

1. The wheel

No image

CoF	Comstock - Medium	Points	110 p
Targets	6 paper, 10 popper, 2 no-shoot, Total 16 targets	Min rounds	22
Firearm	Action Air	Match-%	37.93%

Procedure	Shoot all targets as they become visible. The firearm nor the shooter should touch any part of the barricades. All shots must be done with both feet on the ground in one of the boxes. Popper T1 activates the moving target(s).
Starting position	In one of the boxes facing downrange. All magazines to be used on the barrel.
Firearm ready condition	Gun unloaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. Sit down

No image

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, Total 8 targets	Min rounds	12
Firearm	Action Air	Match-%	20.69%

Procedure	Shoot at targets as they become visible while sitting on the chair. A mandatory reload between the first and last shot is required.
Starting position	Sitting on the chair, hands on your knees.
Firearm ready condition	Gun en all magazines on the table
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. The Block

No image

CoF	Comstock - Medium	Points	120 p
Targets	8 paper, 8 popper, 2 no-shoot, Total 16 targets	Min rounds	24
Firearm	Action Air	Match-%	41.38%

Procedure	Shoot all targets as they become visible. The firearm nor the shooter should touch any part of the barricades.
Starting position	Standing on the "A" facing downrange
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	