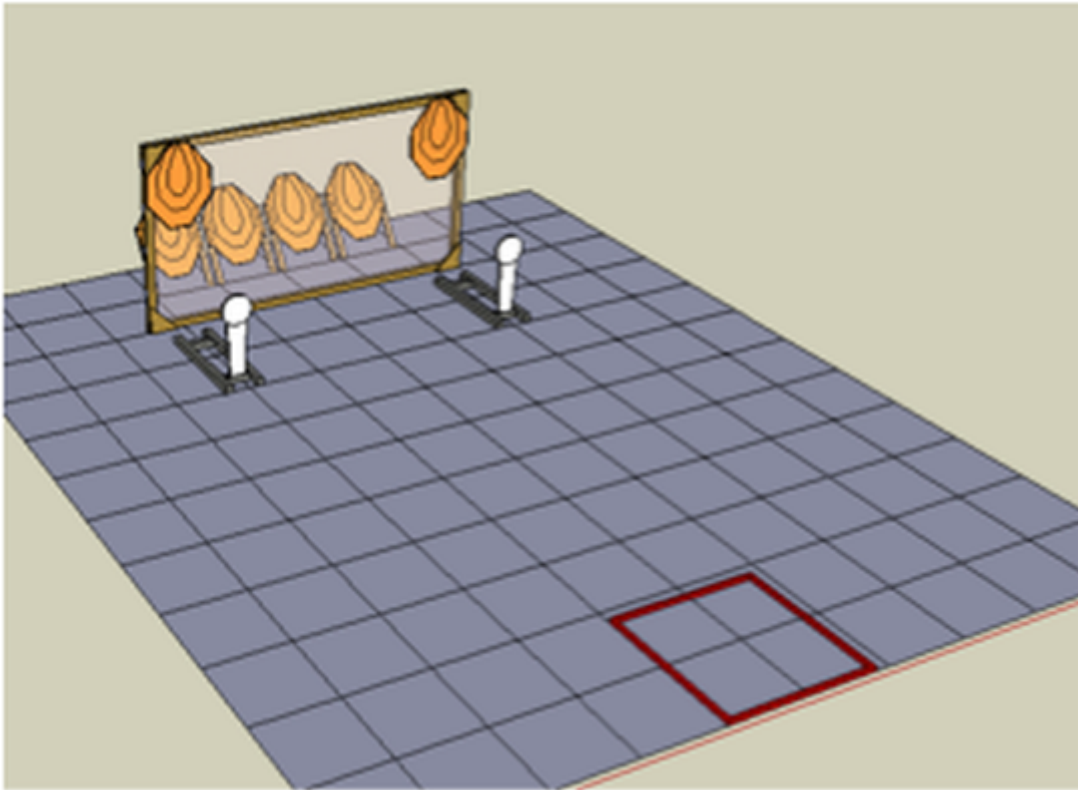


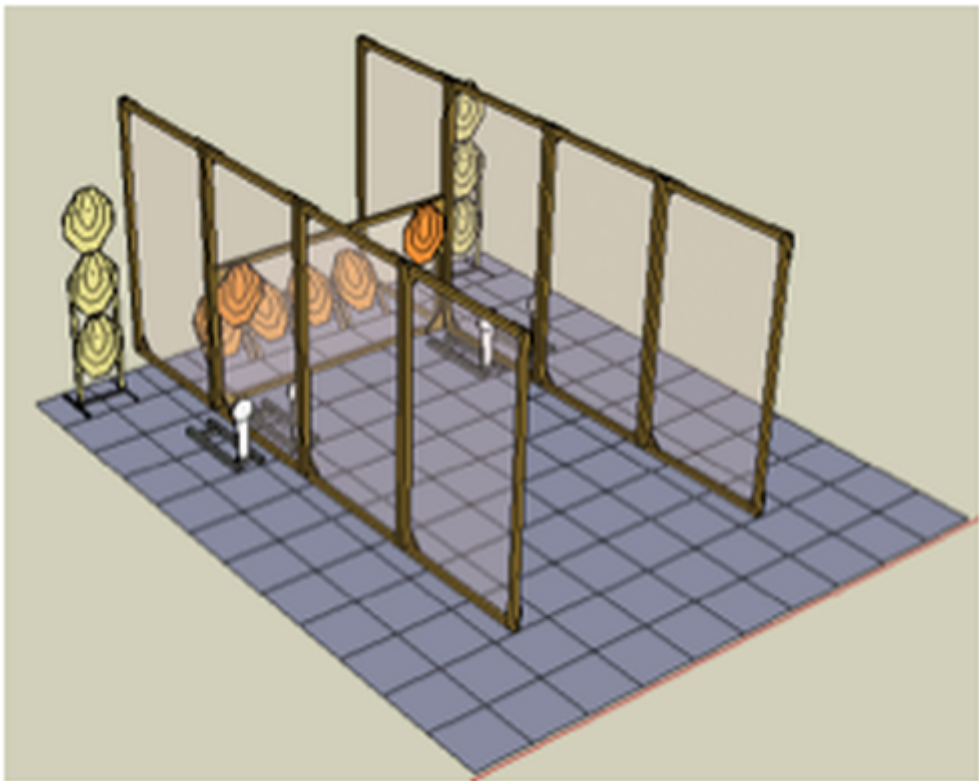
9. Over the top



CoF	Comstock - Medium	Points	70 p
Targets	6 paper, 2 popper, Total 8 targets	Min rounds	14
Firearm	Action Air	Match-%	20.59%

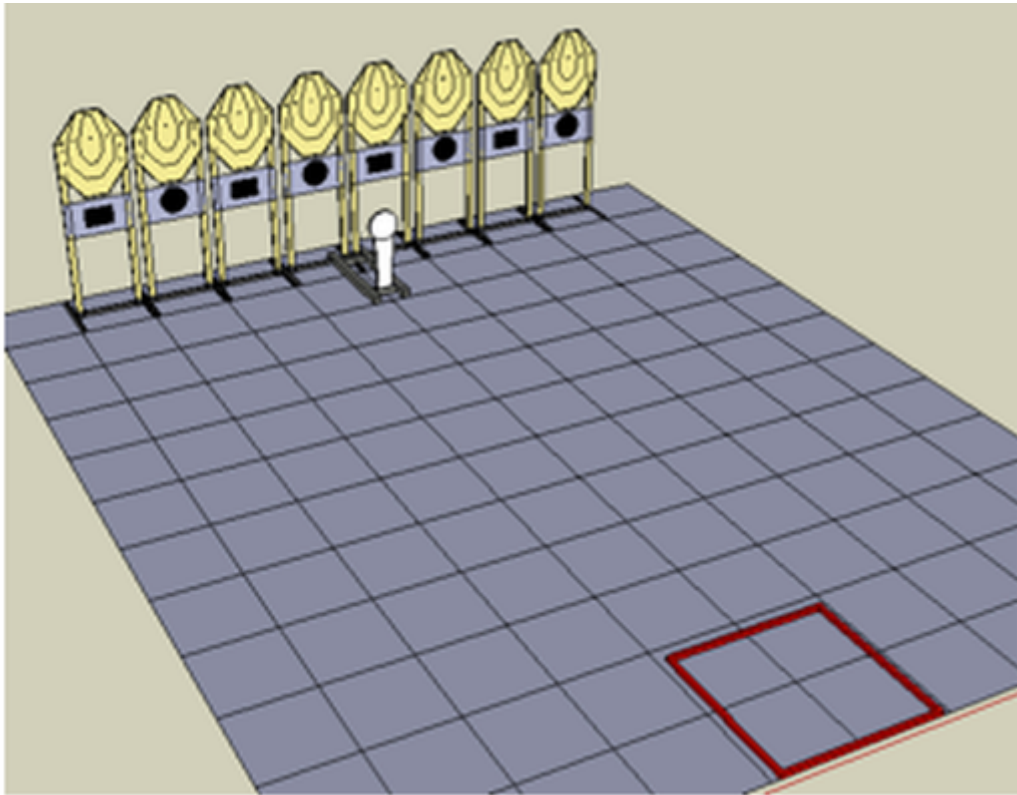
Procedure	On Audible signal engage 2 visible papers and 2 steels from Box. Then proceed towards the barricade and shoot the other 4 papers over the barricade. Between the box and barricade there is a compulsory magazine change		
Starting position	Gun magazine inserted, chamber empty, start in designated shooting area facing down 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	The grid is based on 1/2 meter squares. The barricade must be at least 1.2m high. The targets on the front of the barricade are fixed to the top of it. The bottom edge of the targets on the floor must be no more than 50mm off the ground.		

10. So many Mags



CoF	Comstock - Long	Points	140 p
Targets	12 paper, 4 popper, Total 16 targets	Min rounds	28
Firearm	Action Air	Match-%	41.18%
Procedure	Start standing in middle of centre barricade facing Up range with back of legs just touching barricade. On Audible signal engage all targets freestyle. Between the first and last shot you must carry out at least 2 magazine changes and fire at least one shot between each change.		
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	Add additional full height barricades and targets to stage 9.The triple targets on sides, top of upper target is 1.8m high		

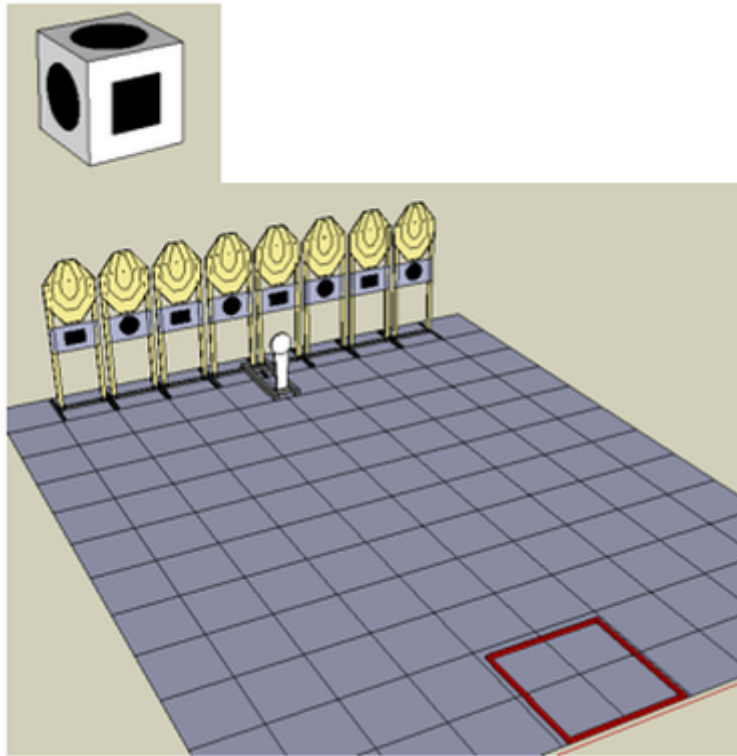
11. Alternate



CoF	Comstock - Medium	Points	85 p
Targets	8 paper, 1 popper, Total 9 targets	Min rounds	17
Firearm	Action Air	Match-%	25.00%

Procedure	Start in designated shooting area, facing Down Range, On Audible signal, shoot all targets with a square under them Strong Hand Only, carry out a compulsory magazine change and shoot all targets with a circle under them weak hand Only. The steel can be shot while you shoot either set. You will receive 1 procedural penalty for each shot fired at incorrect target.
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 grid is based on 1/2 meter squares, top of targets must be 1.4m high. On 8x sheets of A4 paper, draw 4x with a solid square and 4x with a solid circle and fix under each scoring targets as indicated.

12. roll the dice



CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, 4 no-shoot, Total 5 targets	Min rounds	9
Firearm	Action Air	Match-%	13.24%

Procedure	Starting position is facing up range, arms naturally by sides. After "load and make ready" turn into start position up range and throw dice, RO will read out "shooter has thrown Square/Circle. Immediately with no pause the RO will give 'are you ready" command and continue with Standby etc. You must shoot the opposite targets to shape called. . All targets of the shape thrown become No Shoots. RO, do not hesitate, give commands swiftly. If shooter hesitates or is not ready, get them to re-throw dice		
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	Exactly same setup as stage 11 with the addition of a dice with half side showing a square and half showing a circle. You could use a small box if necessary with squares and circles drawn on it.		