## 1. Not all steel



| CoF | Comstock - Short | Points | 60 p |
| :---: | :--- | :---: | :---: |
| Targets | 2 paper, 8 popper, 6 no-shoot, Total 10 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 |  |
| Firearm ready |  |
| condition |  |
| Start on | Standing relaxed in the startbox; facing uprange. |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes |  |

## 2. Neighbours



| CoF | Comstock - Medium | Points | 120 p |
| :---: | :--- | :---: | :---: |
| Targets | 9 paper, 6 popper, 3 no-shoot, 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 |  |
| Firearm ready |  |
| condition |  |
| Start on | Standing relaxed at the mark; facing uprange. |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes |  |

## 3. Zig Zag



| CoF | Comstock - Long | Points | 160 p |
| :---: | :--- | :---: | :---: |
| Targets | 14 paper, 4 popper, 2 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 in the start box, hands on wall. 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. Barrel's



| CoF | Comstock - Medium | Points | 120 p |
| :---: | :--- | :---: | :---: |
| Targets | 10 paper, 4 popper, 2 no-shoot, Total 14 targets | Min rounds | 24 |
| Firearm | Action Air | Match-\% | $20.69 \%$ |



## 5. Magazine change drill



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


|  |  |
| :--- | :--- |
| Procedure | On signal, shoot the left 2 targets from the left box, the middle two targets from the middle box and the right two targets <br> from the right box. Mandatory magazine change between the boxes. |
| Starting position <br> Firearm ready <br> condition <br> Start on | Standing relaxed in any of the boxes; facing downrange. |
| Stop on holstered | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes |  |

## 6. On your knees



| CoF | Comstock - Short | Points | 60 p |
| :---: | :--- | :---: | :---: |
| Targets | 6 paper, 2 no-shoot, Total 6 targets | Min rounds | 12 |
| Firearm | Action Air | Match-\% | $10.34 \%$ |


| Procedure | On signal shoot all targets as they become visible. All steel must fall. All shots must be fired while sitting on both <br> knees. |
| :--- | :--- |
| Starting position <br> Firearm ready <br> condition <br> Start on <br> Stop on | Audible signal |
| Penalties | Last shot |
| As per current edition of rules |  |
| Safety angles | L/R |
| Setup notes |  |

