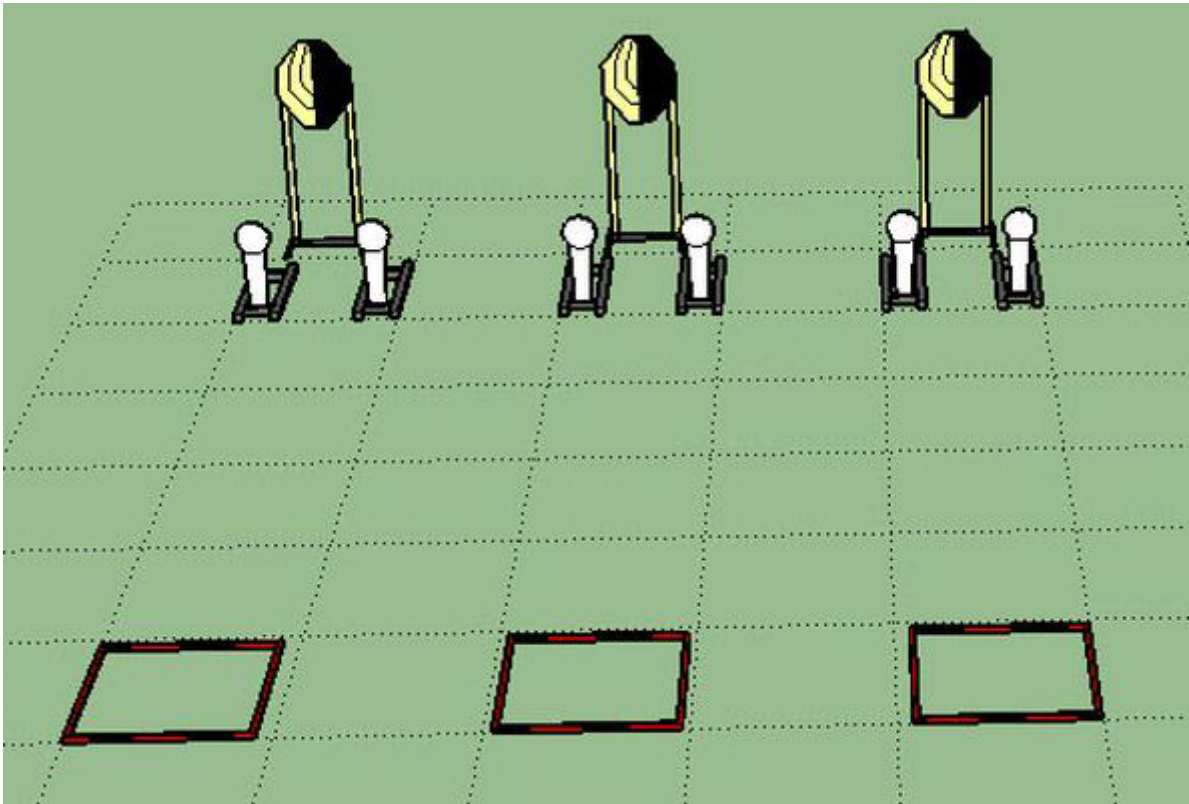


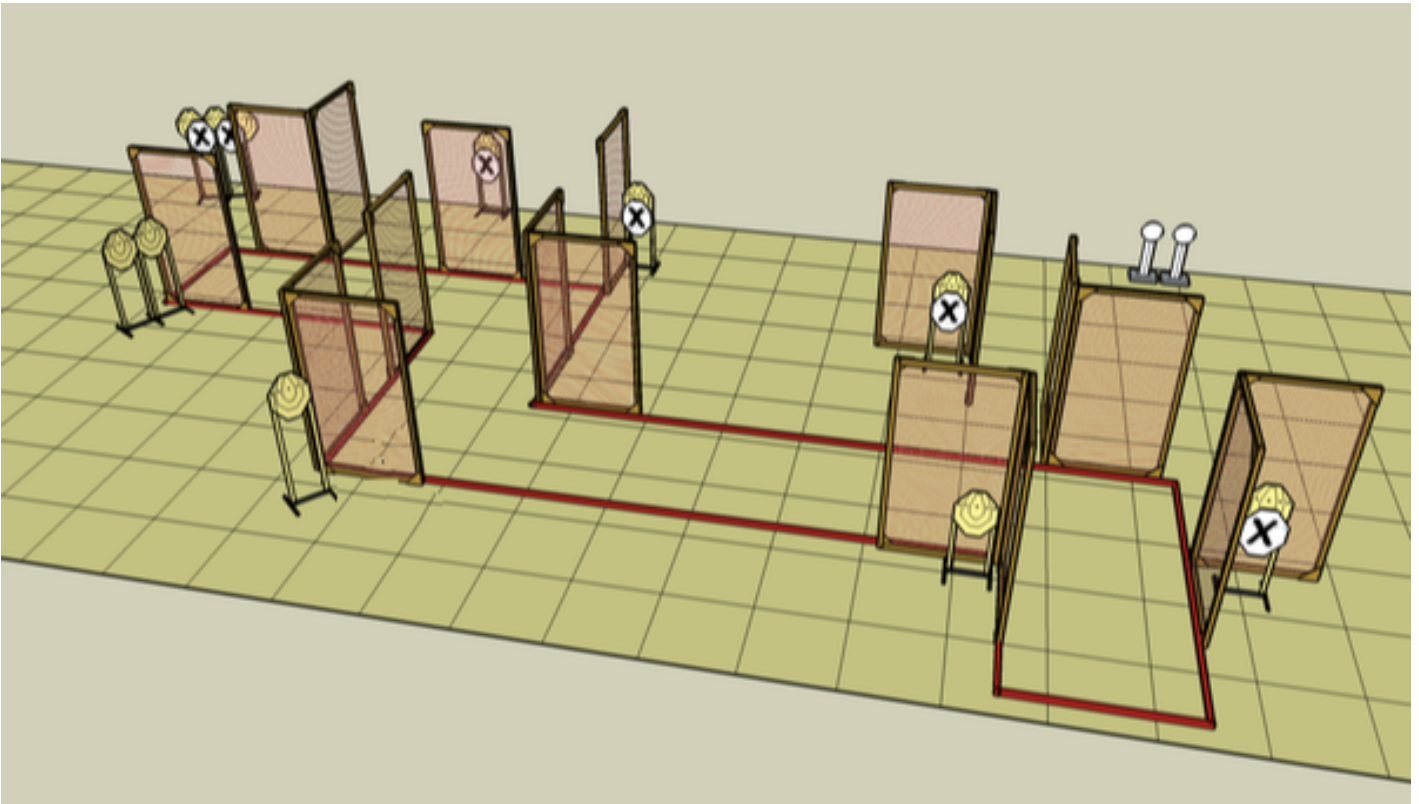
1. boxes



| | | | |
|---------|--|------------|--------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 3 paper, 6 popper, 1 no-shoot, Total 9 targets | Min rounds | 12 |
| Firearm | Action Air | Match-% | 10.34% |

| | |
|-------------------------|---|
| Procedure | On the signal shoot the target array on the left side left hand only from the left box , shoot the middle target array freestyle from the middle box , shoot the right hand target array right hand only from the right hand box. |
| Starting position | Standing relaxed in any of the startboxes; 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 | |

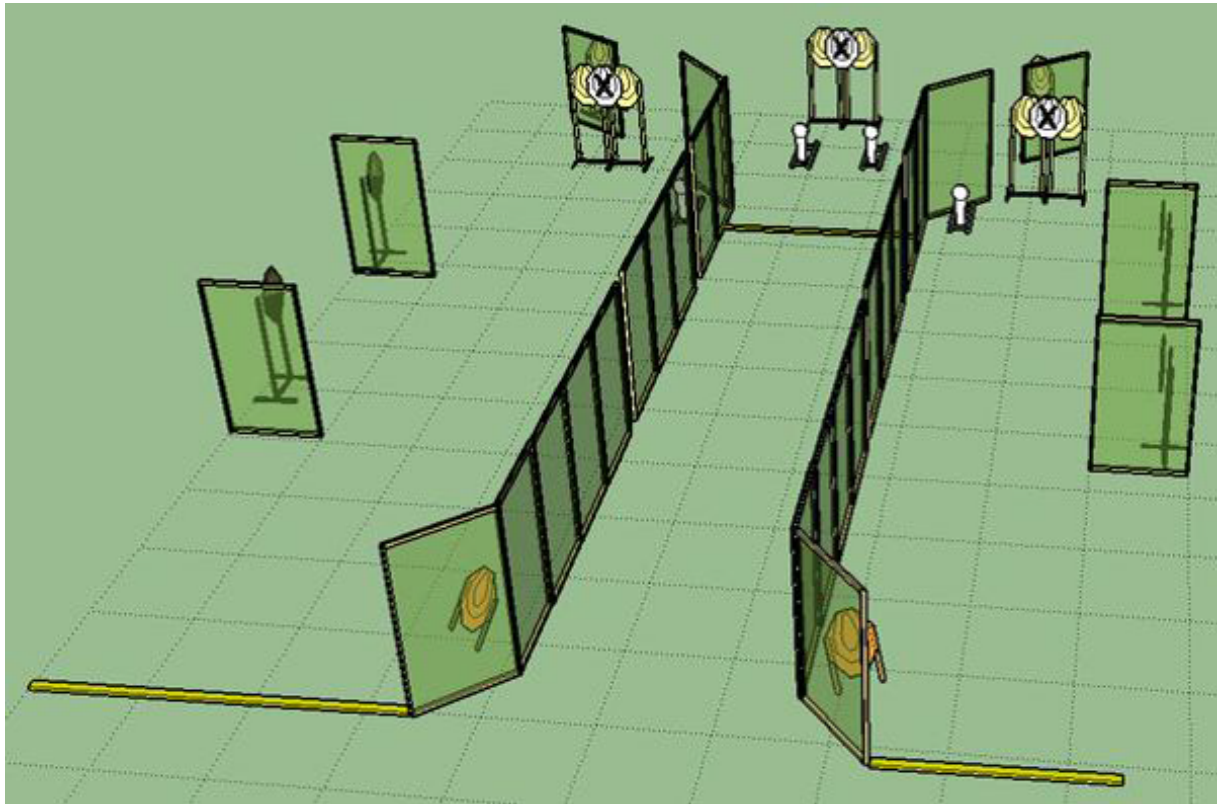
2. Zig Zag



| | | | |
|---------|--|------------|--------|
| CoF | Comstock - Medium | Points | 120 p |
| Targets | 11 paper, 2 popper, 6 no-shoot, Total 13 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 & holstered |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

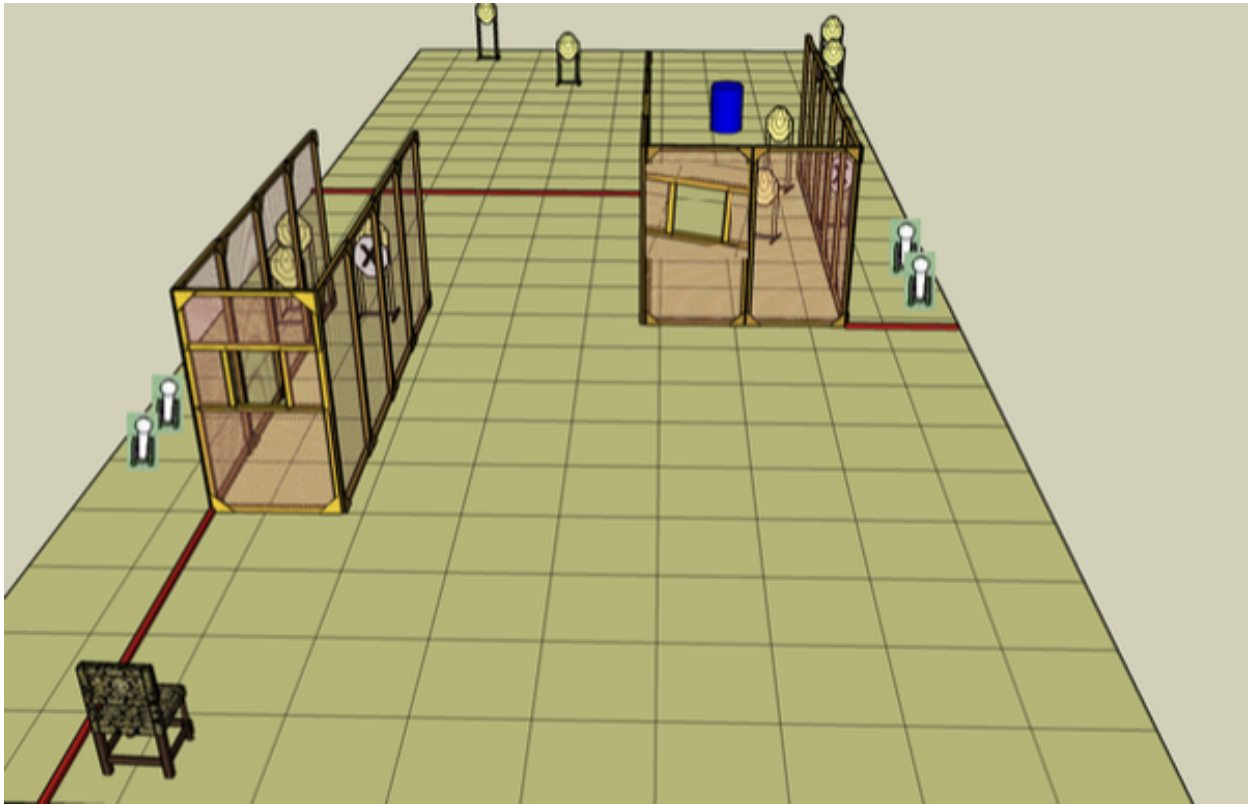
3. Double tap



| | | | |
|---------|--|------------|--------|
| 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 anywhere within 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 | |

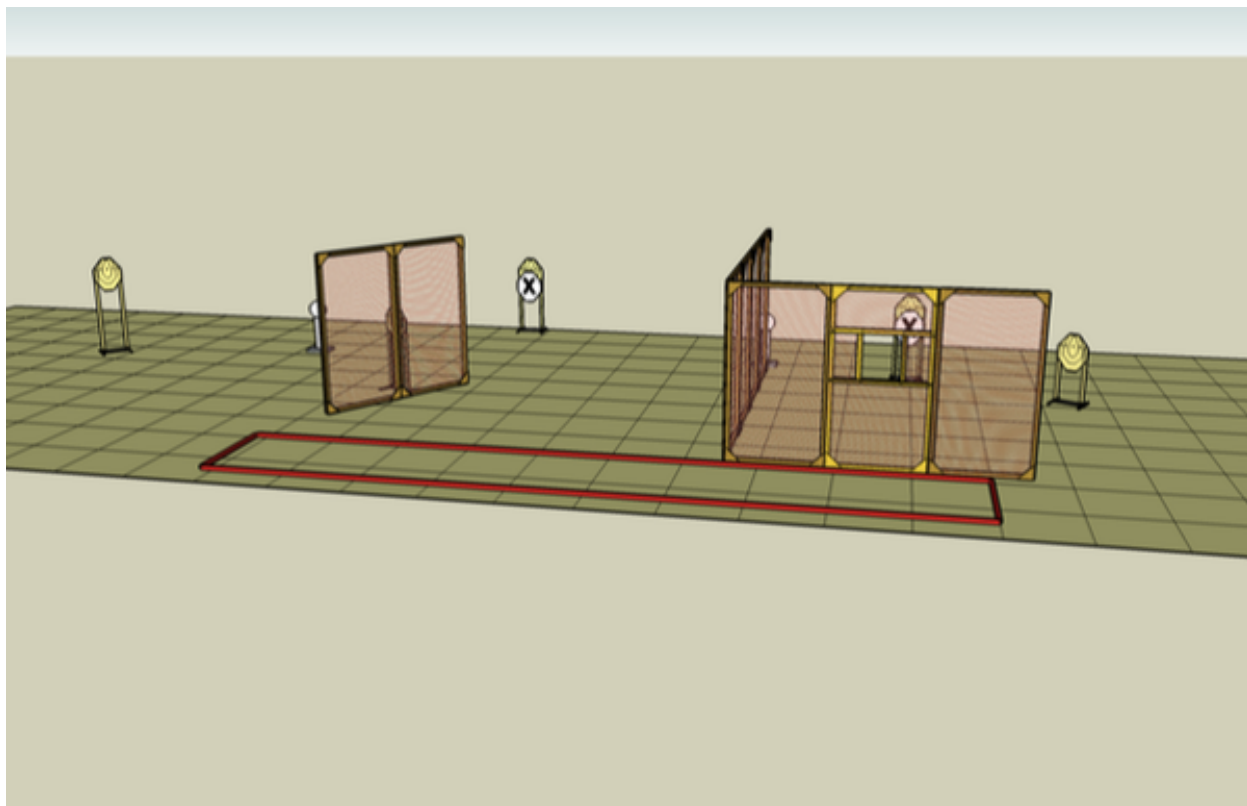
4. Chair



| | | | |
|---------|--|------------|--------|
| CoF | Comstock - Medium | Points | 120 p |
| Targets | 10 paper, 4 popper, 2 no-shoot, 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. |
| Starting position | Seated on the chair with hands on knees, 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 | |

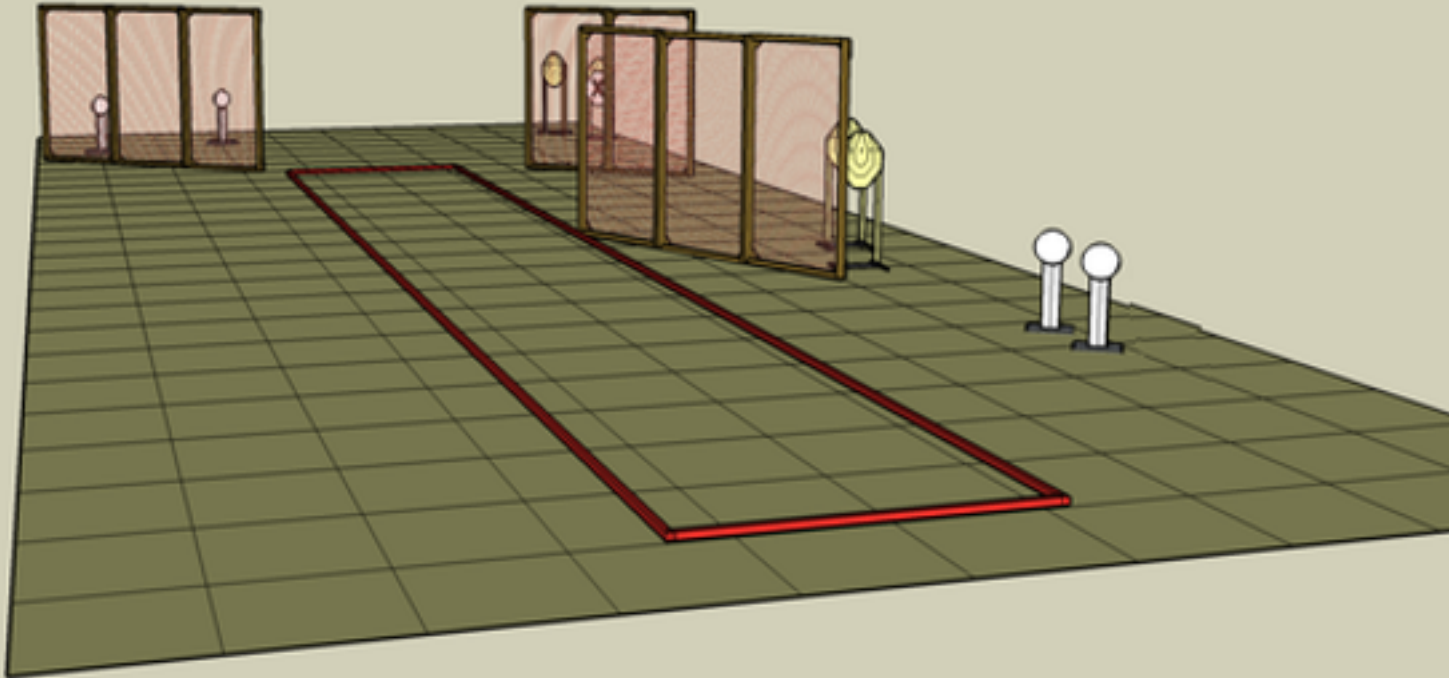
5. Take a walk



| | | | |
|---------|--|------------|--------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 5 paper, 2 popper, 2 no-shoot, Total 7 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. Another short



| | | | |
|---------|--|------------|--------|
| 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. All steel must fall. |
| Starting position | Standig at the mark, facing uprange |
| Firearm ready condition | Gun loaded and holsterd |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |