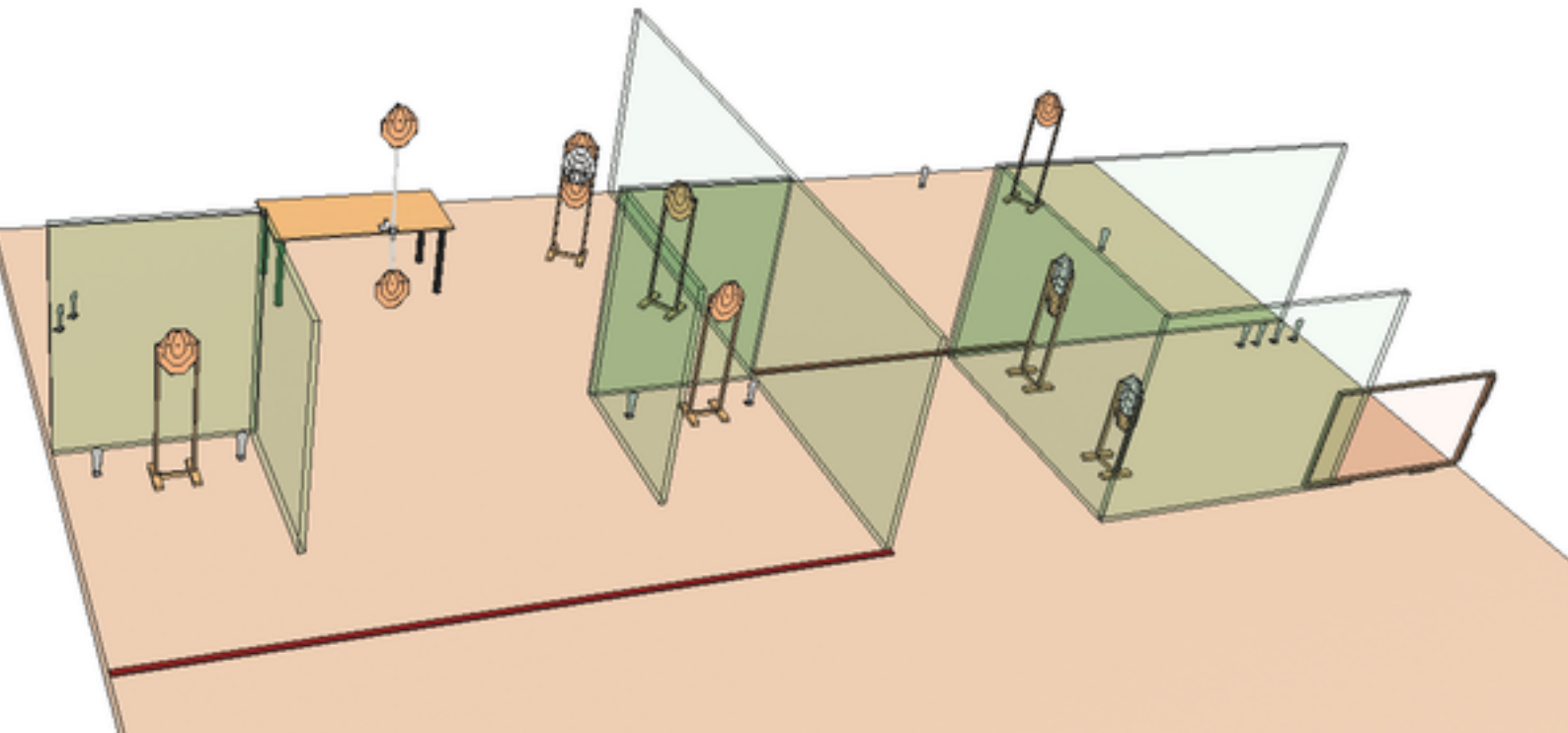


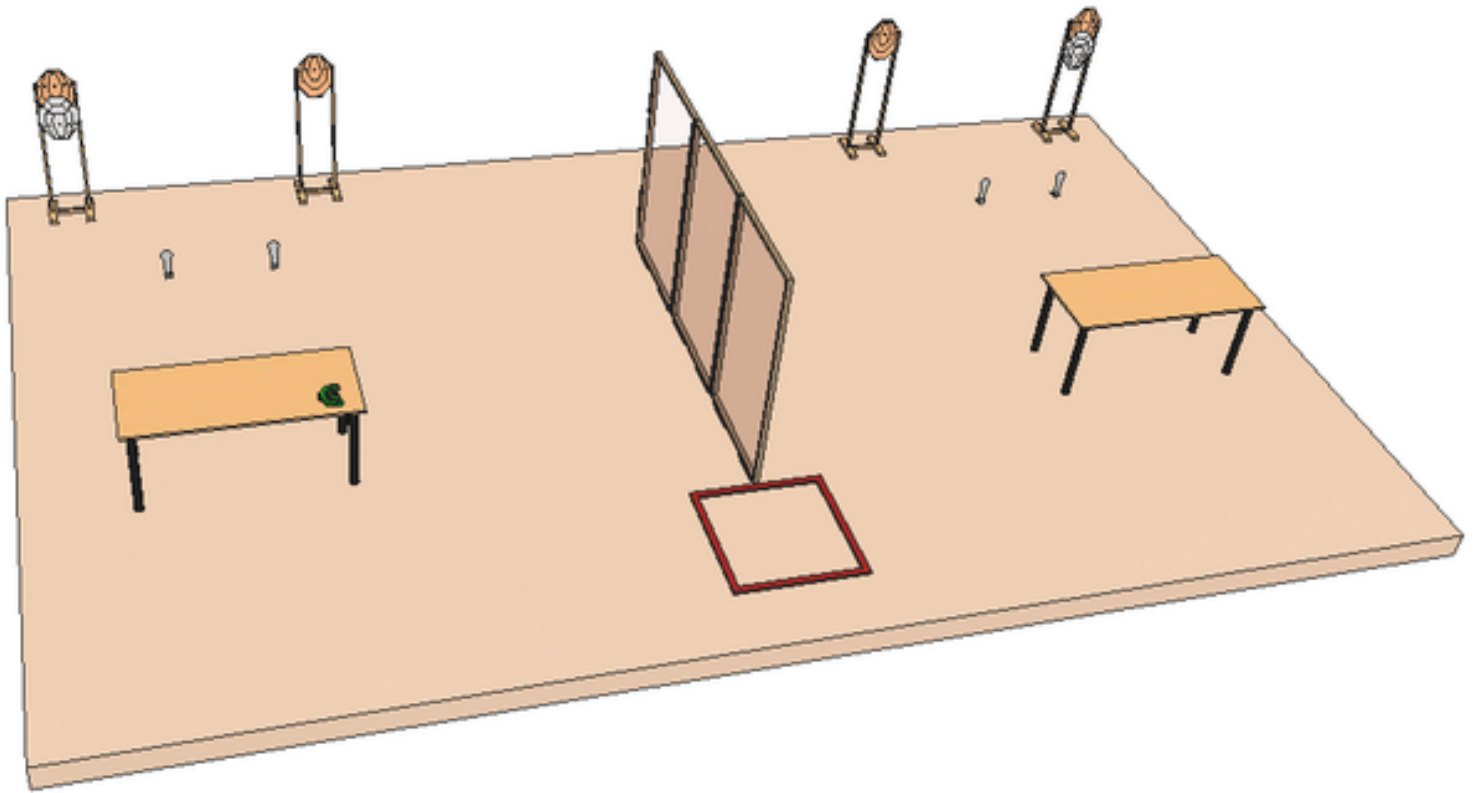
# 1. Go Wide



CoF	Comstock - Long	Points	160 p
Targets	10 paper, 12 popper, 3 no-shoot, Total 22 targets	Min rounds	32
Firearm	Action Air	Match-%	45.07%

Procedure	standing relaxed anywhere in the demarcated area, on signal engage all targets as the become visible from within the demarcated area. Pulling the rope engages the bopper. 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	

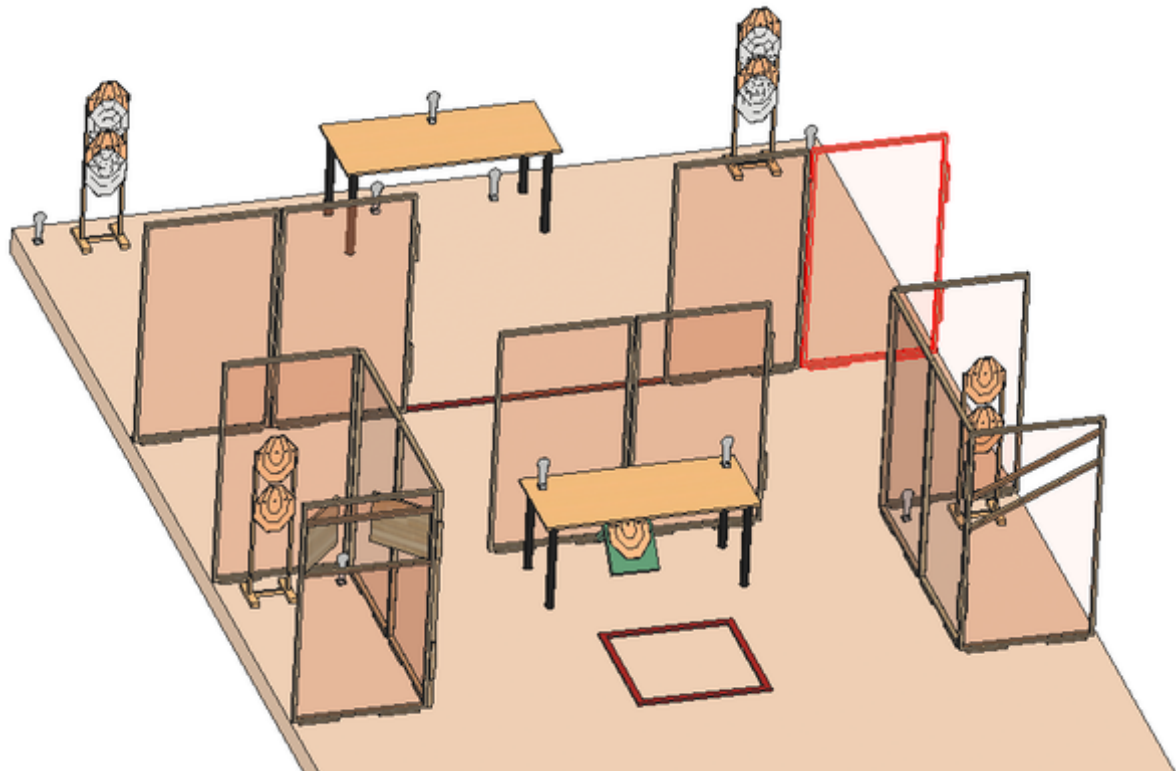
## 2. Pay the money



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, 2 no-shoot, Total 8 targets	Min rounds	12
Firearm	Action Air	Match-%	16.90%

Procedure	standing relaxed in the box, facing downrange, gun unloaded & all magazine to be used on 1 table, money on the other table. On signal, engage all targets SINGLE HANDED as they become visible. The money must be moved from 1 table to the other before the last shot is fired! All steel must fall!		
Starting position	Gun unloaded on one 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			

### 3. Open sesame.



CoF	Comstock - Long	Points	135 p
Targets	9 paper, 9 popper, 4 no-shoot, Total 18 targets	Min rounds	27
Firearm	Action Air	Match-%	38.03%

Procedure	standing relaxed in the box, gun loaded & holstered, facing uprange, on signal, engage all targets as the become visible. 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	