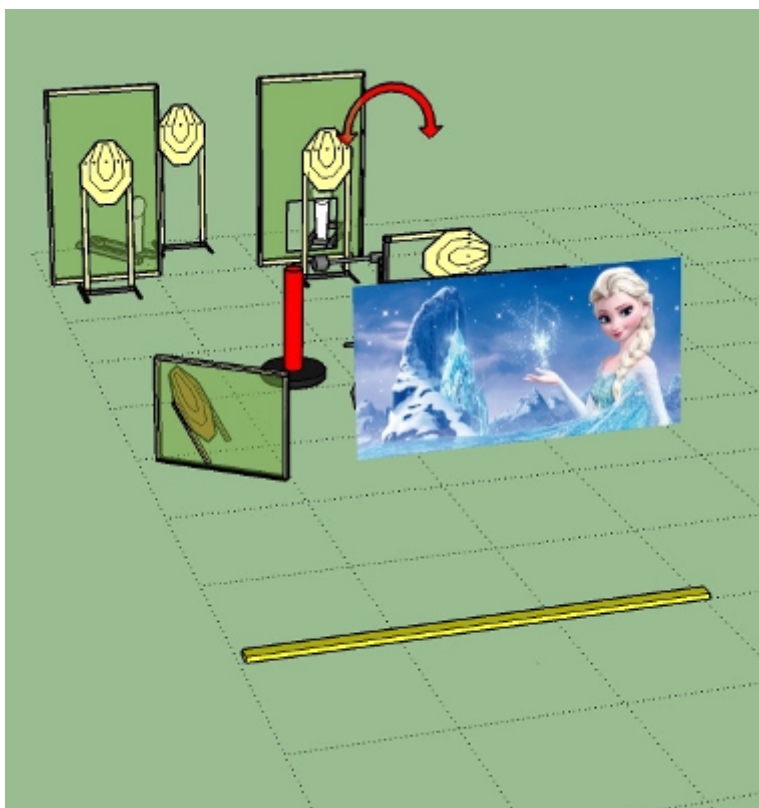


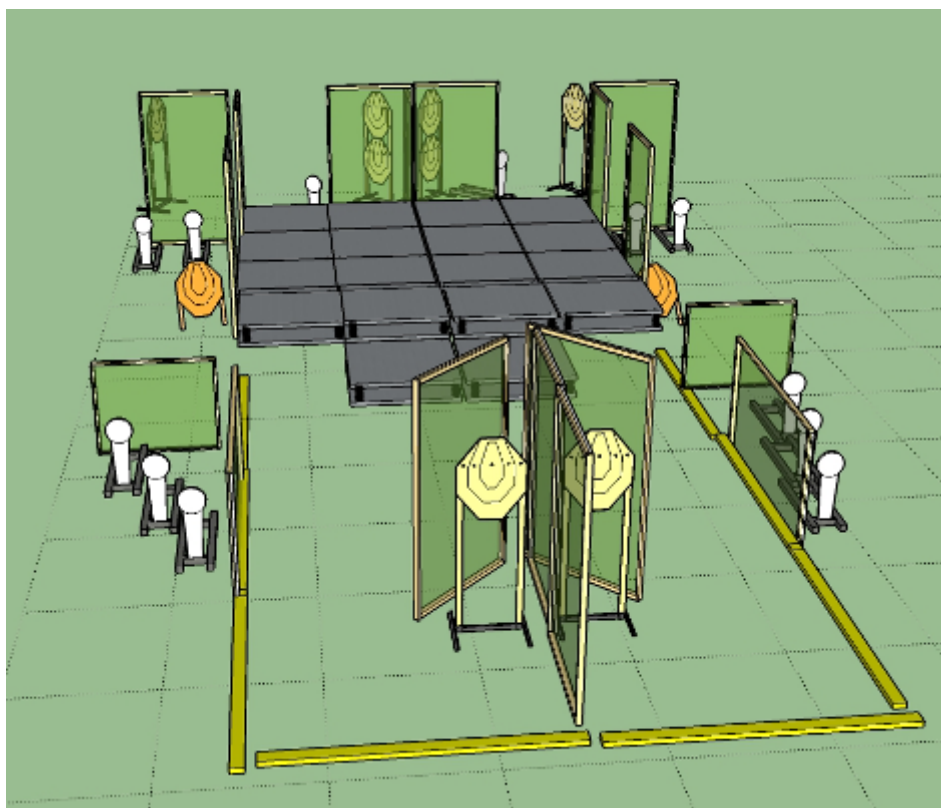
1. Frozen



| | | | |
|---------|------------------------------------|------------|-------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 5 paper, 2 popper, Total 7 targets | Min rounds | 12 |
| Firearm | Action Air | Match-% | 2.73% |

| | |
|-------------------------|---|
| Procedure | On signal shoot all targets as they become visible from within the demarcated area. All steel must fall. Popper P1 will activate moving target that is a non disappearing target. |
| 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 | |

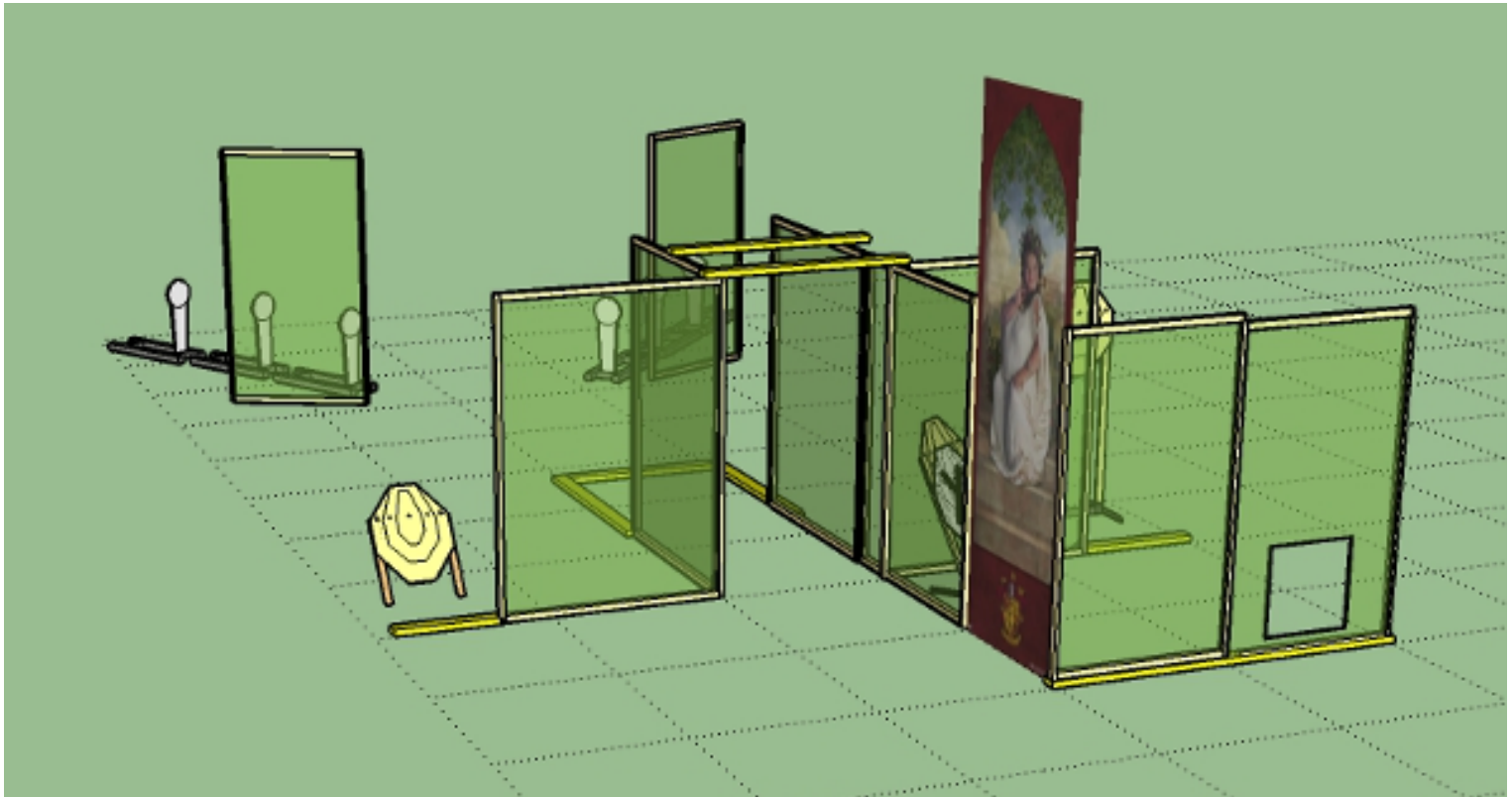
2. Rocky



| | | | |
|---------|---------------------------------------|------------|-------|
| CoF | Comstock - Long | Points | 160 p |
| Targets | 10 paper, 12 popper, Total 22 targets | Min rounds | 32 |
| Firearm | Action Air | Match-% | 7.29% |

| | |
|-------------------------|---|
| Procedure | On signal shoot all targets as they become visible from within the demarcated area. All steel must fall. All shots must be fired beneath the top rope of the ring |
| 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 | |

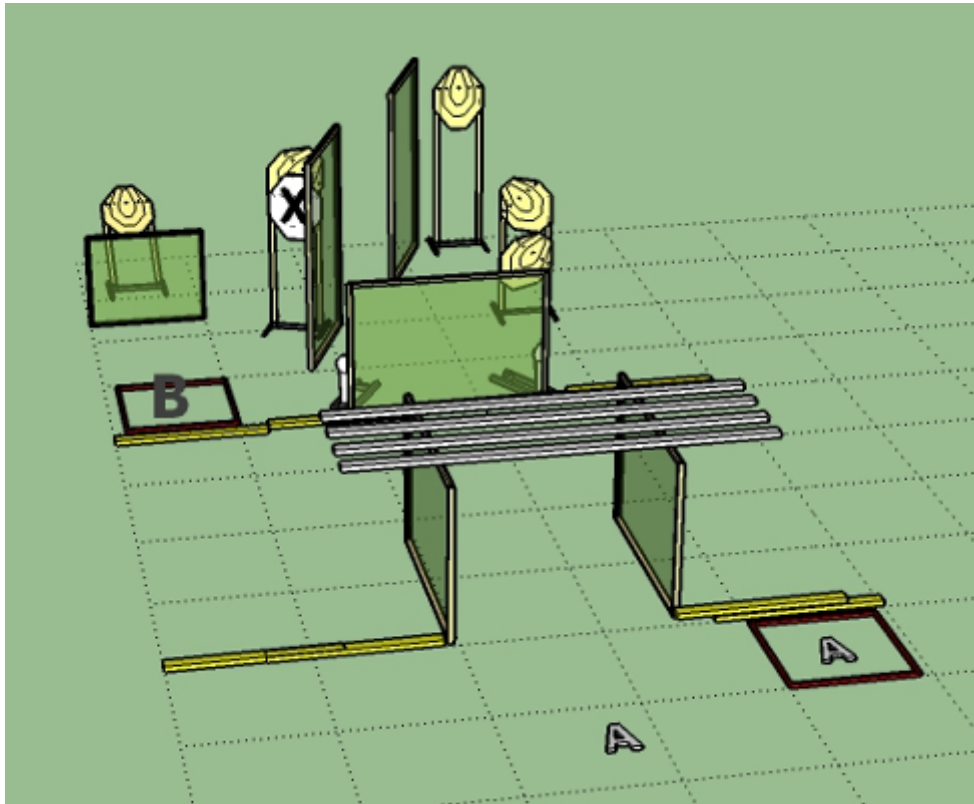
3. Harry Potter



| | | | |
|---------|--|------------|-------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 3 paper, 6 popper, 1 no-shoot, Total 9 targets | Min rounds | 12 |
| Firearm | Action Air | Match-% | 2.73% |

| | |
|-------------------------|---|
| Procedure | On signal, shoot all targets as they become visible from within the demarcated area. All steel must fall. |
| 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 | |

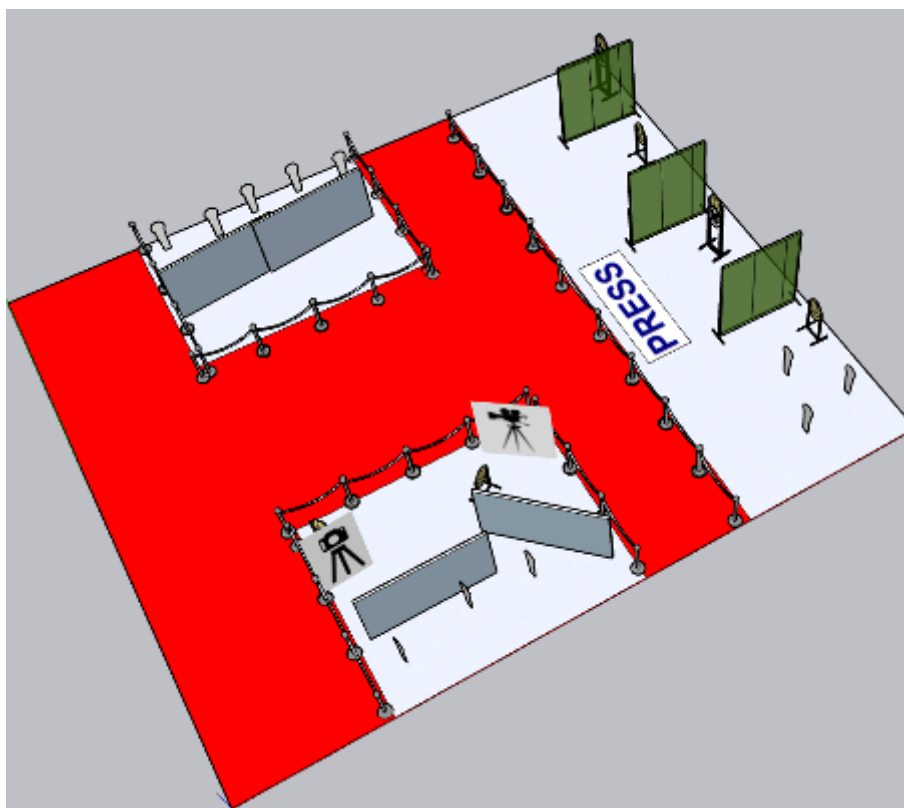
4. Alice in wonderland - huulbessem



| | | | |
|---------|--|------------|-------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 5 paper, 2 popper, 1 no-shoot, Total 7 targets | Min rounds | 12 |
| Firearm | Action Air | Match-% | 2.73% |

| | |
|-------------------------|--|
| Procedure | On signal shoot all targets as they become visible from within the demarcated area. All steel must fall. The item needs to be moved from box A to box B after the first shot and before the last shot. The item cant be put down other than in the box |
| Starting position | Standing relaxt at the mark facing downrange |
| Firearm ready condition | Gun loaded & holsterd |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

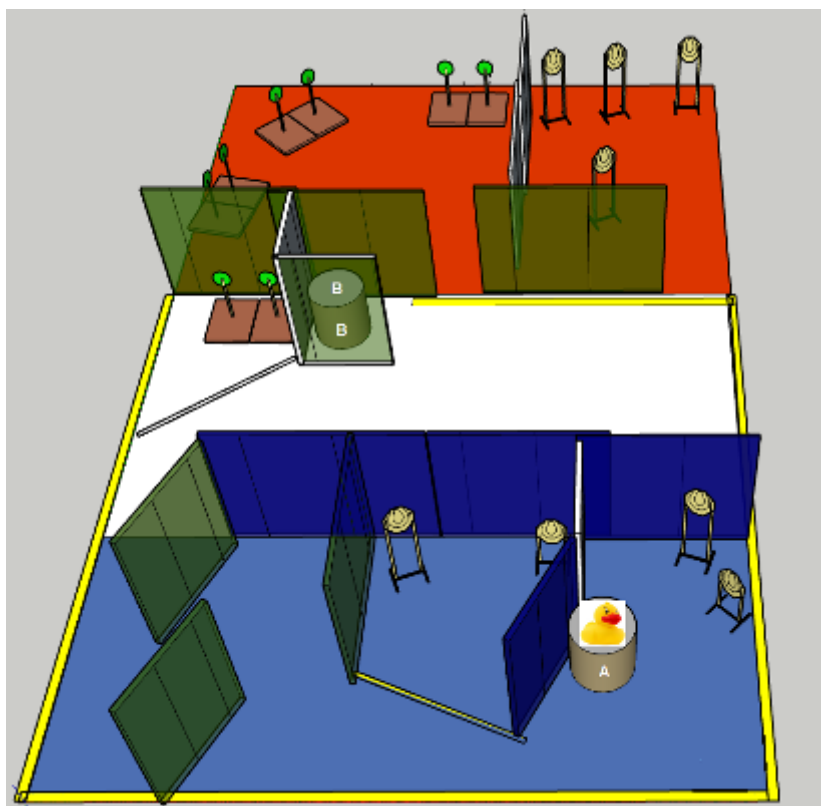
5. Hollywood



| | | | |
|---------|--|------------|-------|
| CoF | Comstock - Medium | Points | 115 p |
| Targets | 6 paper, 11 popper, 2 no-shoot, Total 17 targets | Min rounds | 23 |
| Firearm | Action Air | Match-% | 5.24% |

| | |
|-------------------------|---|
| Procedure | On signal, shoot all targets as they become visible from within the demarcated area. All steel must fall. |
| 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 | |

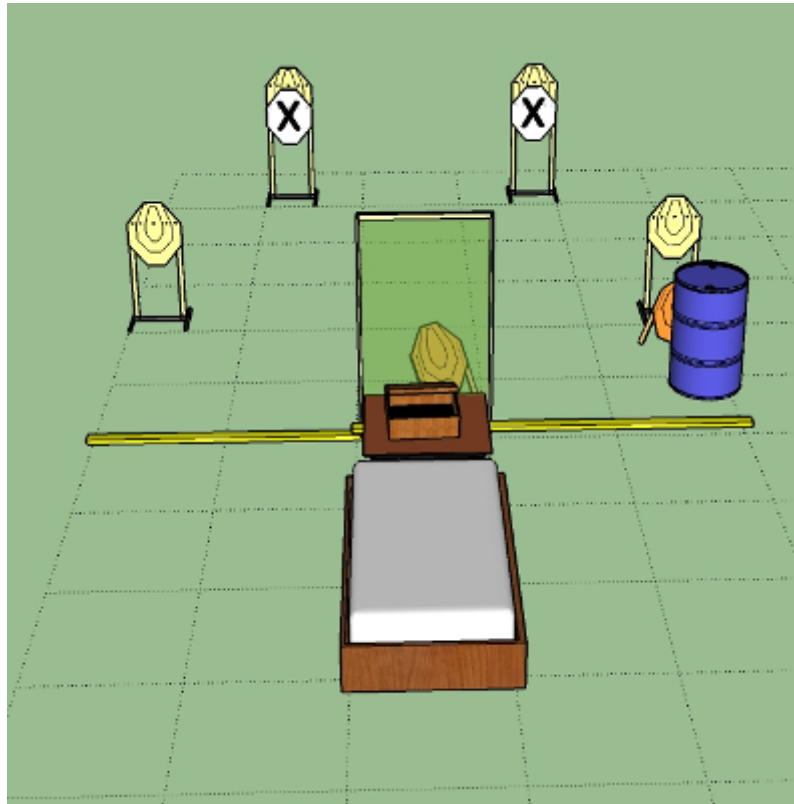
6. The Duck



| | | | |
|---------|-------------------------------------|------------|-------|
| CoF | Comstock - Medium | Points | 120 p |
| Targets | 8 paper, 8 plates, Total 16 targets | Min rounds | 24 |
| Firearm | Action Air | Match-% | 5.47% |

| | |
|-------------------------|---|
| Procedure | On signal shoot all targets as they become visible from within the demarcated area. All steel must fall. The duck must be moved to the other barrel before the last shot. |
| 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 | |

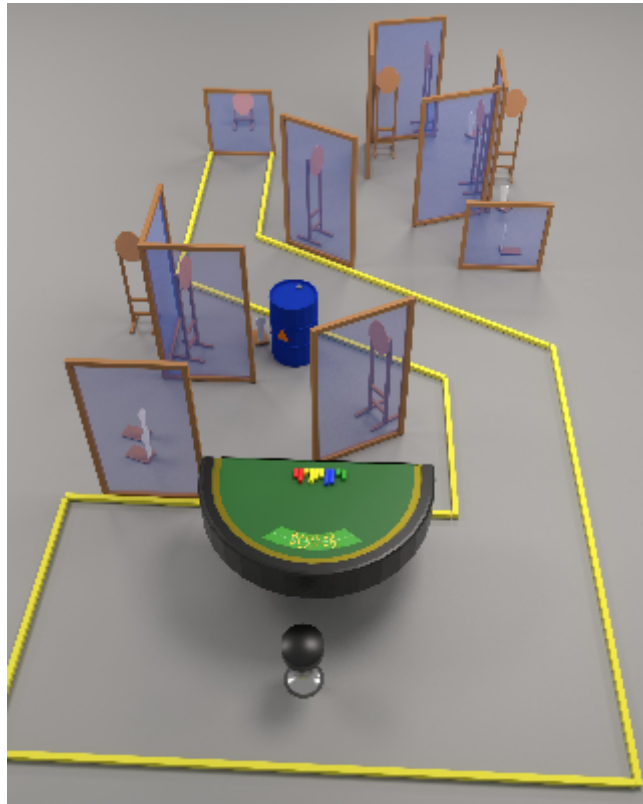
7. Godfather



| | | | |
|---------|--------------------------|------------|-------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 6 paper, Total 6 targets | Min rounds | 12 |
| Firearm | Action Air | Match-% | 2.73% |

| | |
|-------------------------|---|
| Procedure | On signal shoot all targets as they become visible from within the demarcated area. |
| Starting position | Laying flat on the bed, feet downrange |
| Firearm ready condition | Gun & magazines to be used in the box |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

8. James Bond



| | | | |
|---------|-------------------------------------|------------|-------|
| CoF | Comstock - Medium | Points | 120 p |
| Targets | 9 paper, 6 popper, Total 15 targets | Min rounds | 24 |
| Firearm | Action Air | Match-% | 5.47% |

| | |
|-------------------------|--|
| Procedure | On signal shoot all targets as they become visible from within the demarcated area. All steel must fall. |
| Starting position | Sitting on the chair back touching the chair, chips in hand place a bet before the first shot |
| 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 | |

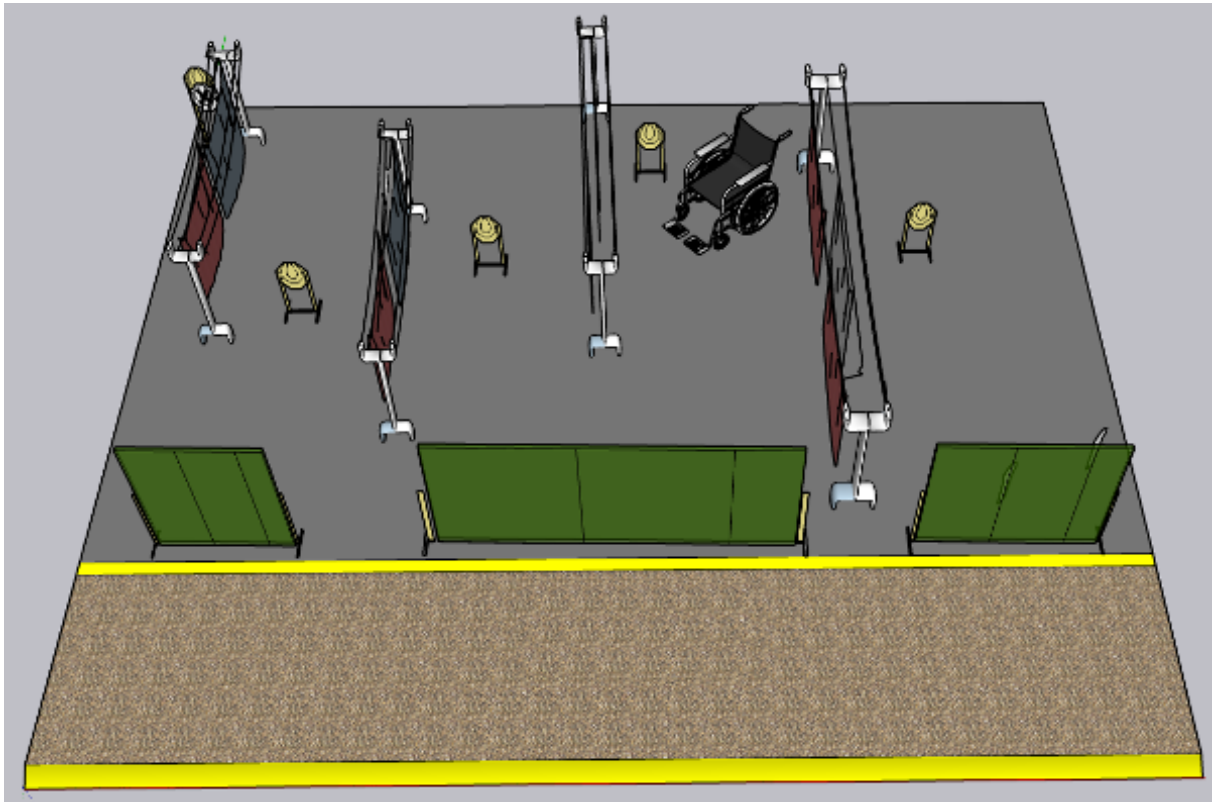
9. Jaws



| | | | |
|---------|-------------------------------------|------------|-------|
| CoF | Comstock - Long | Points | 160 p |
| Targets | 8 paper, 8 popper, Total 16 targets | Min rounds | 32 |
| Firearm | Action Air | Match-% | 7.29% |

| | |
|-------------------------|--|
| Procedure | On signal shoot all targets as they become visible from within the demarcated area. All steel must fall. All paper targets need to be hit atleast 3 times. |
| Starting position | Sitting in te boat |
| Firearm ready condition | Magazine inserted no round, chamber empty |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

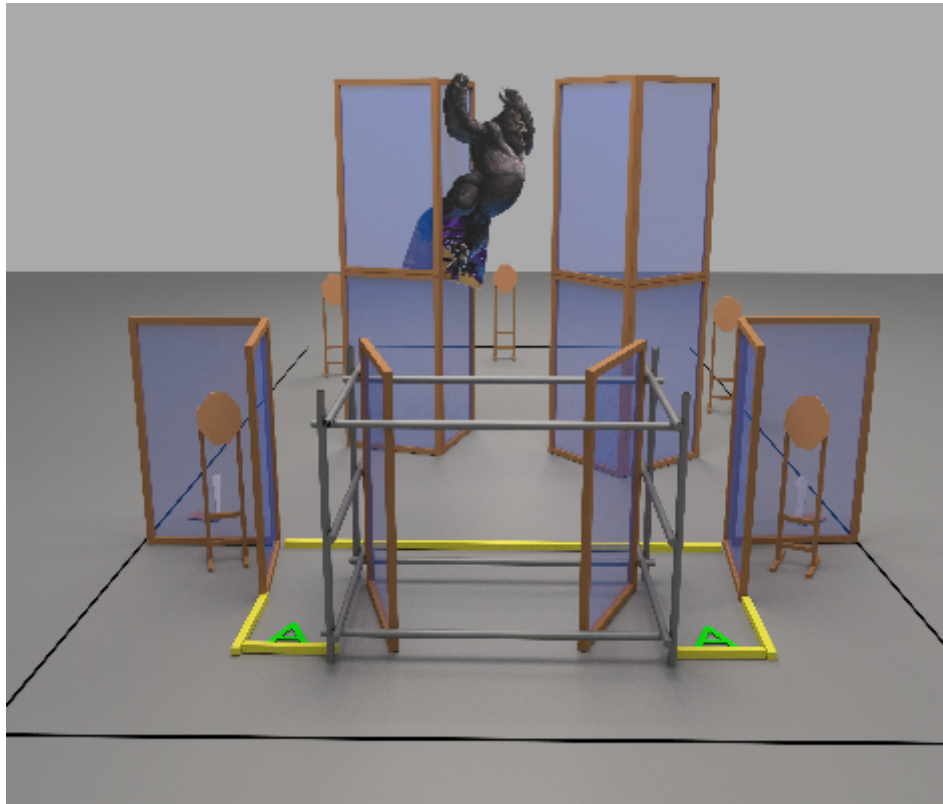
11. Flodder



| | | | |
|---------|--|------------|-------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 5 paper, 2 popper, 2 no-shoot, Total 7 targets | Min rounds | 12 |
| Firearm | Action Air | Match-% | 2.73% |

| | |
|-------------------------|--|
| Procedure | On signal shoot all targets as they become visible from within the demarcated area. All steel must fall. |
| 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 | |

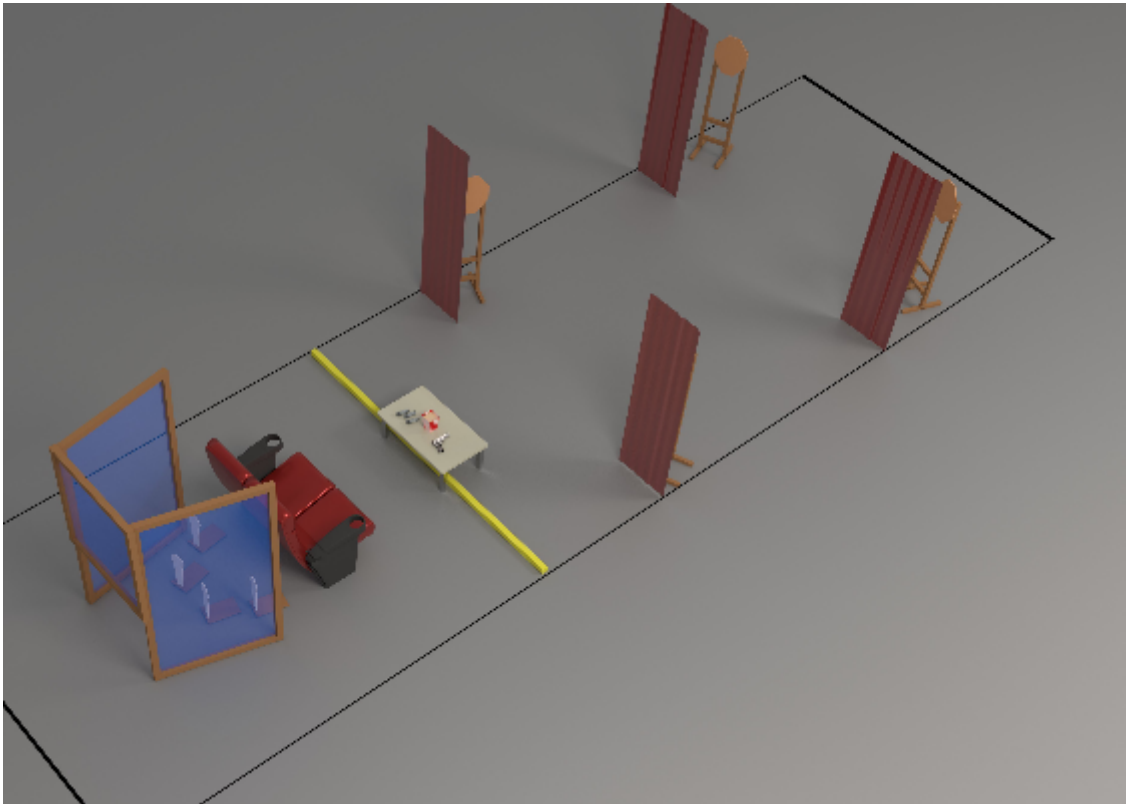
12. King Kong



| | | | |
|---------|------------------------------------|------------|-------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 5 paper, 2 popper, Total 7 targets | Min rounds | 12 |
| Firearm | Action Air | Match-% | 2.73% |

| | |
|-------------------------|--|
| Procedure | On signal shoot all targets as they become visible from within the demarcated area. All steel must fall. All shots must be fired while hanging on the frame both feet must not touch the ground. |
| Starting position | Standing relaxed at 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 | |

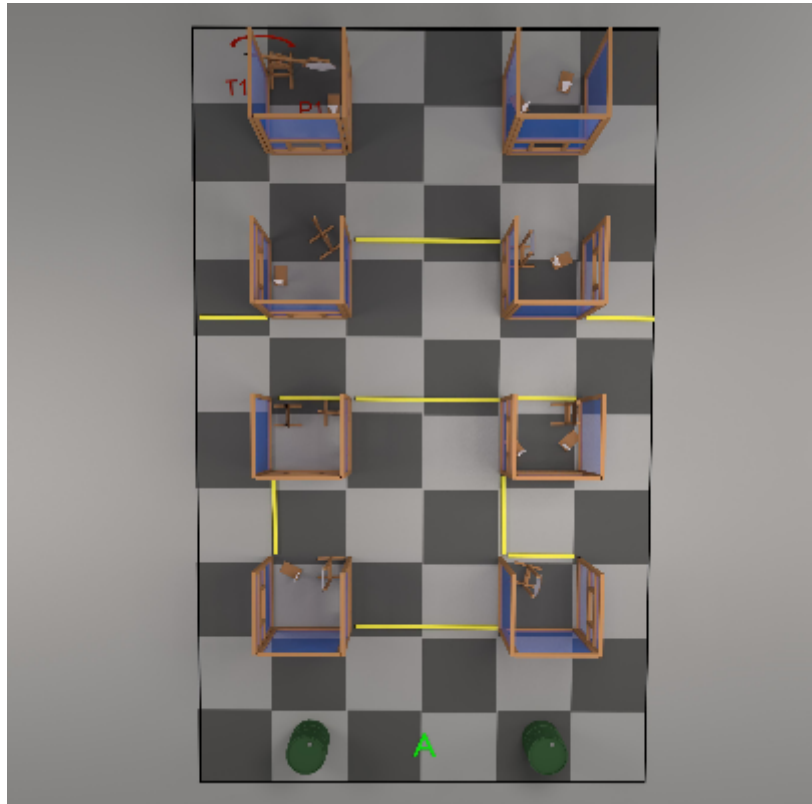
13. Golden Oldies



| | | | |
|---------|------------------------------------|------------|-------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 4 paper, 4 popper, Total 8 targets | Min rounds | 12 |
| Firearm | Action Air | Match-% | 2.73% |

| | |
|-------------------------|--|
| Procedure | On signal shoot all targets as they become visible from within the demarcated area. All steel must fall. |
| Starting position | Sitting on the chair, holding the popcorn with both hands on the outside first magazine to be used in the popcorn container. |
| Firearm ready condition | Gun with the rest of the 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 | |

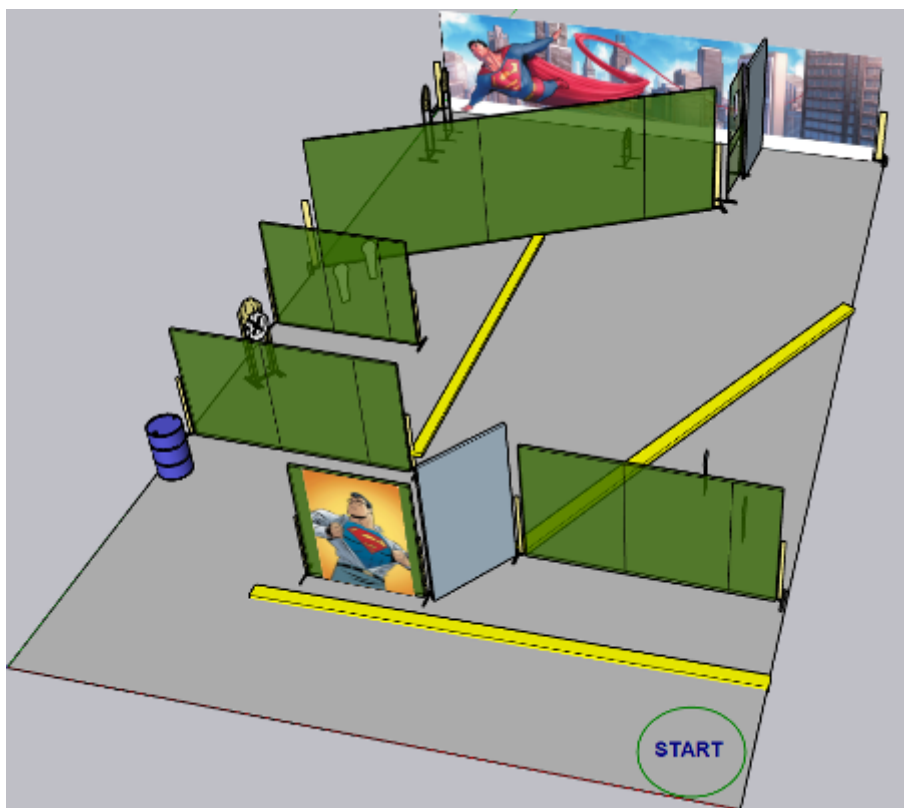
14. Matrix



| | | | |
|---------|-------------------------------------|------------|-------|
| CoF | Comstock - Medium | Points | 120 p |
| Targets | 8 paper, 8 popper, Total 16 targets | Min rounds | 24 |
| Firearm | Action Air | Match-% | 5.47% |

| | |
|-------------------------|--|
| Procedure | On signal shoot all targets as they become visible from within the demarcated area. All steel must fall. Popper P1 will activate the moving non disappearing target. |
| Starting position | Standing relaxt at the mark facing downrange |
| Firearm ready condition | Gun on the red or blue barrel, first magazine on the other barrel |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

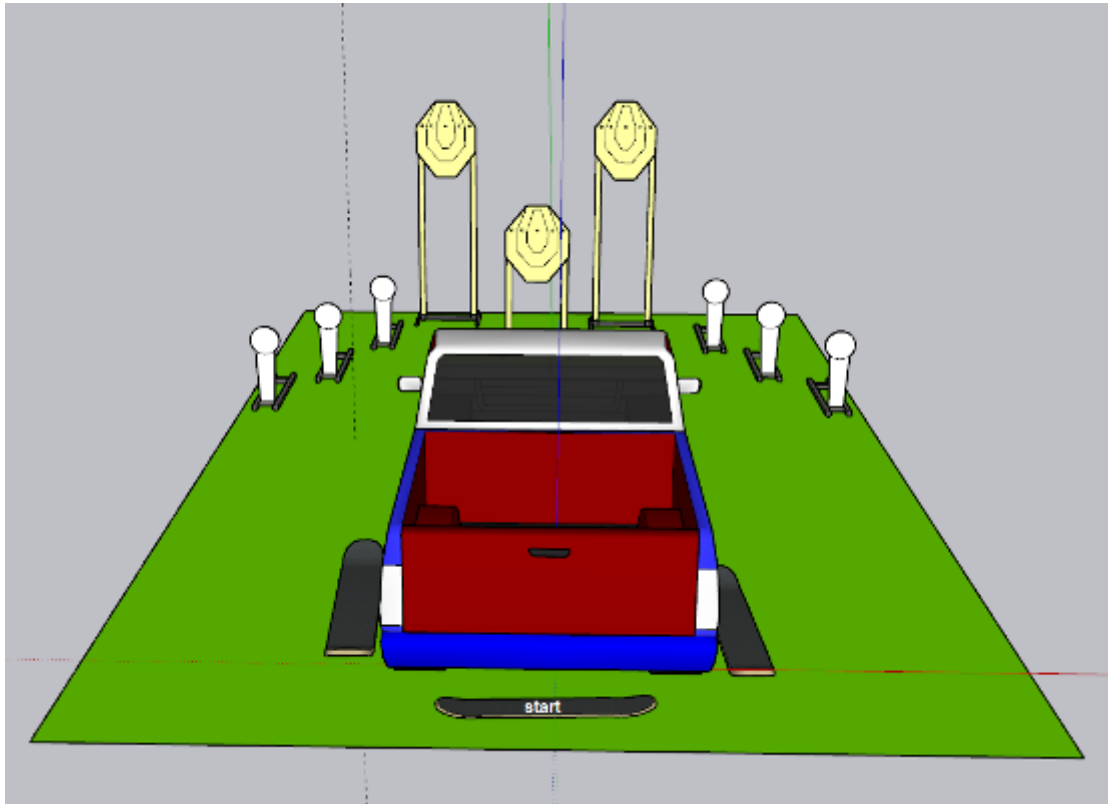
15. Superman



| | | | |
|---------|--|------------|-------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 4 paper, 4 popper, 1 no-shoot, Total 8 targets | Min rounds | 12 |
| Firearm | Action Air | Match-% | 2.73% |

| | |
|-------------------------|---|
| Procedure | On signal, shoot all targets as they become visible from within the demarcated area. All steel must fall. |
| Starting position | Standing relaxed in the startbox facing downrange |
| Firearm ready condition | Gun loaded and holstered |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

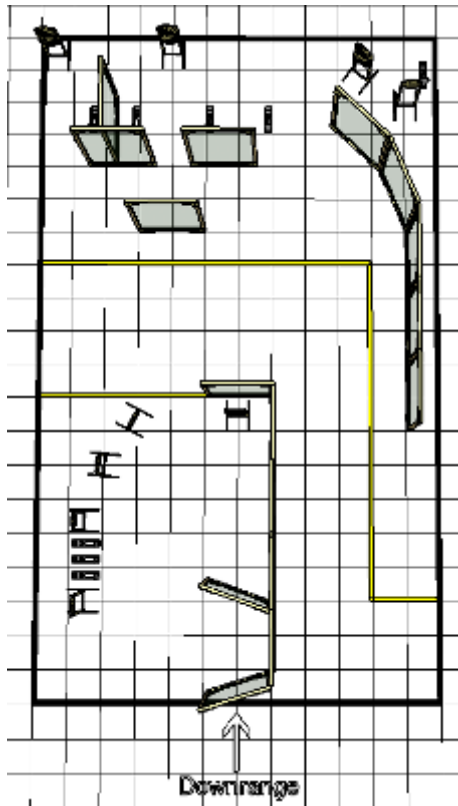
16. Back to the future



| | | | |
|---------|------------------------------------|------------|-------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 3 paper, 6 popper, Total 9 targets | Min rounds | 12 |
| Firearm | Action Air | Match-% | 2.73% |

| | |
|-------------------------|---|
| Procedure | On signal shoot all targets as they become visible. All shots must be fired while standing on the hoverboard. Targets in the middle must be shot from the rear hoverboard, targets on the left must be shot lefthanded from the left hoverboard, targets on the right righthanded from the right hoverboard. All steel must fall. |
| Starting position | Standing on the rear most hoverboard both hands on tailgate |
| 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 | |

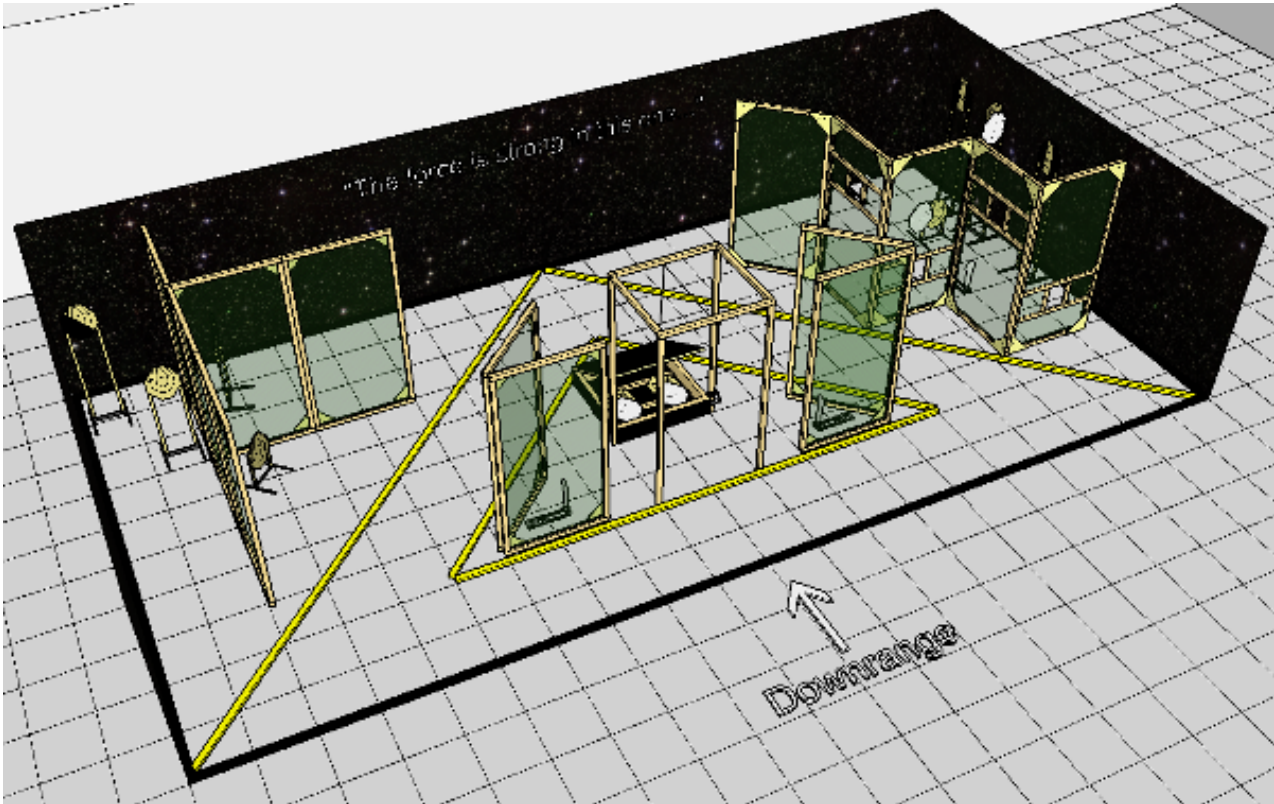
17. Batman



| | | | |
|---------|--|------------|-------|
| CoF | Comstock - Long | Points | 160 p |
| Targets | 12 paper, 8 popper, 1 no-shoot, Total 20 targets | Min rounds | 32 |
| Firearm | Action Air | Match-% | 7.29% |

| | |
|-------------------------|--|
| Procedure | On signal shoot all targets as they become visible from within the demarcated area. All steel must fall. |
| 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 | |

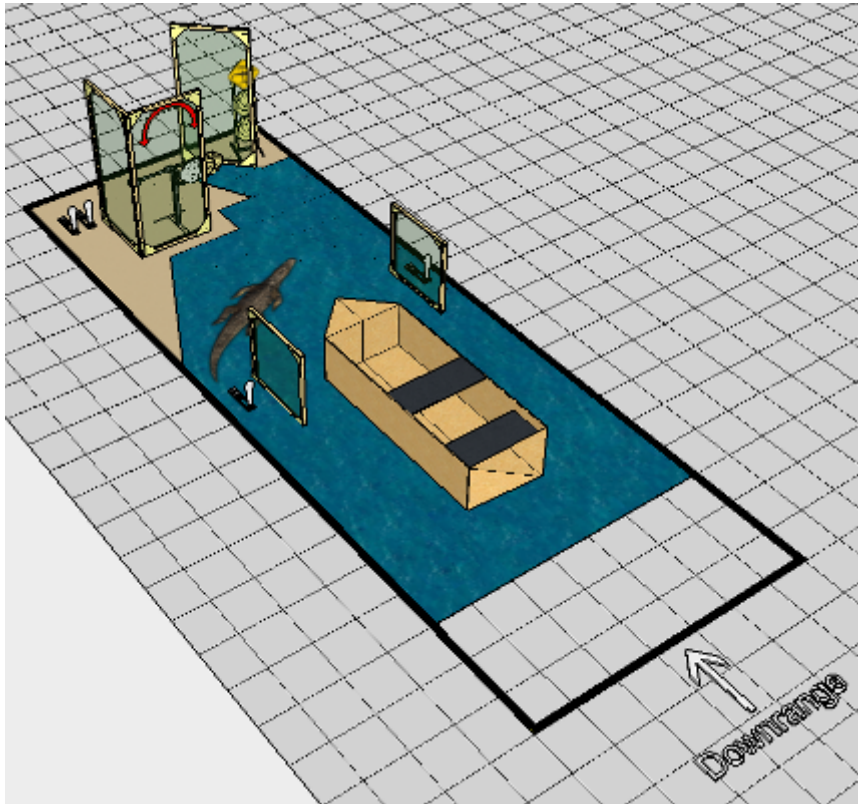
18. Star Wars



| | | | |
|---------|--------------------------------------|------------|-------|
| CoF | Comstock - Medium | Points | 120 p |
| Targets | 10 paper, 4 popper, Total 14 targets | Min rounds | 24 |
| Firearm | Action Air | Match-% | 5.47% |

| | |
|-------------------------|--|
| Procedure | On signal shoot all targets as they become visible from within the demarcated area. All steel must fall. |
| 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 | |

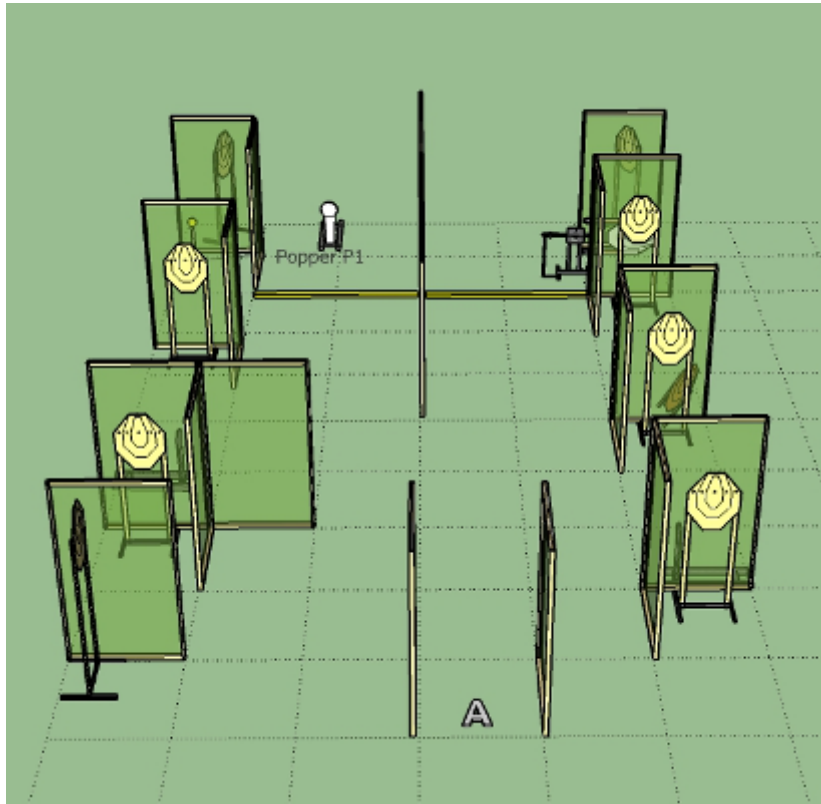
19. Crocodile Dundee



| | | | |
|---------|--|------------|-------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 4 paper, 4 popper, 1 no-shoot, Total 8 targets | Min rounds | 12 |
| Firearm | Action Air | Match-% | 2.73% |

| | |
|-------------------------|---|
| Procedure | On signal shoot all targets as they become visible from within the demarcated area, sitting at the bench in the boat. All shots must be fired while being seated. All steel must fall. Popper P1 will activate the swinger. |
| Starting position | Sitting in the boat, hands on the knees |
| Firearm ready condition | Unloaded gun with all magazines to be used on the plank (mark). |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

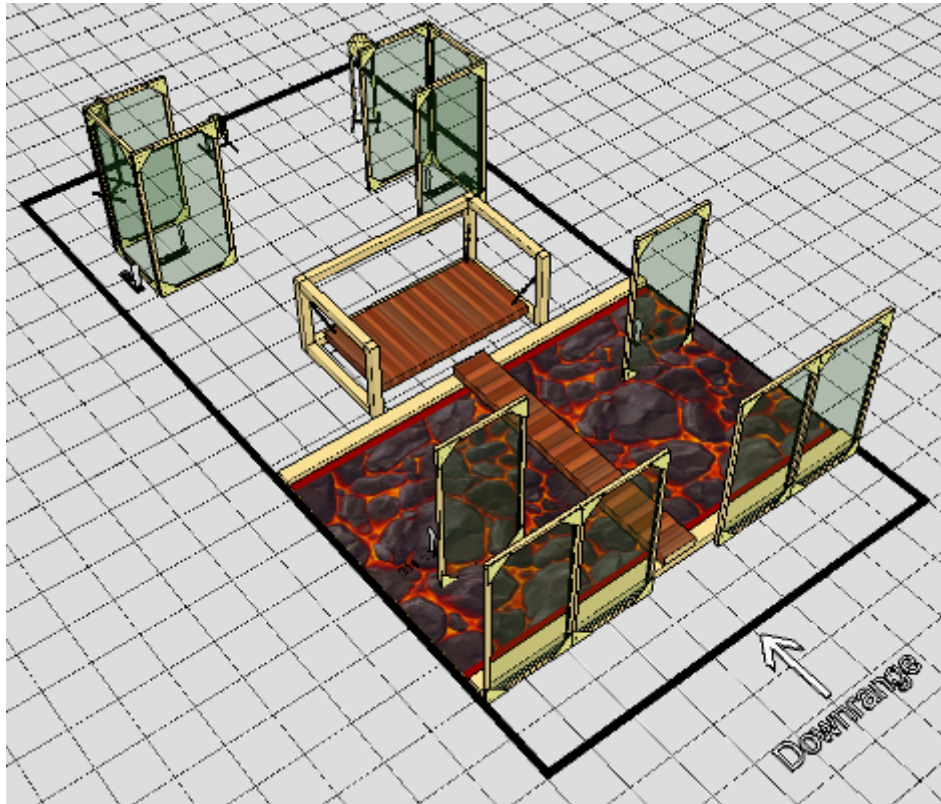
20. jurassic park



| | | | |
|---------|--|------------|-------|
| CoF | Comstock - Medium | Points | 120 p |
| Targets | 10 paper, 3 popper, 1 plates, Total 14 targets | Min rounds | 24 |
| Firearm | Action Air | Match-% | 5.47% |

| | |
|-------------------------|---|
| Procedure | On signal shoot all targets as they become visible from within the demarcated area. All steel must fall. Popper P1 will activate moving non disappearing target . |
| Starting position | Standing relaxt at 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 | |

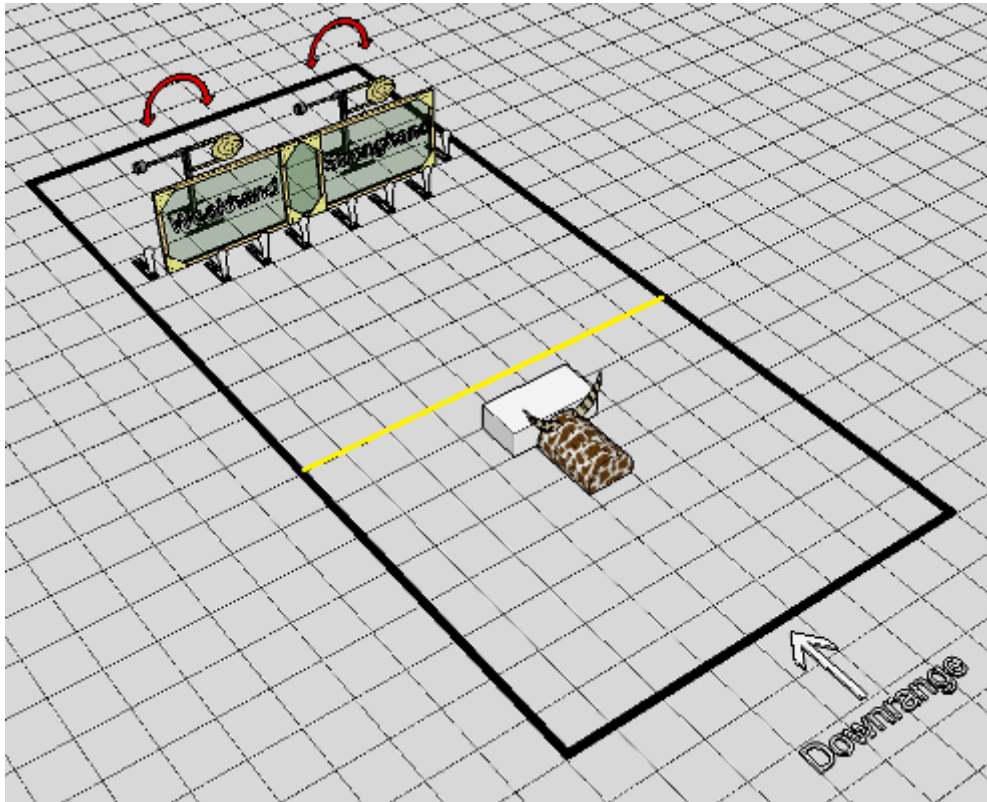
21. Indiana Jones



| | | | |
|---------|------------------------------------|------------|-------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 3 paper, 6 popper, Total 9 targets | Min rounds | 12 |
| Firearm | Action Air | Match-% | 2.73% |

| | |
|-------------------------|--|
| Procedure | On signal shoot all targets as they become visible from within the demarcated area. Not allowed to support yourself with your hands or feet on the moving platform All steel must fall. The platform is the demarcated area all shots must be unsupported. |
| Starting position | Standing relaxed before de lavapit, feet touching the mark. |
| 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 | |

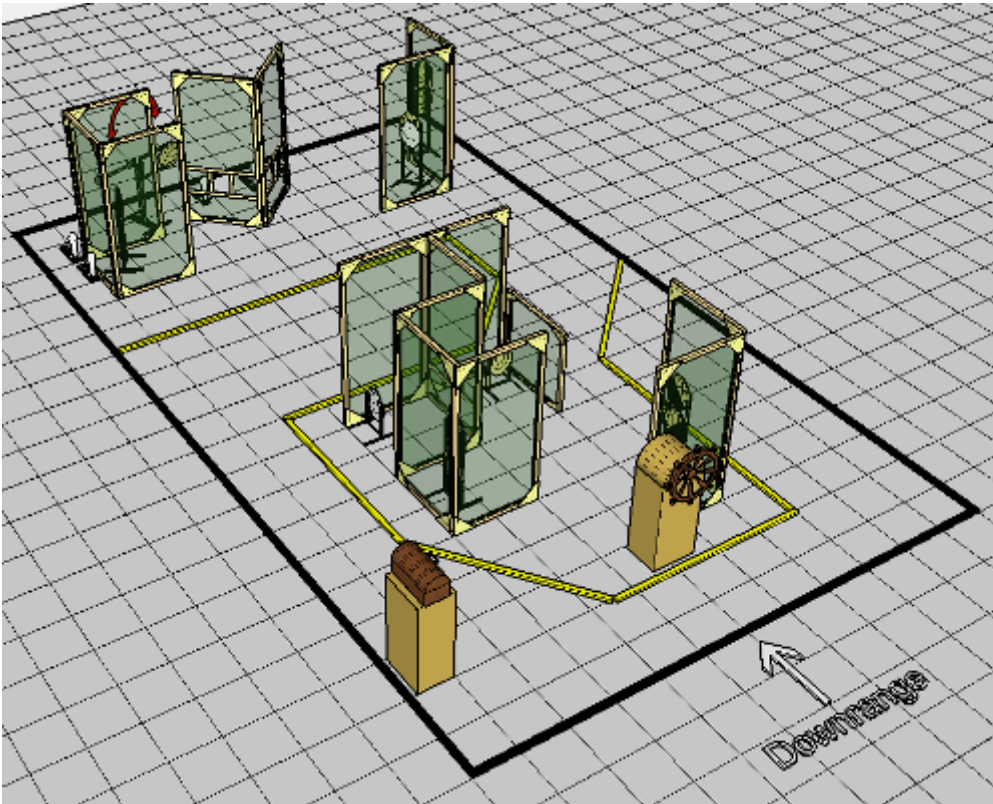
22. Cow



| | | | |
|---------|-------------------------------------|------------|-------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 2 paper, 8 popper, Total 10 targets | Min rounds | 12 |
| Firearm | Action Air | Match-% | 2.73% |

| | |
|-------------------------|---|
| Procedure | On signal shoot all targets as they become visible from within the demarcated area. (The grass is the demarcated area) All targets on the left side of the centerline are shot with the left hand only, all targets on the right side of the centerline are shot with the right hand only. Popper P1 en P2 will activate the moving targets. All steel must fall. |
| Starting position | Sitting on the cow, both hands on the horns |
| Firearm ready condition | Gun unloaded and 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 | |

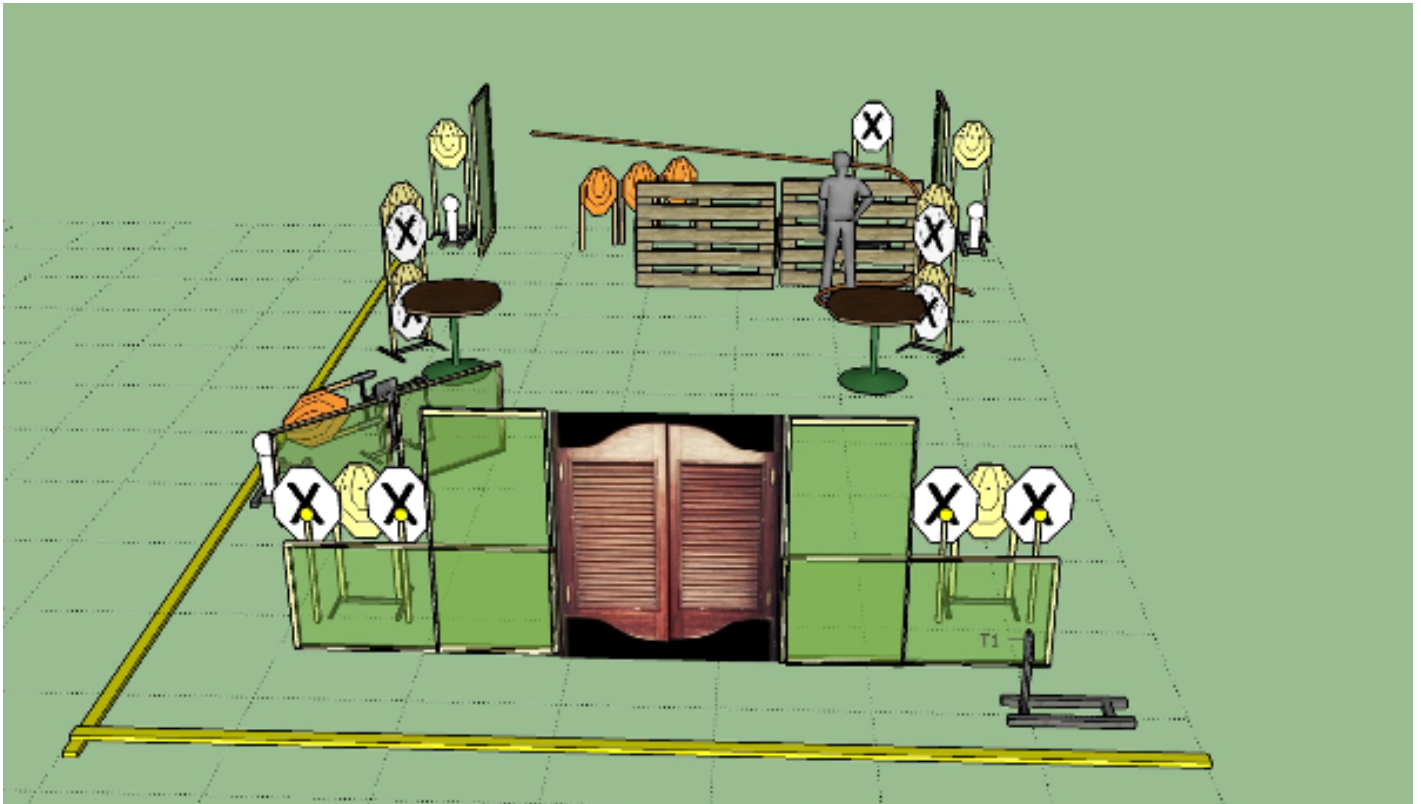
23. Pirates of the Caribbean



| | | | |
|---------|--------------------------------------|------------|-------|
| CoF | Comstock - Medium | Points | 120 p |
| Targets | 10 paper, 4 popper, Total 14 targets | Min rounds | 24 |
| Firearm | Action Air | Match-% | 5.47% |

| | |
|-------------------------|---|
| Procedure | On signal shoot all targets as they become visible from within the demarcated area. All steel must fall. Popper P 1 will activate the moving non disappearing target. |
| Starting position | Standing relaxed on the mark, facing downrange, both hands on the steering wheel |
| Firearm ready condition | Unloaded & holstered, all magazines at the barrel |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

24. Once upon a time



| | | | |
|---------|--|------------|-------|
| CoF | Comstock - Long | Points | 160 p |
| Targets | 12 paper, 4 popper, 4 plates, 9 no-shoot, Total 20 targets | Min rounds | 32 |
| Firearm | Action Air | Match-% | 7.29% |

| | |
|-------------------------|---|
| Procedure | On signal shoot all targets as they become visible from within the demarcated area. All steel must fall. Popper T1 will activate the moving target. |
| Starting position | Standing at the bar(mark), beer in hand. |
| 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 | |