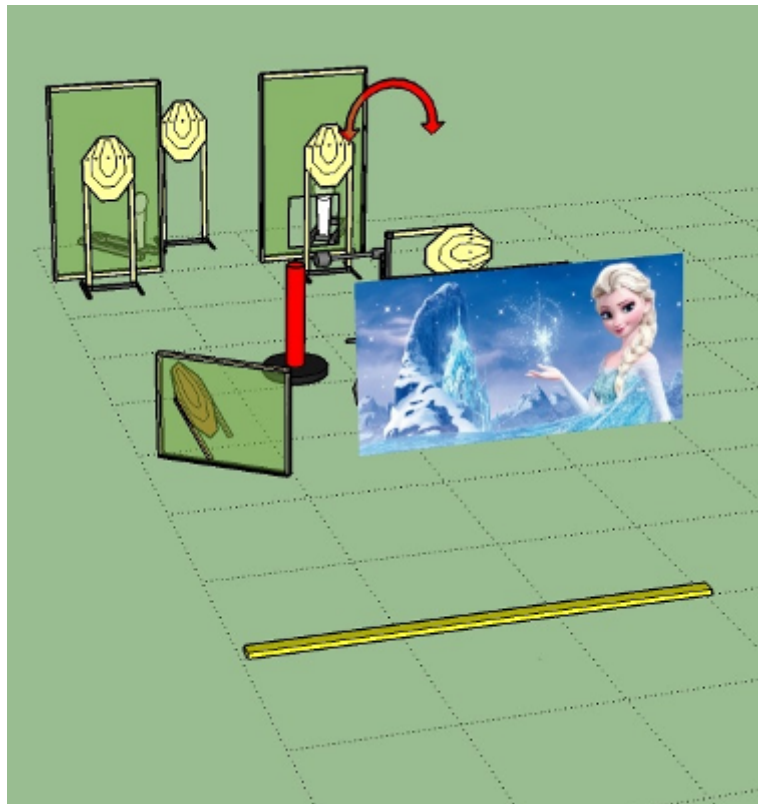


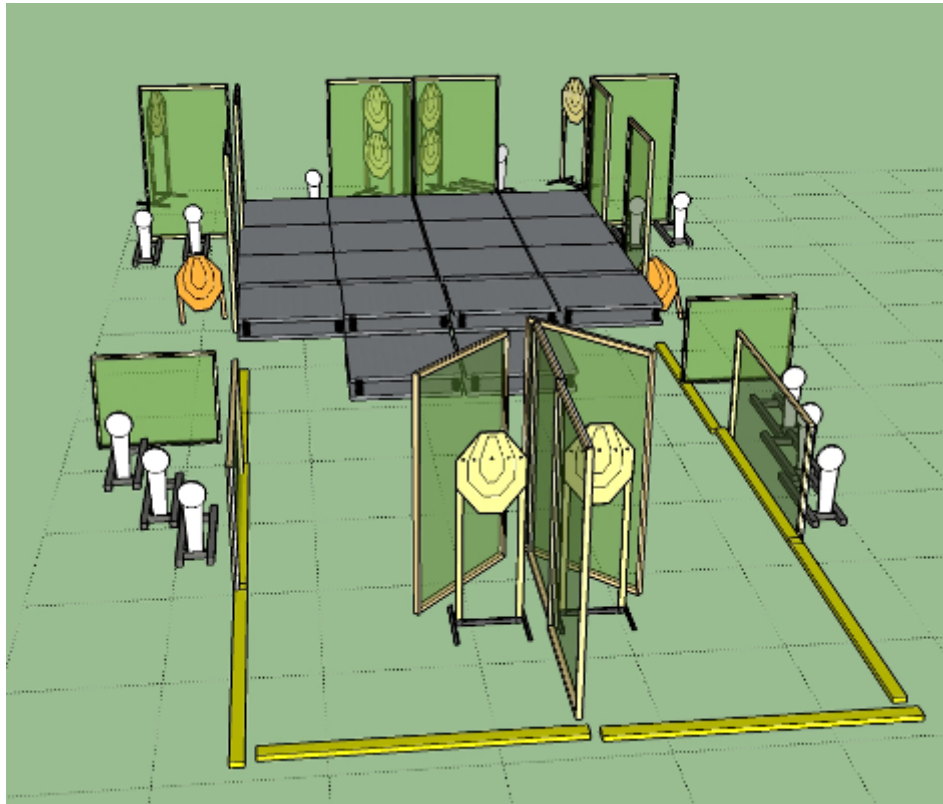
1. Frozen



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			

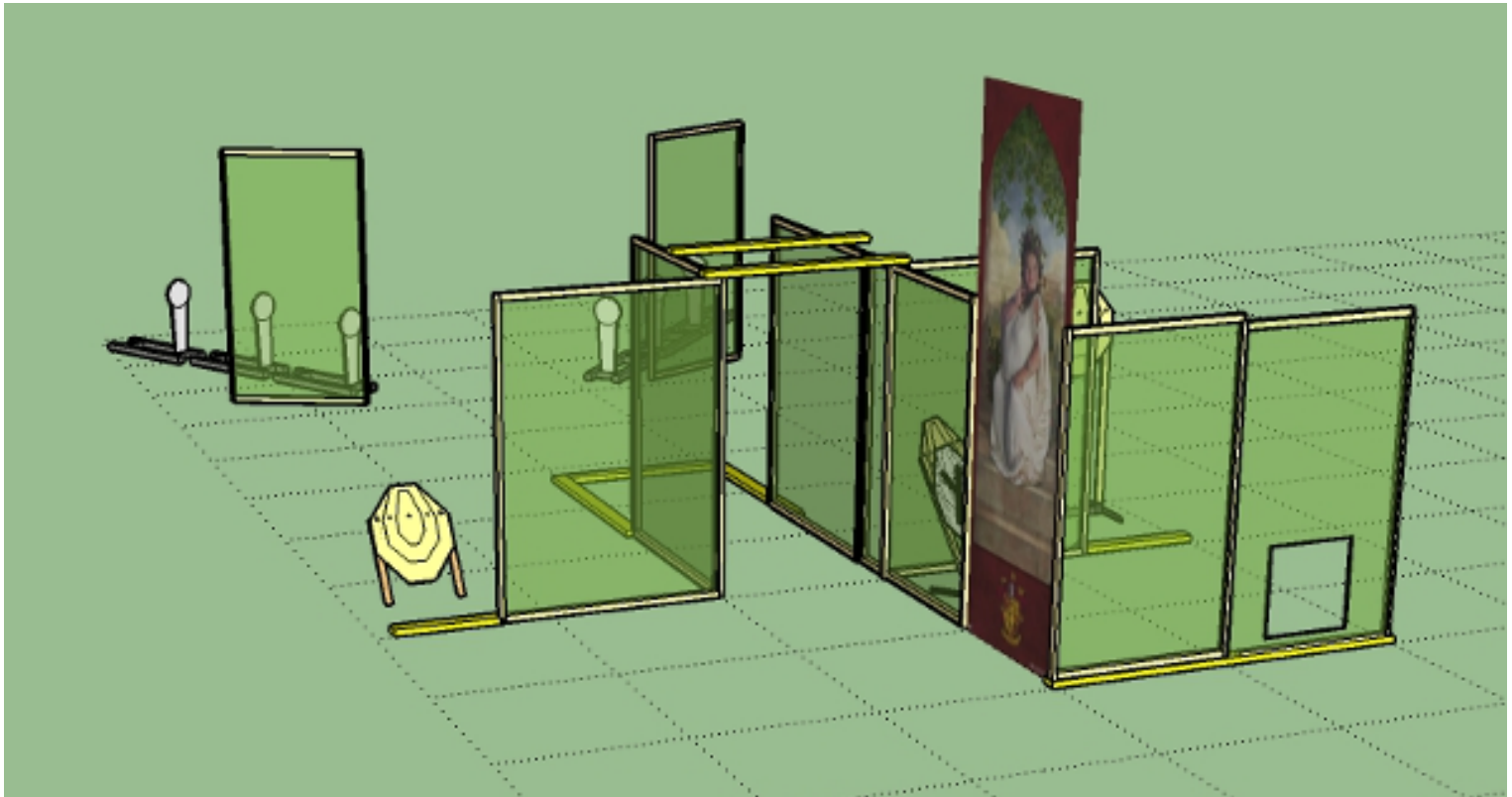
2. Rocky



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	

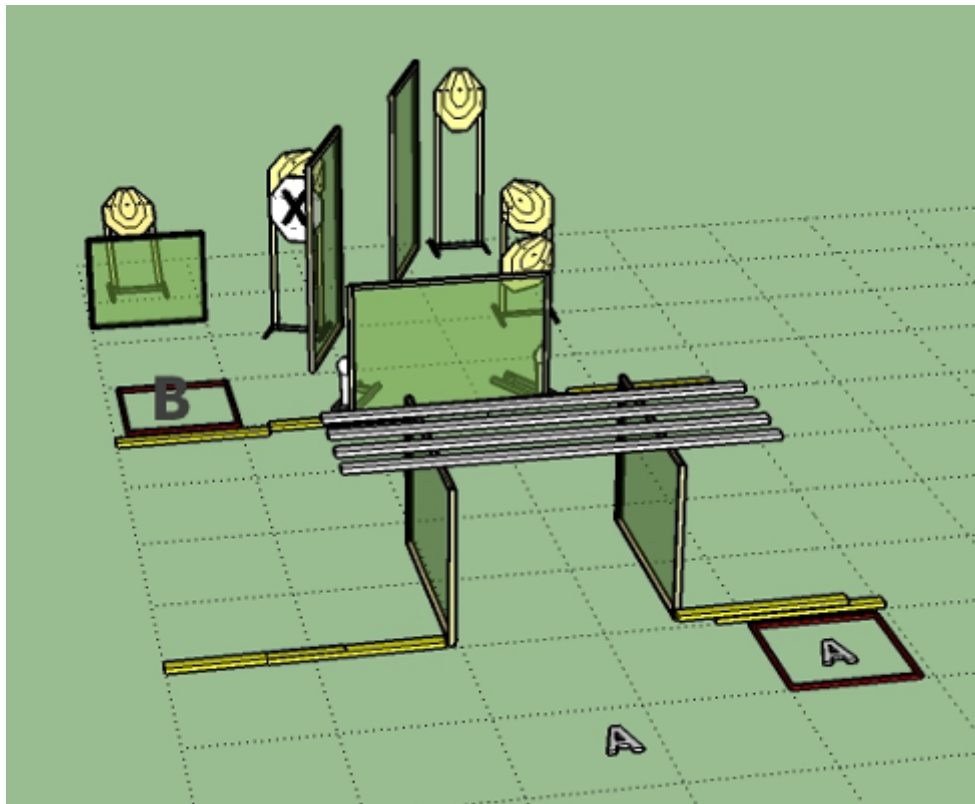
3. Harry Potter



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	

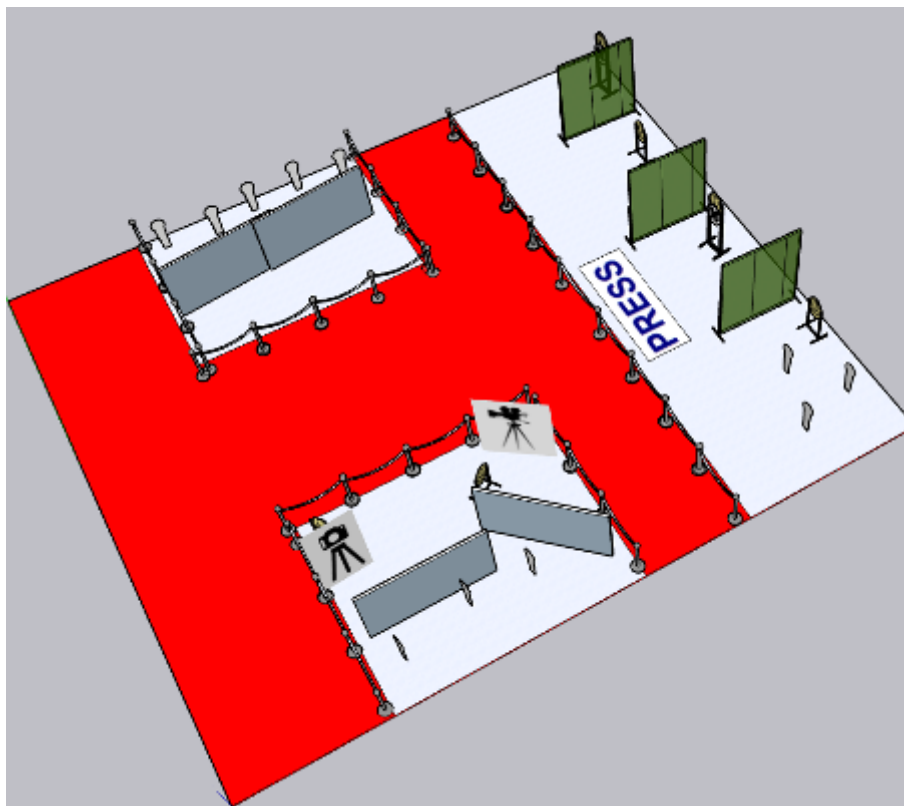
4. Alice in wonderland - huulbessem



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	

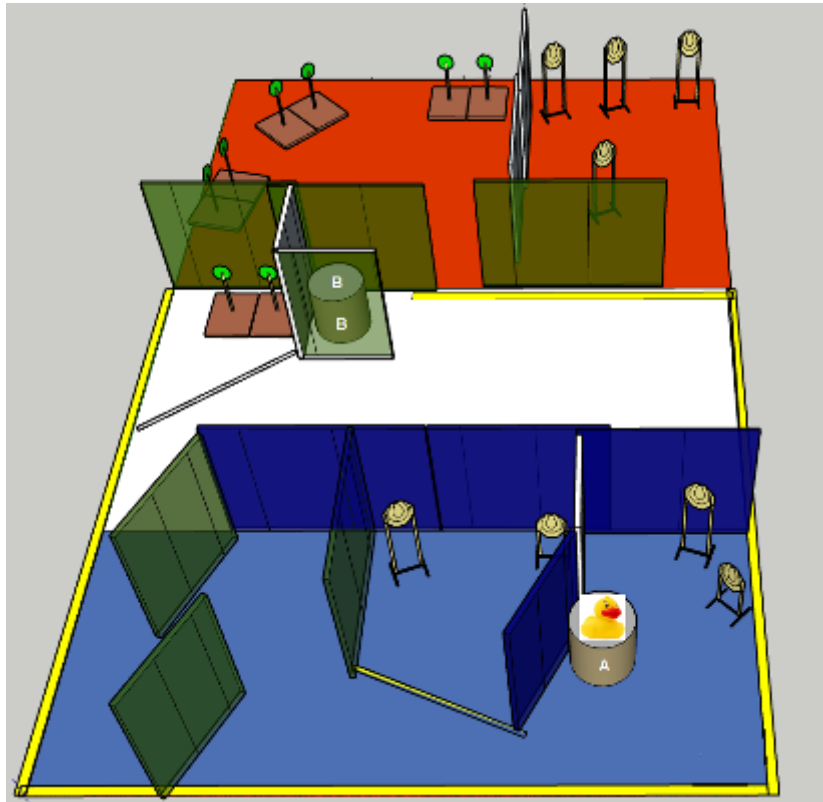
5. Hollywood



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	

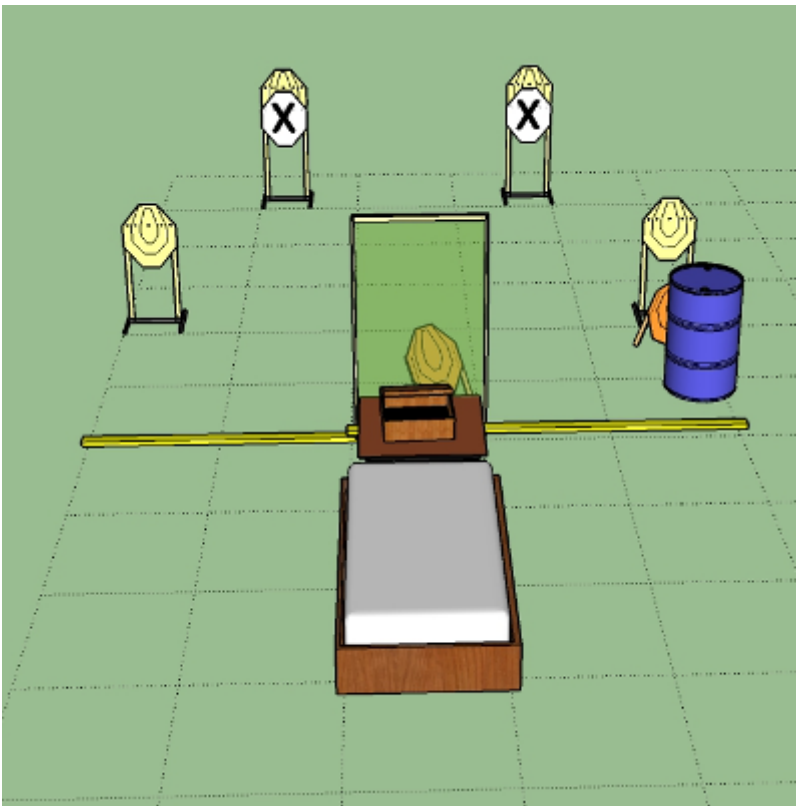
6. The Duck



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

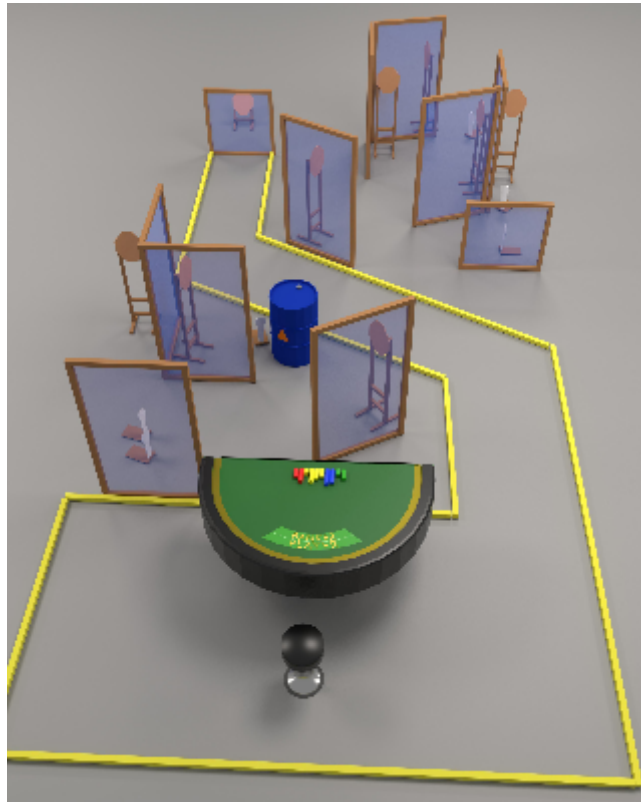
Procedure	On signal shoot all targets as they become visible from within the demarcated area. All steel must fall. The duck must be moved to the other barrel before the last shot.
Starting position	Standing relaxed anywhere in the demarcated area, facing downrange
Firearm ready condition	Gun loaded & 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	

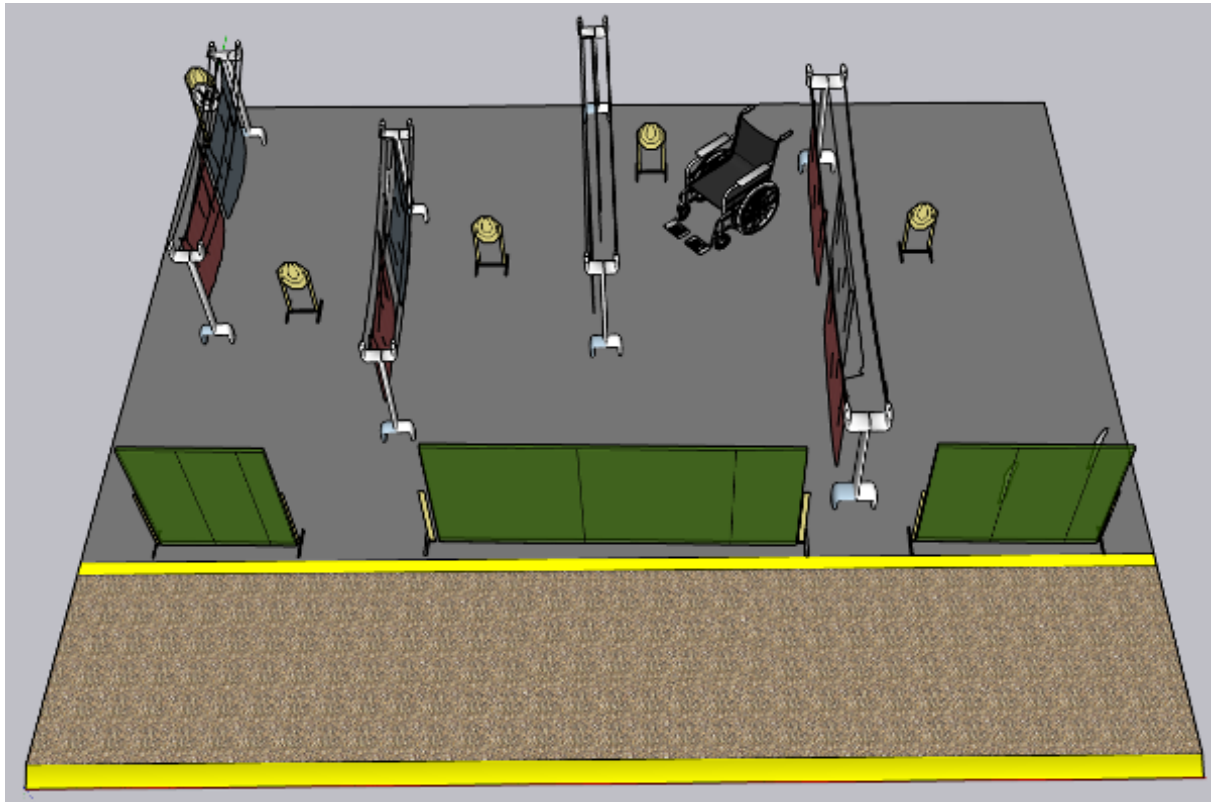
9. Jaws



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	

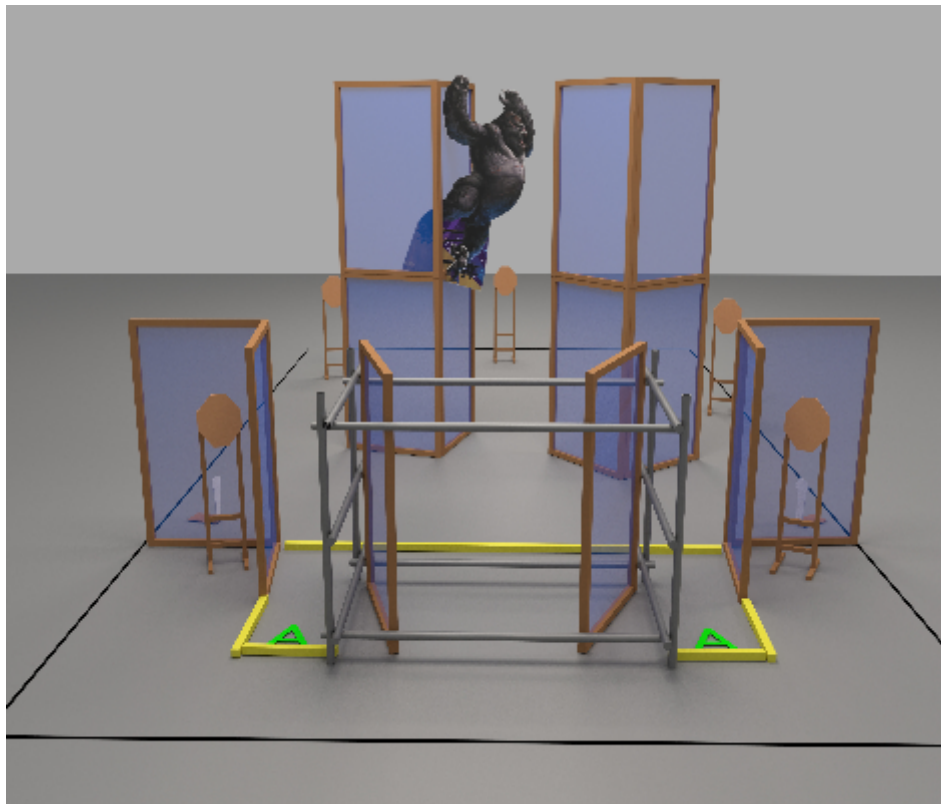
11. Flodder



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	

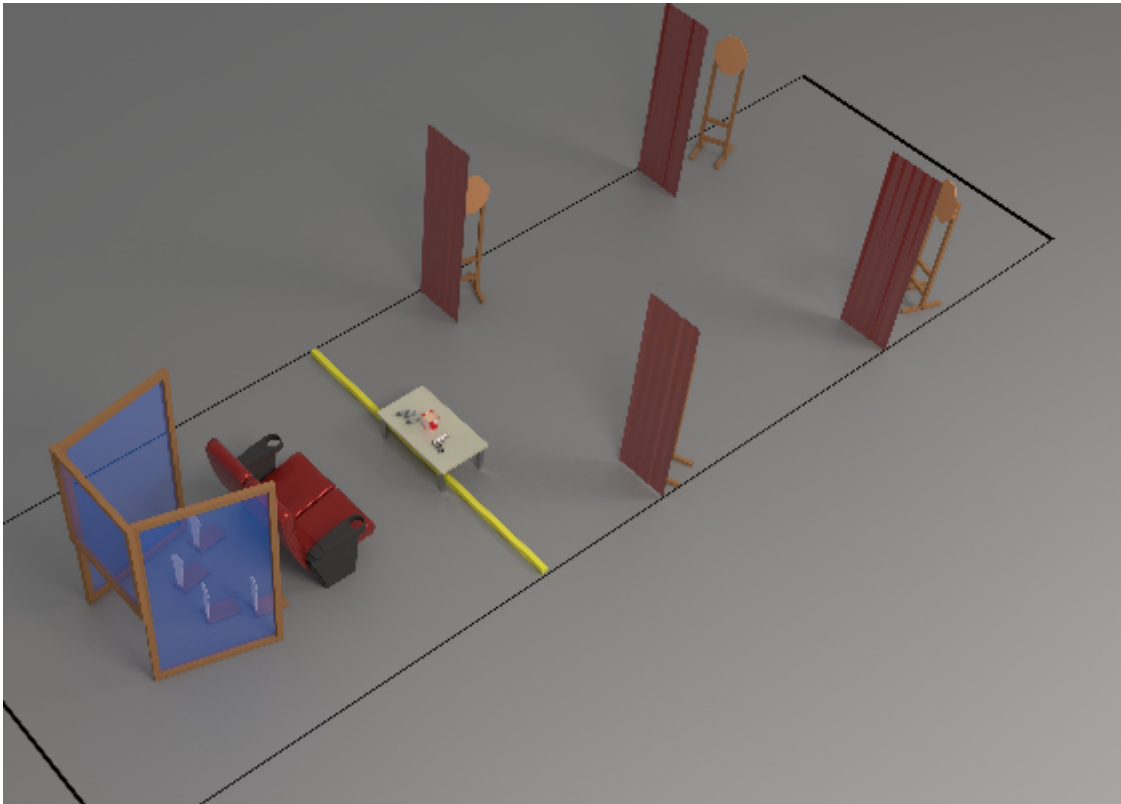
12. King Kong



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	

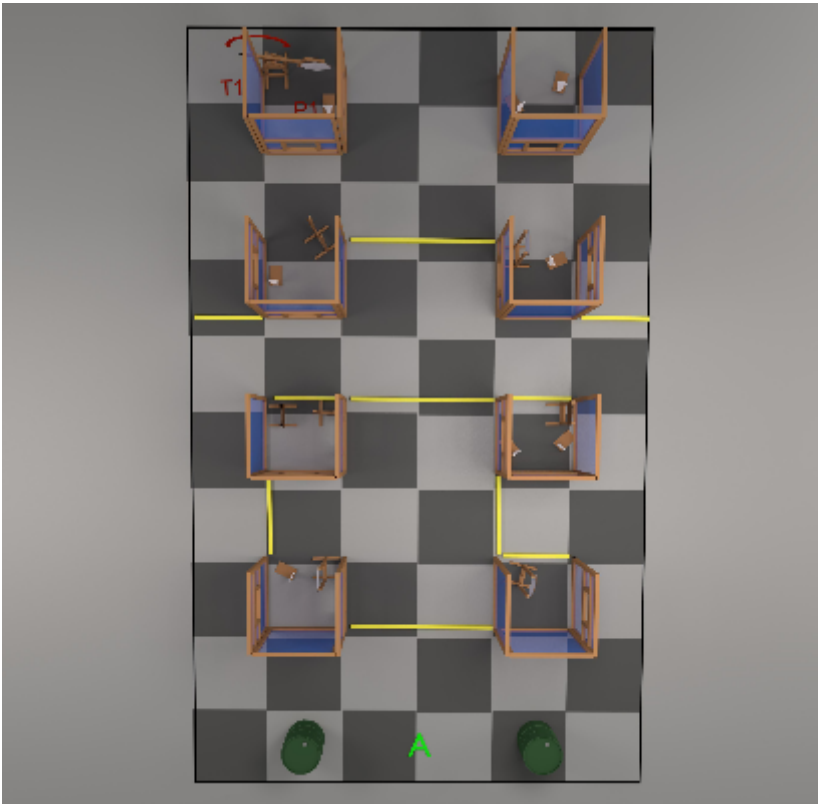
13. Golden Oldies



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	

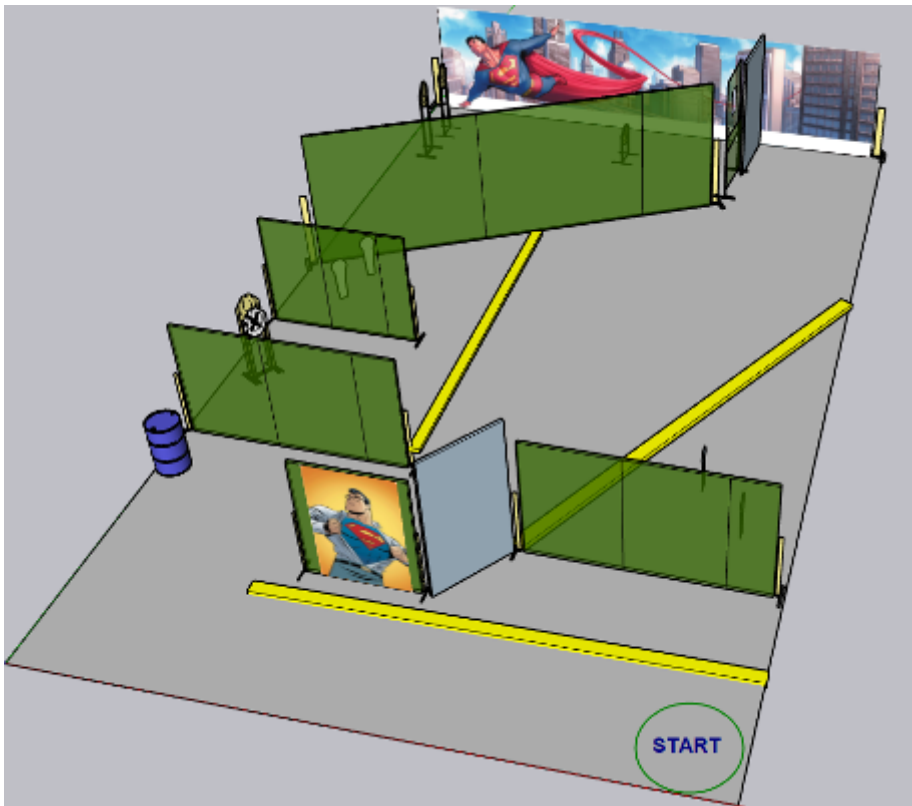
14. Matrix



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

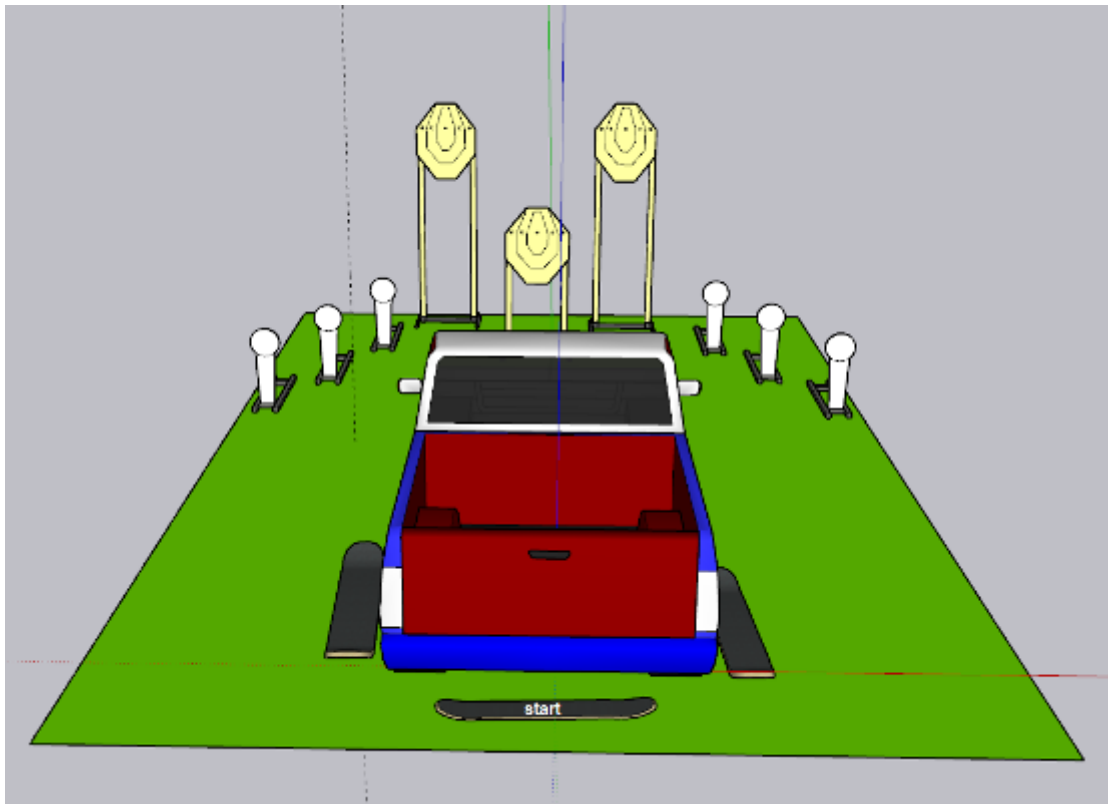
Procedure	On signal shoot all targets as they become visible from within the demarcated area. All steel must fall. Popper P1 will activate the moving non disappearing target.
Starting position	Standing relaxt at the mark facing downrange
Firearm ready condition	Gun on the red or blue barrel, first magazine 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			

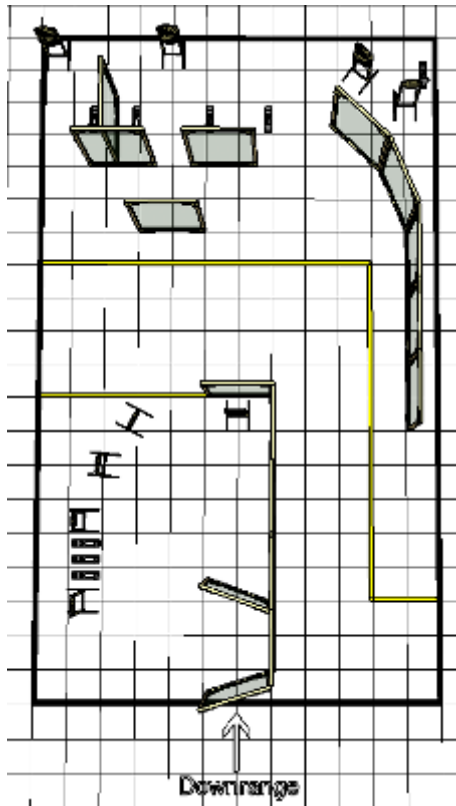
16. Back to the future



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			

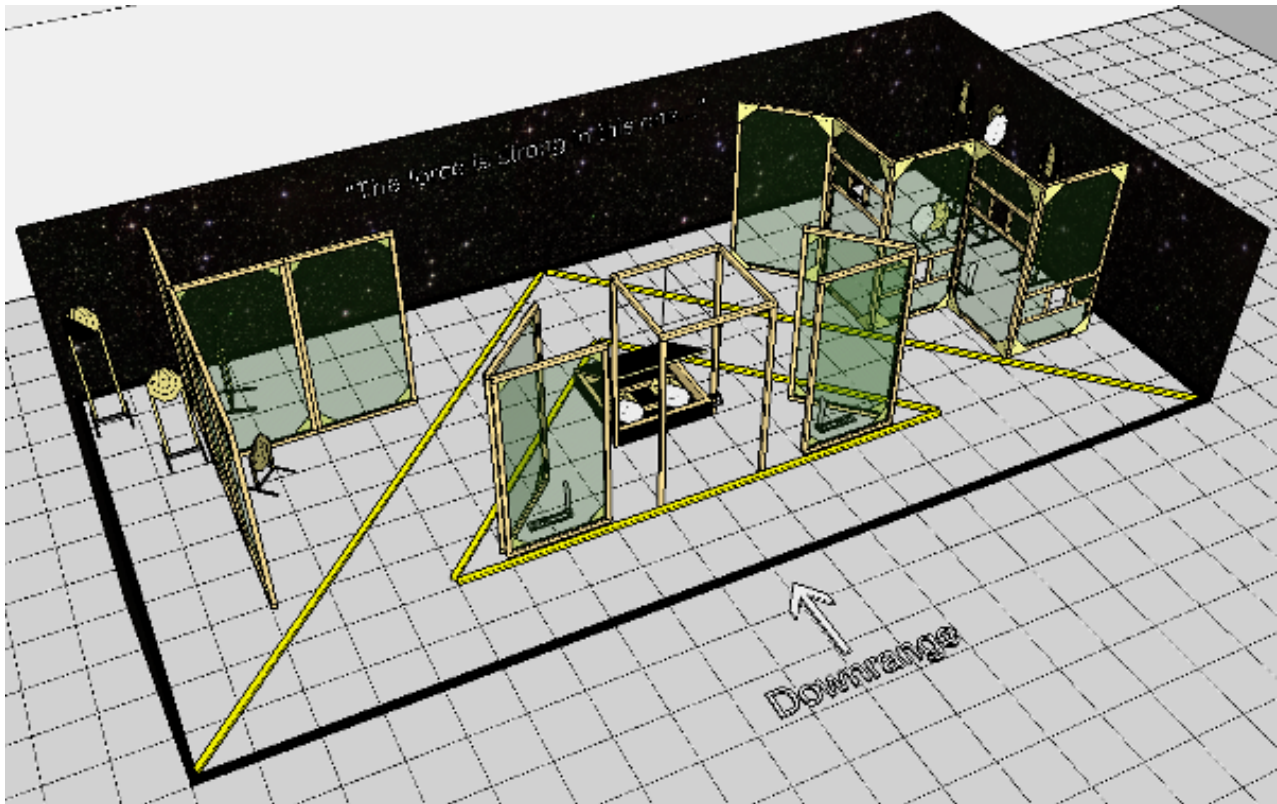
17. Batman



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	

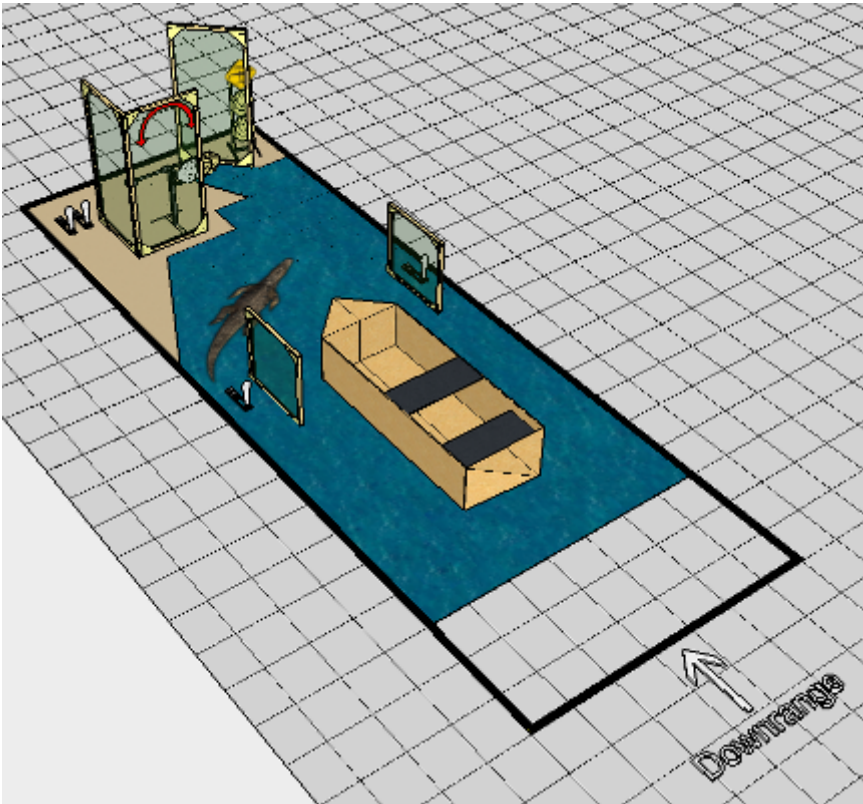
18. Star Wars



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	

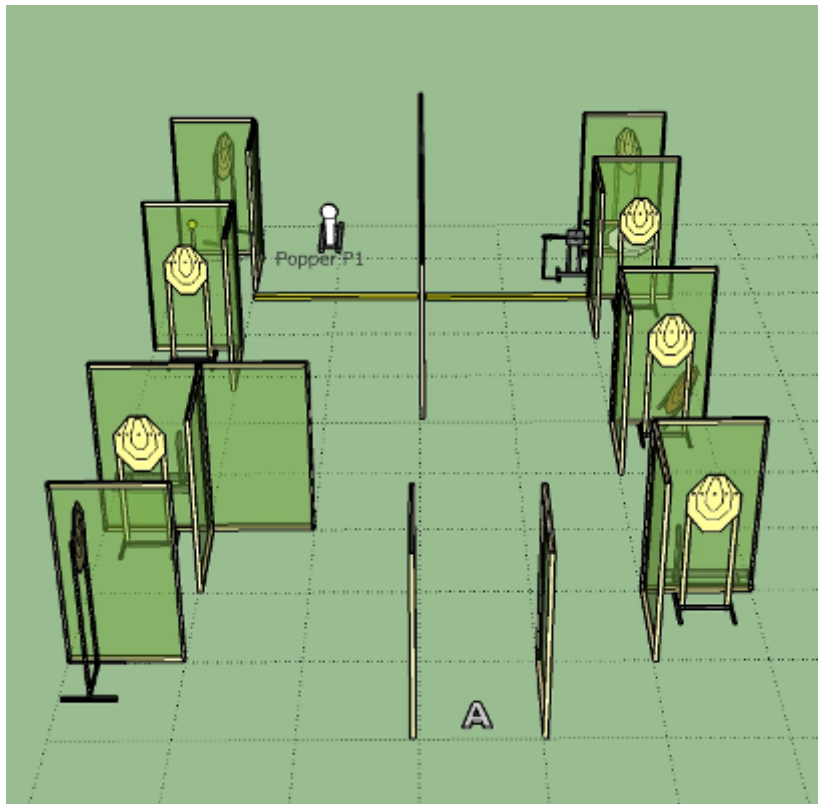
19. Crocodile Dundee



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	

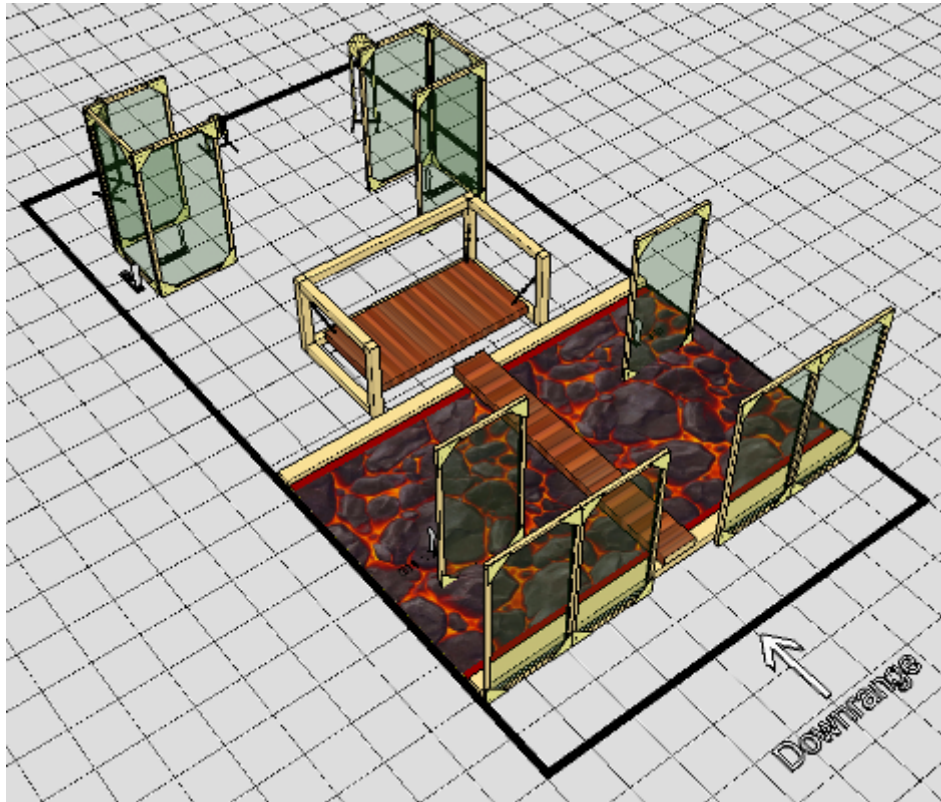
20. jurassic park



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	

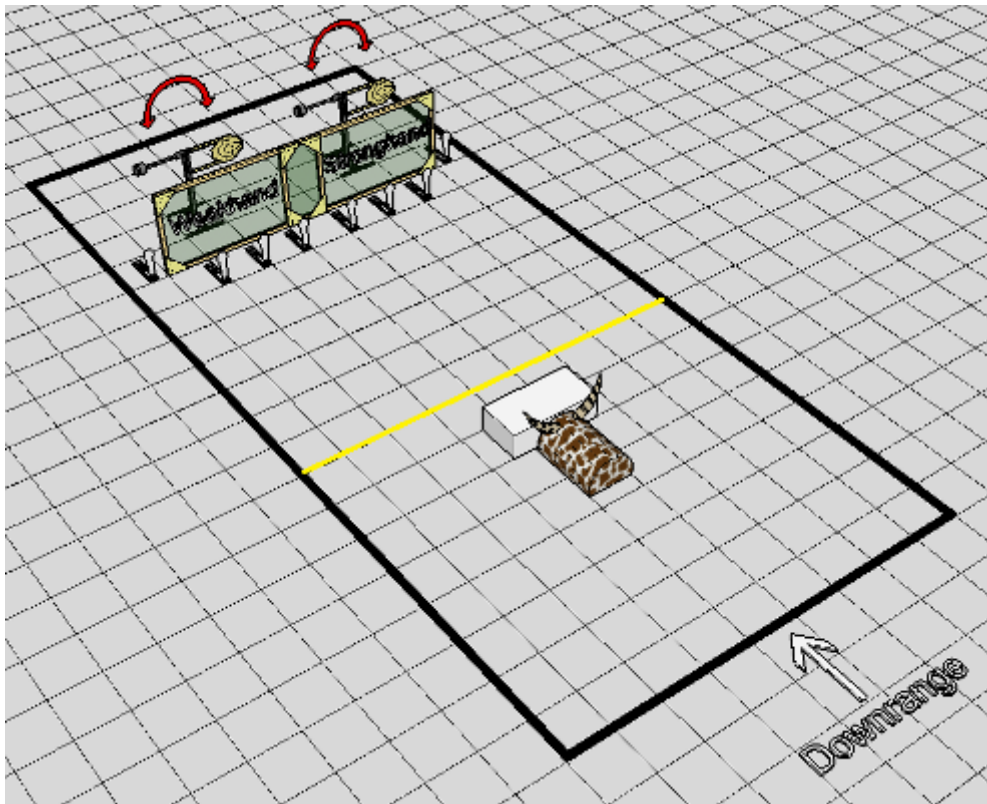
21. Indiana Jones



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	

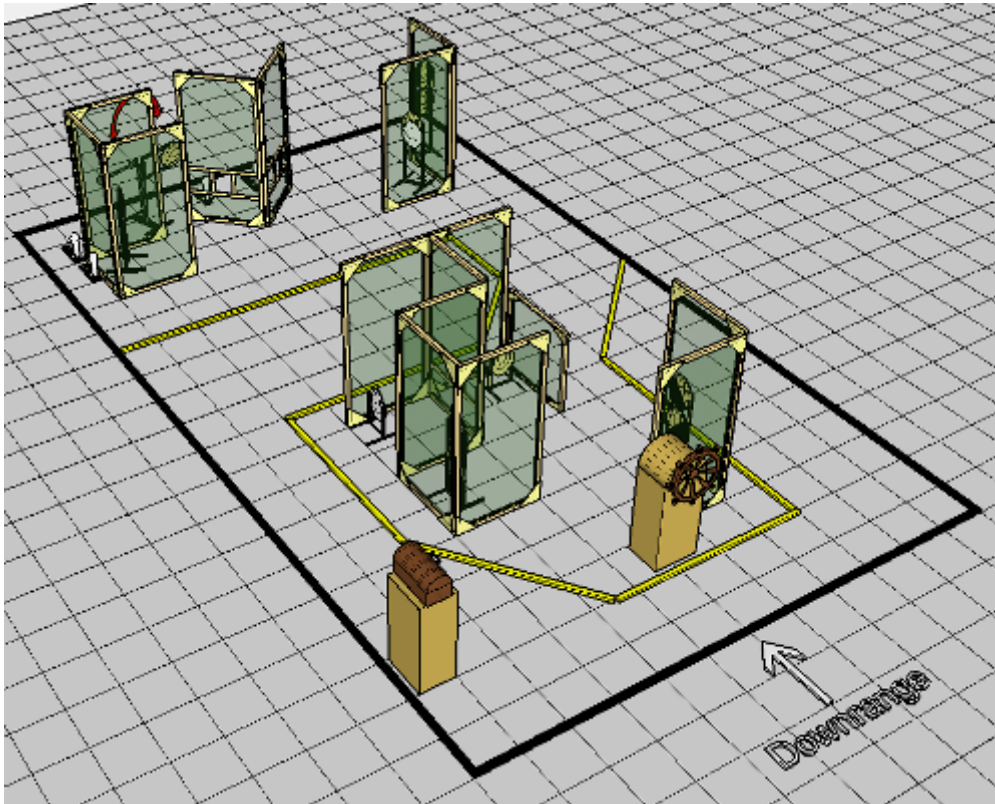
22. Cow



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, al 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			

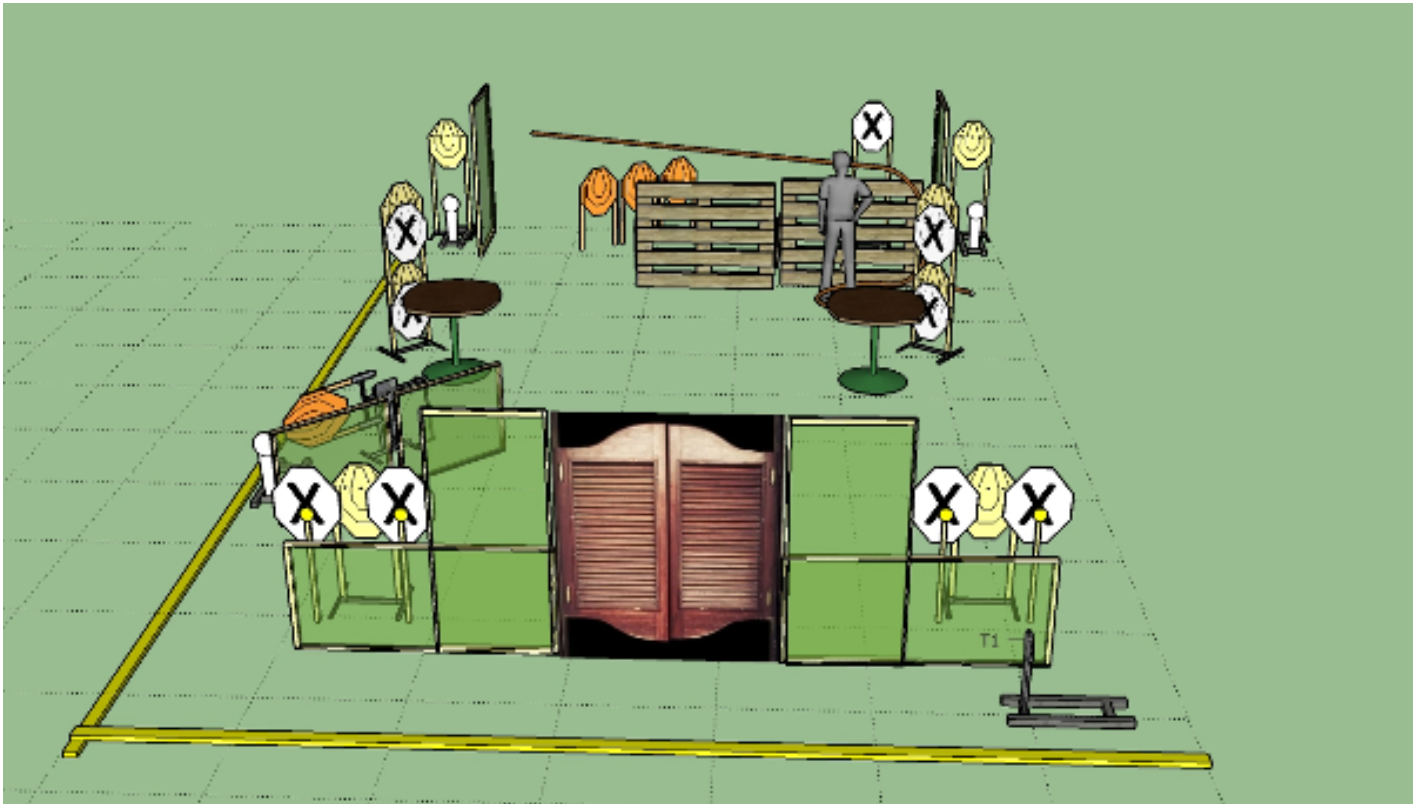
23. Pirates of the Caribbean



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 activated 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	