## 1. To Push or not to Push

## No Image

| CoF | Comstock - Short | Points | 60 p |
| :---: | :--- | :---: | :---: |
| Targets | 5 paper, 2 popper, Total 7 targets | Min rounds | 12 |
| Firearm | Action Air | Match- $\%$ | $2.59 \%$ |


| Procedure | Shoot all targets as they become visible. Popper T1 will activate the moving target as demonstrated. The moving <br> target is a non-disappearing target. To make the target visible again, the shooter must press the button as <br> demonstrated. All shots must be fired from within the demarcated area. |
| :--- | :--- |
| Starting position <br> Firearm ready <br> condition <br> Start on <br> Stop on | Gun loaded and holstered |
| Penalties | Astanding relaxed at the mark facing downrange |
| Safety angles current edition of rules | L/R |
| Setup notes |  |

## 2. Aim like a Pro

## No Image

| CoF | Comstock - Long | Points | 160 p |
| :---: | :--- | :---: | :---: |
| Targets | 14 paper, 4 popper, 1 no-shoot, Total 18 targets | Min rounds | 32 |
| Firearm | Action Air | Match- $\%$ | $6.90 \%$ |


|  |  |
| :--- | :--- |
| Procedure | Shoot all targets as they become visible. The firearm or the shooter should not touch any part of the barricades |
|  |  |
| Starting position |  |
| Firearm ready |  |
| condition |  |
| Start on | Standing relaxed in the box, facing downrange |
| Stop on | Last shot |
| Penalties holstered | As per current edition of rules |
| Safety angles | L/R |
| Setup notes |  |

## 3. Cool Runnings

## No Image

| CoF | Comstock - Medium | Points | 120 p |
| :---: | :--- | :---: | :---: |
| Targets | 10 paper, 4 popper, 1 no-shoot, Total 14 targets | Min rounds | 24 |
| Firearm | Action Air | Match-\% | $5.17 \%$ |


| Procedure | Shoot all targets as they become visible. |
| :--- | :--- |
|  |  |
| Starting position |  |
| Firearm ready |  |
| condition |  |
| Start on | Standing relaxed at the mark, facing downrange |
| Stop on Audible signal <br> Penalties with all magazines to be used on the barrell As per current edition of rules <br> Safety angles L/R <br> Setup notes  |  |

## 4. Hit or Run

## No Image



## 5. All in the Box

## No Image

| CoF | Comstock - Medium | Points | 120 p |
| :---: | :--- | :---: | :---: |
| Targets | 9 paper, 6 popper, 1 no-shoot, Total 15 targets | Min rounds | 24 |
| Firearm | Action Air | Match- $\%$ | $5.17 \%$ |


| Procedure | Shoot all targets as they become visible. Popper T1 will activate the moving target as demonstrated. The moving <br> target is a non-disappearing target. All shots must be fired from within the demarcated area. The box must be closed <br> before start signal. |
| :--- | :--- |
| Starting position <br> Firearm ready <br> condition <br> Start on <br> Stop on | Gun and all magazines to be used in the box |
| Penalities | As per current edition of rules |
| Safety angles | L/R |
| Setup notes |  |

## 6. Blocking Walls

No Image

| CoF | Comstock - Short | Points | 60 p |
| :---: | :--- | :---: | :---: |
| Targets | 4 paper, 4 popper, Total 8 targets | Min rounds | 12 |
| Firearm | Action Air | Match- $\%$ | $2.59 \%$ |


|  |  |
| :--- | :--- |
|  |  |
| Procedure | Shoot all targets as they become visible. All shots must be fired from within the demarcated area. |
|  |  |
| Starting position |  |
| Firearm ready |  |
| condition |  |
| Start on | Standing relaxed in the box, facing downrange |
| Stop on | Last shot |
| Penalties holstered | As per current edition of rules |
| Safety angles | L/R |
| Setup notes |  |

## 7. At your knees please

## No Image

| CoF <br> Targets <br> Firearm | Comstock - Short | Points | 60 p |
| :---: | :---: | :---: | :---: |
|  | 6 paper, 2 no-shoot, Total 6 targets | Min rounds | 12 |
|  | Action Air | Match-\% | 2.59\% |
| Procedure | Shoot all targets as they become visible. All shots must be fired from within the demarcated area, with both knees touching the blue mattress while shooting. Lid of the box must be closed on starting the CoF |  |  |
|  |  |  |  |
| Starting position Firearm ready condition Start on | Sitting on both knees, facing downrange |  |  |
|  | Gun unloaded with all magazines to be used in the box |  |  |
|  | Audible signal |  |  |
| Stop on | Last shot |  |  |
| Penalties | As per current edition of rules |  |  |
| Safety angles | L/R |  |  |
| Setup notes |  |  |  |

## 8. Turning, Turning

## No Image

| CoF <br> Targets <br> Firearm | Comstock - Medium | Points | 120 p |
| :---: | :---: | :---: | :---: |
|  | 10 paper, 4 popper, Total 14 targets | Min rounds | 24 |
|  | Action Air | Match-\% | 5.17\% |
| Procedure | Shoot all targets as they become visible. Popper T1 will activate the moving target as demonstrated. The moving target is a non-disappearing target. All shots must be fired from within the demarcated area. |  |  |
|  |  |  |  |
| Starting position Firearm ready condition Start on | Standing relaxed at the mark, facing downrange |  |  |
|  | Gun unloaded \& holstered |  |  |
|  | Audible signal |  |  |
| Stop on | Last shot |  |  |
| PenaltiesSafety angles | As per current edition of rules |  |  |
|  | L/R |  |  |
| Setup notes |  |  |  |

## 9. Who are you kidding

## No Image

| CoF | Comstock - Short | Points | 60 p |
| :---: | :--- | :---: | :---: |
| Targets | 6 paper, Total 6 targets | Min rounds | 12 |
| Firearm | Action Air | Match- $\%$ | $2.59 \%$ |


| Procedure | Shoot all targets as they become visible. All shots must be fired from within the demarcated area. |
| :--- | :--- |
|  |  |
|  |  |
| Starting position |  |
| Firearm ready |  |
| condition |  |
| Start on | Standing relaxed at the mark facing downrange |
| Stop on | Audible signal and holstered |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes |  |

## 10. Symetrical Outline

## No Image

| CoF | Comstock - Short | Points | 60 p |
| :---: | :--- | :---: | :---: |
| Targets | 4 paper, 4 plates, Total 8 targets | Min rounds | 12 |
| Firearm | Action Air | Match- $\%$ | $2.59 \%$ |


|  |  |
| :--- | :--- |
|  |  |
| Procedure | Shoot all targets as they become visible. All shots must be fired from within the demarcated area. |
|  |  |
| Starting position | Standing relaxed at the mark facing downrange |
| Firearm ready |  |
| condition | Gun unloaded on one barrell, all magazines to be used on the other barrell |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes |  |

## 11. They will Lie down

## No Image

| CoF <br> Targets <br> Firearm | Comstock - Medium | Points | 120 p |
| :---: | :---: | :---: | :---: |
|  | 11 paper, 2 popper, Total 13 targets | Min rounds | 24 |
|  | Action Air | Match-\% | 5.17\% |
| Procedure | Shoot all targets as they become visible. Popper T1 and T2 will activate the moving targets as demonstrated. The moving targets are non-disappearing targets. All shots must be fired from within the demarcated area. |  |  |
|  |  |  |  |
| Starting position Firearm ready condition | Standing relaxed anywhere in the demarcated area, facing downrange |  |  |
|  | Gun loaded \& holstered |  |  |
|  | Audible signal |  |  |
| Stop on | Last shot |  |  |
| Penalties | As per current edition of rules |  |  |
| Safety angles | L/R |  |  |
| Setup notes |  |  |  |

## 12. Start where you want

## No Image



## 13. Texas Shoot Em

## No Image

| CoF <br> Targets <br> Firearm | Comstock - Short | Points | 60 p |
| :---: | :---: | :---: | :---: |
|  | 5 paper, 2 popper, 2 no-shoot, Total 7 targets | Min rounds | 12 |
|  | Action Air | Match-\% | 2.59\% |
|  |  |  |  |
| Procedure | All shots must be fired while sitting on the chair. |  |  |
| Starting position Firearm ready condition | Sitting relaxed at the chair; both elbows resting in the marcated area on the table |  |  |
|  | Gun unloaded with alle magazines to be used in the marcated area at the table |  |  |
| Start on | Audible signal |  |  |
| Stop on | Last shot |  |  |
| Penalties | As per current edition of rules |  |  |
| Safety angles | L/R |  |  |
| Setup notes |  |  |  |

## 14. Forget me Not

No Image

| CoF <br> Targets <br> Firearm | Comstock - Long |  | 160 p |
| :---: | :---: | :---: | :---: |
|  | 13 paper, 6 popper, Total 19 targets | Min rounds | 32 |
|  | Action Air | Match-\% | 6.90\% |
|  |  |  |  |
| Procedure | Shoot all targets as they become visible. |  |  |
| Starting position | Standing relaxed anywhere in the demarcated area, 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 |  |  |  |

## 15. Along the Road

## No Image



## 16. Not always Upright

## No Image



## 17. A copied stage



| CoF | Comstock - Medium | Points | 120 p |
| :---: | :--- | :---: | :---: |
| Targets | 9 paper, 6 popper, 1 no-shoot, Total 15 targets | Min rounds | 24 |
| Firearm | Action Air | Match-\% | $5.17 \%$ |


| Procedure | Shoot all targets as they become visible. All shots must be fired from within the demarcated area. |
| :--- | :--- |
|  |  |
|  |  |
| Starting position |  |
| Firearm ready |  |
| condition |  |
| Start on | Standing relaxed anywhere in the demarcated area, facing downrange |
| Stop on | Audible signal |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes |  |

## 18. Go your own way

## No Image

| CoF | Comstock - Short | Points | 60 p |
| :---: | :--- | :---: | :---: |
| Targets | 3 paper, 6 popper, 1 no-shoot, Total 9 targets | Min rounds | 12 |
| Firearm | Action Air | Match-\% | $2.59 \%$ |


|  |  |
| :--- | :--- |
|  |  |
| Procedure | Shoot all targets as they become visible. All shots must be fired from within the demarcated area. |
|  |  |
| Starting position |  |
| Firearm ready |  |
| condition |  |
| Start on | Standing relaxed in the box, facing downrange |
| Stop on | Last shot |
| Penalties holstered | As per current edition of rules |
| Safety angles | L/R |
| Setup notes |  |

## 19. Through the Pallet

## No Image

| CoF | Comstock - Short | Points | 60 p |
| :---: | :--- | :---: | :---: |
| Targets | 5 paper, 2 popper, 4 no-shoot, Total 7 targets | Min rounds | 12 |
| Firearm | Action Air | Match-\% | $2.59 \%$ |


|  |  |
| :--- | :--- |
|  |  |
| Procedure | Shoot all targets as they become visible. All shots must be fired from within the demarcated area. |
|  |  |
| Starting position |  |
| Firearm ready |  |
| condition |  |
| Start on | Standing relaxed at the mark, facing downrange |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes |  |

## 20. Don't forget your magazines

## No Image

| CoF | Comstock - Medium | Points | 120 p |
| :---: | :--- | :---: | :---: |
| Targets | 10 paper, 4 popper, 1 no-shoot, Total 14 targets | Min rounds | 24 |
| Firearm | Action Air | Match-\% | $5.17 \%$ |


|  |  |
| :--- | :--- |
|  |  |
| Procedure | Shoot all targets as they become visible. All shots must be fired from within the demarcated area. |
|  |  |
| Starting position |  |
| Firearm ready |  |
| condition |  |
| Start on | Standing relaxed at the mark, facing downrange |
| Stop on | Audible signal |
| Penalties | Last shot |
| As per current edition of rules all magazines to be used at the table |  |
| Safety angles | L/R |
| Setup notes |  |

## 21. Keep it low

No Image

| CoF | Comstock - Short | Points | 60 p |
| :---: | :--- | :---: | :---: |
| Targets | 5 paper, 2 popper, 2 no-shoot, Total 7 targets | Min rounds | 12 |
| Firearm | Action Air | Match-\% | $2.59 \%$ |


|  |  |
| :--- | :--- |
|  |  |
| Procedure | Shoot all targets as they become visible. All shots must be fired from within the demarcated area. |
|  |  |
| Starting position |  |
| Firearm ready |  |
| condition |  |
| Start on | Standing relaxed at the mark facing downrange |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes |  |

## 22. Carry the Duck

## No Image



## 23. Return to the Starting Point

## No Image

| CoF | Comstock - Medium | Points | 120 p |
| :---: | :--- | :---: | :---: |
| Targets | 12 paper, 2 no-shoot, Total 12 targets | Min rounds | 24 |
| Firearm | Action Air | Match-\% | $5.17 \%$ |


| Procedure |  |
| :--- | :--- |
|  | Shoot all targets as they become visible. The moving target is activated by pressing the button as demonstrated. The <br> moving target is a non-disappearing target. All shots must be fired from within the demarcated area. <br> Starting position <br> Firearm ready <br> condition <br> Start on |
| Stop on | Audible signal |
| Penalties | Last shot |
| As per current edition of rules |  |
| Safety angles | L/R |
| Setup notes |  |

## 24. The Crossing

## No Image

| CoF <br> Targets <br> Firearm | Comstock - Long | Points | 160 p |
| :---: | :---: | :---: | :---: |
|  | 14 paper, 4 popper, 2 no-shoot, Total 18 targets | Min rounds | 32 |
|  | Action Air | Match-\% | 6.90\% |
| Procedure | Shoot all targets as they become visible. Popper T1 will activate the moving target as demonstrated. The moving target is a non-disappearing target. All shots must be fired from within the demarcated area. |  |  |
|  |  |  |  |
| Starting position Firearm ready condition | Standing relaxed anywhere in the demarcated area, facing downrange |  |  |
|  | Gun unloaded \& holstered |  |  |
|  | Audible signal |  |  |
| Stop on | Last shot |  |  |
| Penalties | As per current edition of rules |  |  |
| Safety angles | L/R |  |  |
| Setup notes |  |  |  |

