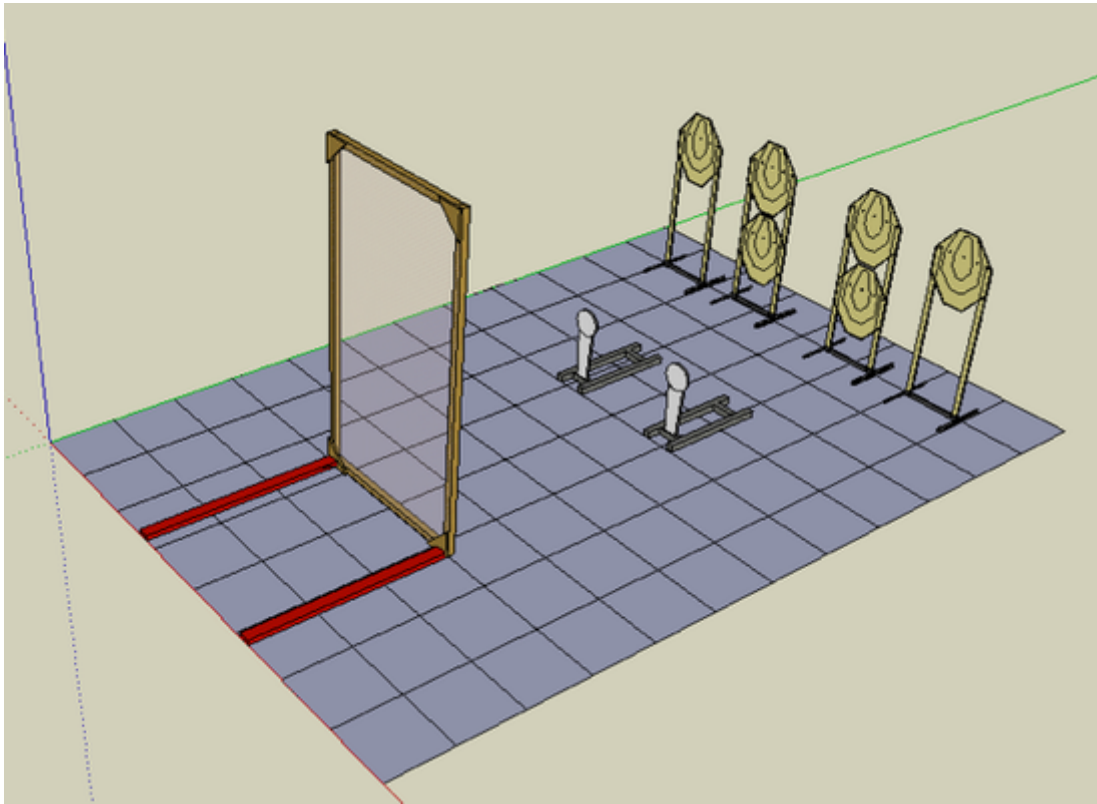


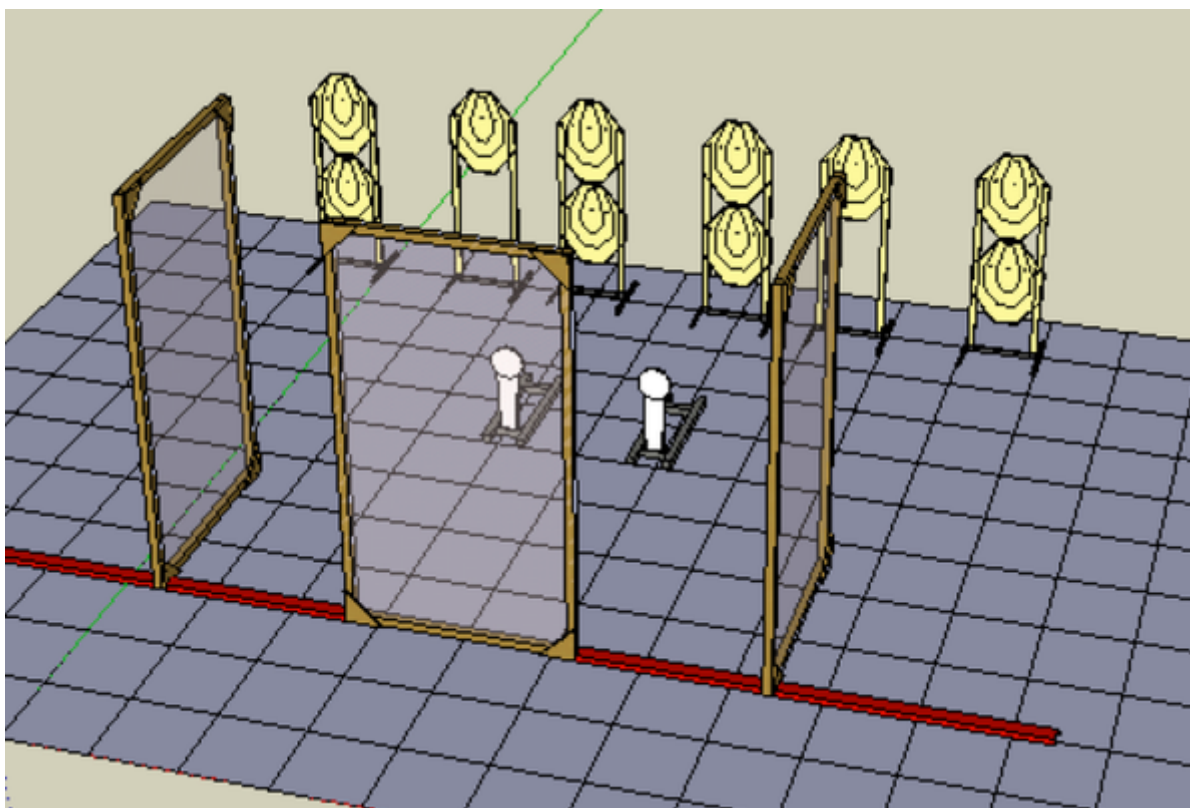
# 1. Leaning



CoF	Comstock - Medium	Points	70 p
Targets	6 paper, 2 popper, Total 8 targets	Min rounds	14
Firearm	Action Air	Match-%	22.58%

Procedure	Start standing between charge lines facing up range, arms hanging naturally by sides. Targets are engaged freestyle in any order. The Targets to the right of centre line must be shot right hand only, unsupported. Targets to the left of centre line must be shot left hand only, unsupported. All targets to be engaged from behind screen and within confines of charge lines.
Starting position	magazine inserted, chamber empty
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	The floor grid is half meter squares. top of tall targets 1.4 m. The screen can be from 1m-1.2m wide. The poppers can be round targets as long as the top circle does not exceed 120mm diameter and is no more than .5m from ground

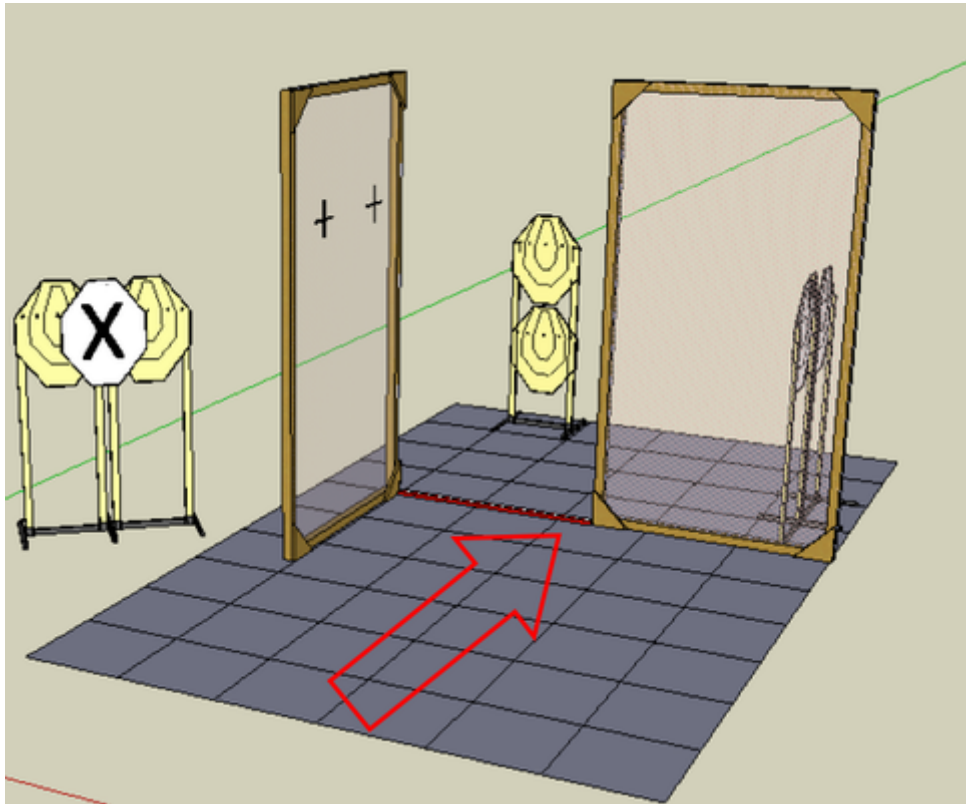
## 2. Down the line



CoF	Comstock - Medium	Points	110 p
Targets	10 paper, 2 popper, Total 12 targets	Min rounds	22
Firearm	Action Air	Match-%	35.48%

Procedure	Start facing down range hands gripping both sides of middle screen On Audible signal engage all targets freestyle from behind charge line. 2 outside screens are deemed to run to infinity. If screens are not available, use a charge line to separate targets. You must not shoot across this line.		
Starting position	Gun loaded & 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	The floor grid is half meter squares. top of tall targets 1.4 m. The screen can be from 1m-1.2m wide. The poppers can be round targets as long as the top circle does not exceed 120mm diameter and is no more than .5m from ground. Add charge lines, extra screens and targets to stage 1 to achieve stage 2		

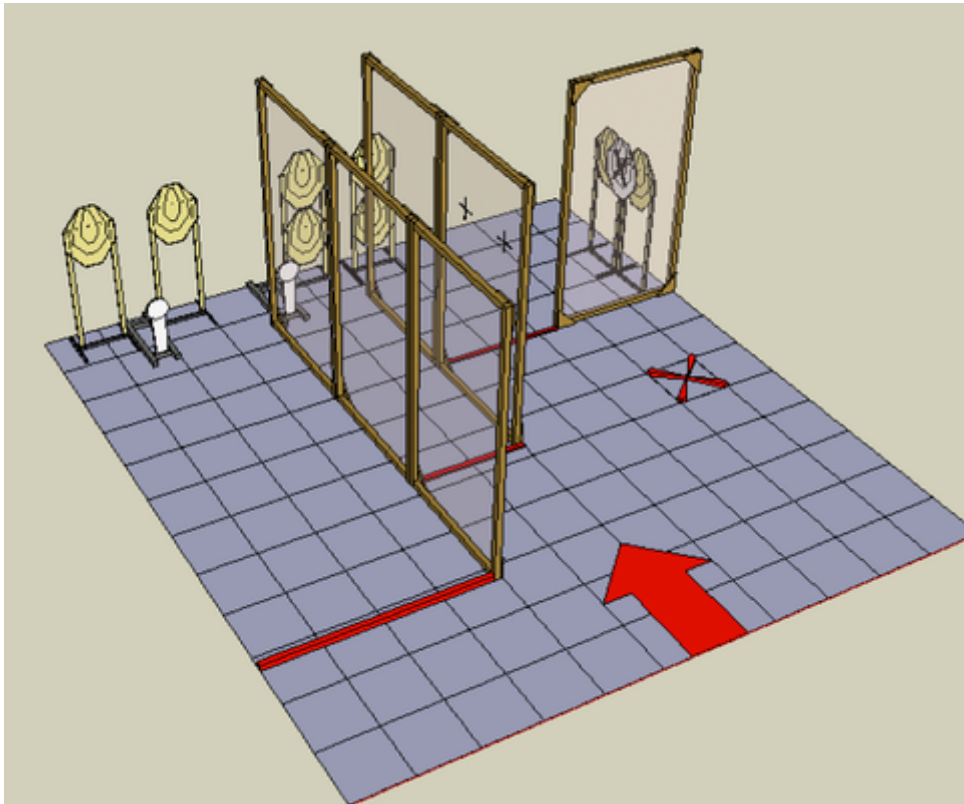
### 3. round the corner



CoF	Comstock - Short	Points	40 p
Targets	4 paper, 1 no-shoot, Total 4 targets	Min rounds	8
Firearm	Action Air	Match-%	12.90%

Procedure	Start facing screen hands flat on crosses on screen Engage targets freestyle		
Starting position	Gun unloaded 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	The floor grid is half meter squares. top of tall targets 1.4 m. picture off grid shows target array with no shoot positioning that is behind screen. This extra image is not part of the stage. The screens can be from 1m-1.2m wide. Arrow direction of downrange		

## 4. Backing up



CoF	Comstock - Medium	Points	90 p
Targets	8 paper, 2 popper, 1 no-shoot, Total 10 targets	Min rounds	18
Firearm	Action Air	Match-%	29.03%

Procedure	Stand on x facing downrange On audible signal, shoot all targets freestyle		
Starting position	Gun loaded & 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	<p>the floor grid is half meter squares. top of tall targets 1.4 The screen can be from 1m-1.2m wide. The poppers can be round targets as long as the top circle does not exceed 120mm diameter and is no more than .5m from ground. Add charge lines, extra screens and targets to stage 3 to achieve stage 4. if you do not have enough screens to run to back of the stage, use charge lines, but do not shoot across them. Red arrow indicates downrange</p> <p>Shoot'n Score It <a href="https://shootnscoreit.com">https://shootnscoreit.com</a> -- 2025-07-19 15:45</p>		