gun unloaded |
| Firearm ready condition | |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

18. More Windows



| | | | |
|-------------------------|---|------------|-------|
| CoF | Comstock - Long | Points | 140 p |
| Targets | 9 paper, 10 popper, 1 no-shoot, Total 19 targets | Min rounds | 28 |
| Firearm | Action Air | Match-% | 6.02% |
| Procedure | On signal, shoot all targets in any order as they become visible from within the demarcated area. All steel must fall | | |
| Starting position | Standing relaxed anywhere in the demarcated area, facing uprange. Gun loaded and holstered | | |
| Firearm ready condition | | | |
| Start on | Audible signal | | |
| Stop on | Last shot | | |
| Penalties | As per current edition of rules | | |
| Safety angles | L/R | | |
| Setup notes | | | |