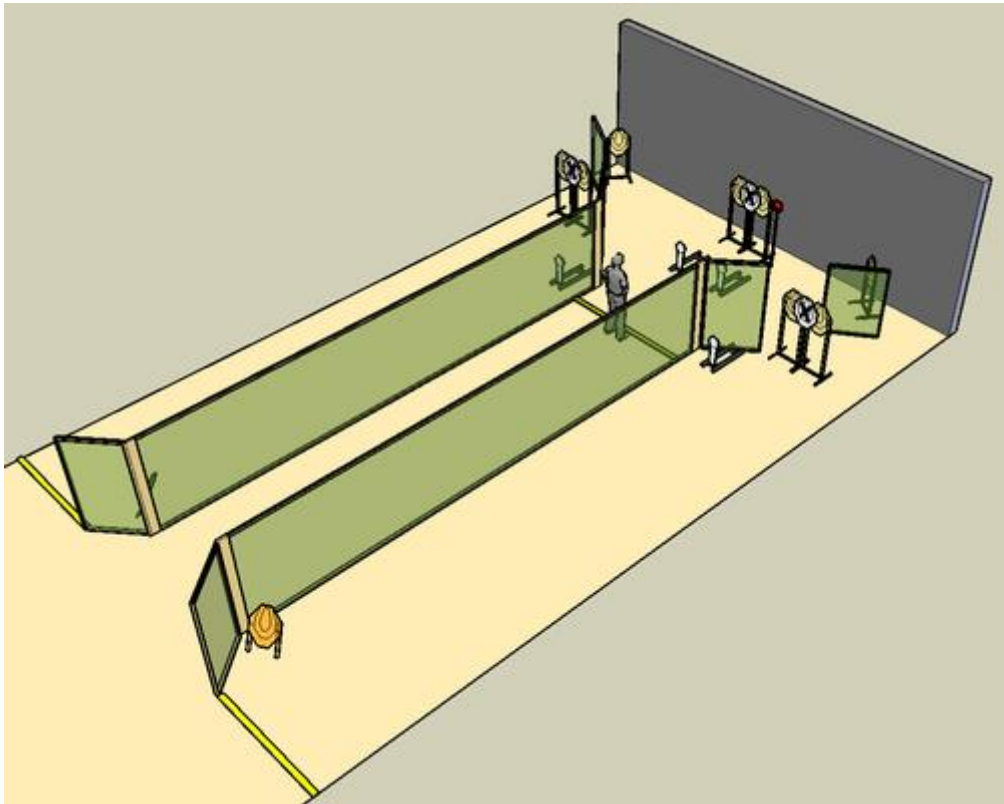


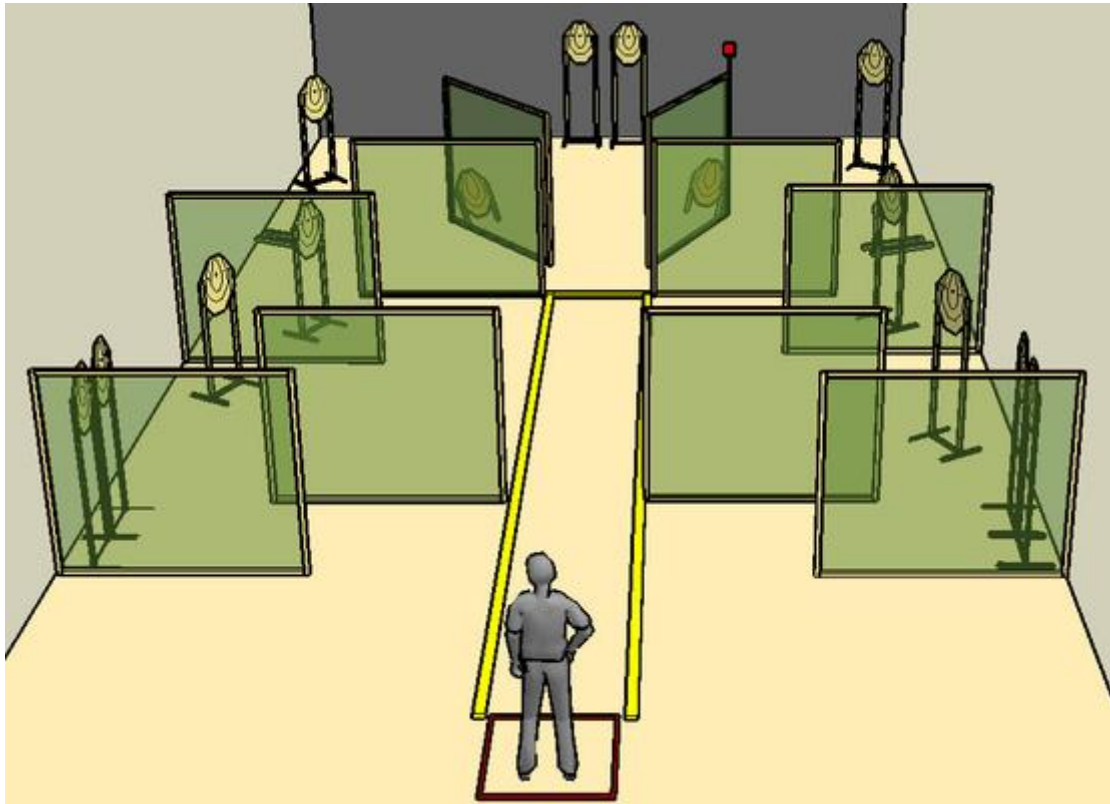
1. Backward you go



| | | | |
|---------|--|------------|--------|
| CoF | Comstock - Long | Points | 125 p |
| Targets | 10 paper, 4 popper, 1 plates, 3 no-shoot, Total 15 targets | Min rounds | 25 |
| Firearm | Action Air | Match-% | 19.69% |

| | |
|-------------------------|---|
| Procedure | On signal, shoot all targets in any order as they become visible from within the shooting area. |
| Starting position | Standing relaxed at the start line; facing downrange. Gun unloaded and holstered |
| Firearm ready condition | |
| Start on | Audible signal |
| Stop on | Shot on stop plate |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

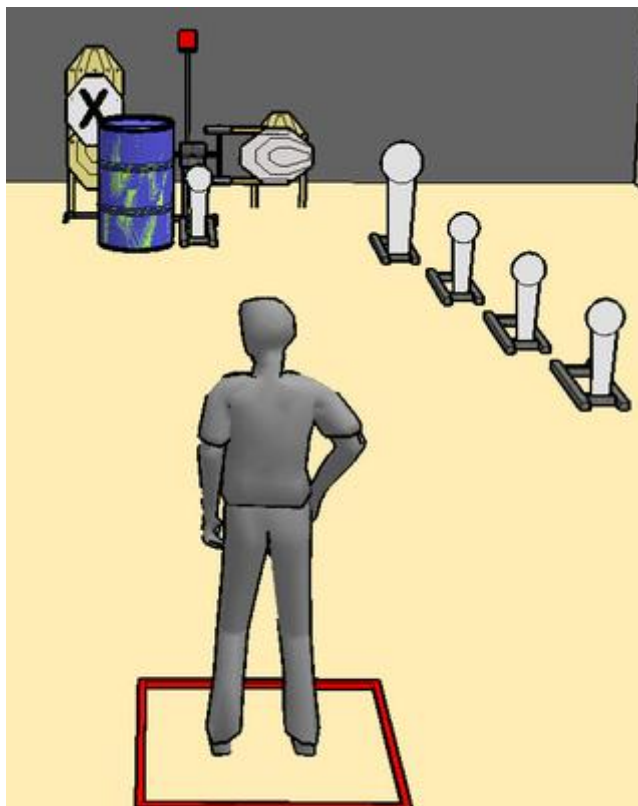
2. Look around the corner



| | | | |
|---------|--|------------|--------|
| CoF | Comstock - Long | Points | 155 p |
| Targets | 14 paper, 2 popper, 1 plates, Total 17 targets | Min rounds | 31 |
| Firearm | Action Air | Match-% | 24.41% |

| | |
|-------------------------|---|
| Procedure | On signal, shoot all targets in any order as they become visible from within the demarcated area. |
| Starting position | Standing relaxt in the startbox, facing downrange. Gun loaded, chambered and holstered. |
| Firearm ready condition | |
| Start on | Audible signal |
| Stop on | Shot on stop plate |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

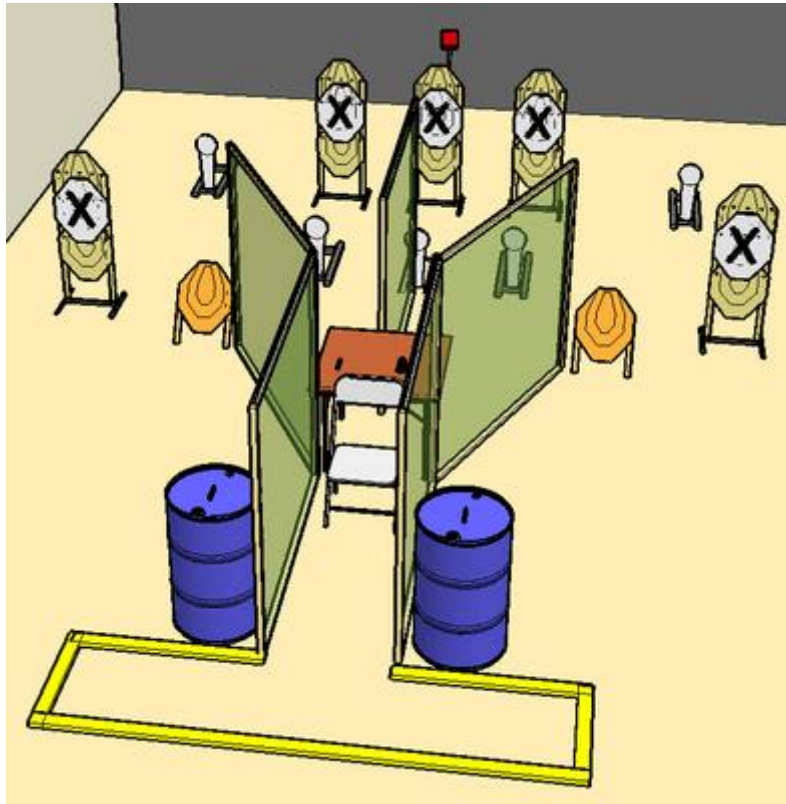
3. Shoot like a Pro



| | | | |
|---------|--|------------|-------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 3 paper, 5 popper, 1 plates, 2 no-shoot, Total 9 targets | Min rounds | 12 |
| Firearm | Action Air | Match-% | 9.45% |

| | |
|-------------------------|--|
| Procedure | On signal, shoot all targets in any order as they become visible from within the startbox. Big popper will activate the Bobber (moving target) |
| Starting position | Standing relaxed in the startbox, facing downrange. Gun loaded, chambered and holstered. |
| Firearm ready condition | |
| Start on | Audible signal |
| Stop on | Shot on stop plate |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

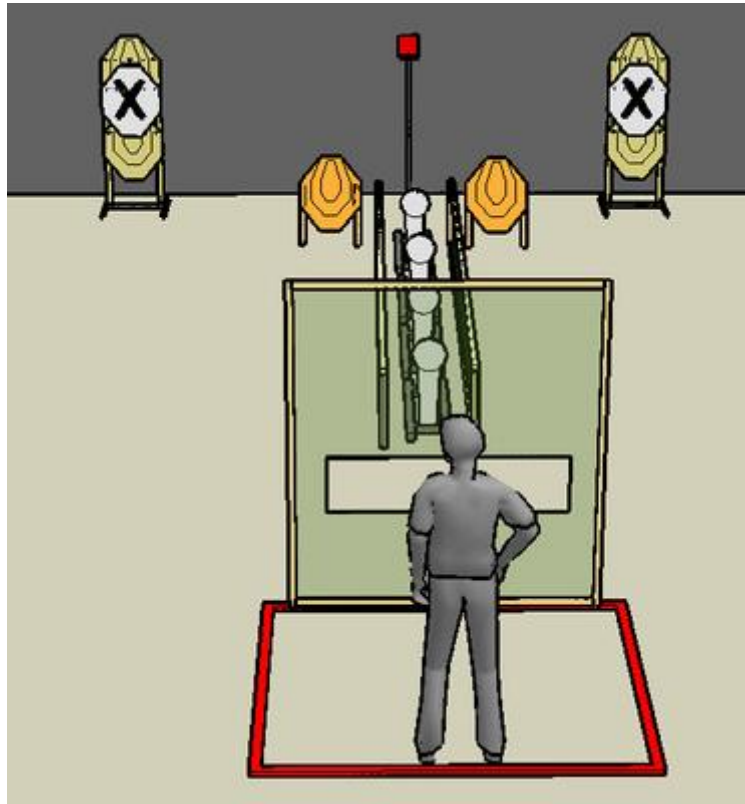
4. All around the table



| | | | |
|---------|--|------------|--------|
| CoF | Comstock - Long | Points | 150 p |
| Targets | 12 paper, 5 popper, 1 plates, 5 no-shoot, Total 18 targets | Min rounds | 30 |
| Firearm | Action Air | Match-% | 23.62% |

| | |
|-------------------------|---|
| Procedure | On signal, shoot all targets in any order as they become visible from within the demarcated area. |
| Starting position | Sitting at chair facing downrange, hands behind back. Gun unloaded and first magazine at table |
| Firearm ready condition | |
| Start on | Audible signal |
| Stop on | Shot on stop plate |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

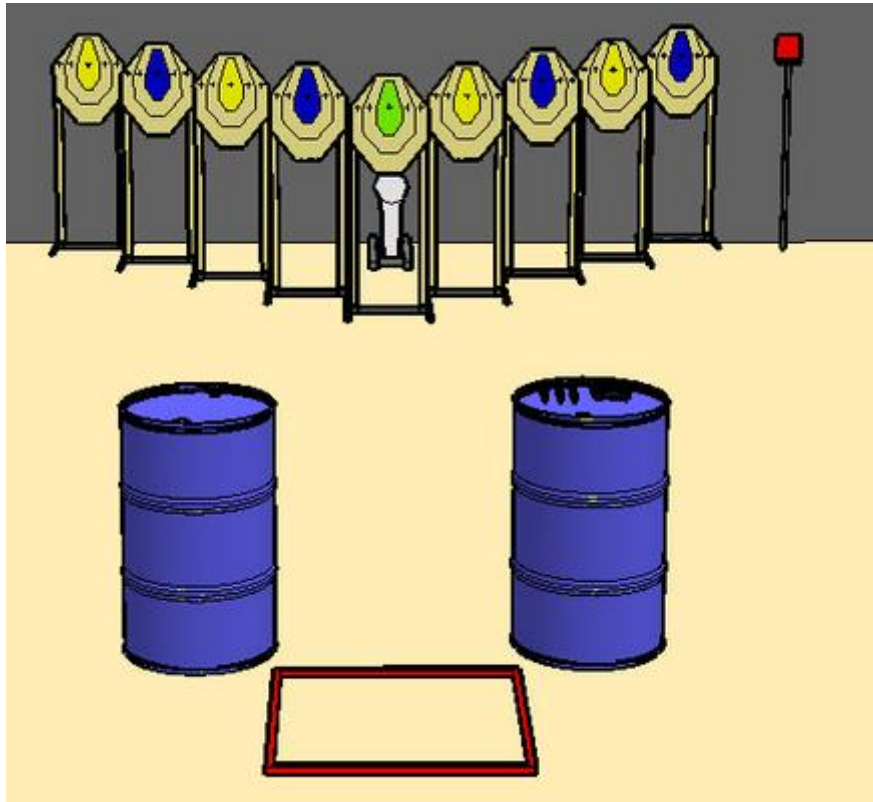
5. Four in Line



| | | | |
|---------|---|------------|--------|
| CoF | Comstock - Medium | Points | 85 p |
| Targets | 6 paper, 4 popper, 1 plates, 2 no-shoot, Total 11 targets | Min rounds | 17 |
| Firearm | Action Air | Match-% | 13.39% |

| | |
|-------------------------|---|
| Procedure | On signal, shoot all targets in any order as they become visible from within the startbox |
| Starting position | Standing relaxed in the startbox, facing downrange. Gun loaded, chambered and holstered. |
| Firearm ready condition | |
| Start on | Audible signal |
| Stop on | Shot on stop plate |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

6. Roll the dice



| | | | |
|---------|--|------------|-------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 5 paper, 1 popper, 1 plates, 4 no-shoot, Total 7 targets | Min rounds | 12 |
| Firearm | Action Air | Match-% | 9.45% |

| | |
|-------------------------|---|
| Procedure | Roll the dice to select the color Blue or Yellow. If Blue is selected, the shooter will shoot all yellow and green targets. If Yellow is selected, the shooter will shoot all Blue and green targets. The opposite color targets will act as a No-Shoot On signal, shoot all targets in any order as they become visible from within the startbox. |
| Starting position | Standing relaxed in the startbox, facing downrange. Gun and all mags unloaded at barrel |
| Firearm ready condition | |
| Start on | Audible signal |
| Stop on | Shot on stop plate |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |