1. Cornered



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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-%	23.36%
Procedure	On signal, shoot all targets in any order as they become visible fro	om within the shootin	g area.
Starting position	Standing relaxed anywhere in the demarcated area, facing downra	ange. Gun loaded ar	nd holstered.
Firearm ready condition			
Start on	Audible signal		
Stop on	Stop plate		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

2. Go Left, Go Right



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 1 popper, 1 plates, 2 no-shoot, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	8.76%

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	Stop plate
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. Just Another Stage



CoF	Comstock - Long	Points	155 p
Targets	15 paper, 1 plates, 7 no-shoot, Total 16 targets	Min rounds	31
Firearm	Action Air	Match-%	22.63%

Procedure	On signal, shoot all targets in any order as they become visible from within the shooting area. Pulling the rope will activate the Bobber. The Bobber holds a non-disappearing target.
Starting position	Standing relaxed anywhere in the demarcated area, facing downrange. Gun loaded and holstered.
Firearm ready condition	
Start on	Audible signal
Stop on	Stop plate
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

4. Be Seated Please



CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, 3 no-shoot, Total 14 targets	Min rounds	24
Firearm	Action Air	Match-%	17.52%
Procedure	On signal, shoot all targets in any order as they become visible fro	om within the demard	cated area. All steel must fall.
Starting position Firearm ready	Sitting at the chair facing off range; hands on the knees. Gun unlo	aded with all magaz	ines at table
condition Start on	Audible signal		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles Setup notes	L/R		
	Shoot'n Score It https://shootnscoreit.com 2025-07-20 23:08		

5. Get your gear first



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 2 no-shoot, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	8.76%

Procedure	On signal, shoot all targets in any order as they become visible from within startbox.
Starting position	Standing relaxed in the start box. Gun on one of the barrels, all magazines on the other barrel.
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. Around the Elevator



CoF	Comstock - Long	Points	130 p
Targets	13 paper, 4 no-shoot, Total 13 targets	Min rounds	26
Firearm	Action Air	Match-%	18.98%

Procedure	Standing relaxed in the start box. Gun and all magazines on the table. On signal, shoot all targets in any order as they become visible. The grey lines on the floor will indicate the change of shooting angles
Starting position	Standing relaxed in the start box. Gun and all magazines on 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	