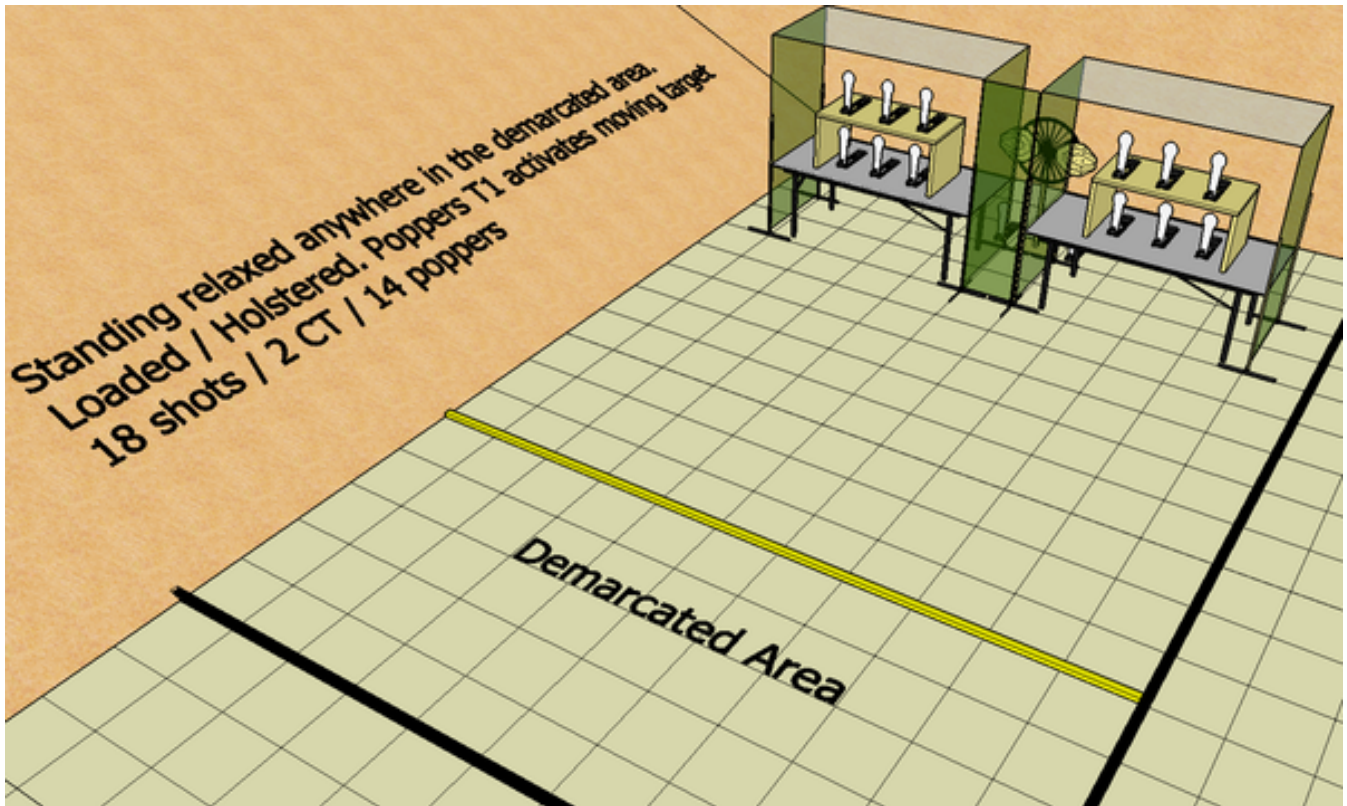


1. Shooting Gallery



CoF	Comstock - Medium	Points	90 p
Targets	2 paper, 14 popper, Total 16 targets	Min rounds	18
Firearm	Action Air	Match-%	18.00%

Procedure	Shoot all targets as they become visible from within the demarcated area. Neither shooter nor the gun should touch any part of the barricades to get an advantage. Touching the barricades to get an advantage will result in one procedure for each time the barricade is touched. Shooting target T1 activated the moving target. The moving target is a non disappearing target.
Starting position	Standing on the mark facing downrange
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	

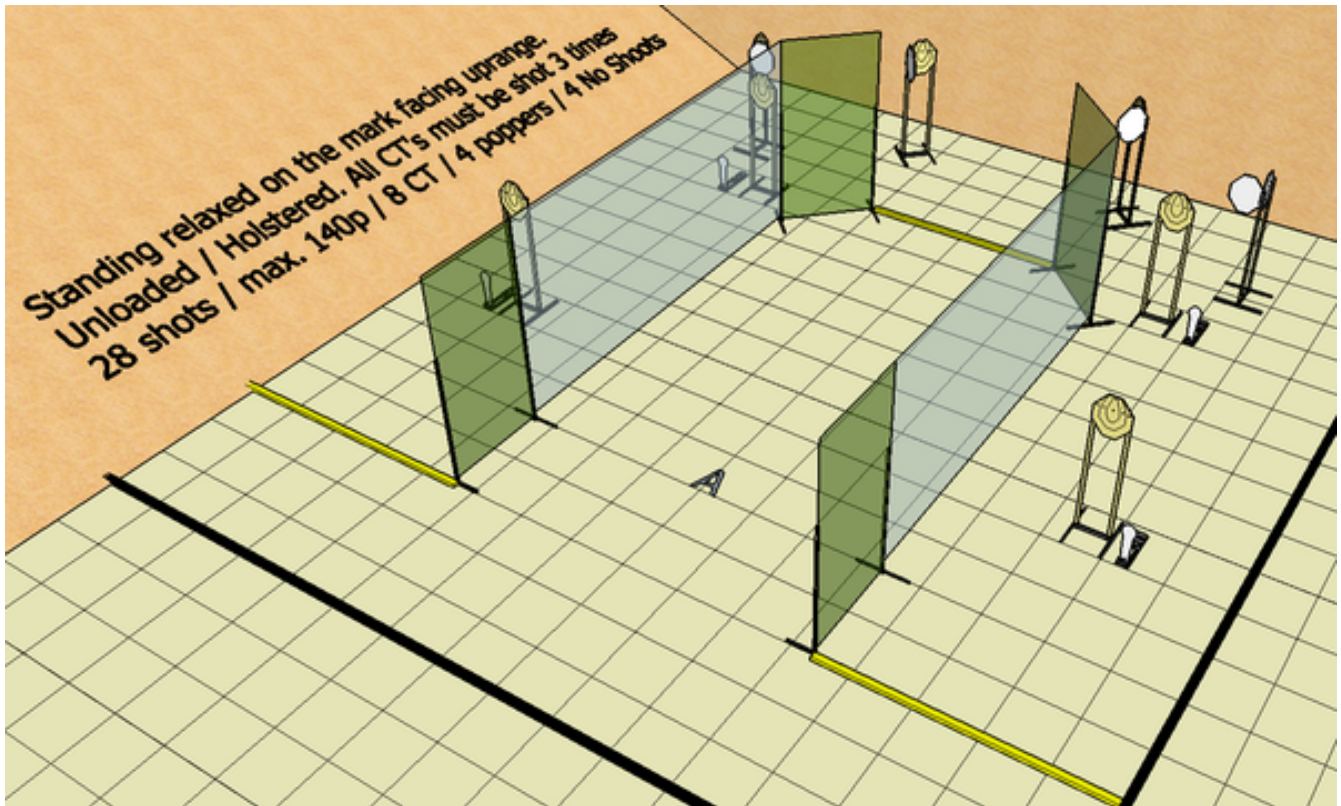
2. Alpha's Only

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Action Air	Match-%	12.00%

Procedure	Shoot all targets as they become visible from within the demarcated area. Neither shooter nor the gun should touch any part of the barricades to get an advantage. Touching the barricades to get an advantage wil result in one procedure for each time the barricade is touched.
Starting position	Standing on the mark facing downrange. Hands on the wall
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	

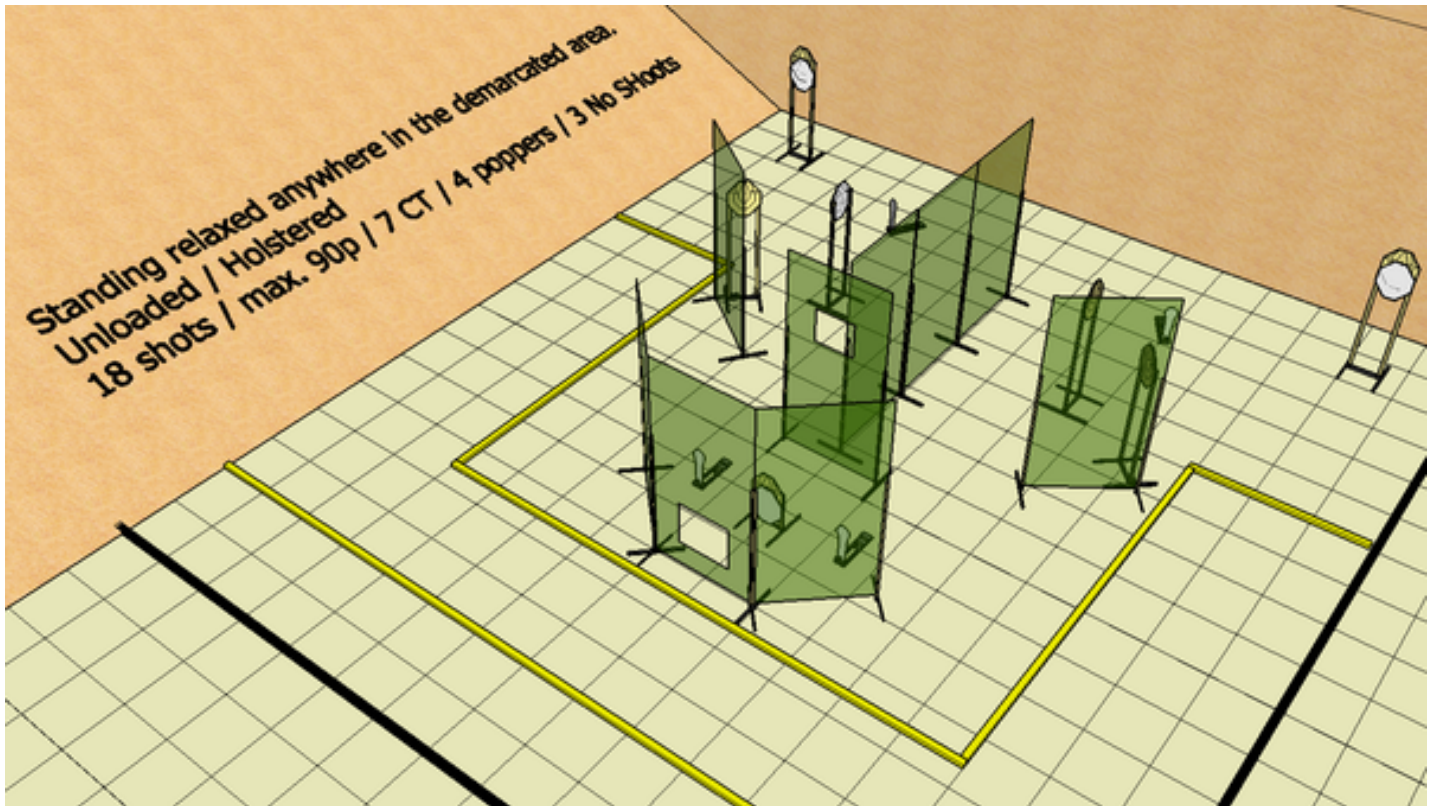
3. Third Time's A Charm



CoF	Comstock - Long	Points	140 p
Targets	8 paper, 4 popper, 4 no-shoot, Total 12 targets	Min rounds	28
Firearm	Action Air	Match-%	28.00%

Procedure	Shoot all targets as they become visible from within the demarcated area. Neither shooter nor the gun should touch any part of the barricades to get an advantage. Touching the barricades to get an advantage will result in one procedure for each time the barricade is touched. Each CT has to be shot 3 times.
Starting position	Standing on the mark facing uprange
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	

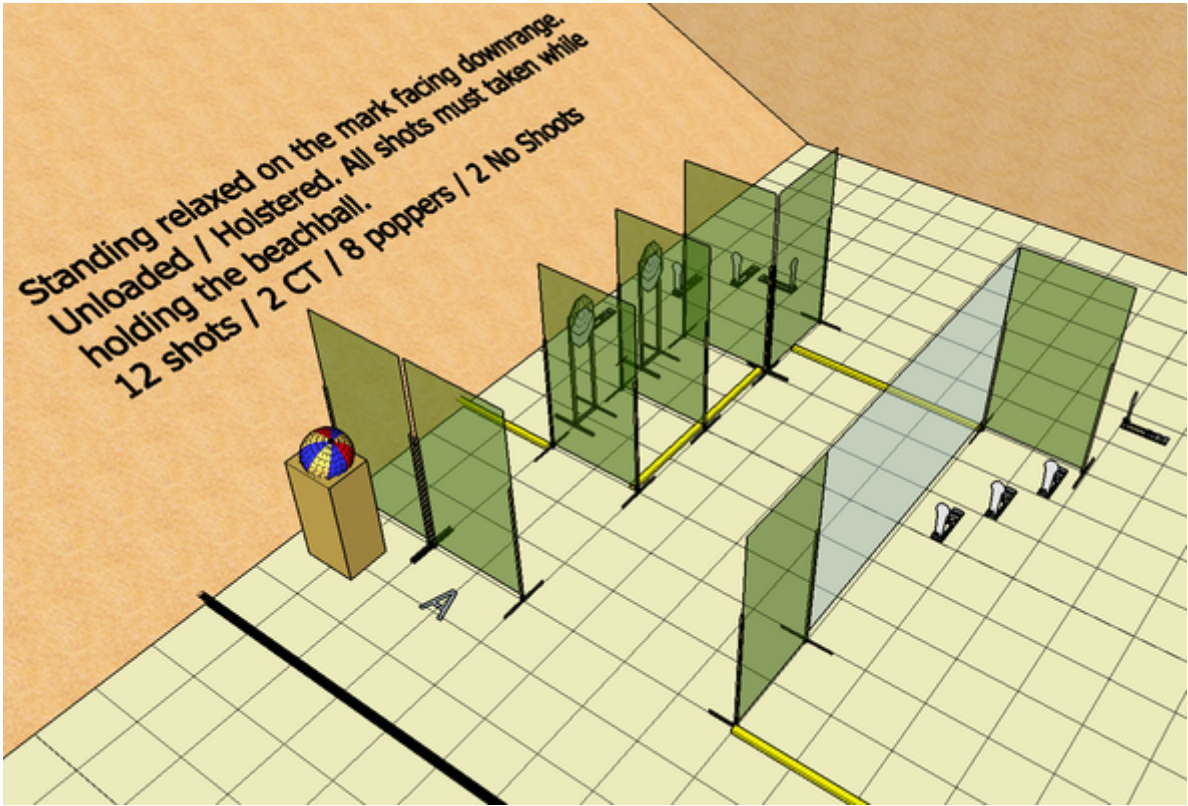
4. As Low As You Can Go



CoF	Comstock - Medium	Points	90 p
Targets	7 paper, 4 popper, 3 no-shoot, Total 11 targets	Min rounds	18
Firearm	Action Air	Match-%	18.00%

Procedure	Shoot all targets as they become visible from within the demarcated area. Neither shooter nor the gun should touch any part of the barricades to get an advantage. Touching the barricades to get an advantage will result in one procedure for each time the barricade is touched.
Starting position	Anywhere in the demarcated area
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	

5. The Beachball



CoF	Comstock - Short	Points	60 p
Targets	2 paper, 8 popper, Total 10 targets	Min rounds	12
Firearm	Action Air	Match-%	12.00%

Procedure	Shoot all targets as they become visible from within the demarcated area. Neither shooter nor the gun should touch any part of the barricades to get an advantage. Touching the barricades to get an advantage wil result in one procedure for each time the barricade is touched. All shots must be done while holding the beachball.
Starting position	Standing on the mark 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	

6. Twisted¿?

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 6 popper, Total 12 targets	Min rounds	12
Firearm	Action Air	Match-%	12.00%

Procedure	Shoot all targets as they become visible from within the demarcated area. Neither shooter nor the gun should touch any part of the barricades to get an advantage. Touching the barricades to get an advantage wil result in one procedure for each time the barricade is touched. All shots must be done while sitting on the chair.
Starting position	Sitting on the chair. Hands on the knees.
Firearm ready condition	Gun and all magazines on the table. Mags on one mark and gun on the other.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	