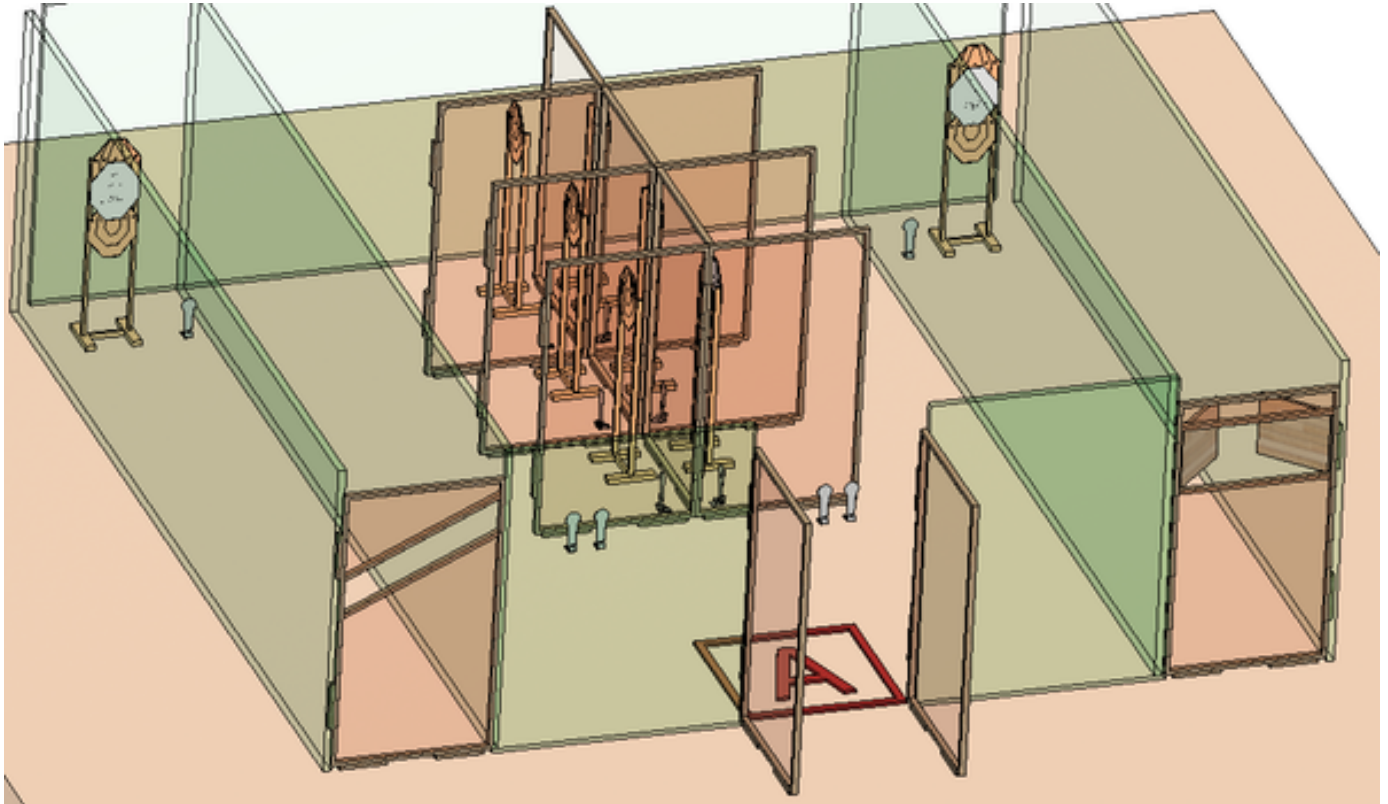


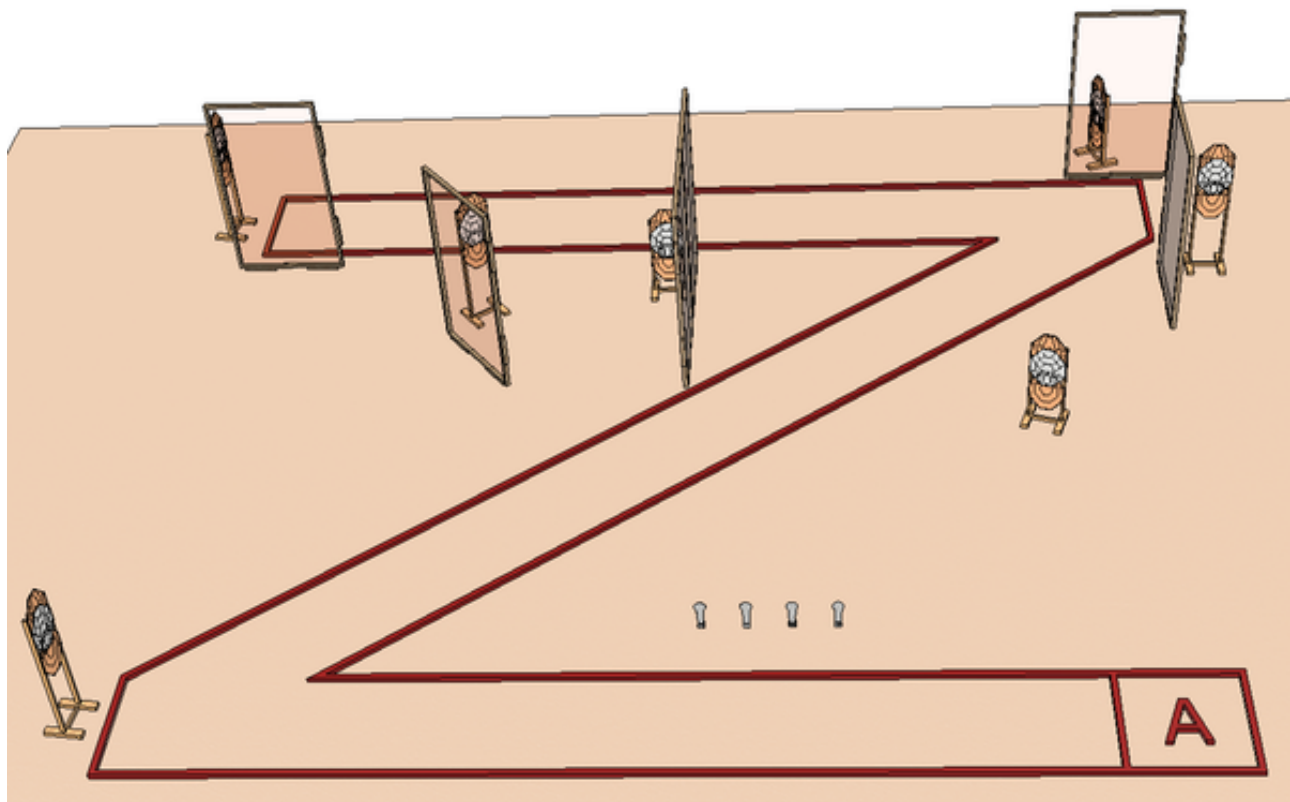
## 1. 3 Rooms



CoF	Comstock - Long	Points	160 p
Targets	10 paper, 12 popper, 2 no-shoot, Total 22 targets	Min rounds	32
Firearm	Action Air	Match-%	20.78%

Procedure	Standing in box A, gun loaded and holstered, chamber empty On start signal engage all targets as they become visible from within the demarcated area, all steel must fall!!		
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			

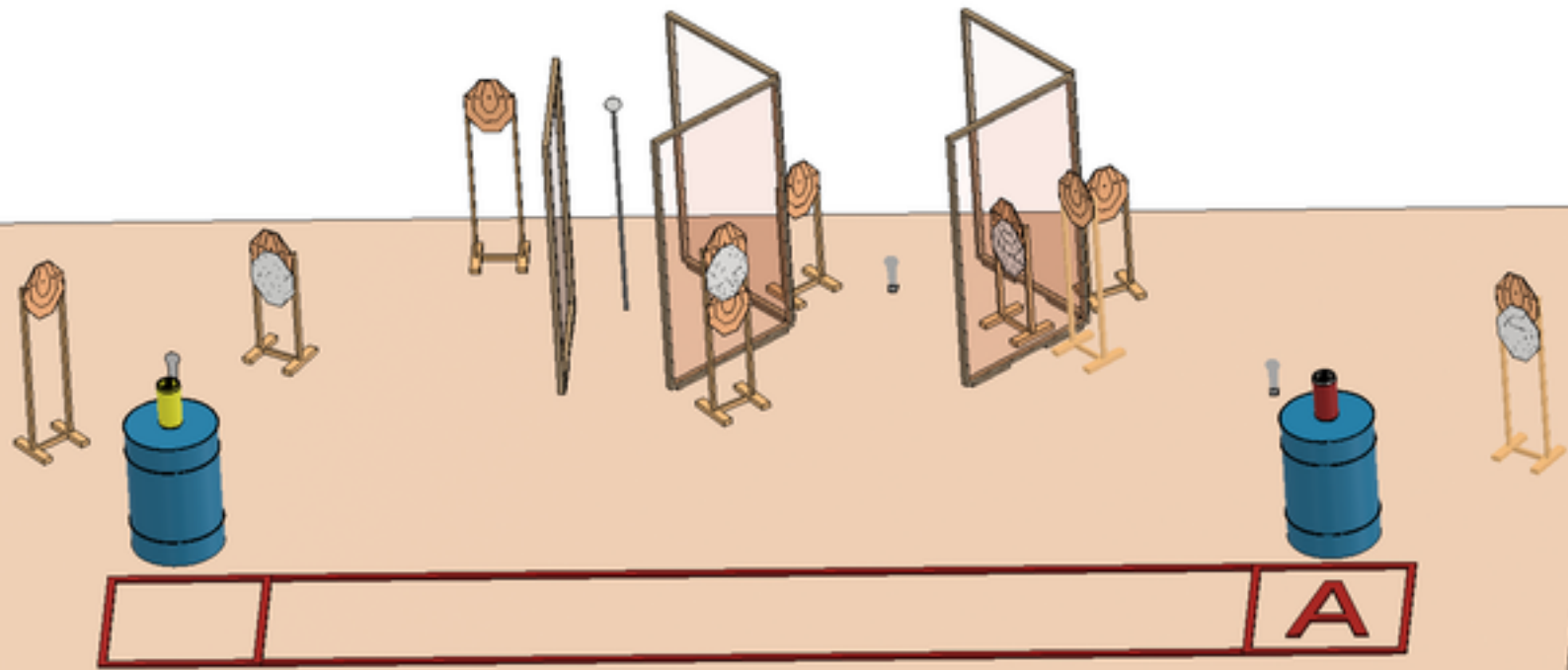
## 2. Z ... from Zorro



CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 7 no-shoot, Total 18 targets	Min rounds	32
Firearm	Action Air	Match-%	20.78%

Procedure	Standing in box A, gun totally unloaded, hands on your head On start signal engage all targets as they become visible from within the demarcated area, all steel must fall.		
Starting position	Gun unloaded & 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			

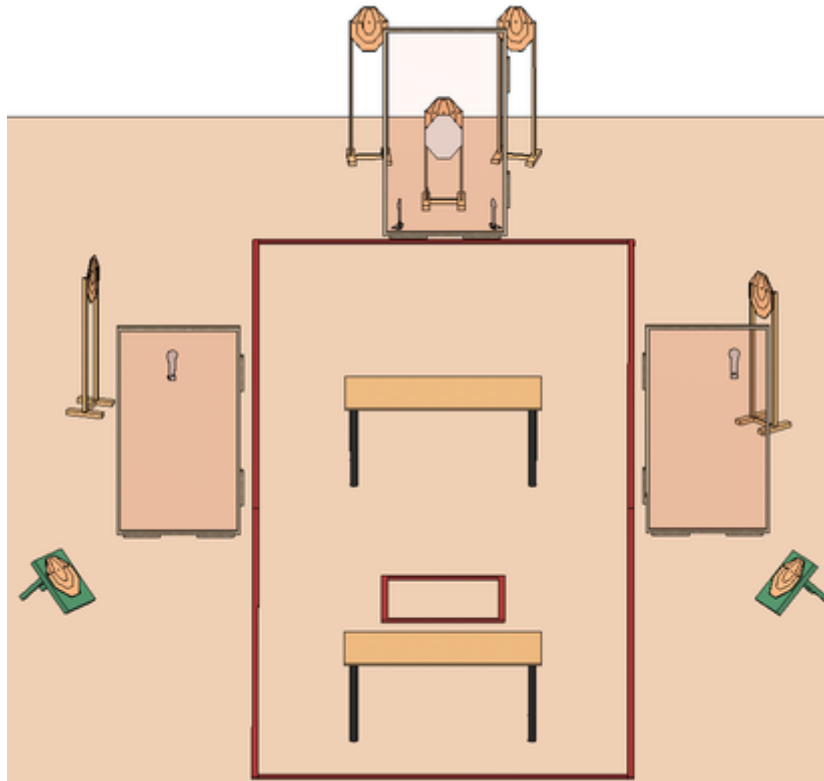
### 3. Hold my can



CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 3 popper, 1 plates, 4 no-shoot, Total 14 targets	Min rounds	24
Firearm	Action Air	Match-%	15.58%

Procedure	Starting from either box, gun loaded and holstered. Each barrel has one can on it. Shooter can decide which color on which barrel. Red targets can only be engaged while holding the red can and yellow targets can only be engaged while holding the yellow can. No color targets can only be shot not holding any can. Before last shot is fired on the stop plate, both cans need to be on the other barrel than where they started from. all steel must fall.		
Starting position	Gun loaded & 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			

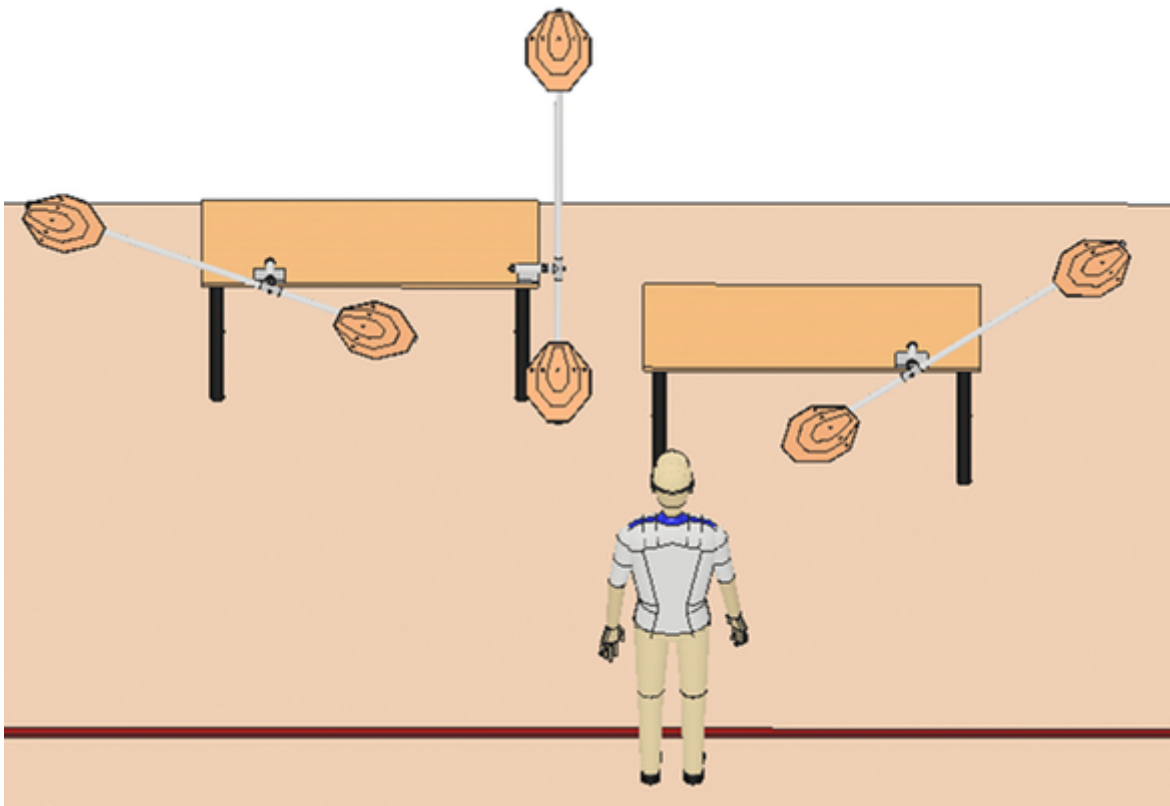
## 4. Where dit I put my bullet?



CoF	Comstock - Medium	Points	90 p
Targets	7 paper, 4 popper, 1 no-shoot, Total 11 targets	Min rounds	18
Firearm	Action Air	Match-%	11.69%

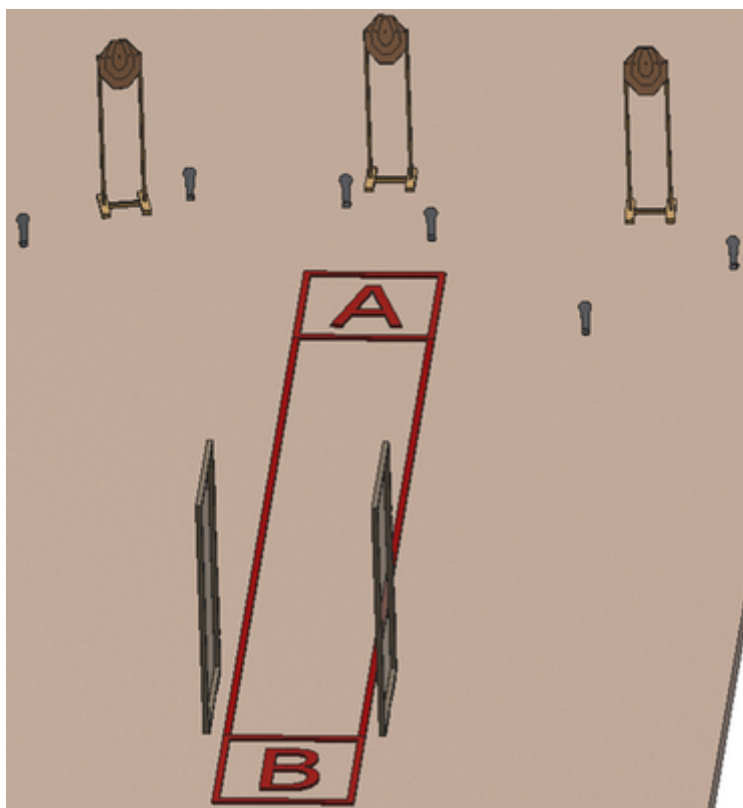
Procedure	Standing relaxed In the start box facing downrange. On signal engage all targets freestyle from within the demarcated area. all steel must fall.
Starting position	Gun unloaded on table 1, all magazines on table 2
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 5. Bopper madness



CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Action Air	Match-%	7.79%
Procedure	Standing relaxed behind the fault line, Holding the rope in your strong hand. On start signal pull the rope to engage all boppers. Each bopper holds 2 non-disappearing targets. Shoot all targets in any order.		
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			

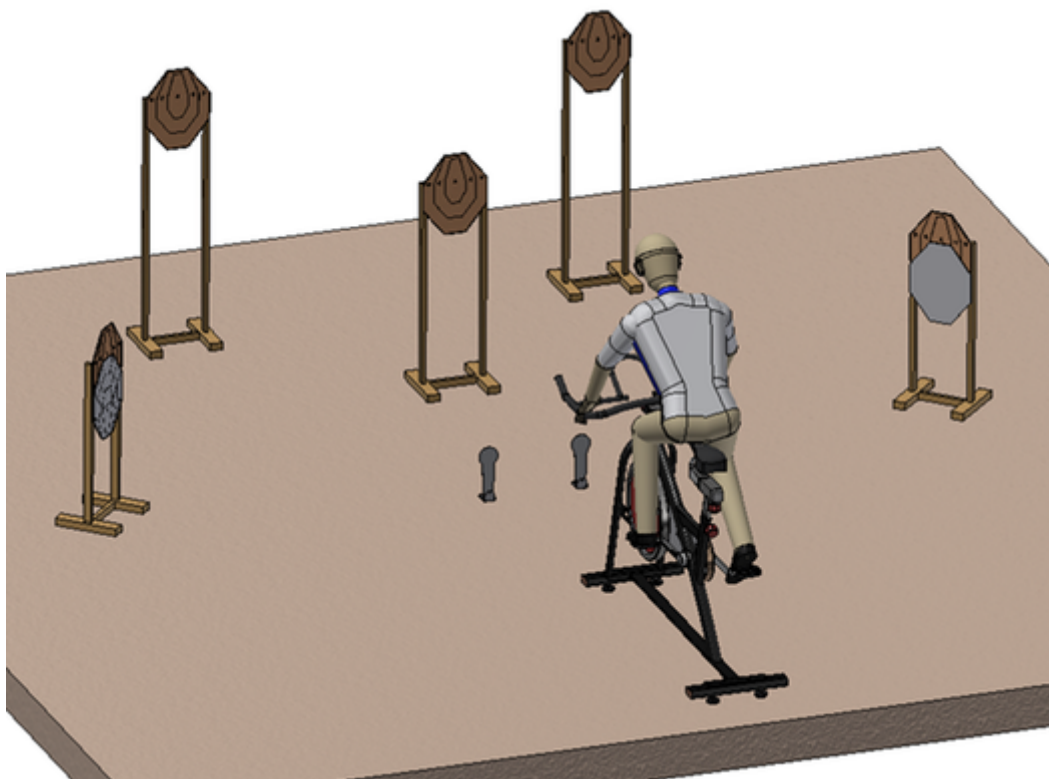
## 6. Change hands.



CoF	Comstock - Short	Points	60 p
Targets	3 paper, 6 popper, Total 9 targets	Min rounds	12
Firearm	Action Air	Match-%	7.79%

Procedure	Starting in box A, gun loaded and holstered, facing downrange Middle targets can be engaged freestyle from anywhere within the demarcated area. Left targets must be engaged from box B, left hand only from the left side of the leftmost barricade. Right targets must be engaged from box B, right hand only from the right side of the rightmost barricade. all steel must fall.		
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			

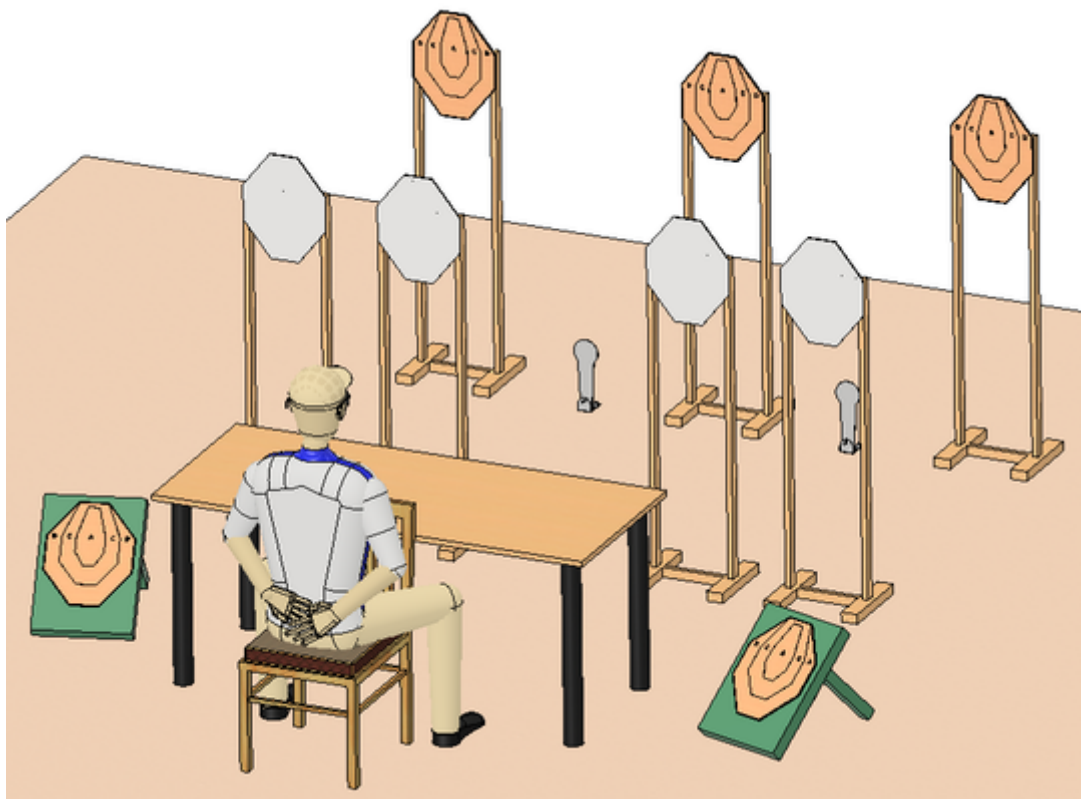
## 7. Keep the speed.



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 2 no-shoot, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	7.79%

Procedure	On the start signal engage all targets free style while staying seated on the bike Keeping a speed ABOVE 15 km/h at all times. 1 procedural penalty for each shot fired under 15 km/h, all steel must fall.		
Starting position	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			

## 8. Disrupted dinner



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 4 no-shoot, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	7.79%
Procedure	Sitting on the chair, hands behind your back touching your belt Gun unloaded and all magazines on the table. On the start signal engage all targets freestyle while remaining seated on the chair, all steel must fall.		
Starting position	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			