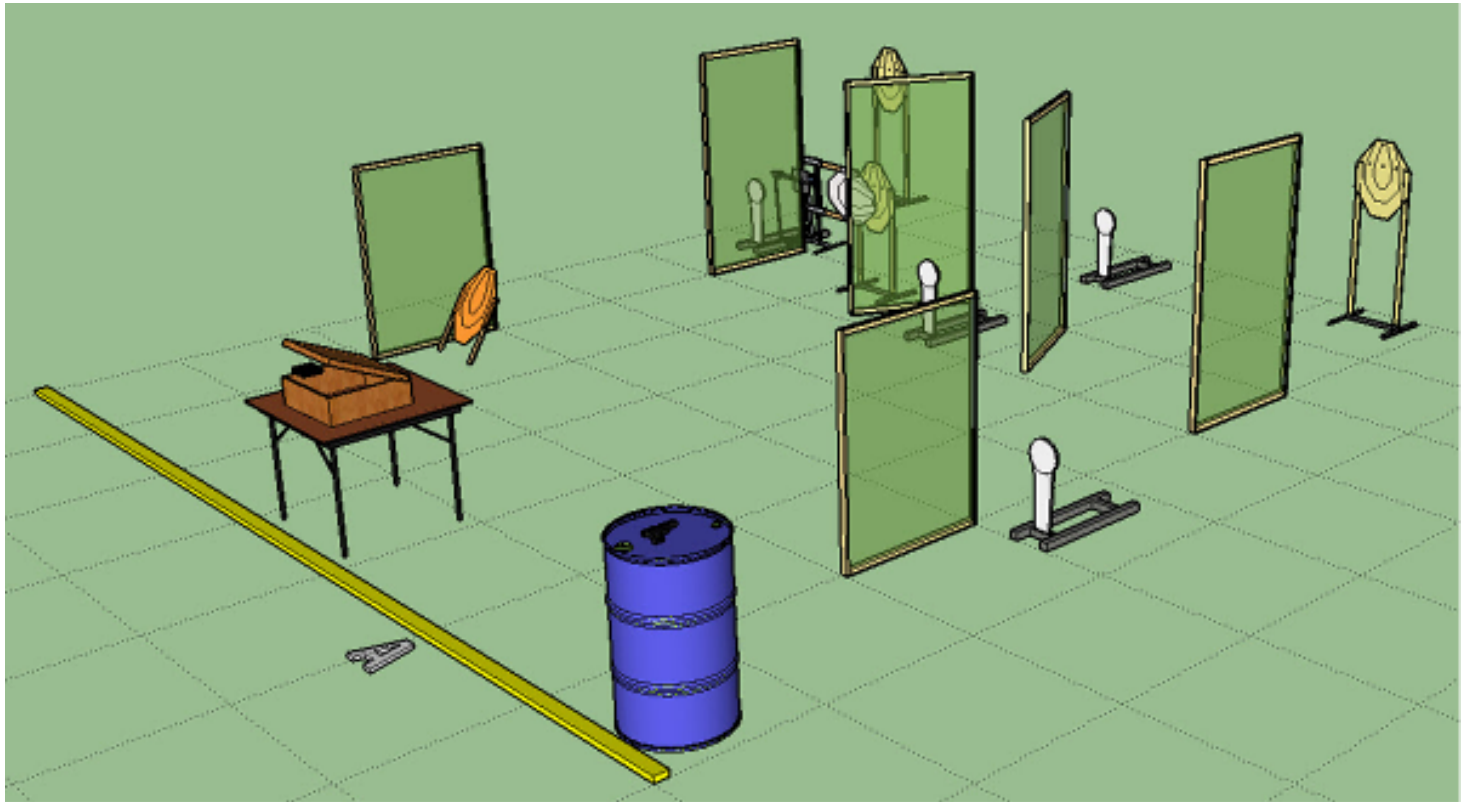


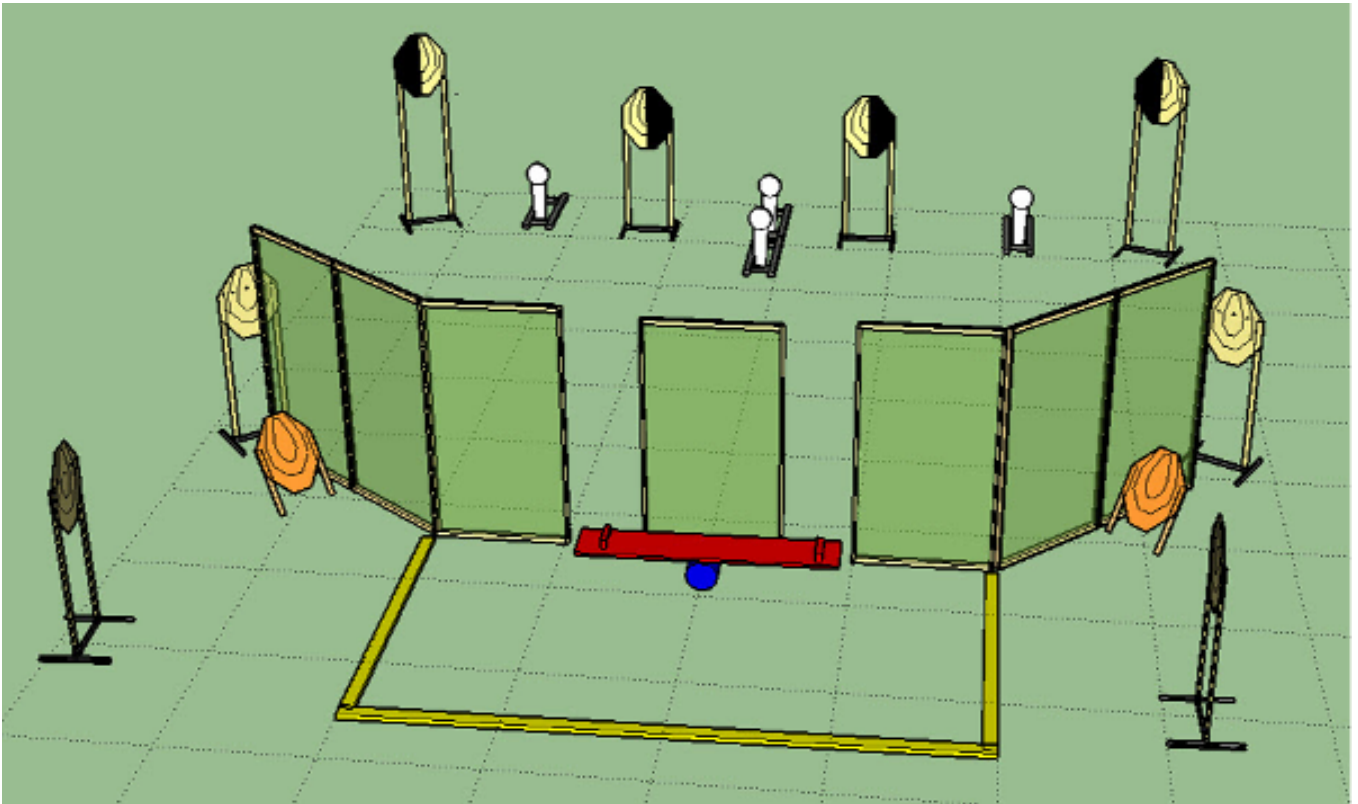
1. Magazines in the Box



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, 1 no-shoot, Total 8 targets	Min rounds	12
Firearm	Action Air	Match-%	10.34%

Procedure	On signal, shoot all targets as they become visible from within the demarcated area. All steel must fall. The left popper will activate the moving target. The left popper must be activated before engaging target T1.
Starting position	Standing anywhere within the demarcated area facing downrange.
Firearm ready condition	Gun unloaded at the barre, All magazines in the box.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

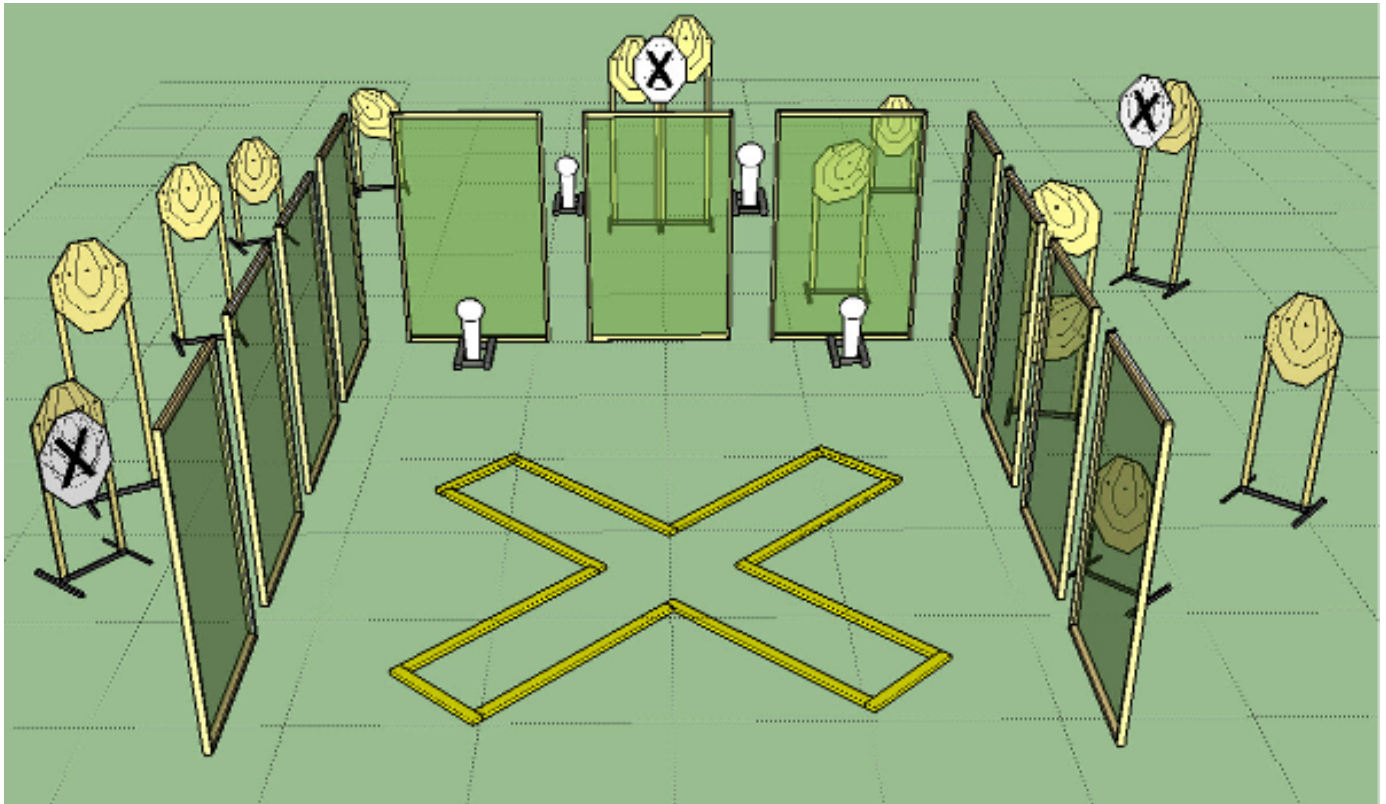
2. Wip Wap



CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, Total 14 targets	Min rounds	24
Firearm	Action Air	Match-%	20.69%

Procedure	On signal, shoot all targets as they become visible from within the demarcated area. All steel must fall. The seesaw has to be flipped over minimal once while standing on it, before the last shot fired.
Starting position	Standing 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	

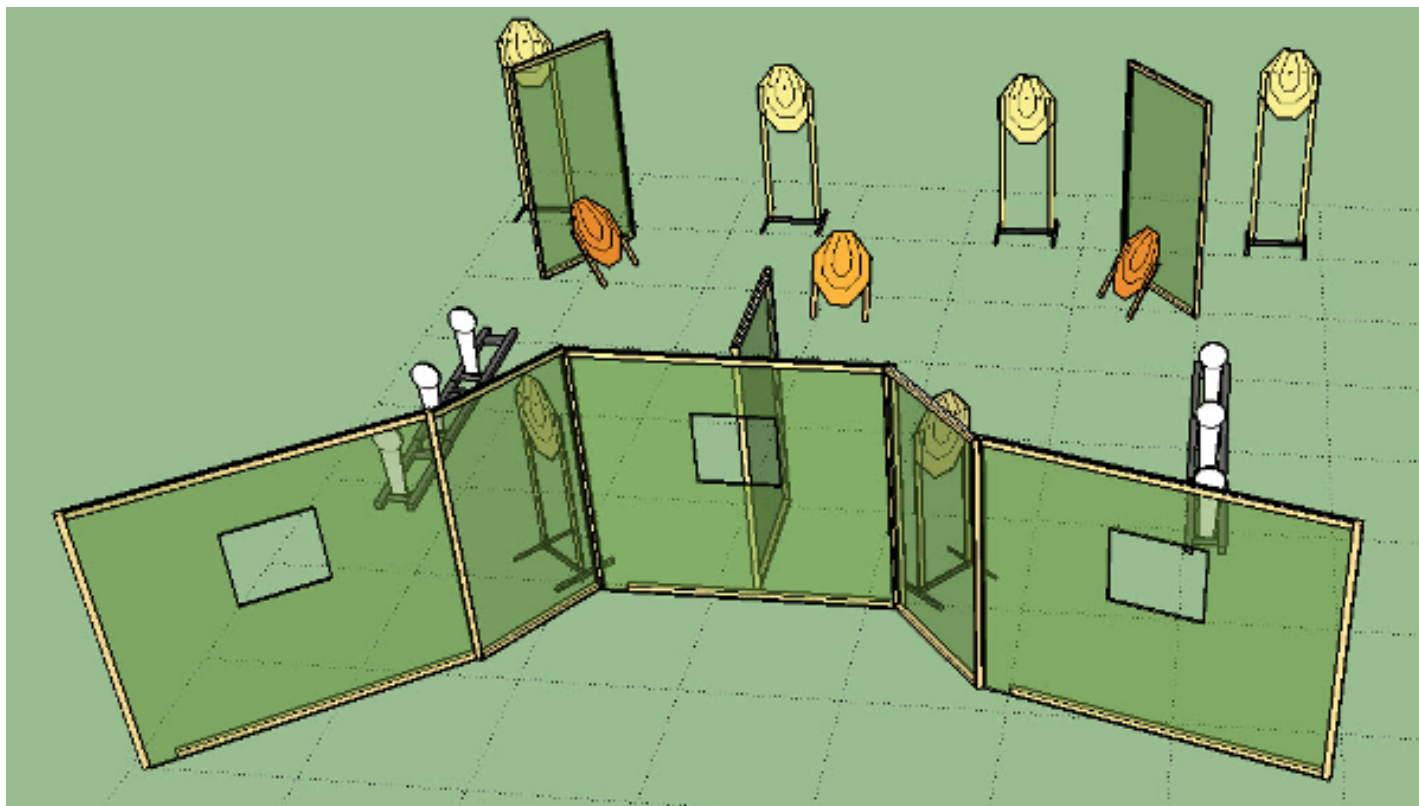
3. Inside the Fun House



CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 3 no-shoot, Total 18 targets	Min rounds	32
Firearm	Action Air	Match-%	27.59%

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	

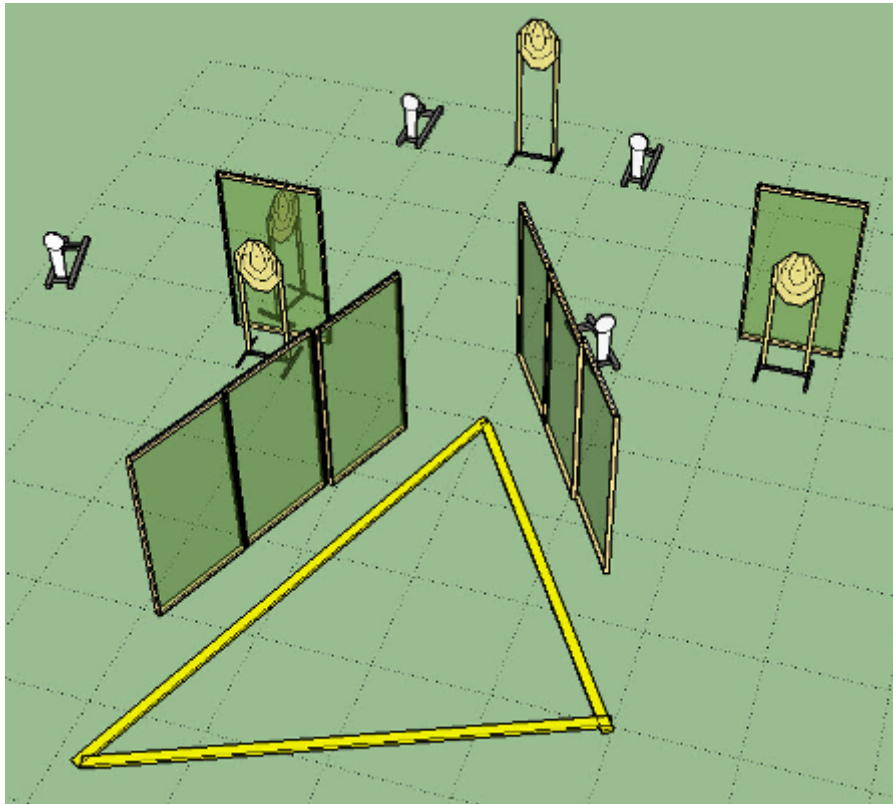
4. Windows



CoF	Comstock - Medium	Points	120 p
Targets	9 paper, 6 popper, Total 15 targets	Min rounds	24
Firearm	Action Air	Match-%	20.69%

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 and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

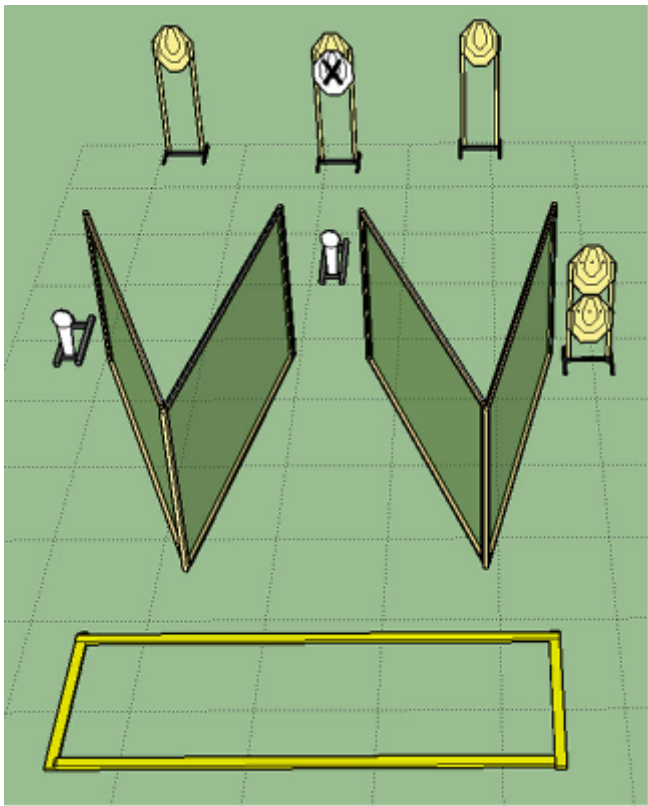
5. Bermuda



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, Total 8 targets	Min rounds	12
Firearm	Action Air	Match-%	10.34%

Procedure	On signal, shoot all targets as they become visible. 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. Big W



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 1 no-shoot, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	10.34%

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 demarcated area, 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	