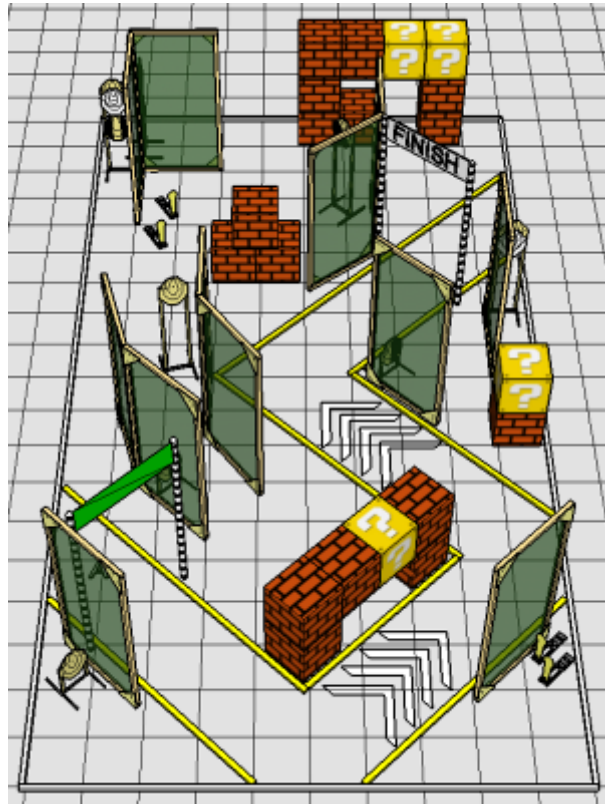


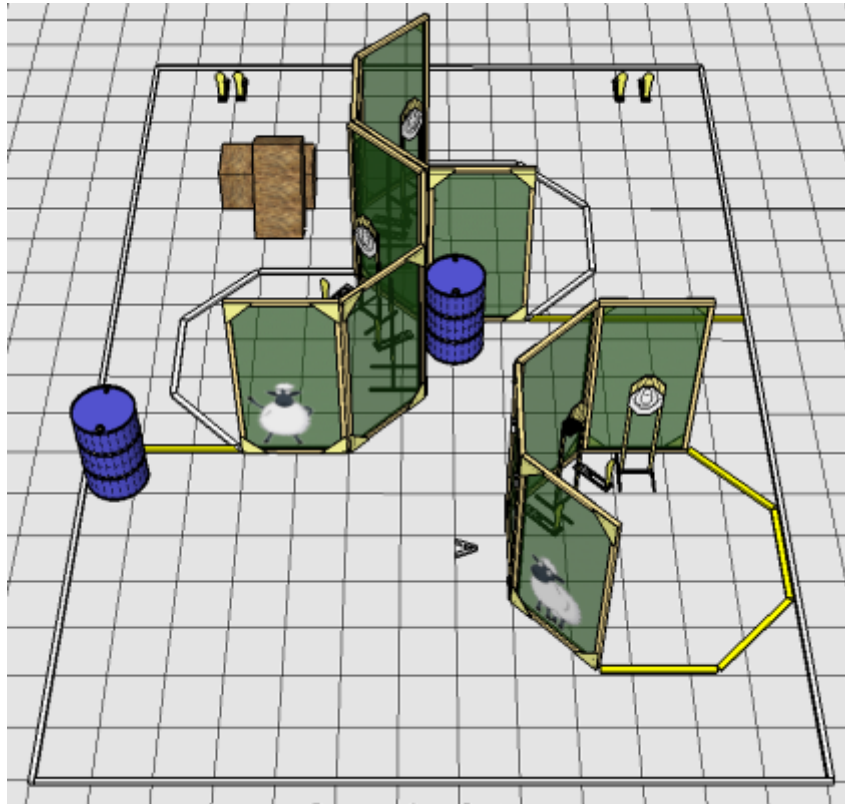
# 1. Mario Kart



CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, 3 no-shoot, Total 14 targets	Min rounds	24
Firearm	Action Air	Match-%	5.19%

Procedure	On signal shoot all targets as they become visible all shots must be fired from within the demarcated area. The firearm nor the shooter should touch any part of the barricades. All steel must fall.
Starting position	Standing relaxed, facing the backwall as demonstrated, Both feet on 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	

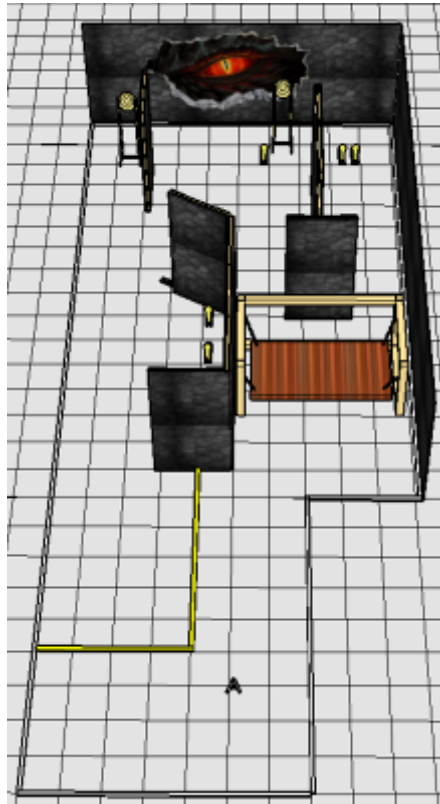
## 2. Catan



CoF	Comstock - Medium	Points	110 p
Targets	6 paper, 10 popper, 3 no-shoot, Total 16 targets	Min rounds	22
Firearm	Action Air	Match-%	4.76%

Procedure	On signal shoot all targets as they become visible all shots must be fired from within the demarcated area. The firearm nor the shooter should touch any part of the barricades. All steel must fall.
Starting position	Standing relaxed, facing the wall, both feet on the mark. Hands on the wall touching the marks. As demonstrated
Firearm ready condition	Gun on one barrel and all magazines to be used 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	

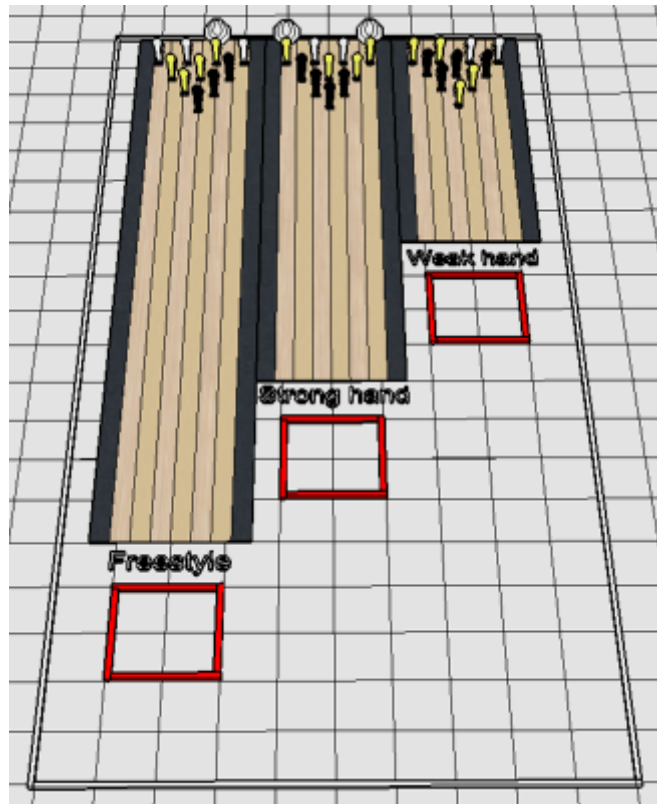
### 3. D&D;



CoF	Comstock - Short	Points	60 p
Targets	2 paper, 8 popper, Total 10 targets	Min rounds	12
Firearm	Action Air	Match-%	2.60%

Procedure	On signal shoot all targets as they become visible all shots must be fired from within the demarcated area. The firearm nor the shooter should touch any part of the barricades while shooting. All steel must fall. Targets T4 to T9 must be shot while standing on the platform.
Starting position	Standing relaxed, facing the backwall as demonstrated, both feet on the mark.
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	

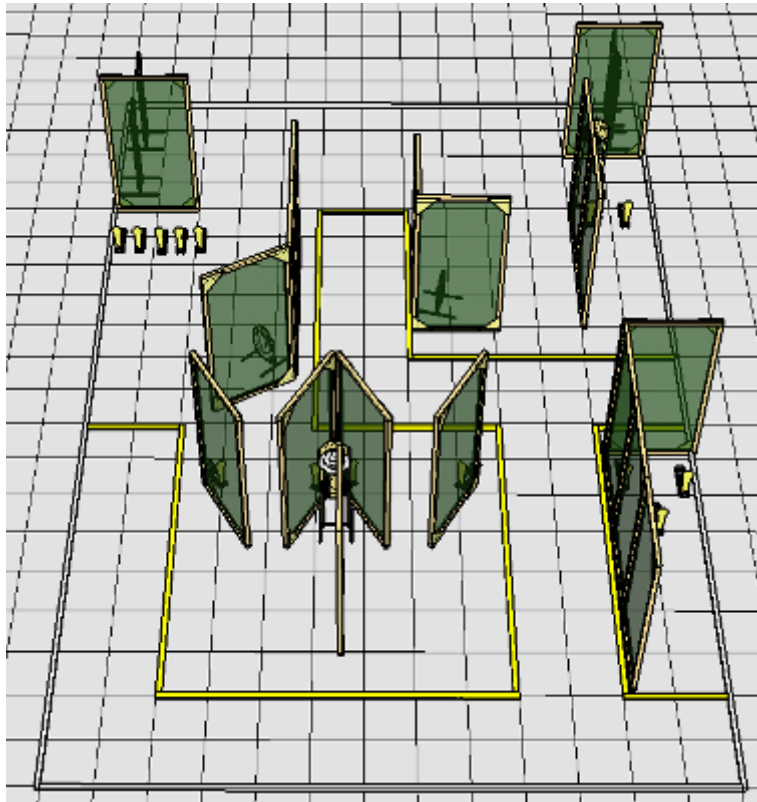
## 4. Bowling



CoF	Comstock - Short	Points	60 p
Targets	12 popper, Total 12 targets	Min rounds	12
Firearm	Action Air	Match-%	2.60%

Procedure	On signal shoot all targets as they become visible all shots must be fired from within the demarcated area. The firearm nor the shooter should touch any part of the barricades. All steel must fall. Shoot the left lane targets from left box, shoot the middle lane targets from the middle box strong hand only and shoot the right lane targets from the right box weak hand only.
Starting position	Standing relaxed in one of the boxes, facing the backwall as demonstrated
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	

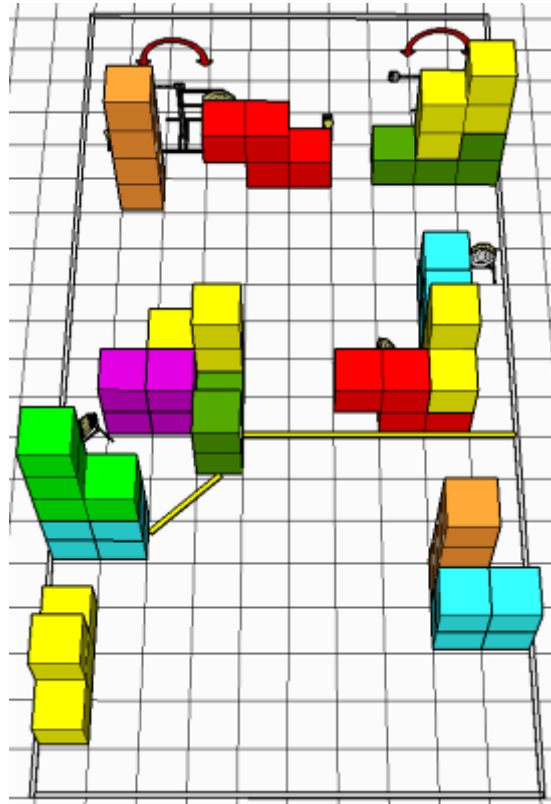
# 5. Zelda



CoF	Comstock - Long	Points	160 p
Targets	9 paper, 14 popper, 2 no-shoot, Total 23 targets	Min rounds	32
Firearm	Action Air	Match-%	6.93%

Procedure	On signal shoot all targets as they become visible all shots must be fired from within the demarcated area. The firearm nor the shooter should touch any part of the barricades. All steel must fall.
Starting position	Standing relaxed anywhere in the demarcated area, facing the backwall as demonstrated
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	

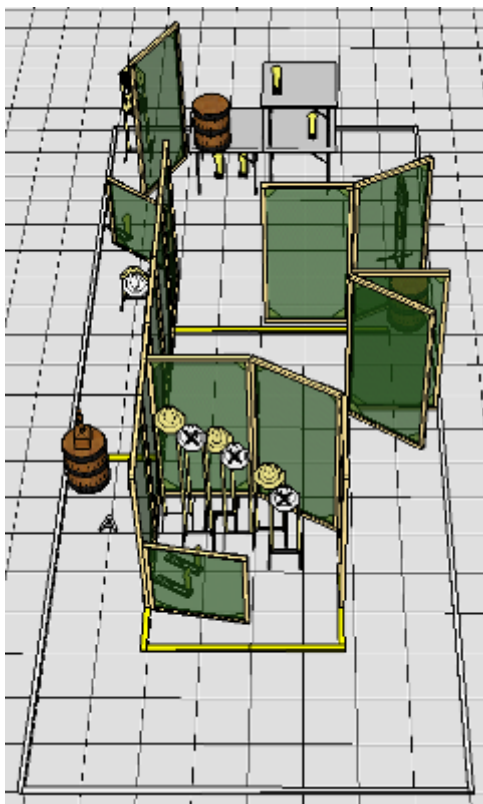
# 6. Tetris



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 1 no-shoot, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	2.60%

Procedure	On signal shoot all targets as they become visible all shots must be fired from within the demarcated area. The firearm nor the shooter should touch any part of the barricades. All steel must fall. The left popper activates the left swinger. The right popper activates the right swinger.
Starting position	Standing relaxed anywhere in the demarcated area, facing the backwall as demonstrated
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	

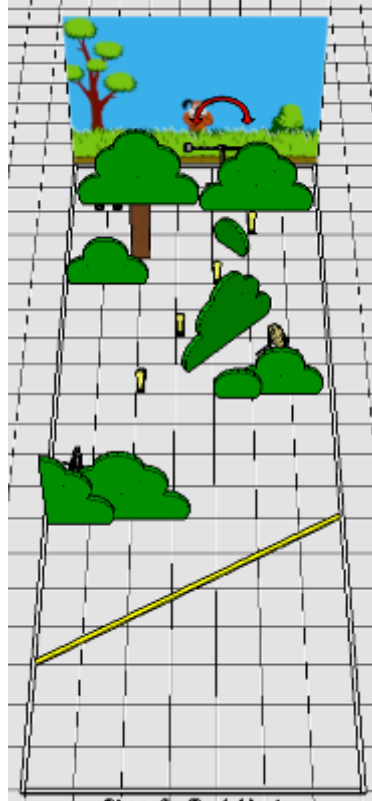
## 7. Donkey Kong



CoF	Comstock - Medium	Points	120 p
Targets	8 paper, 8 popper, 5 no-shoot, Total 16 targets	Min rounds	24
Firearm	Action Air	Match-%	5.19%

Procedure	On signal shoot all targets as they become visible all shots must be fired from within the demarcated area. The firearm nor the shooter should touch any part of the barricades. All steel must fall. The hammer must be placed on the other yellow CAT barrel before the last shot. Dropping the hammer during the stage or/and failing to place the hammer on the barrel results in 1 procedure. On purpose not placing the hammer on the barrel is unsportsmanlike conduct.
Starting position	Standing relaxed with both feet on the mark, facing the backwall as demonstrated
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	

## 8. Duck Hunt

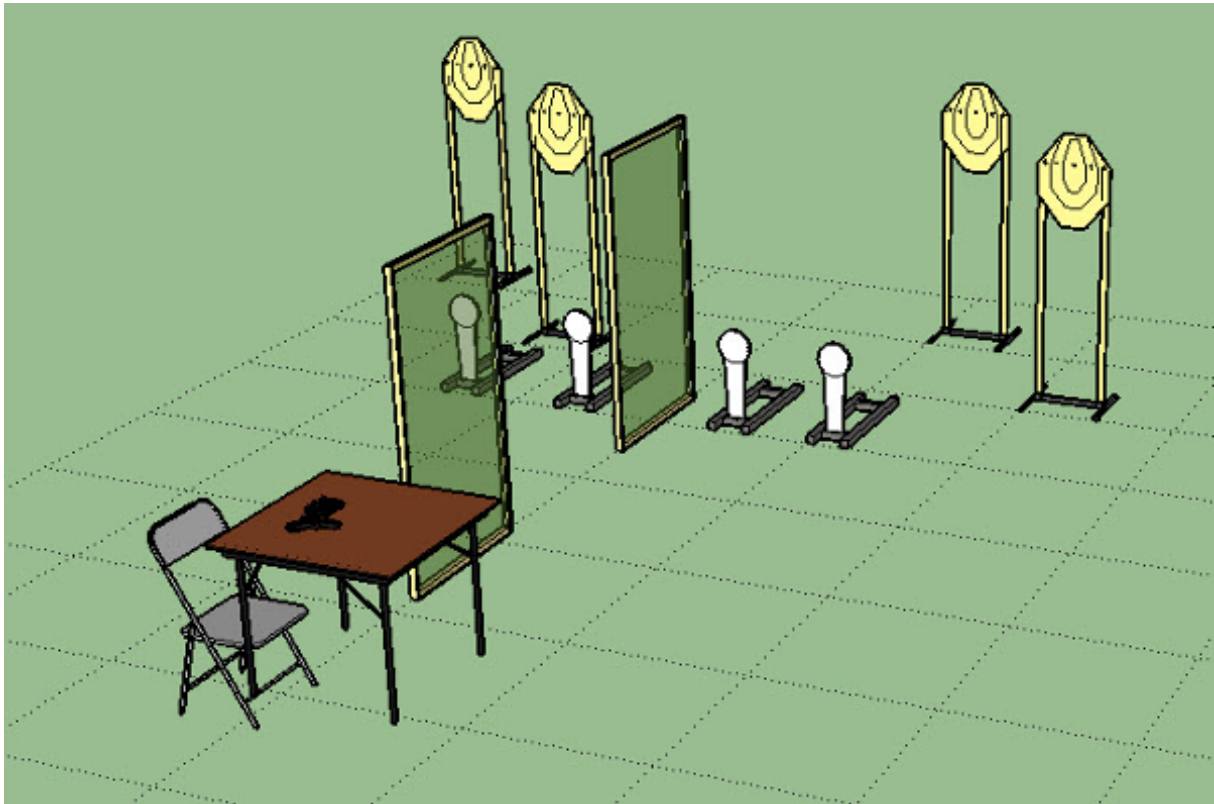


CoF	Comstock - Short	Points	60 p
Targets	3 paper, 6 popper, 1 no-shoot, Total 9 targets	Min rounds	12
Firearm	Action Air	Match-%	2.60%

Procedure	On signal shoot all targets as they become visible all shots must be fired from within the demarcated area. The firearm nor the shooter should touch any part of the barricades. All steel must fall. The right/rear popper activates the left swinger.
Starting position	Standing relaxed anywhere in the demarcated area, facing the backwall as demonstrated
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	



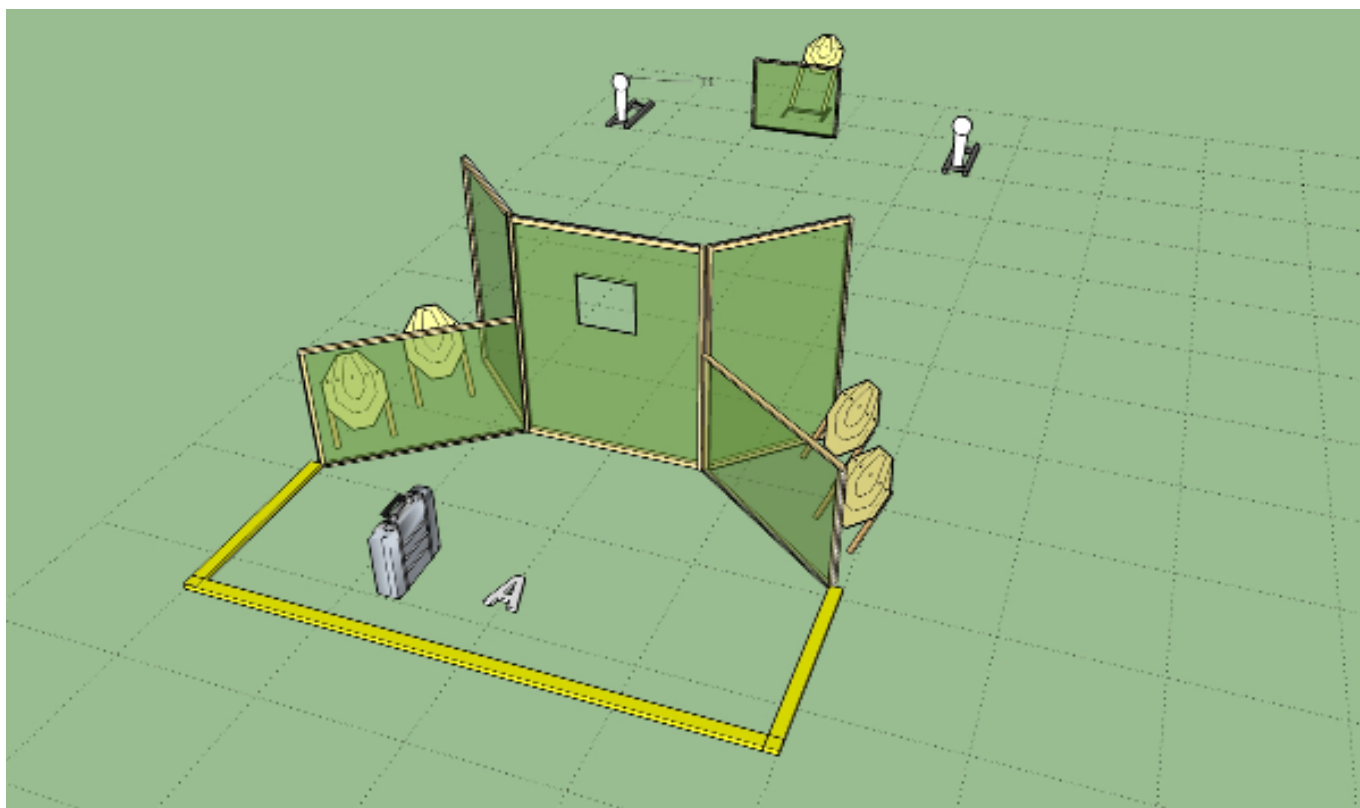
## 9. Casino



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, Total 8 targets	Min rounds	12
Firearm	Action Air	Match-%	2.60%

Procedure	On signal shoot all targets as they become visible all shots must be fired from within the demarcated area. The firearm nor the shooter should touch any part of the barricades. All steel must fall.
Starting position	Seated at the chair back to the back of the chair, both hands on knees.
Firearm ready condition	Gun unloaded and all magazine to be used on the markers (cards) at the table.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

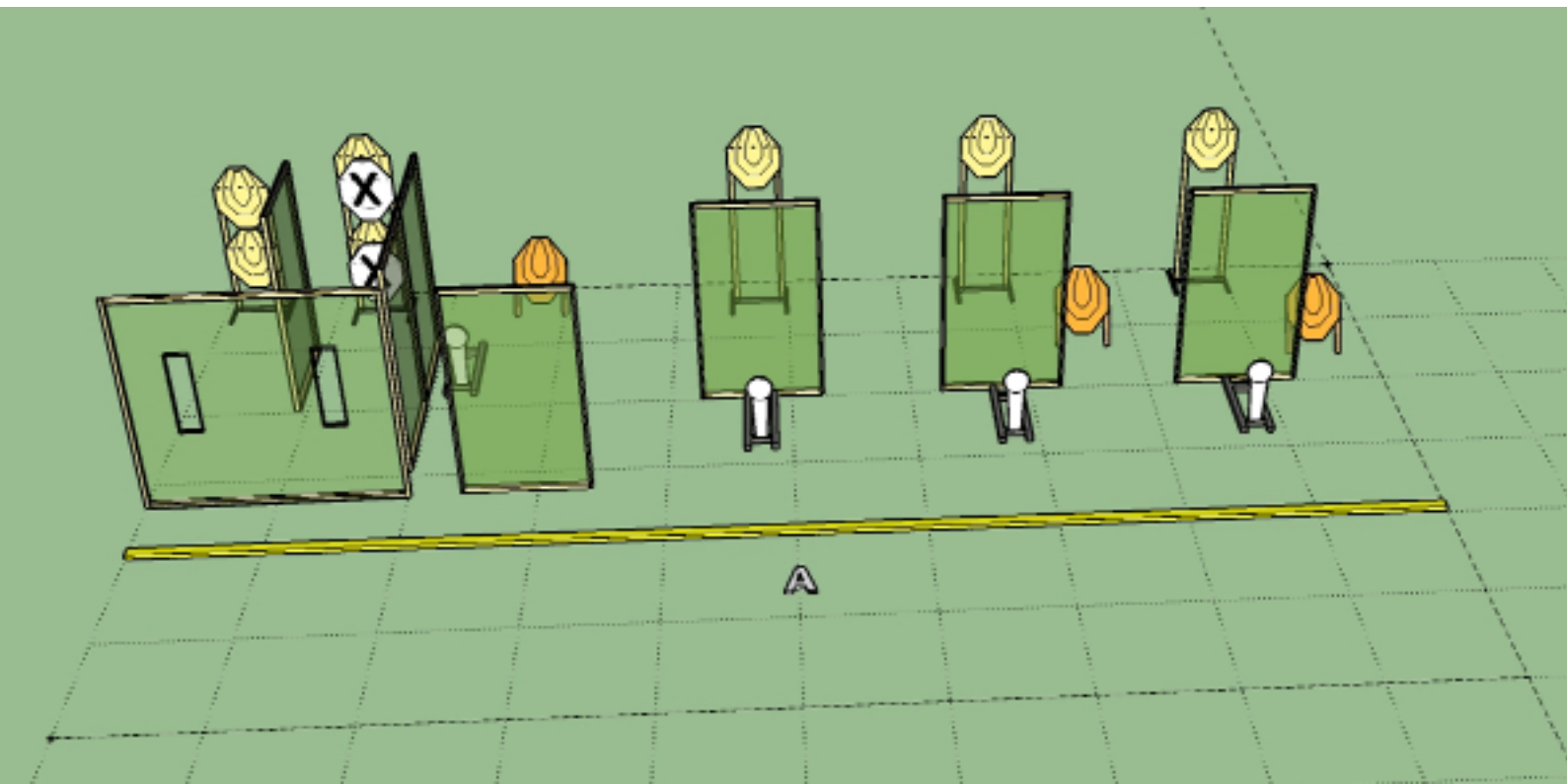
## 10. Pokemon



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	2.60%

Procedure	On signal shoot all targets as they become visible all shots must be fired from within the demarcated area. The firearm nor the shooter should touch any part of the barricades. All steel must fall. Popper T1 will activate the moving target as demonstrated. The moving target is a non-disappearing target. Shooter must carry the backpack in his weak hand until after last shot. There will be one PT per shot fired while not holding the backpack with your waek hand.
Starting position	Standing relaxed at the mark, facing the backwall as demonstrated, holding the backpack with your weak 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	

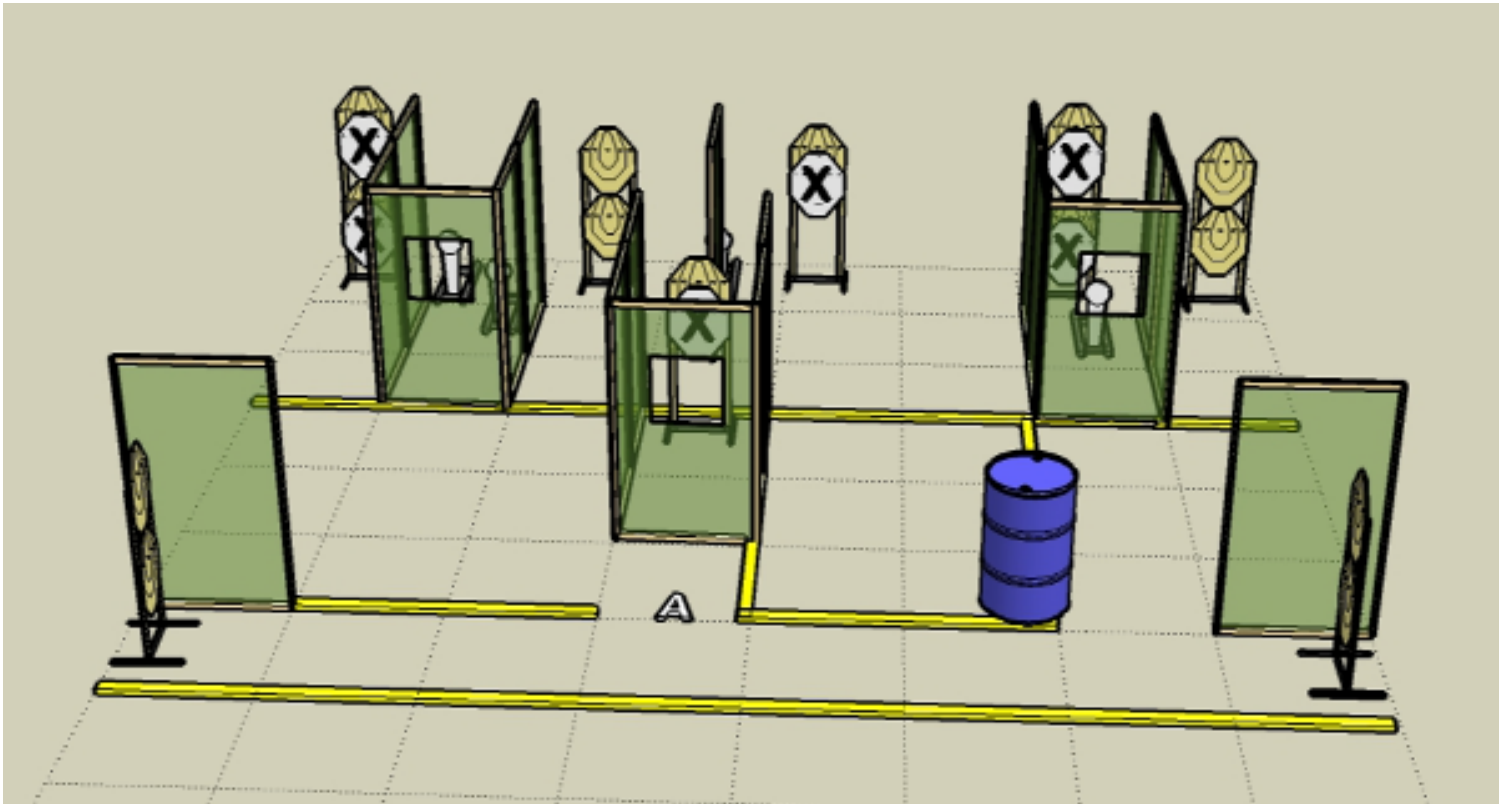
# 11. Space Invaders



CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, 2 no-shoot, Total 14 targets	Min rounds	24
Firearm	Action Air	Match-%	5.19%

Procedure	On signal shoot all targets as they become visible all shots must be fired from within the demarcated area. The firearm nor the shooter should touch any part of the barricades. All steel must fall.
Starting position	Standing relaxed at the mark, facing the backwall as demonstrated
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	

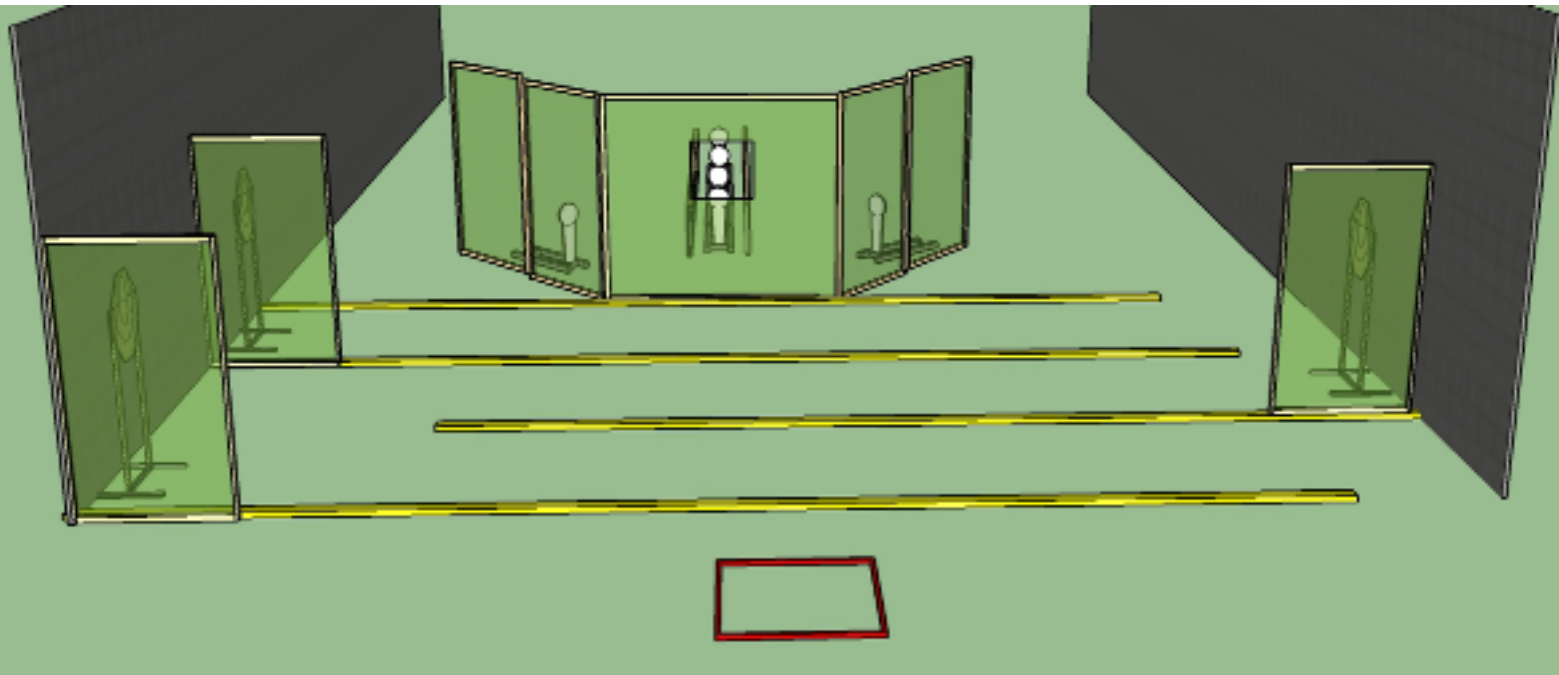
## 12. Minecraft



CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 6 no-shoot, Total 18 targets	Min rounds	32
Firearm	Action Air	Match-%	6.93%

Procedure	On signal shoot all targets as they become visible all shots must be fired from within the demarcated area. The firearm nor the shooter should touch any part of the barricades. All steel must fall.
Starting position	Standing relaxed at the mark, facing the backwall as demonstrated
Firearm ready condition	Gun loaded & holstered All other 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	

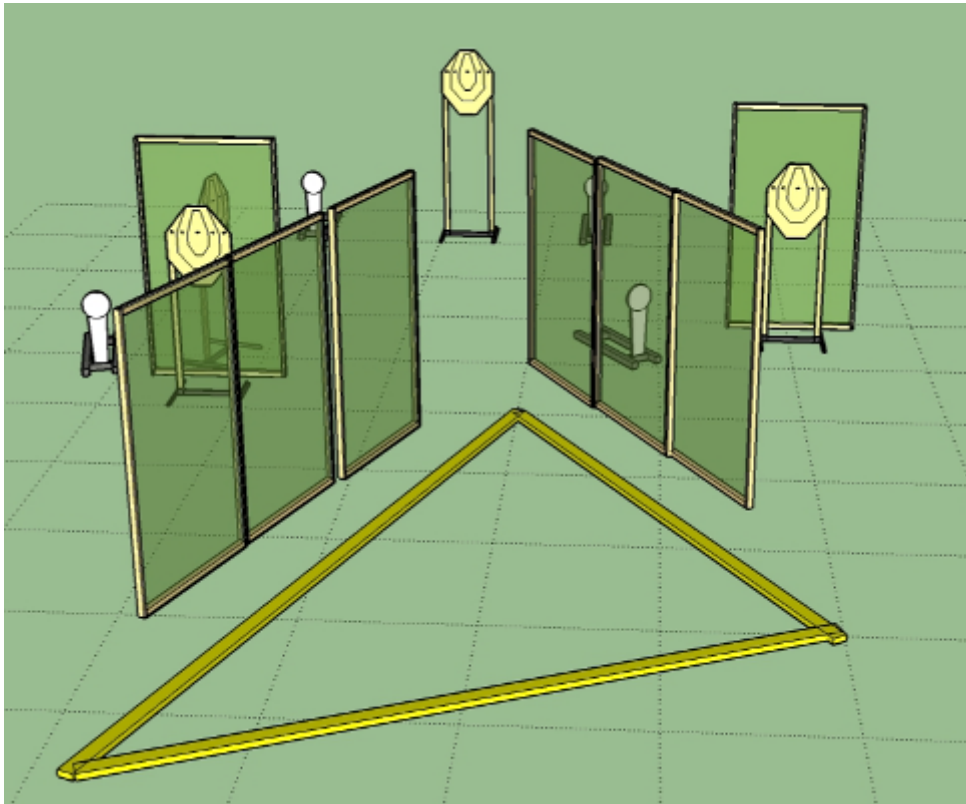
# 13. Pacman



CoF	Comstock - Short	Points	60 p
Targets	3 paper, 6 popper, Total 9 targets	Min rounds	12
Firearm	Action Air	Match-%	2.60%

Procedure	On signal shoot all targets as they become visible all shots must be fired from within the demarcated area. The firearm nor the shooter should touch any part of the barricades. All steel must fall.
Starting position	Standing relaxed at the mark, facing the backwall as demonstrated
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	

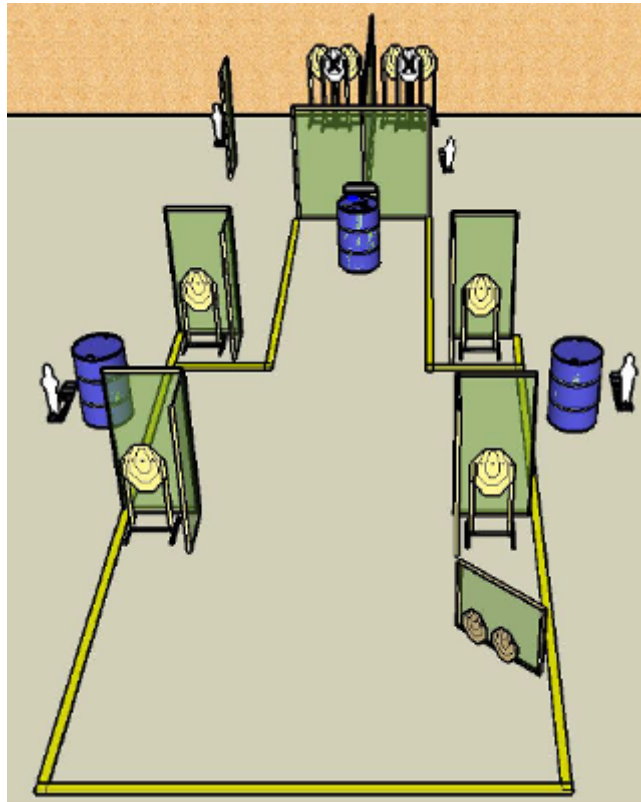
# 14. Call of Duty



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, Total 8 targets	Min rounds	12
Firearm	Action Air	Match-%	2.60%

Procedure	On signal shoot all targets as they become visible all shots must be fired from within the demarcated area. The firearm nor the shooter should touch any part of the barricades. All steel must fall.
Starting position	Standing relaxed anywhere within demarcaded area, facing the backwall as demonstrated
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	

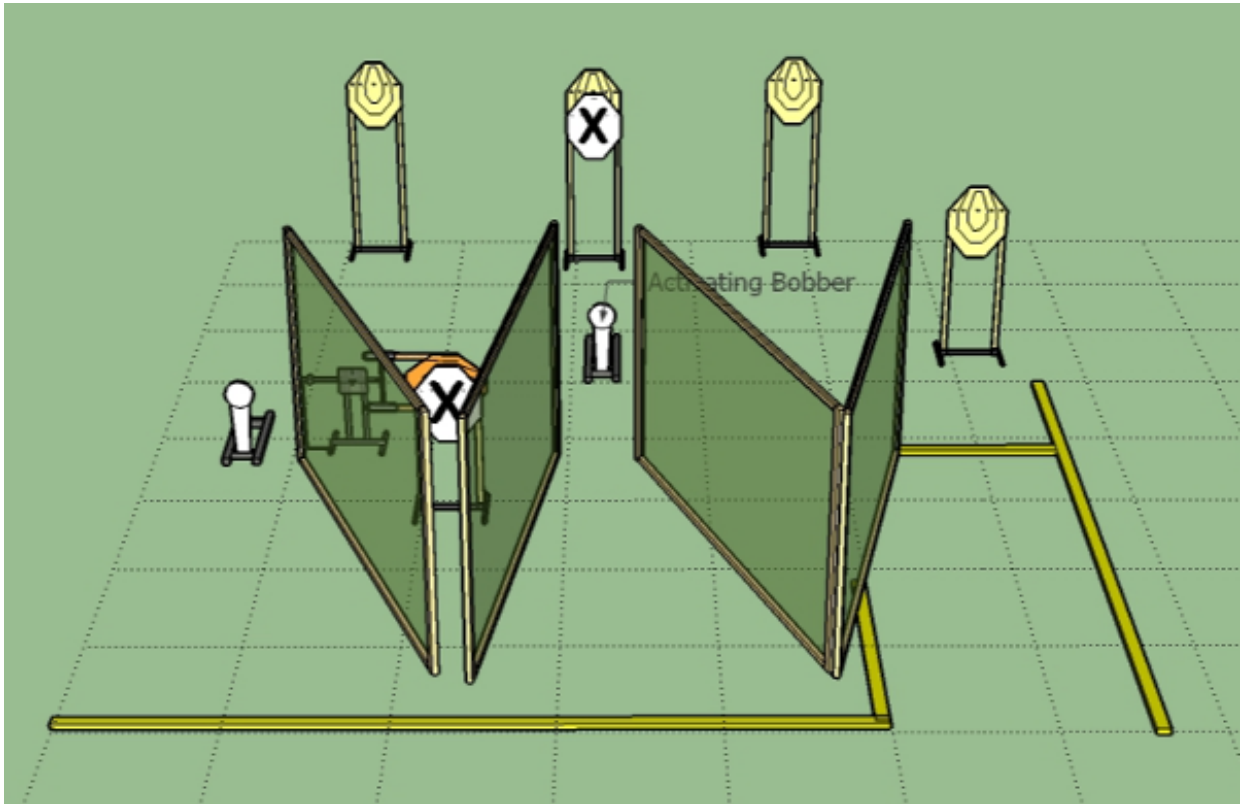
# 15. Gaming Room



CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, 2 no-shoot, Total 14 targets	Min rounds	24
Firearm	Action Air	Match-%	5.19%

Procedure	On signal shoot all targets as they become visible all shots must be fired from within the demarcated area. The firearm nor the shooter should touch any part of the barricades. All steel must fall.
Starting position	Sitting relaxed in the chair back against the back off the chair, facing downrange, hands on the knees.
Firearm ready condition	Gun unloaded and all magazines to be used on the table
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

# 16. WOW

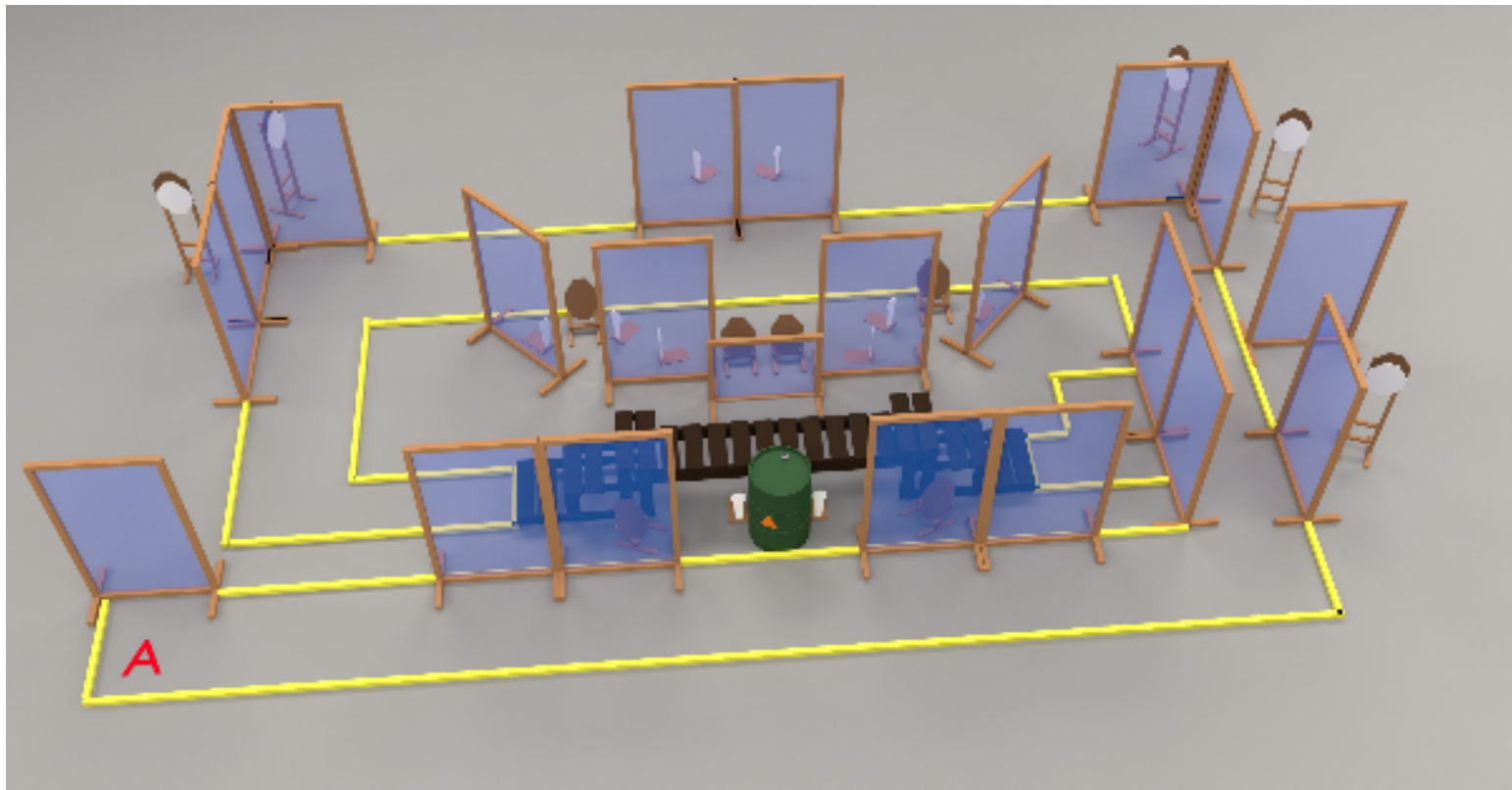


CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 1 no-shoot, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	2.60%

Procedure	On signal shoot all targets as they become visible all shots must be fired from within the demarcated area. The firearm nor the shooter should touch any part of the barricades. All steel must fall. Popper T1 will activate the moving target as demonstrated. The moving target is a non-disappearing target.
Starting position	Standing relaxed at the mark, facing the backwall as demonstrated
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	



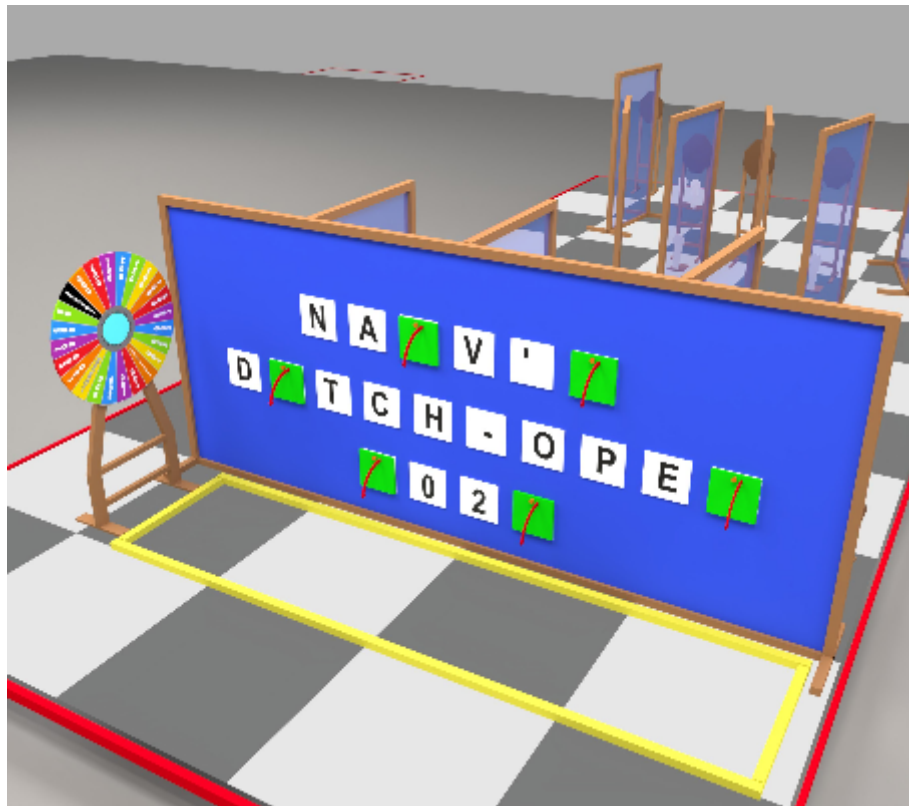
# 17. Ganzebord



CoF	Comstock - Long	Points	160 p
Targets	11 paper, 10 popper, 5 no-shoot, Total 21 targets	Min rounds	32
Firearm	Action Air	Match-%	6.93%

Procedure	On signal shoot all targets as they become visible all shots must be fired from within the demarcated area. The firearm nor the shooter should touch any part of the barricades. All steel must fall.
Starting position	Standing relaxed on the mark, facing the backwall as demonstrated
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	

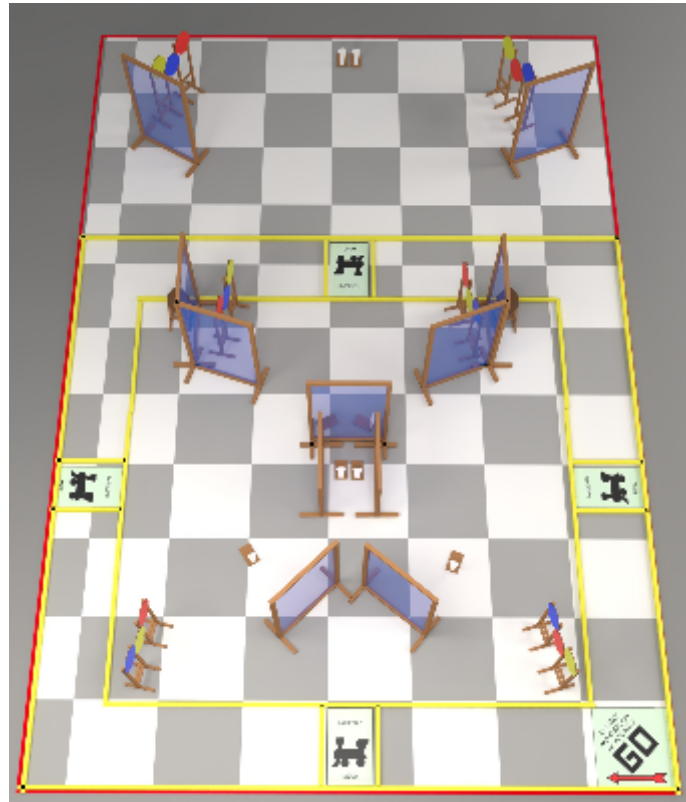
## 18. Rad van Fortuin



CoF	Comstock - Medium	Points	120 p
Targets	8 paper, 8 popper, Total 16 targets	Min rounds	24
Firearm	Action Air	Match-%	5.19%

Procedure	On signal shoot all targets as they become visible all shots must be fired from within the demarcated area. The firearm nor the shooter should touch any part of the barricades. All steel must fall.
Starting position	Standing relaxed facing the wheel of fortune touching the wheel with both hands as demonstrated.
Firearm ready condition	Gun Unloaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

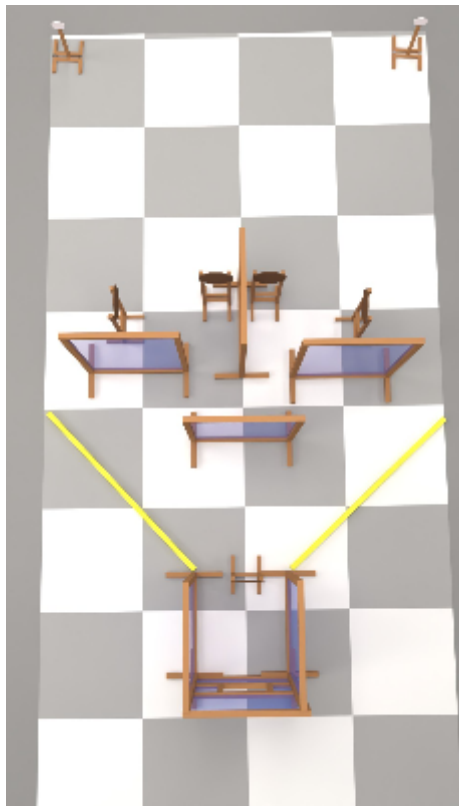
# 19. Monopoly



CoF	Comstock - Medium	Points	120 p
Targets	8 paper, 8 popper, Total 16 targets	Min rounds	24
Firearm	Action Air	Match-%	5.19%

Procedure	On signal shoot all targets as they become visible all shots must be fired from the boxes. The firearm nor the shooter should touch any part of the barricades. All steel must fall. Pull a card for the colour of target that is to be shot.
Starting position	Standing relaxed on the start position facing the backwall as demonstrated.
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	

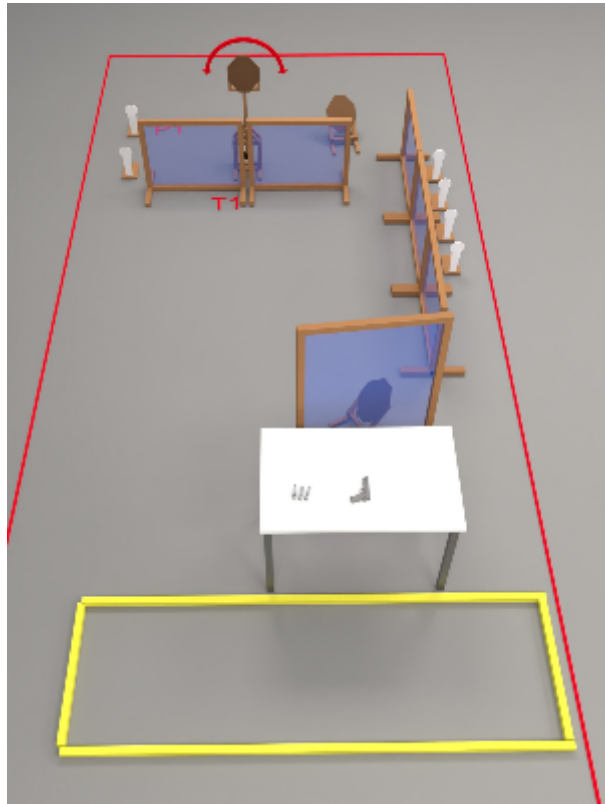
## 20. Angry Birds



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	2.60%

Procedure	On signal shoot all targets as they become visible all shots must be fired from within the demarcated area. The firearm nor the shooter should touch any part of the barricades. All steel must fall.
Starting position	Standing relaxed anywhere in the demarcated area, facing the backwall as demonstrated
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	

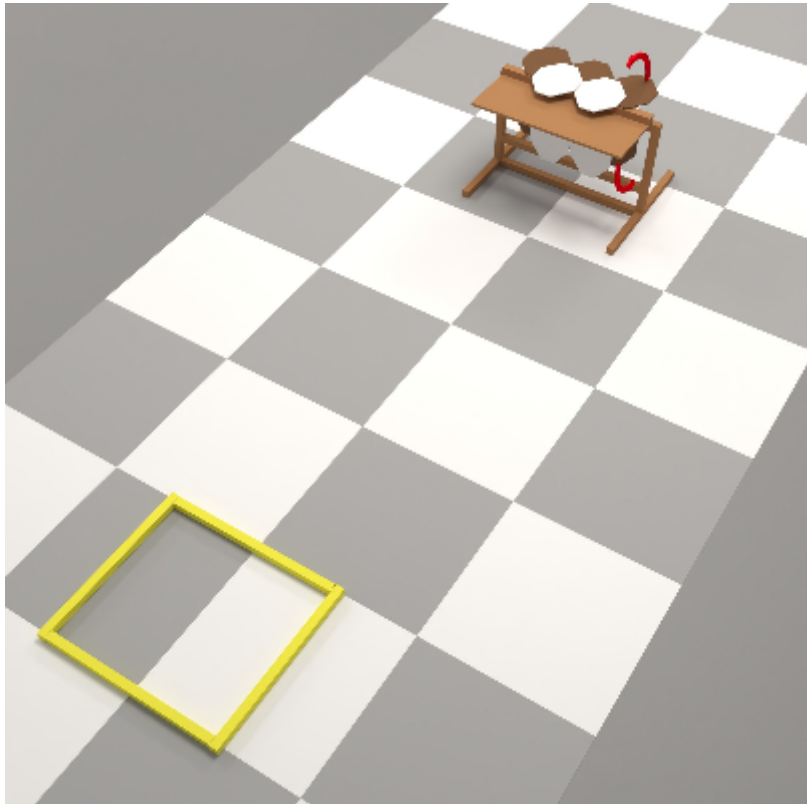
# 21. Cluedo



CoF	Comstock - Short	Points	60 p
Targets	3 paper, 6 popper, Total 9 targets	Min rounds	12
Firearm	Action Air	Match-%	2.60%

Procedure	On signal shoot all targets as they become visible all shots must be fired from within the demarcated area. The firearm nor the shooter should touch any part of the barricades. All steel must fall. p1 activates swinger T1
Starting position	Standing relaxed anywhere in the demarcated area, facing the backwall as demonstrated
Firearm ready condition	Gun Unloaded on table together with all magazines to be used.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

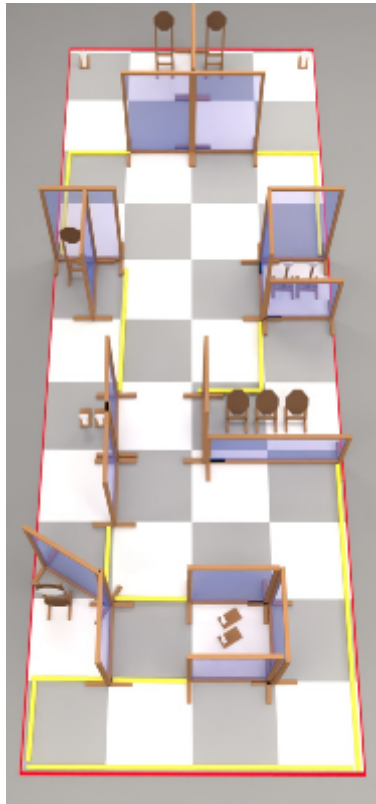
## 22. Candy Crush



CoF	Comstock - Short	Points	60 p
Targets	6 paper, 4 no-shoot, Total 6 targets	Min rounds	12
Firearm	Action Air	Match-%	2.60%

Procedure	On signal shoot all targets as they become visible all shots must be fired from within the demarcated area. The firearm nor the shooter should touch any part of the barricades. All steel must fall.
Starting position	Standing relaxed in the Box, facing the backwall as demonstrated
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	

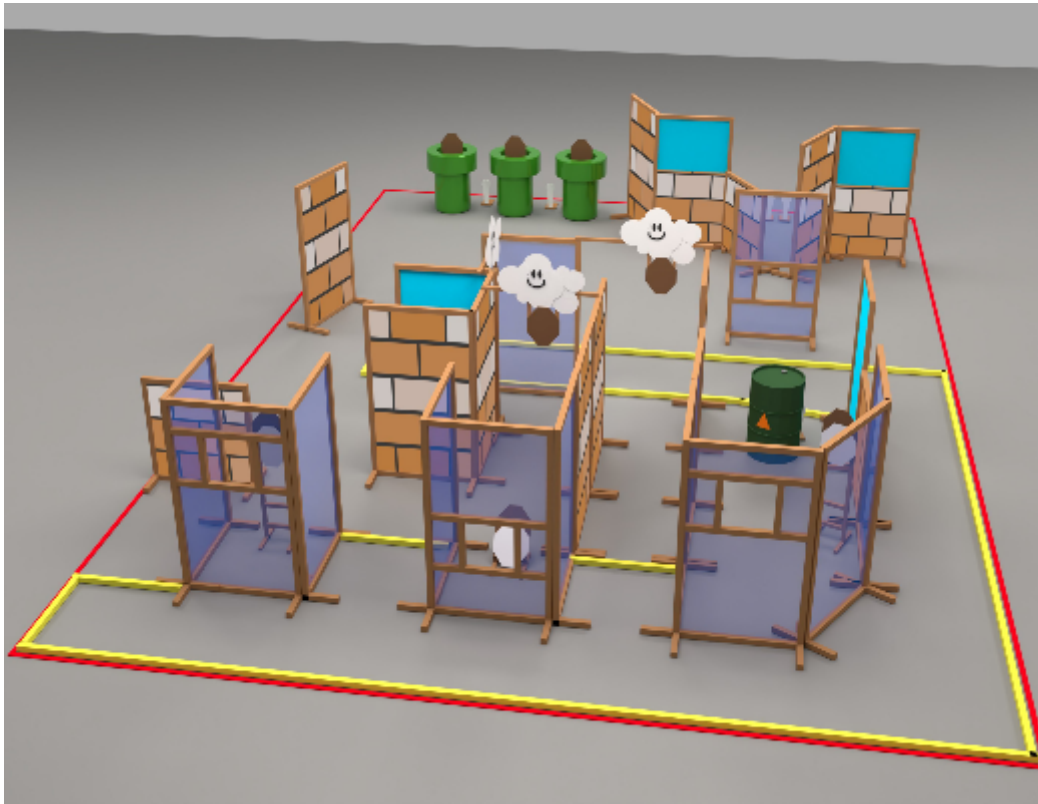
## 23. Chess



CoF	Comstock - Medium	Points	120 p
Targets	9 paper, 2 popper, 4 plates, 1 no-shoot, Total 15 targets	Min rounds	24
Firearm	Action Air	Match-%	5.19%

Procedure	On signal shoot all targets as they become visible all shots must be fired from within the demarcated area. The firearm nor the shooter should touch any part of the barricades. All steel must fall.
Starting position	Standing relaxed anywhere in the demarcated area facing the backwall as demonstrated
Firearm ready condition	Gun loaded but chamber empty and holstered.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 24. Mario 64



CoF	Comstock - Long	Points	160 p
Targets	12 paper, 8 popper, 3 no-shoot, Total 20 targets	Min rounds	32
Firearm	Action Air	Match-%	6.93%

Procedure	On signal shoot all targets as they become visible all shots must be fired from within the demarcated area. The firearm nor the shooter should touch any part of the barricades. All steel must fall.
Starting position	Standing relaxed anywhere in the demarcated area, facing the backwall as demonstrated
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	