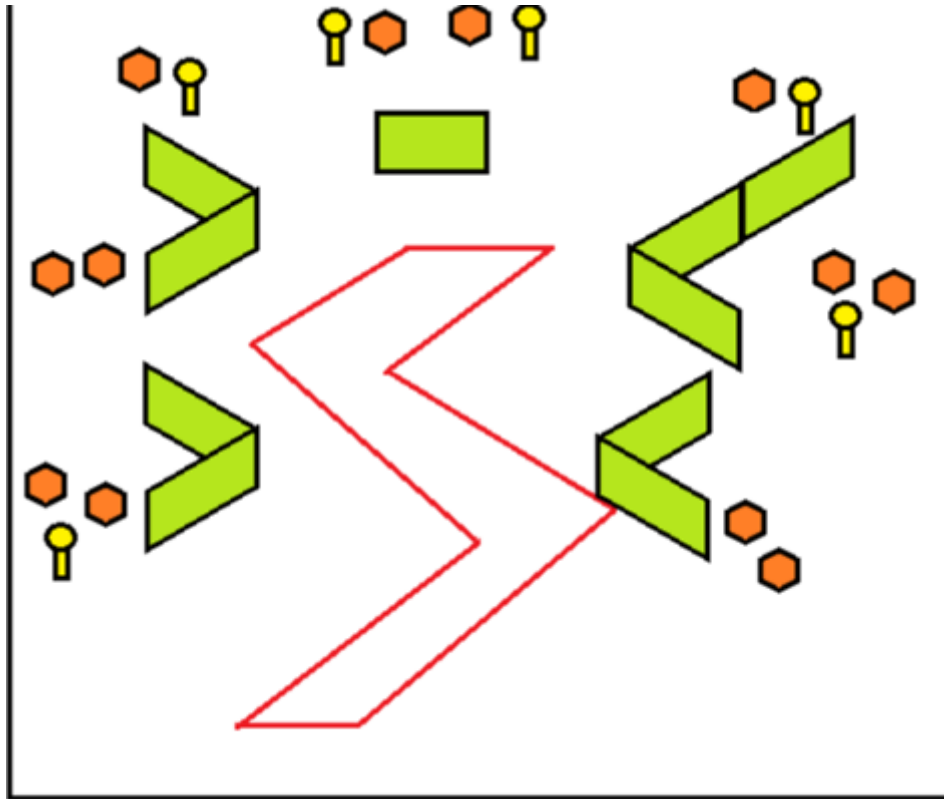


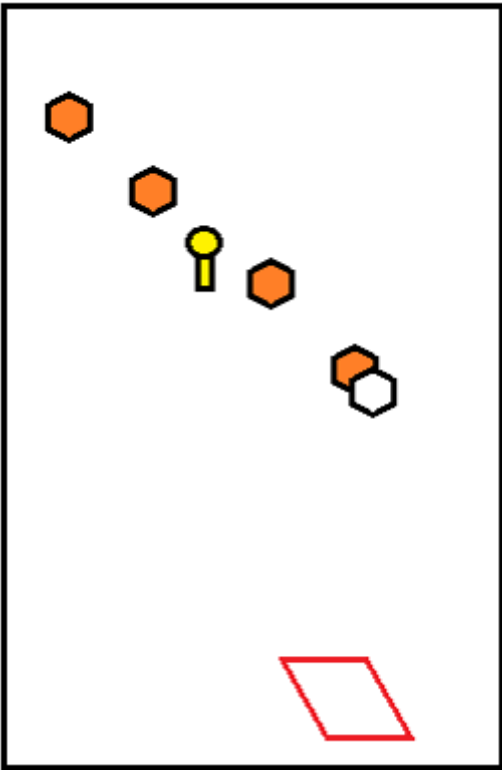
# 1. Stage 1



CoF	Comstock - Long	Points	150 p
Targets	12 paper, 6 popper, Total 18 targets	Min rounds	30
Firearm	Action Air	Match-%	14.35%

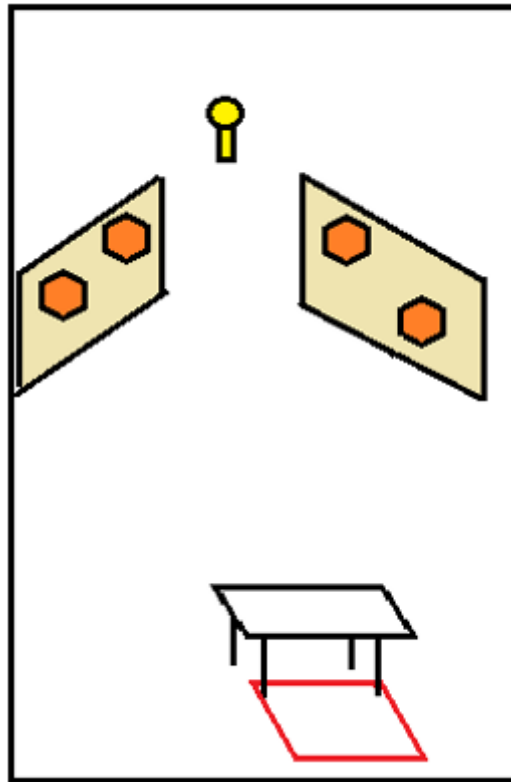
Procedure	Standing upright anywhere in demarcated area. Engage targets as they become visible.		
Starting position	Gun loaded & holstered		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	90/90/90		
Setup notes			

## 2. Stage 2



CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, 1 no-shoot, Total 5 targets	Min rounds	9
Firearm	Action Air	Match-%	4.31%
Procedure	Standing upright in shooting area. On audible start signal shoot targets strong hand unsupported.		
Starting position	Gun loaded & holstered		
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			

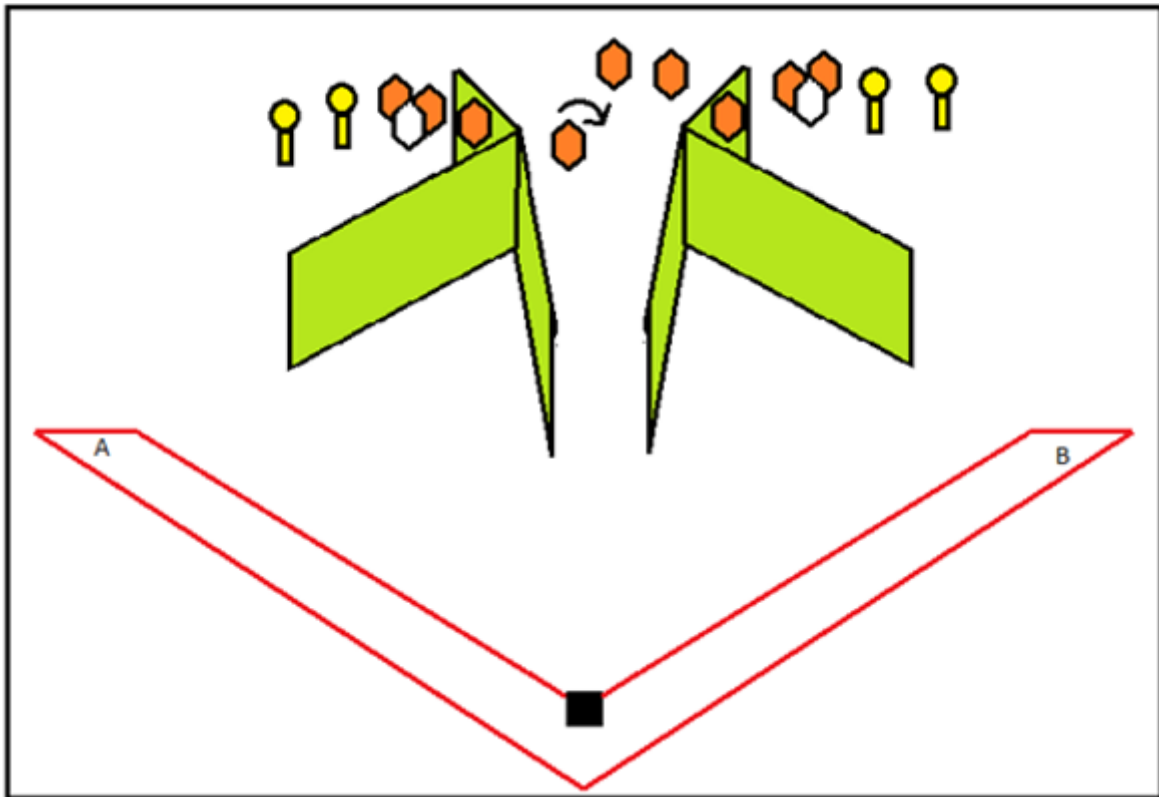
### 3. Stage 3



CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, Total 5 targets	Min rounds	9
Firearm	Action Air	Match-%	4.31%

Procedure	On audible start signal shoot targets from within demarcated area.
Starting position	Gun unloaded on table, ammo in bucket.
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	

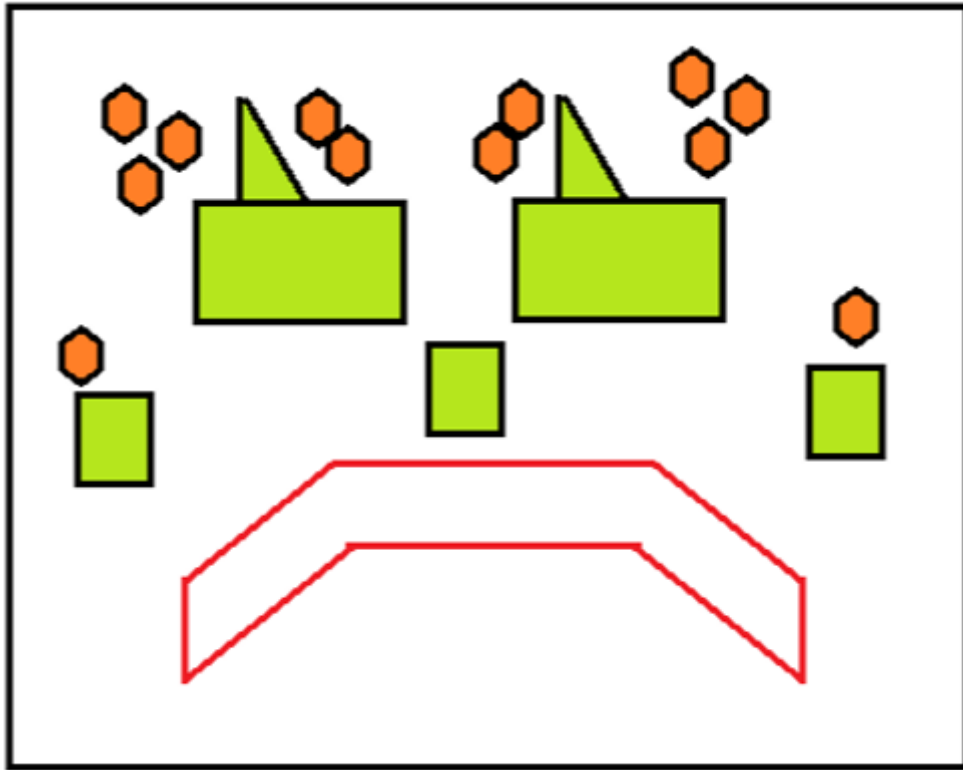
## 4. Stage 4



CoF	Comstock - Medium	Points	110 p
Targets	9 paper, 4 popper, 2 no-shoot, Total 13 targets	Min rounds	22
Firearm	Action Air	Match-%	10.53%

Procedure	On audible start signal, shoot targets as they become visible from within demarcated area. Note stepping on stamp box will activate one target which will appear and disappear.		
Starting position	Gun loaded & holstered		
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			

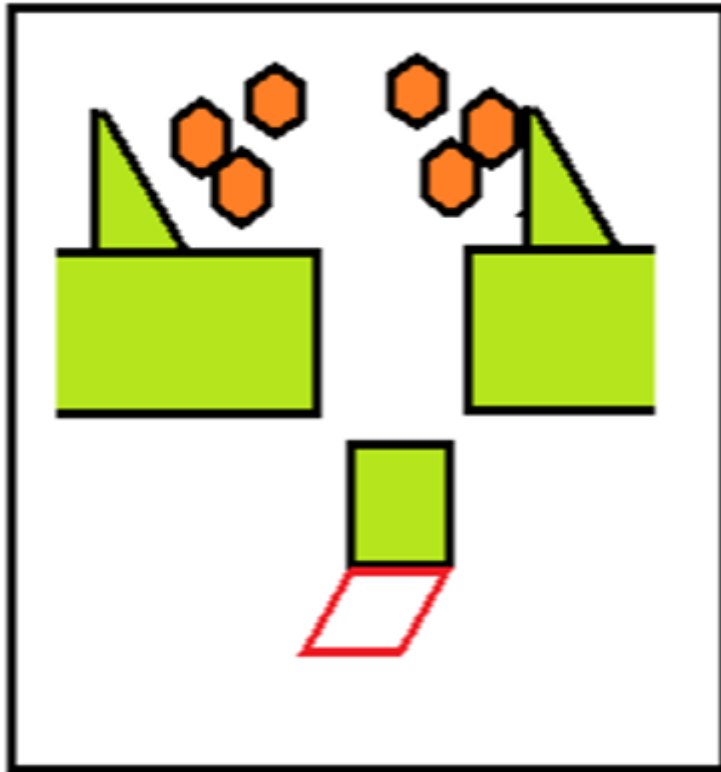
## 5. Stage 5



CoF	Comstock - Medium	Points	120 p
Targets	12 paper, Total 12 targets	Min rounds	24
Firearm	Action Air	Match-%	11.48%

Procedure	On the audible start signal, shoot the targets as they become visible from within the demarcated area.		
Starting position	Gun loaded & holstered		
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			

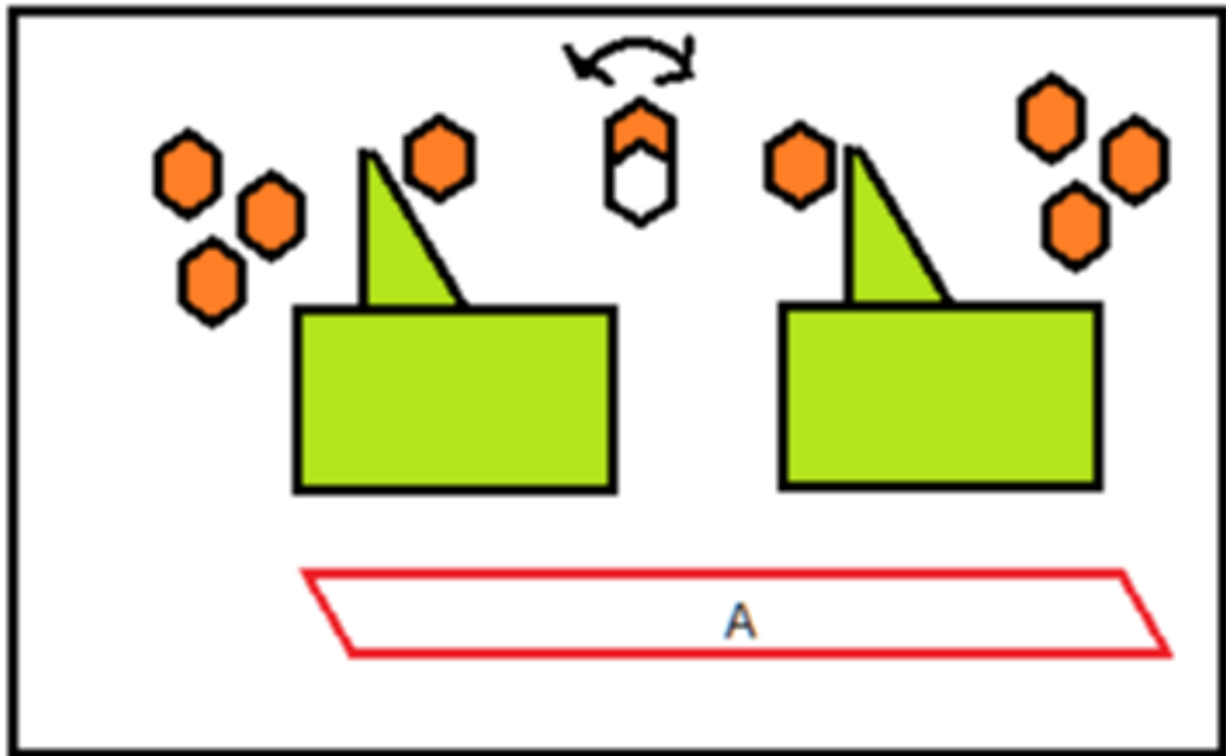
## 6. Stage 6



CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Action Air	Match-%	5.74%

Procedure	On audible start signal, shoot targets as they become visible from within the demarcated area.
Starting position	Gun loaded & holstered
Firearm ready condition	Loaded empty chamber
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

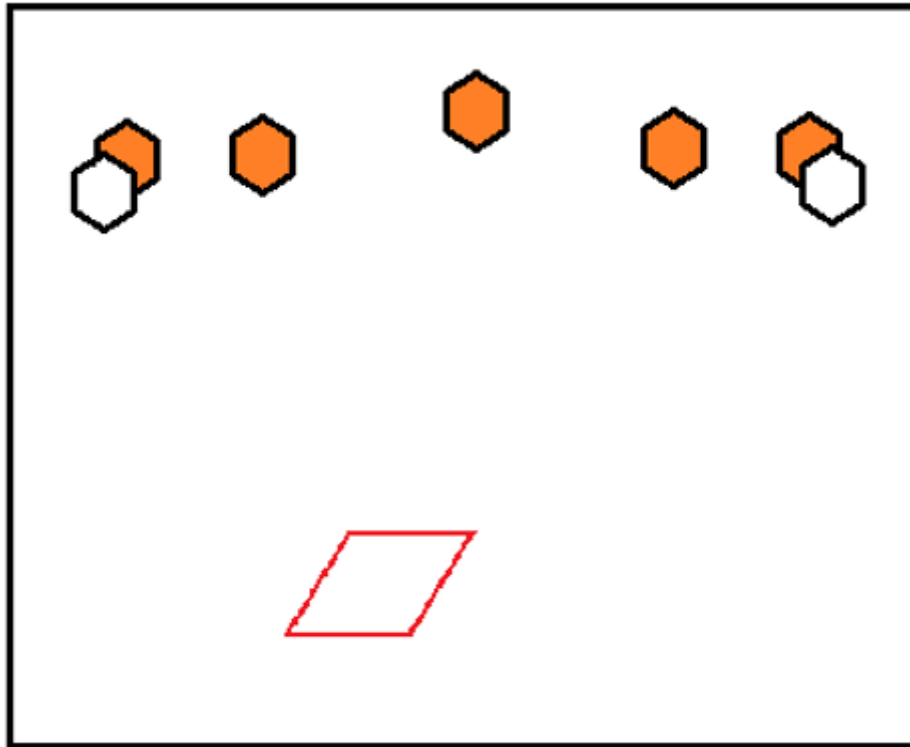
## 7. Stage 7



CoF	Comstock - Medium	Points	90 p
Targets	9 paper, 1 no-shoot, Total 9 targets	Min rounds	18
Firearm	Action Air	Match-%	8.61%

Procedure	On the audible start signal, pull rope and engage targets as they become visible from within the demarcated area. Pulling the rope will activate a swinging targets and no shoot, which will remain in view.		
Starting position	Gun loaded & holstered		
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

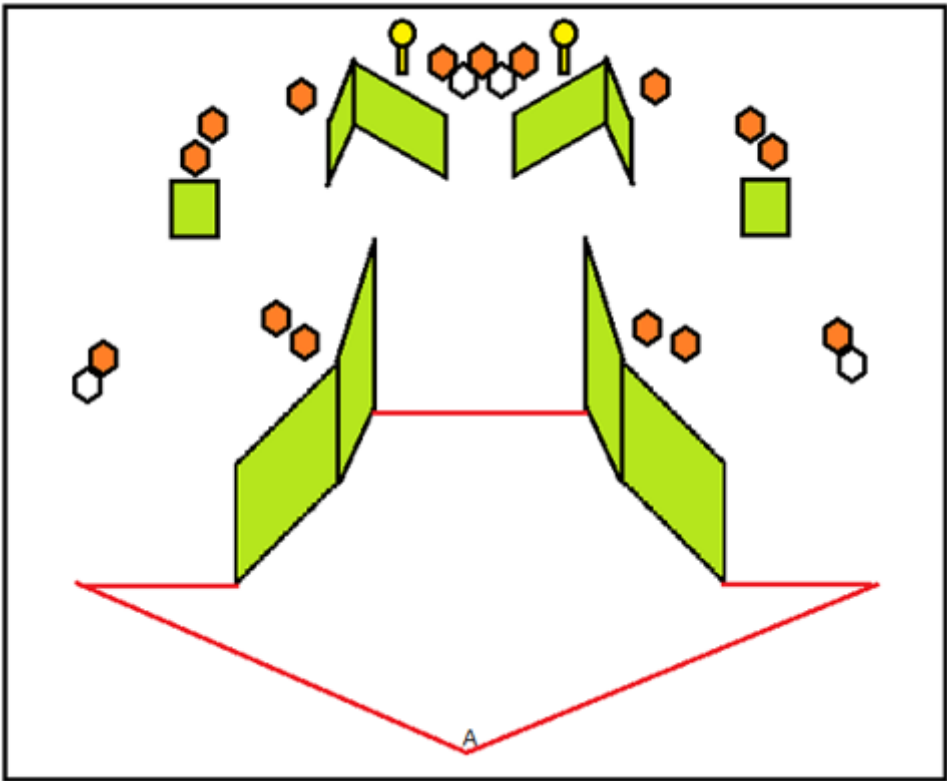


CoF	Comstock - Short	Points	50 p
Targets	5 paper, 2 no-shoot, Total 5 targets	Min rounds	10
Firearm	Action Air	Match-%	4.78%

Procedure	On audible start signal shoot targets with one round 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		
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			

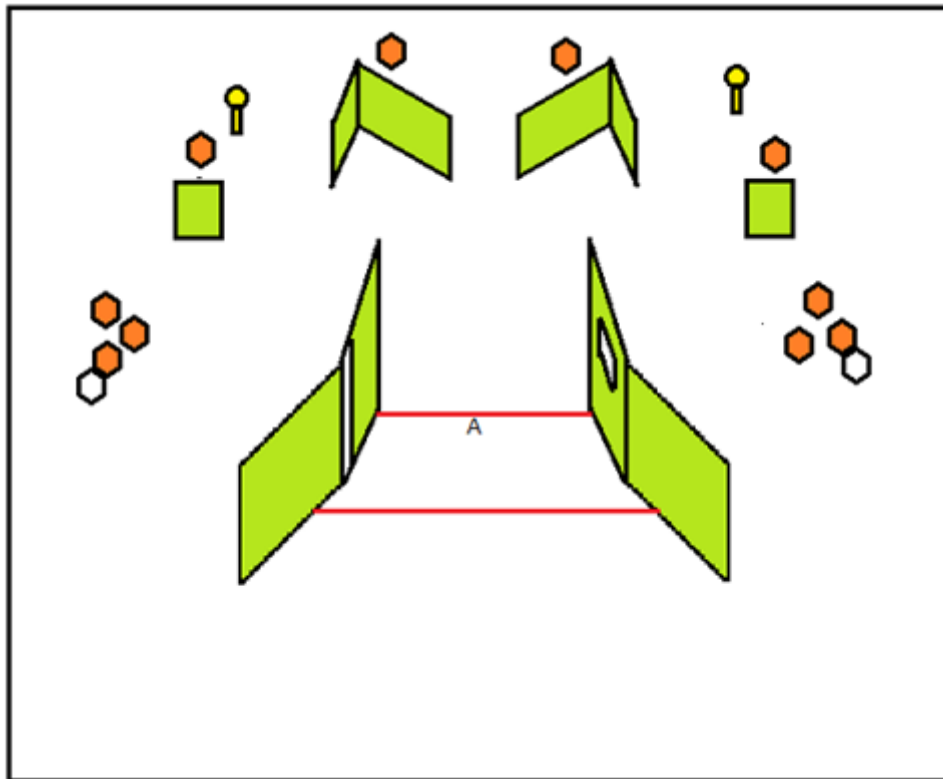


9. Stage 9



CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 popper, 4 no-shoot, Total 17 targets	Min rounds	32
Firearm	Action Air	Match-%	15.31%
Procedure	On audible start signal shoot targets as they become visible from within the demarcated area.		
Starting position	Gun loaded & holstered		
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			

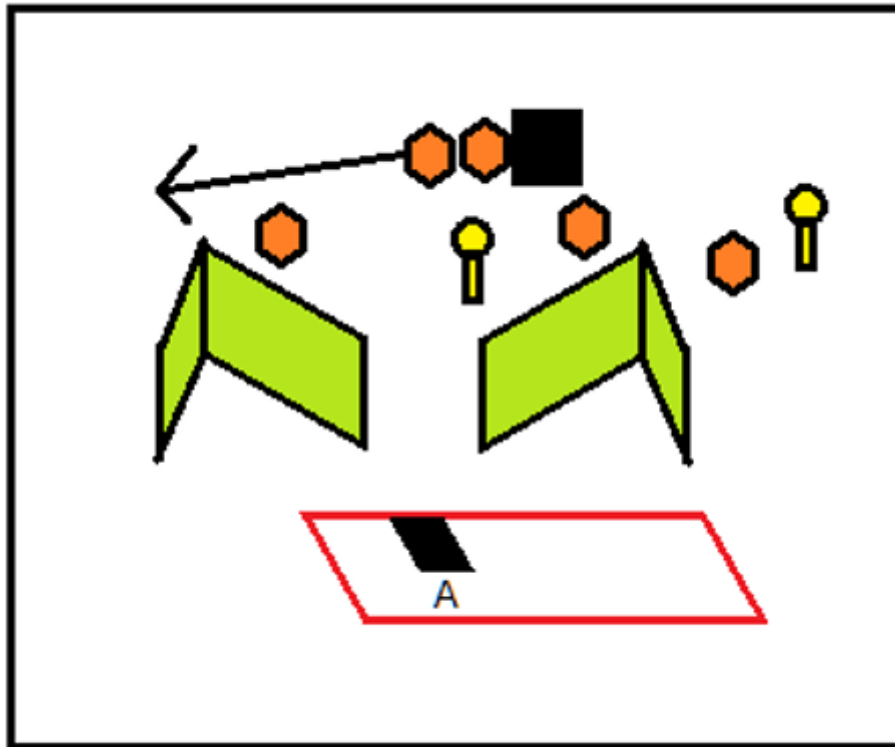
## 10. Stage 10



CoF	Comstock - Medium	Points	110 p
Targets	10 paper, 2 popper, 2 no-shoot, Total 12 targets	Min rounds	22
Firearm	Action Air	Match-%	10.53%

Procedure	On audible start signal engage targets as they become visible from within the demarcated area.
Starting position	Gun loaded & holstered
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	

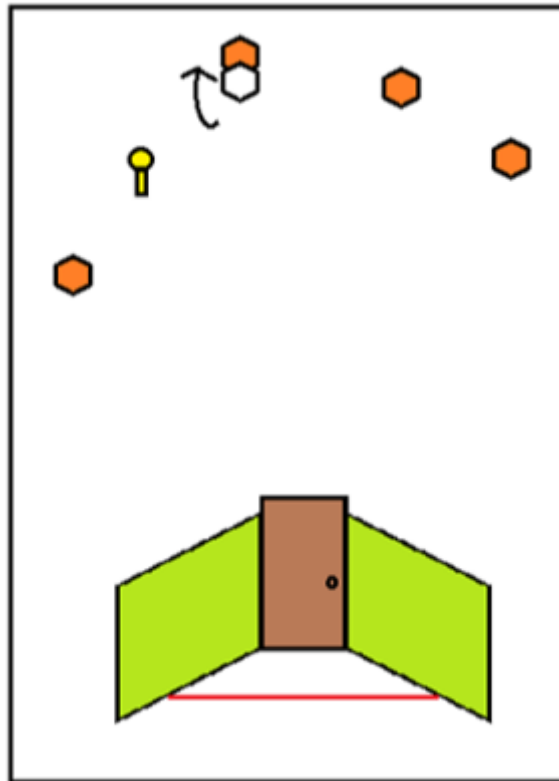
## 11. Stage 11



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	5.74%

Procedure	On audible start signal shoot the targets as they become visible from within the demarcated area. Taking foot off activator will start two sliding targets which will disappear from view.		
Starting position	Gun loaded & holstered		
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			

## 12. Stage 12



CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, 1 no-shoot, Total 5 targets	Min rounds	9
Firearm	Action Air	Match-%	4.31%

Procedure	On the audible start signal shoot targets as they become visible from within the demarcated area. Note opening the door will activate an appearing target and approximately 3 seconds later it will be partially covered by an appearing no shoot.
Starting position	Gun loaded & holstered
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	