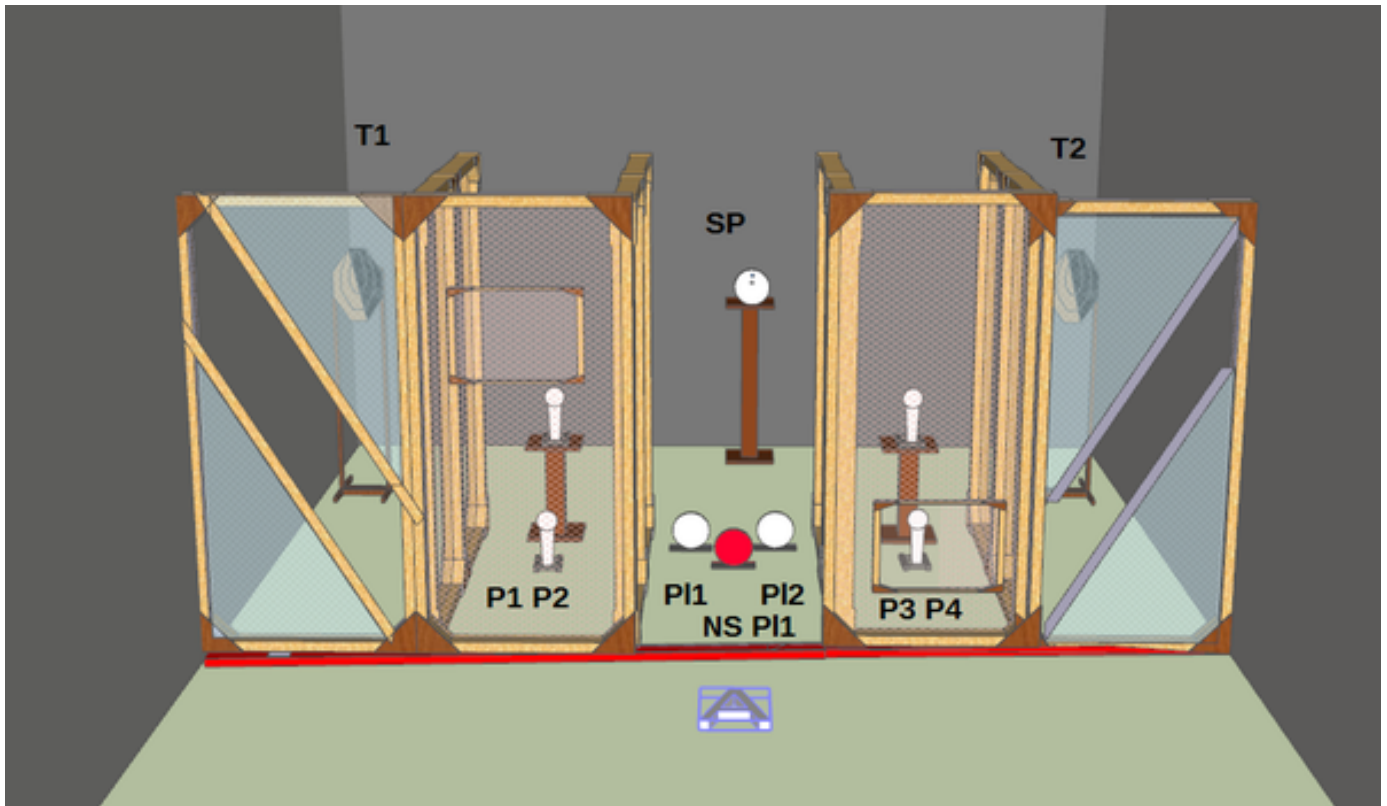


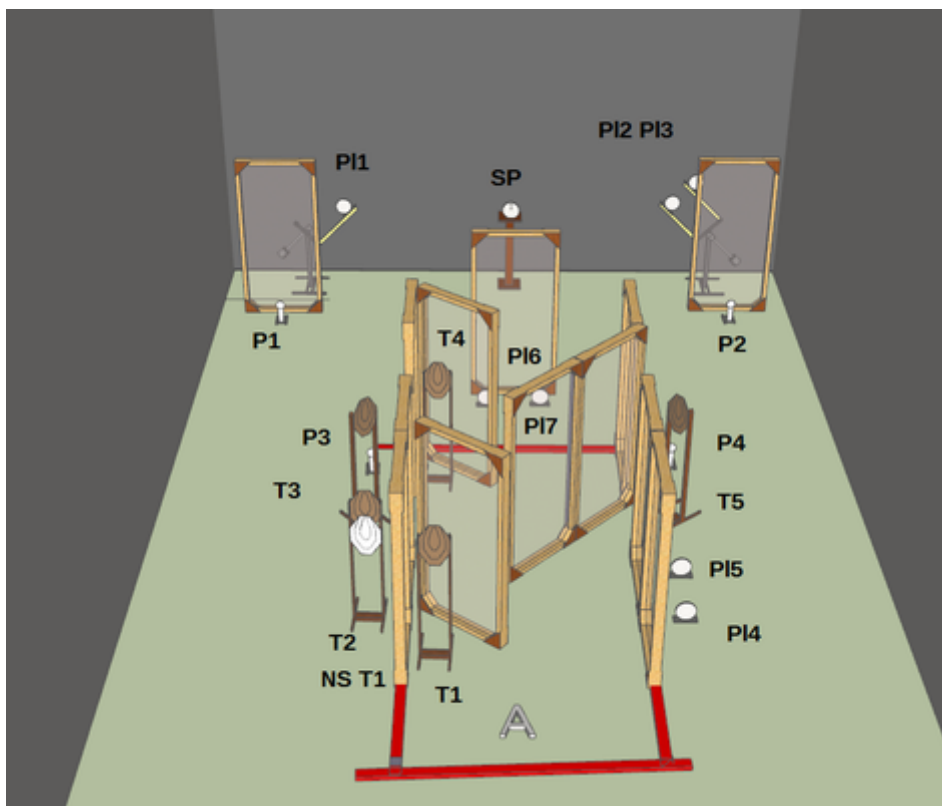
1. Stage 1



CoF	Comstock - Short	Points	50 p
Targets	2 paper, 6 popper, 32 no-shoot, Total 8 targets	Min rounds	10
Firearm	Action Air	Match-%	4.81%

Procedure	After start signal engage all targets when visible within designated area A
Starting position	Standing anywhere in the area
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot to stop plate
Penalties	
Safety angles	
Setup notes	

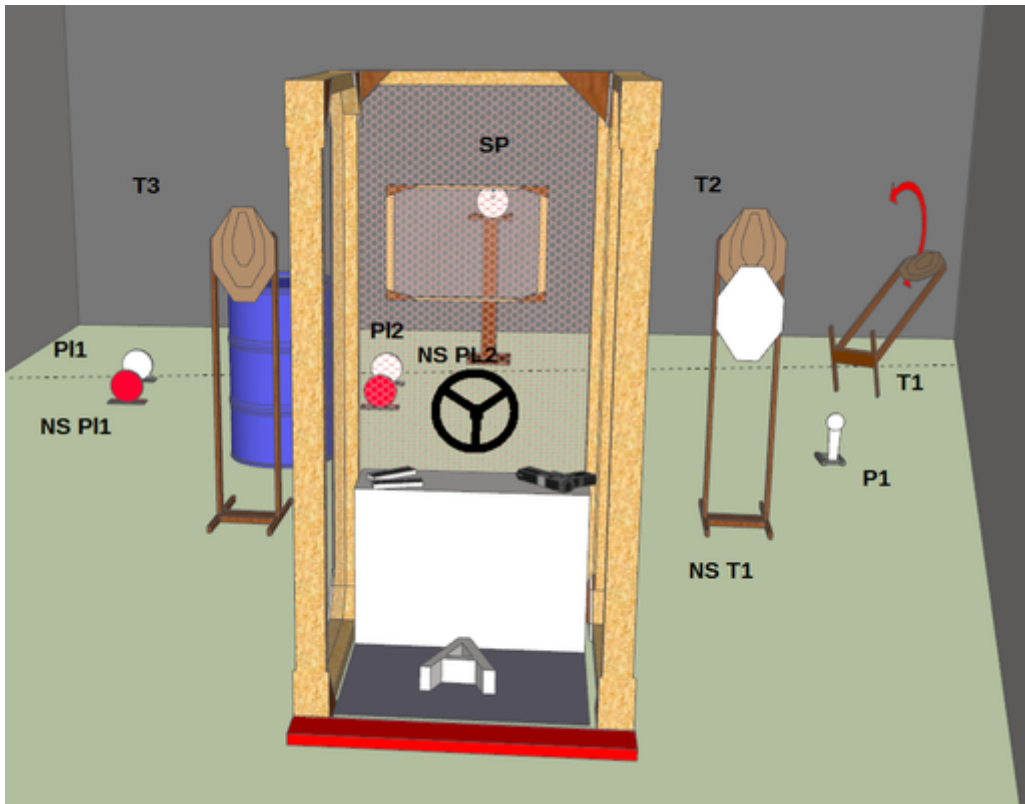
2. Stage 2



CoF	Comstock - Medium	Points	105 p
Targets	5 paper, 11 popper, 32 no-shoot, Total 16 targets	Min rounds	21
Firearm	Action Air	Match-%	10.10%

Procedure	After start signal engage all targets when visible within designated area A.
Starting position	Standing anywhere in the area
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot to stop plate
Penalties	
Safety angles	
Setup notes	Popper P1 Activates the swinging target T1 and popper P2 activates the swinging target T2. Both targets remain visible in the end

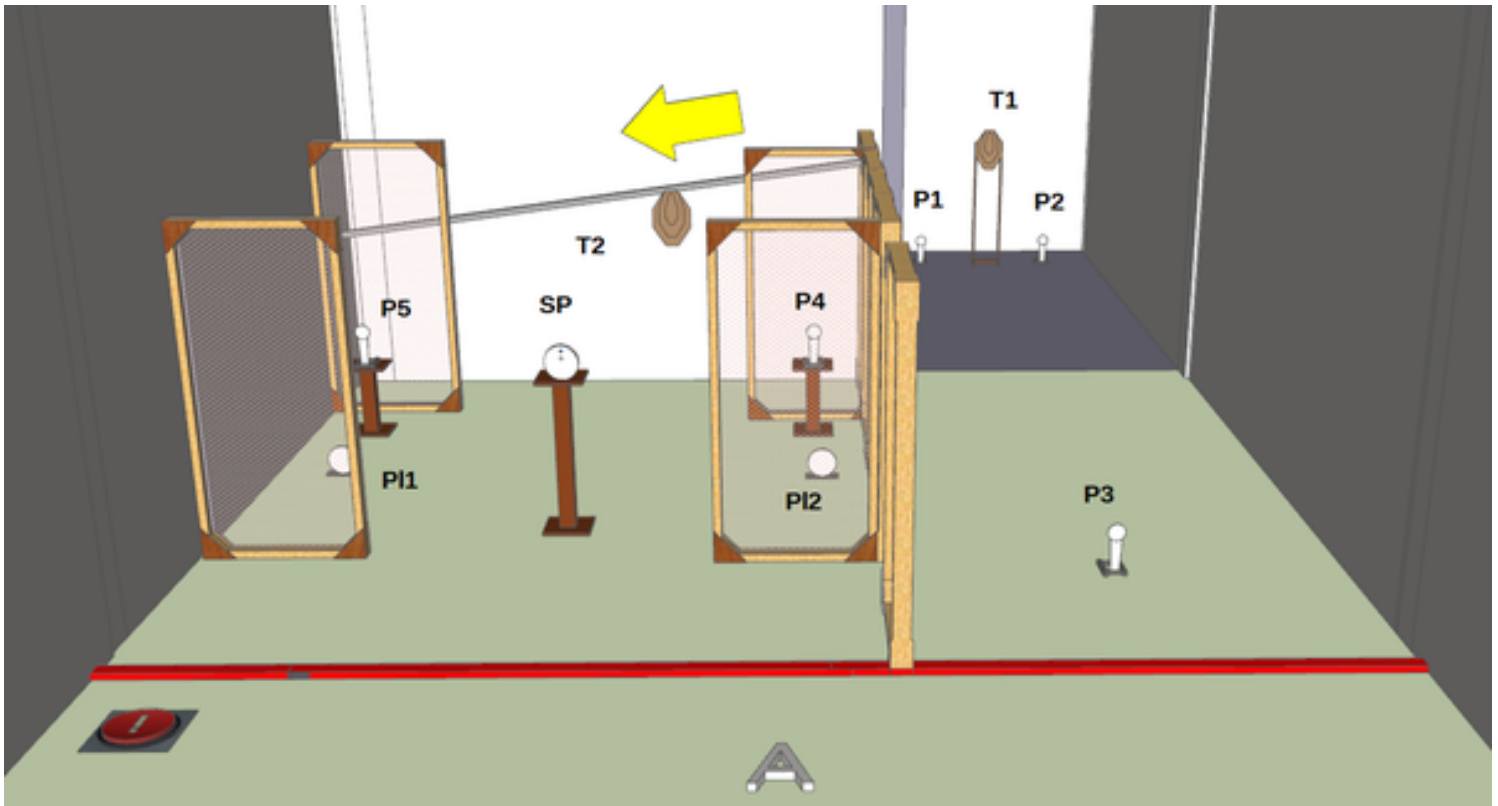
3. Stage 3



CoF	Comstock - Short	Points	45 p
Targets	3 paper, 3 popper, 32 no-shoot, Total 6 targets	Min rounds	9
Firearm	Action Air	Match-%	4.33%

Procedure	After start signal engage all targets when visible while sitting on the chair, through the hatch.
Starting position	Sitting on the chair behind the table, both hands on the driving wheel
Firearm ready condition	Unloaded, gun and all magazines on the table
Start on	Audible signal
Stop on	Last shot to stop plate
Penalties	
Safety angles	
Setup notes	Turning the wheel opens the hatch. Popper P1 activates the rising target T1. The target remains visible in the end

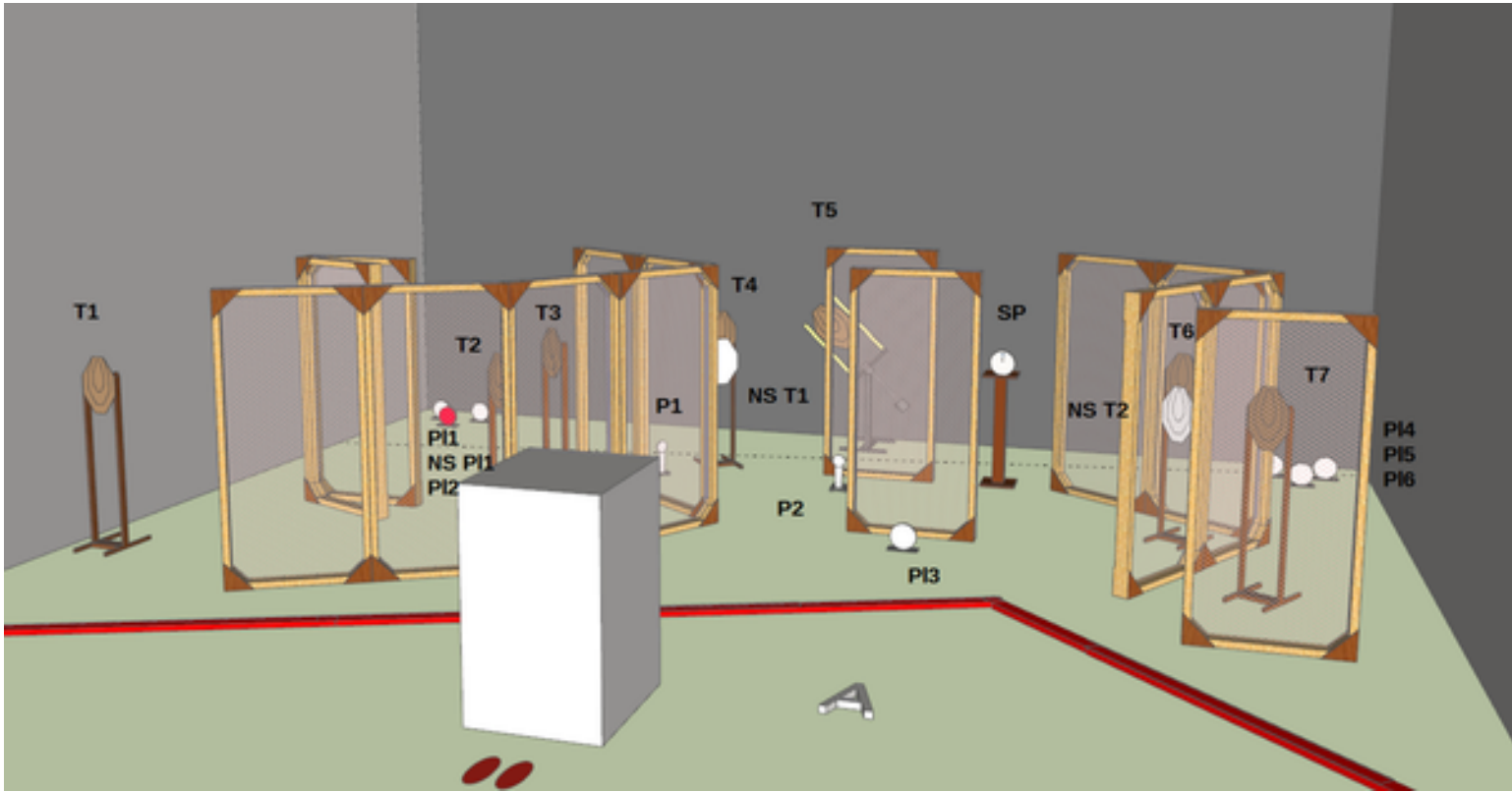
4. Stage 4



CoF	Comstock - Short	Points	55 p
Targets	2 paper, 7 popper, 32 no-shoot, Total 9 targets	Min rounds	11
Firearm	Action Air	Match-%	5.29%

Procedure	After start signal engage all targets when visible within designated area A
Starting position	Standing anywhere in the area
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot to stop plate
Penalties	
Safety angles	
Setup notes	Pushing press button activates the moving target T2. The target remains visible in the end

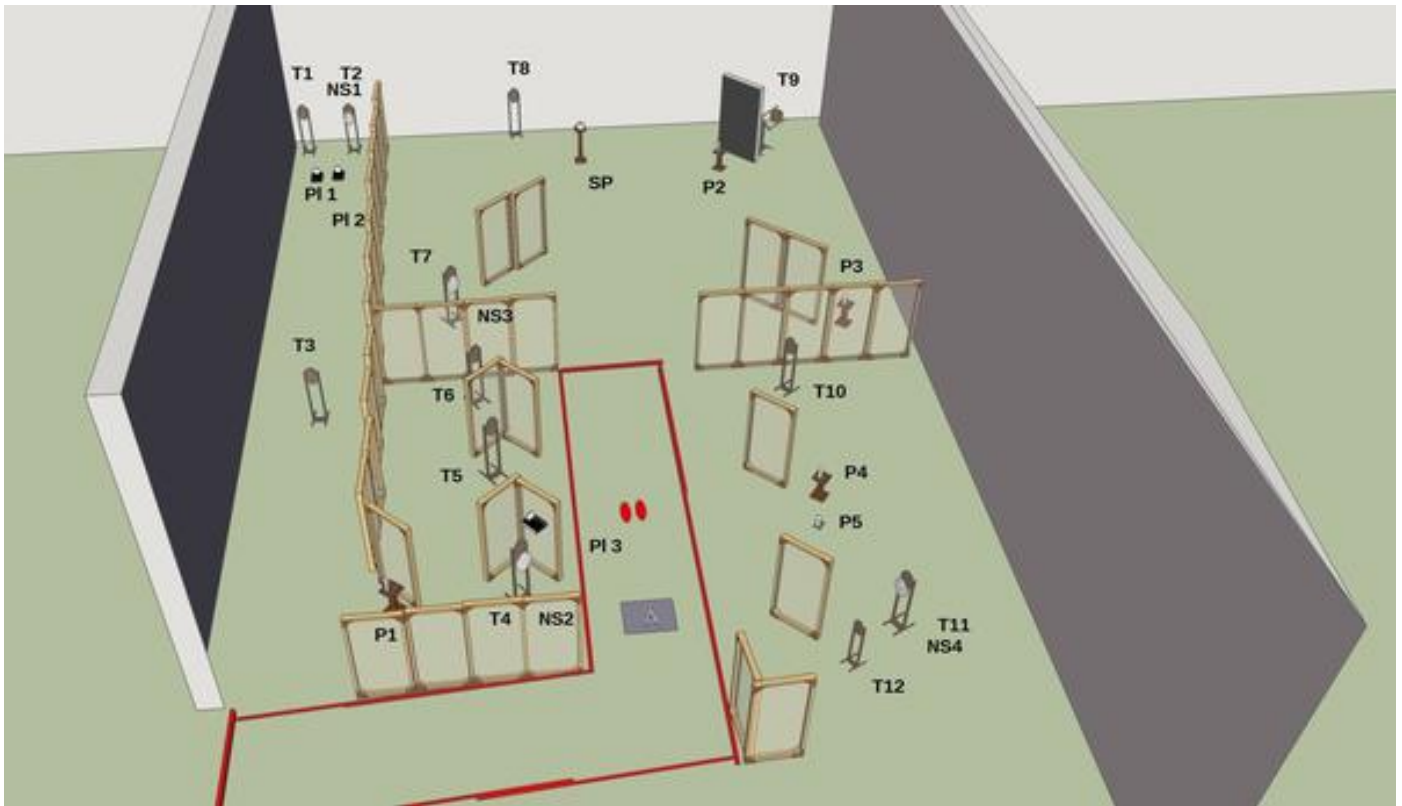
5. Stage 5



CoF	Comstock - Medium	Points	110 p
Targets	7 paper, 8 popper, 32 no-shoot, Total 15 targets	Min rounds	22
Firearm	Action Air	Match-%	10.58%

Procedure	After start signal engage all targets when visible within designated area A
Starting position	Standing on the marks, hands above shoulders, facing uprange
Firearm ready condition	Gun holstered, magazine inserted, chamber empty
Start on	Audible signal
Stop on	Last shot to stop plate
Penalties	
Safety angles	
Setup notes	Popper 2 activates the swinging target T5. The target remains visible in the end

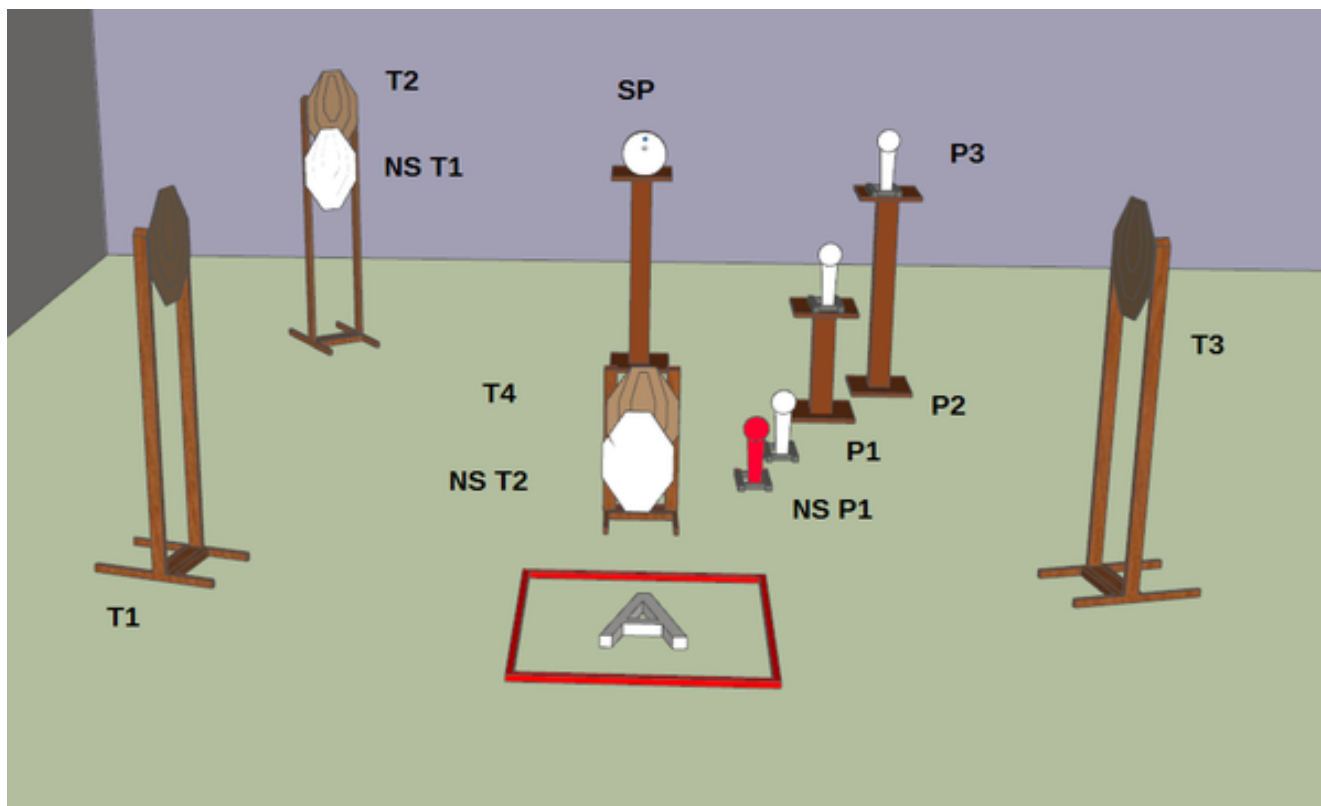
6. Stage 6



CoF	Comstock - Long	Points	160 p
Targets	12 paper, 8 popper, 32 no-shoot, Total 20 targets	Min rounds	32
Firearm	Action Air	Match-%	15.38%

Procedure	After start signal engage all targets when visible within designated area A
Starting position	Standing on the marks
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot to stop plate
Penalties	
Safety angles	
Setup notes	Popper 2 activates the swinging target T9. The target remains visible in the end

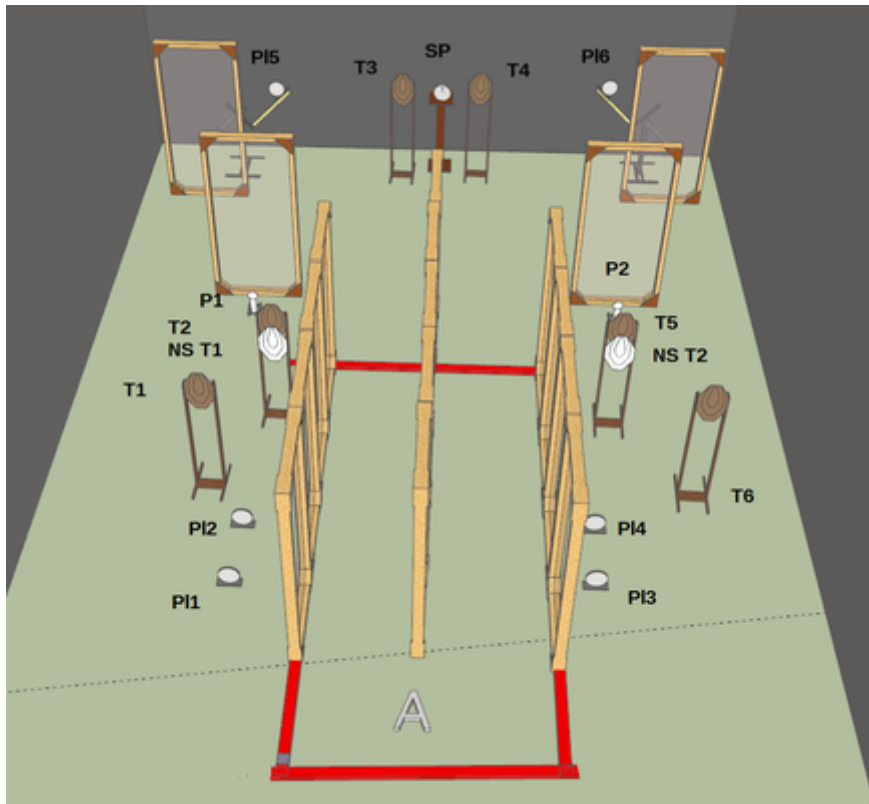
7. Stage 7



CoF	Comstock - Short	Points	55 p
Targets	4 paper, 3 popper, 32 no-shoot, Total 7 targets	Min rounds	11
Firearm	Action Air	Match-%	5.29%

Procedure	After start signal engage all targets when visible within designated area A
Starting position	Standing in area A
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot to stop plate
Penalties	
Safety angles	
Setup notes	

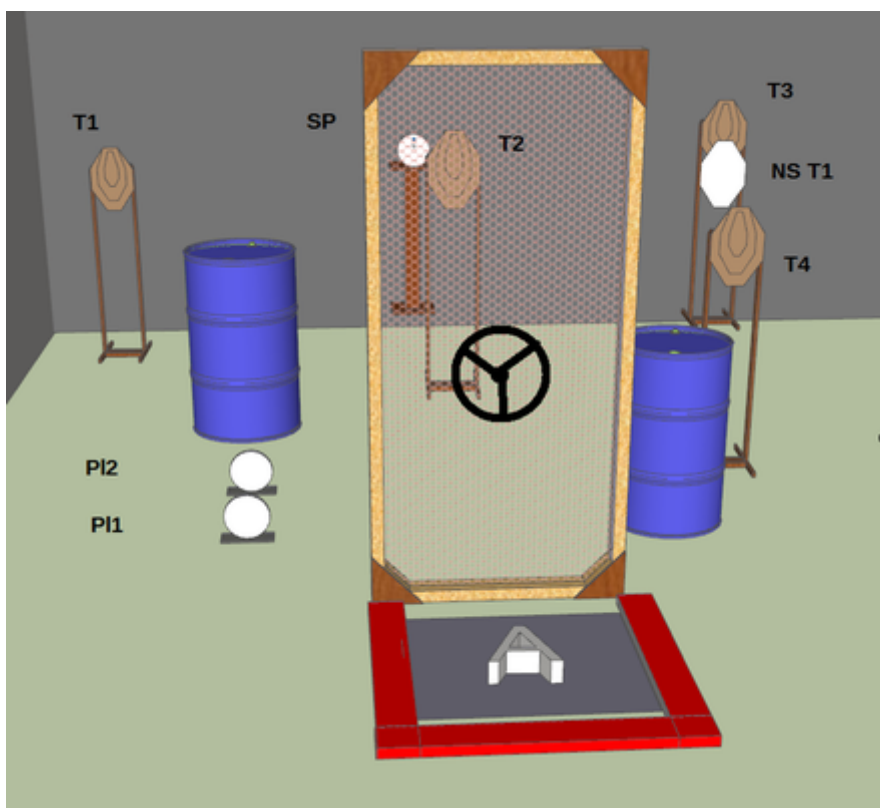
8. Stage 8



CoF	Comstock - Medium	Points	100 p
Targets	6 paper, 8 popper, 32 no-shoot, Total 14 targets	Min rounds	20
Firearm	Action Air	Match-%	9.62%

Procedure	After start signal engage all targets when visible within designated area A
Starting position	Standing in the area A
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot to stop plate
Penalties	
Safety angles	
Setup notes	Popper 1 activates the swinging plate 5 and popper 2 activates the swinging plate 6. Both plates remain visible in the end

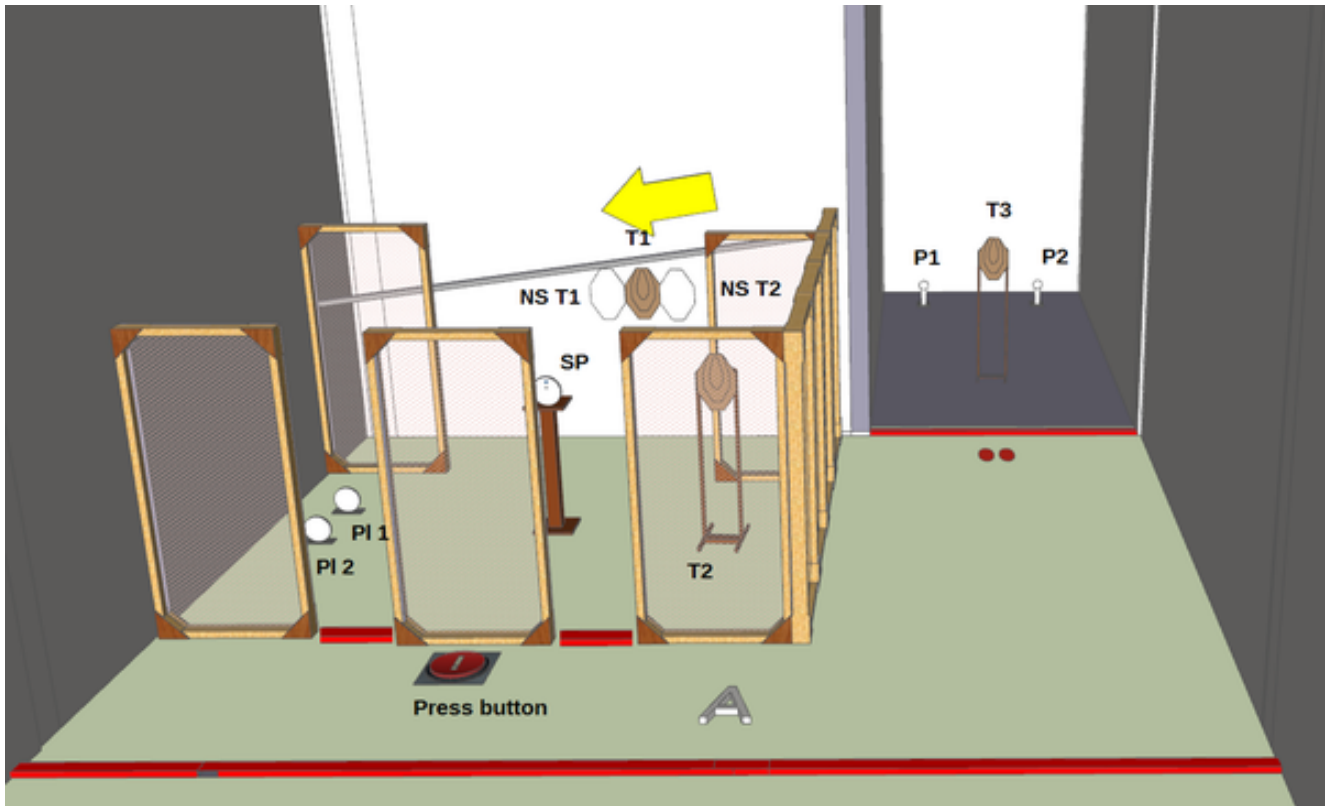
9. Stage 9



CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 popper, 32 no-shoot, Total 6 targets	Min rounds	10
Firearm	Action Air	Match-%	4.81%

Procedure	After start signal engage all targets when visible within designated area A. All shots must be fired with one hand holding the driving wheel
Starting position	Standing in the area A
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot to stop plate
Penalties	
Safety angles	
Setup notes	

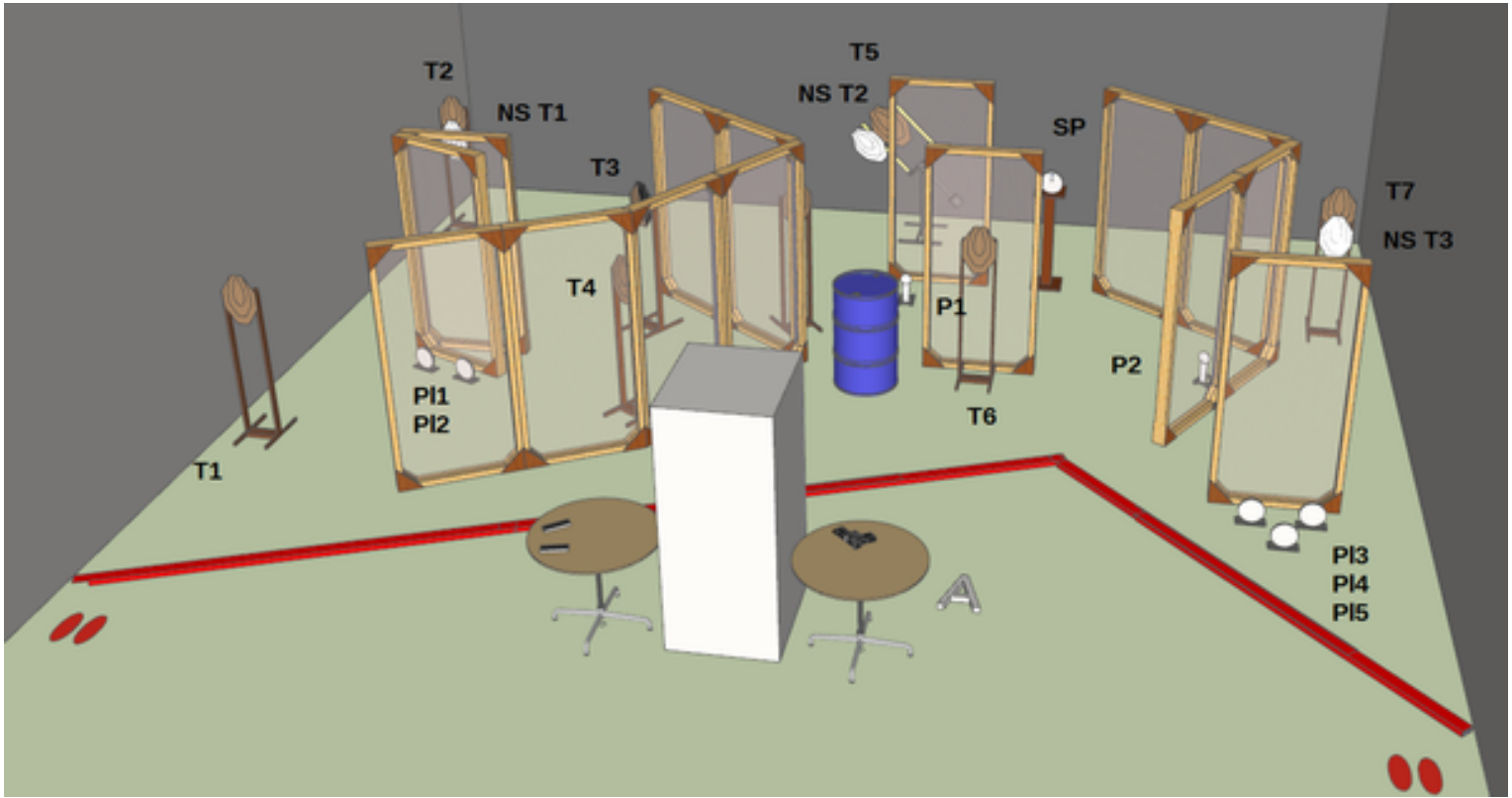
10. Stage 10



CoF	Comstock - Short	Points	50 p
Targets	3 paper, 4 popper, 32 no-shoot, Total 7 targets	Min rounds	10
Firearm	Action Air	Match-%	4.81%

Procedure	After start signal engage all targets when visible within designated area A
Starting position	Standing on the marks
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot to stop plate
Penalties	
Safety angles	
Setup notes	Pushing the press button activates the moving target T1. The target remains visible in the end

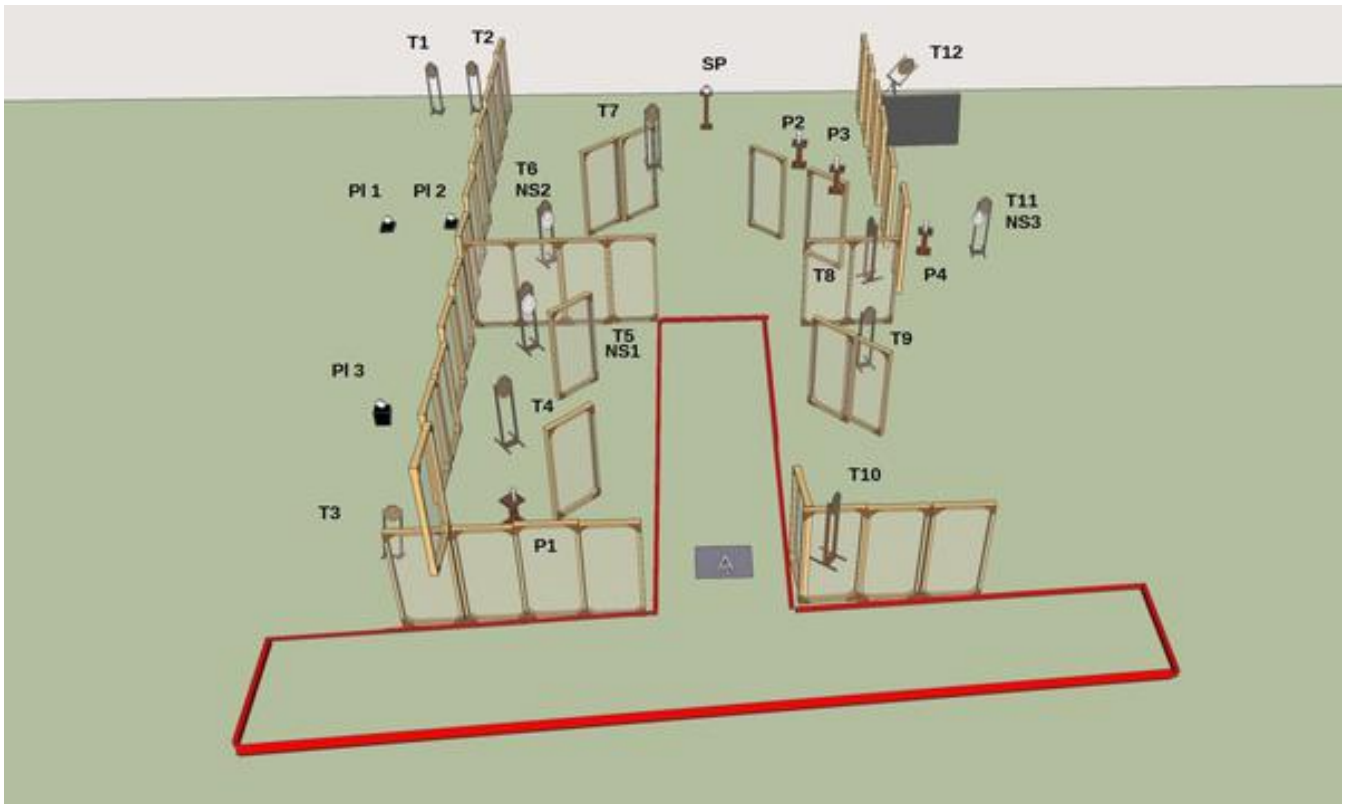
11. Stage 11



CoF	Comstock - Medium	Points	105 p
Targets	7 paper, 7 popper, 32 no-shoot, Total 14 targets	Min rounds	21
Firearm	Action Air	Match-%	10.10%

Procedure	After start signal engage all targets when visible within designated area A
Starting position	Standing on the marks
Firearm ready condition	Unloaded, gun and all magazines on the tables. The magazines must be on the other table and the gun
Start on	Audible signal
Stop on	Last shot to stop plate
Penalties	
Safety angles	
Setup notes	Popper 1 activates the swinging target T1. The target remains visible in the end

12. Stage 12



CoF	Comstock - Long	Points	155 p
Targets	12 paper, 7 popper, 32 no-shoot, Total 19 targets	Min rounds	31
Firearm	Action Air	Match-%	14.90%

Procedure	After start signal engage all targets when visible within designated area A
Starting position	Standing anywhere in the area A
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot to stop plate
Penalties	
Safety angles	
Setup notes	Popper 4 activates the swinging target T12. The target remains visible in the end