

1. ReloadTastic

No image

CoF	Comstock - Short	Points	30 p
Targets	3 paper, Total 3 targets	Min rounds	6
Firearm	Action Air	Match-%	4.00%

Procedure	Shoot targets with minimum 2 rounds on each , between each target engaged there is a compulsory reload
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	

2. Getting Up

No image

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 2 no-shoot, Total 8 targets	Min rounds	16
Firearm	Action Air	Match-%	10.67%

Procedure	Start laying on your back on the bed, arms straight, palms flat on bed. On audible signal, engage all targets freestyle, opening drawer activates bobber
Starting position	Unloaded, gun and all magazines in drawer beside bed
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. Left and right

No image

CoF	Comstock - Medium	Points	80 p
Targets	6 paper, 4 popper, Total 10 targets	Min rounds	16
Firearm	Action Air	Match-%	10.67%

Procedure	On audible signal, shoot all targets freestyle. targets to the right of the centre line must be engaged right hand only. Targets to the left of the centre line must be shot left hand only.
Starting position	Magazine inserted, chamber empty. Standing facing barricade hands in centre
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. Down the Line

No image

CoF	Comstock - Long	Points	130 p
Targets	10 paper, 6 popper, 4 no-shoot, Total 16 targets	Min rounds	26
Firearm	Action Air	Match-%	17.33%

Procedure	On audible signal shoot all targets freestyle
Starting position	Gun loaded & holstered, standing on marks, facing up range
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. Tubes

No image

CoF	Comstock - Medium	Points	80 p
Targets	6 paper, 4 popper, Total 10 targets	Min rounds	16
Firearm	Action Air	Match-%	10.67%

Procedure	On audible signal, engage all targets freestyle. All targets except the 2 indicated papers on the outside edge must be shot through the tubes
Starting position	Gun loaded & holstered, standing on marks facing up range
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. Xbox

No image

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Action Air	Match-%	10.67%

Procedure	On the audible signal shoot all targets through the apertures. The corresponding shape and colour targets can only be engaged from the aperture you are shooting from e.g Square targets can only be engaged from square aperture. Targets engaged from the wrong aperture will receive 1 procedural penalty per shot fired
Starting position	Gun loaded & holstered Sitting on chair, hands flat on knees
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. Long Barrel

No image

CoF	Comstock - Medium	Points	100 p
Targets	7 paper, 6 popper, Total 13 targets	Min rounds	20
Firearm	Action Air	Match-%	13.33%

Procedure	On audible signal engage all targets freestyle
Starting position	Gun loaded & holstered Unloaded. First magazine on one barrel, gun on the other. Standing on marks
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. in and Out

No image

CoF	Comstock - Long	Points	170 p
Targets	14 paper, 6 popper, 3 no-shoot, Total 20 targets	Min rounds	34
Firearm	Action Air	Match-%	22.67%

Procedure	On audible signal, shoot all targets freestyle
Starting position	Gun loaded & holstered standing with hands flat on Marks
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	