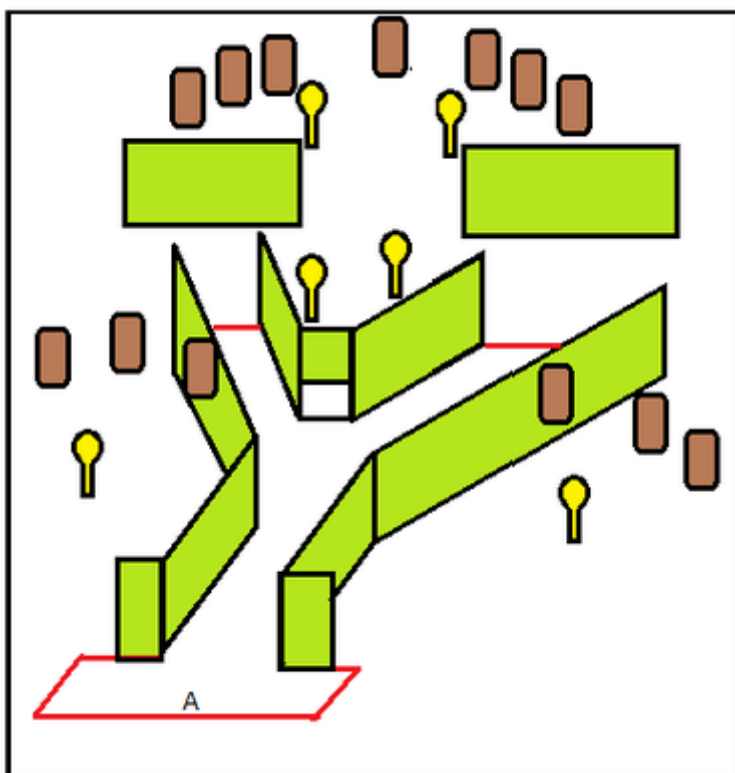


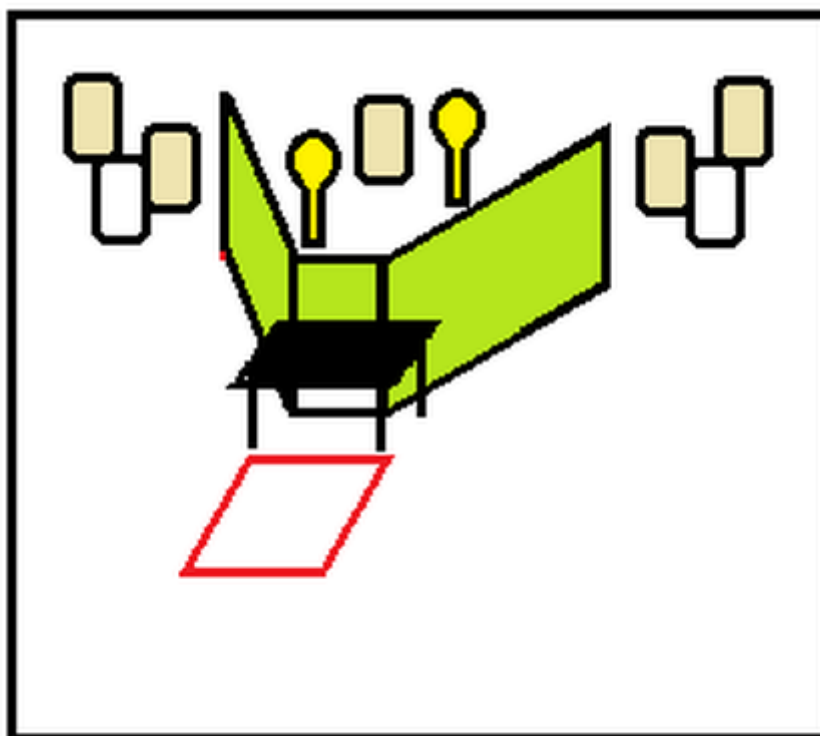
0. Stage 1



CoF	Comstock - Long	Points	160 p
Targets	13 paper, 6 popper, Total 19 targets	Min rounds	32
Firearm	Action Air	Match-%	15.38%

Procedure	Shoot target as they become visible from within the shooting area.
Starting position	Gun loaded & holstered. Standing with heels touching marks.
Firearm ready condition	Loaded.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

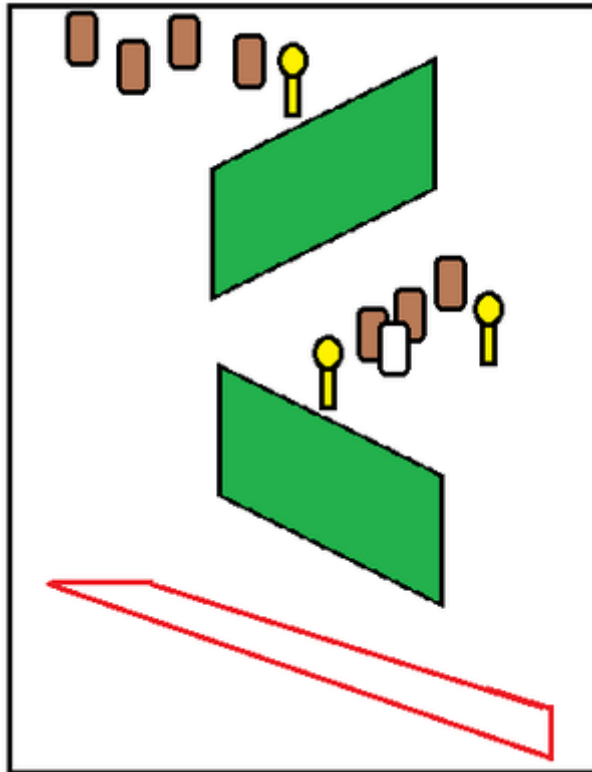
2. Stage 2



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 2 no-shoot, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	5.77%

Procedure	Shoot Targets as they become visible.
Starting position	Gun Loaded & placed on table.
Firearm ready condition	Loaded with empty chamber.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

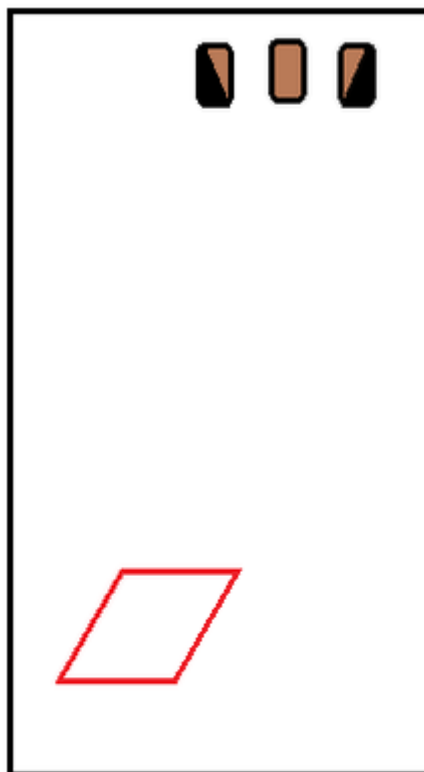
3. Stage 3



CoF	Comstock - Medium	Points	85 p
Targets	7 paper, 3 popper, 1 no-shoot, Total 10 targets	Min rounds	17
Firearm	Action Air	Match-%	8.17%

Procedure	Shoot targets as they become visible from within the shooting area.
Starting position	Gun loaded & holstered, Standing upright anywhere within shooting area.
Firearm ready condition	Loaded
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

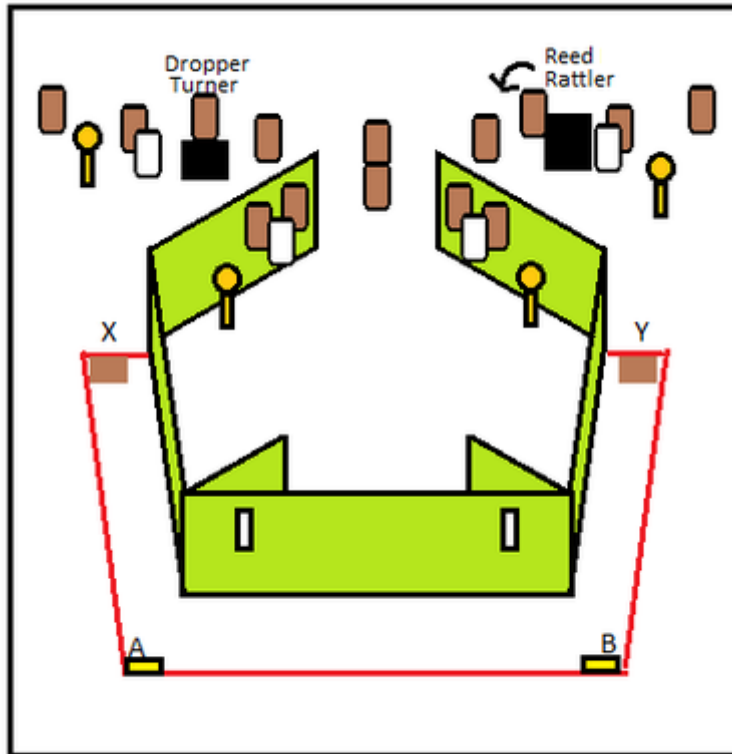
4. Stage 4



CoF	Comstock - Short	Points	45 p
Targets	3 paper, Total 3 targets	Min rounds	9
Firearm	Action Air	Match-%	4.33%

Procedure	Shoot targets freestyle with two rounds only on each. Carry out a compulsory reload and again shoot the targets with a minimum of one round on each.
Starting position	Gun loaded & holstered, standing upright, back to Targets, with hands within shooting area.
Firearm ready condition	Loaded
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

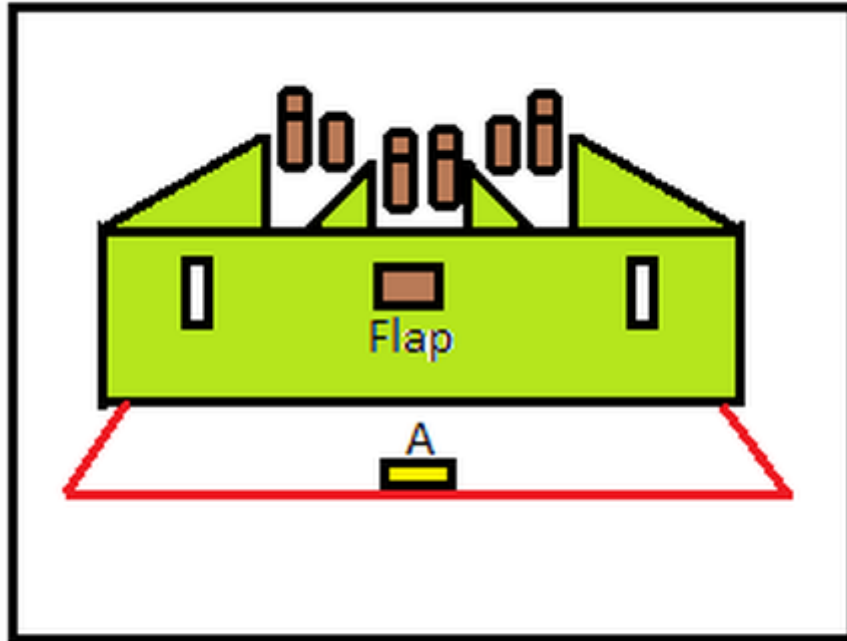
5. Stage 5



CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 4 no-shoot, Total 18 targets	Min rounds	32
Firearm	Action Air	Match-%	15.38%

Procedure	Shoot targets as they become visible from within the shooting area. Note you must step on activators to reveal a dropper Turner and a Reed rattler. These targets disappear from sight.
Starting position	Gun loaded & holstered standing upright with heels touching marks.
Firearm ready condition	Loaded
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

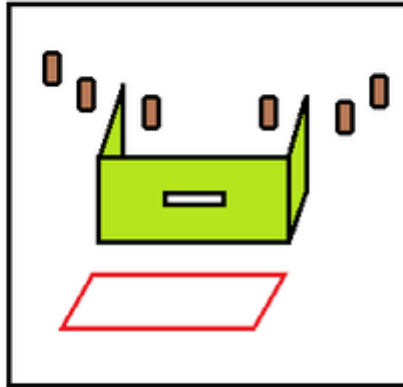
6. Stage 6



CoF	Comstock - Medium	Points	100 p
Targets	10 paper, Total 10 targets	Min rounds	20
Firearm	Action Air	Match-%	9.62%

Procedure	Shoot targets as they become visible from within shooting area.
Starting position	Gun loaded & holstered, standing upright with heels touching marks.
Firearm ready condition	Gun Loaded
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

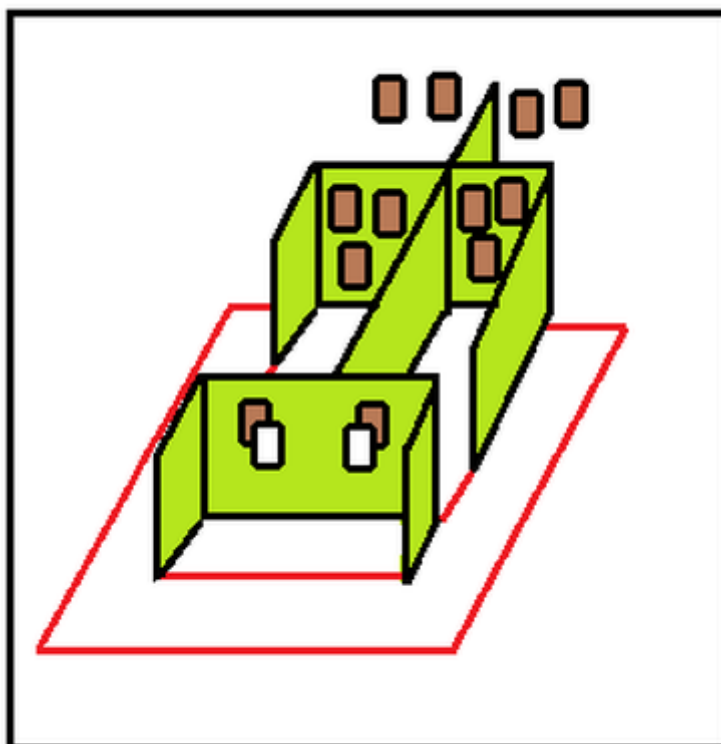
7. Stage 7



CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Action Air	Match-%	5.77%

Procedure	Shoot Targets as they become visible from within shooting area.
Starting position	Gun loaded & holstered, standing upright anywhere within shooting area.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

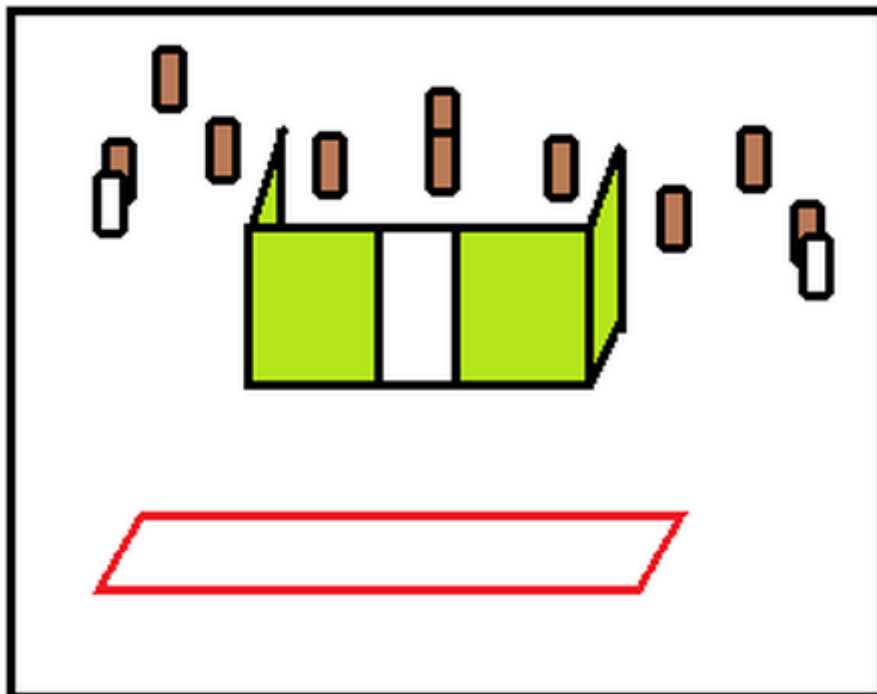
8. Stage 8



CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 2 no-shoot, Total 12 targets	Min rounds	24
Firearm	Action Air	Match-%	11.54%

Procedure	Shoot targets as they become visible from within the shooting area.
Starting position	Gun loaded & holstered, standing anywhere within the shooting area.
Firearm ready condition	Loaded.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

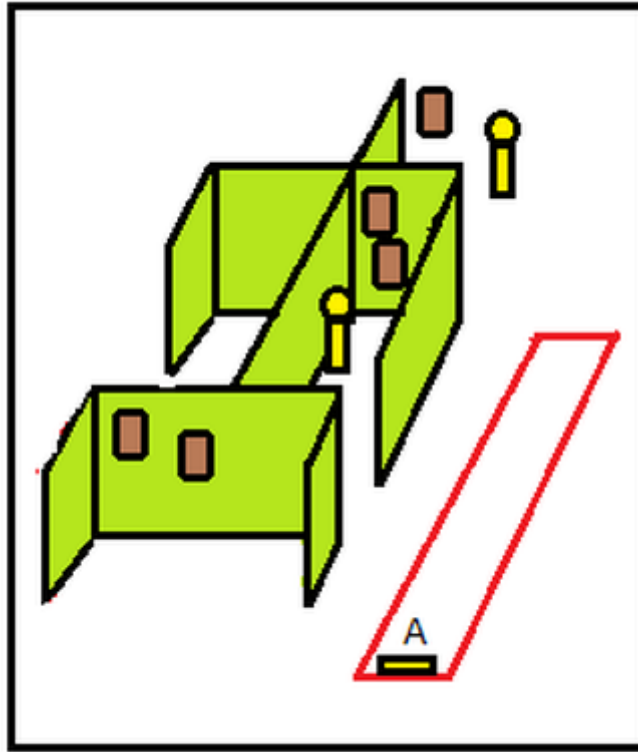
9. Stage 9



CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 2 no-shoot, Total 10 targets	Min rounds	20
Firearm	Action Air	Match-%	9.62%

Procedure	Shoot targets as they become visible from within the shooting area.
Starting position	Gun loaded & holstered, standing upright with heels touching marks.
Firearm ready condition	Loaded
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

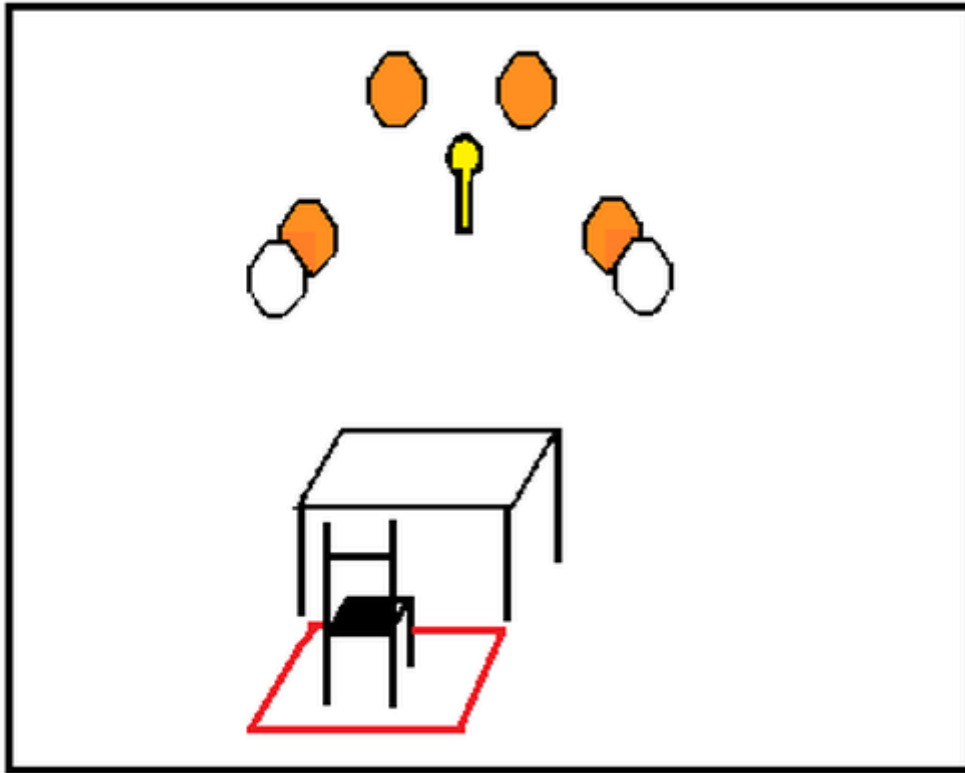
10. Stage 10



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	5.77%

Procedure	Shoot targets as they become visible from within the shooting area.
Starting position	Gun loaded & holstered, standing upright with heels touching marks.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

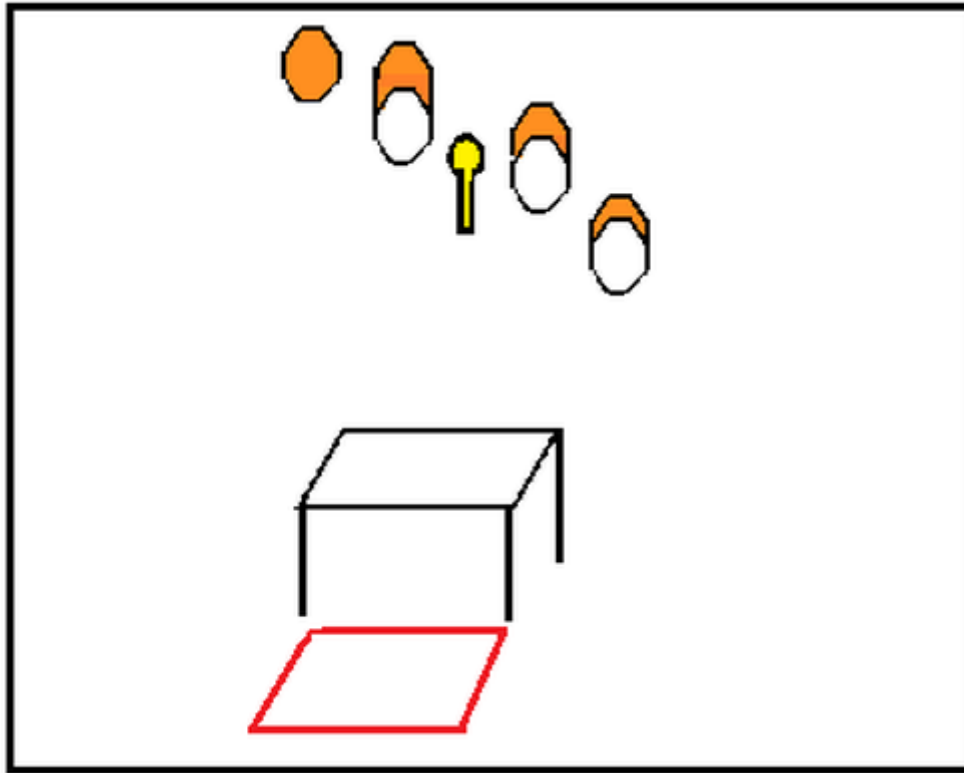
11. Stage 11



CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, 2 no-shoot, Total 5 targets	Min rounds	9
Firearm	Action Air	Match-%	4.33%

Procedure	Shoot targets as they become visible from within the shooting area.
Starting position	Gun unloaded & placed on table. All ammunition required in box under table.
Firearm ready condition	Unloaded
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

12. Stage 12



CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, 3 no-shoot, Total 5 targets	Min rounds	9
Firearm	Action Air	Match-%	4.33%

Procedure	Shoot targets as they become visible from within the shooting area.
Starting position	Gun loaded & placed on table, standing with hands flat on table.
Firearm ready condition	Loaded
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	