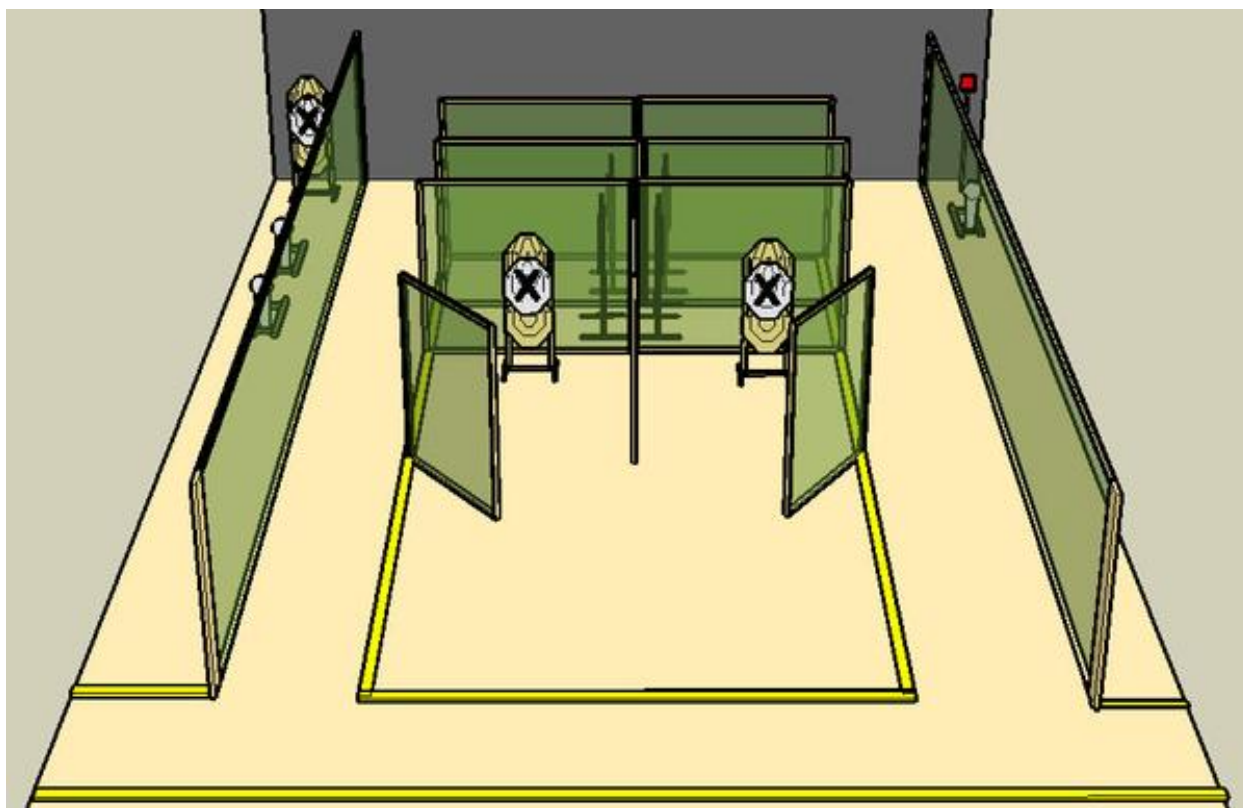


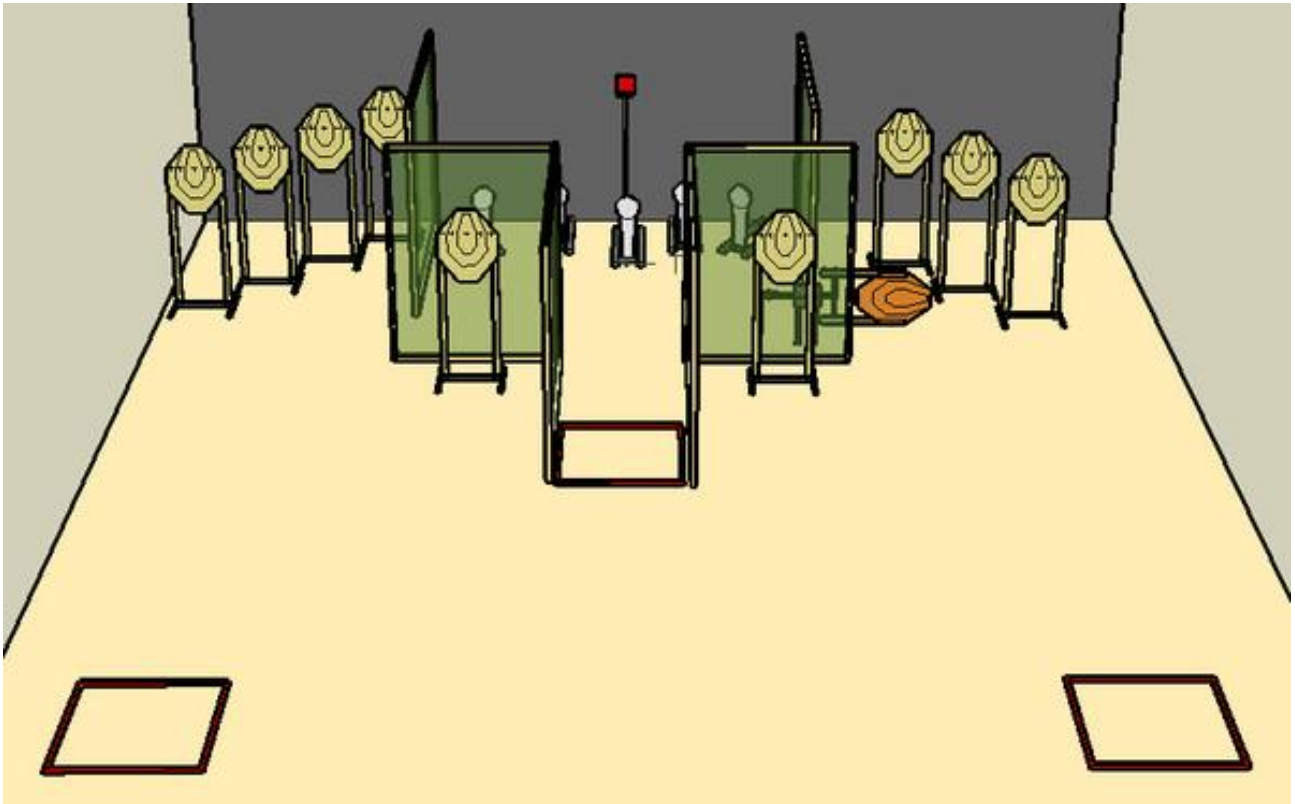
# 1. Go hit it



|         |  |            |        |
|---------|--|------------|--------|
| CoF     | Comstock - Long  | Points     | 160 p  |
| Targets | 14 paper, 3 popper, 1 plates, 7 no-shoot, Total 18 targets | Min rounds | 32     |
| Firearm | Action Air   | Match-%    | 23.53% |

|                         |   |
|-------------------------|---|
| Procedure               |   |
| Starting position       | Standing relaxed anywhere in the demarcated area facing downrange. Gun loaded, chambered, 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             |   |

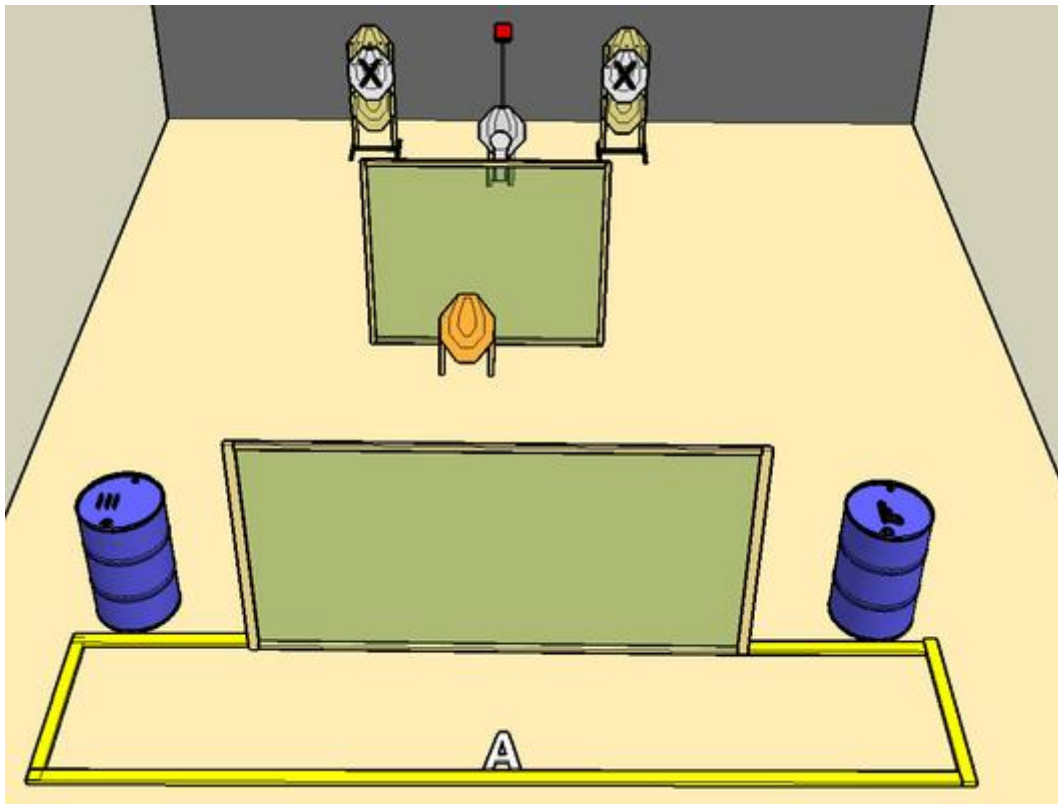
## 2. Box Quickie



|         |  |            |        |
|---------|--|------------|--------|
| CoF     | Comstock - Long                                | Points     | 130 p  |
| Targets | 10 paper, 5 popper, 1 plates, Total 16 targets | Min rounds | 26     |
| Firearm | Action Air                                     | Match-%    | 19.12% |

|                         |  |
|-------------------------|--|
| Procedure               | On signal, shoot all targets in any order as they become visible from within the shooting area. All shots must be fired while standing with both feet in one of the boxes. Popper T1 will activate the Bobber. The moving target is not a disappearing one |
| Starting position       | Standing relaxed in any box, 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             |  |

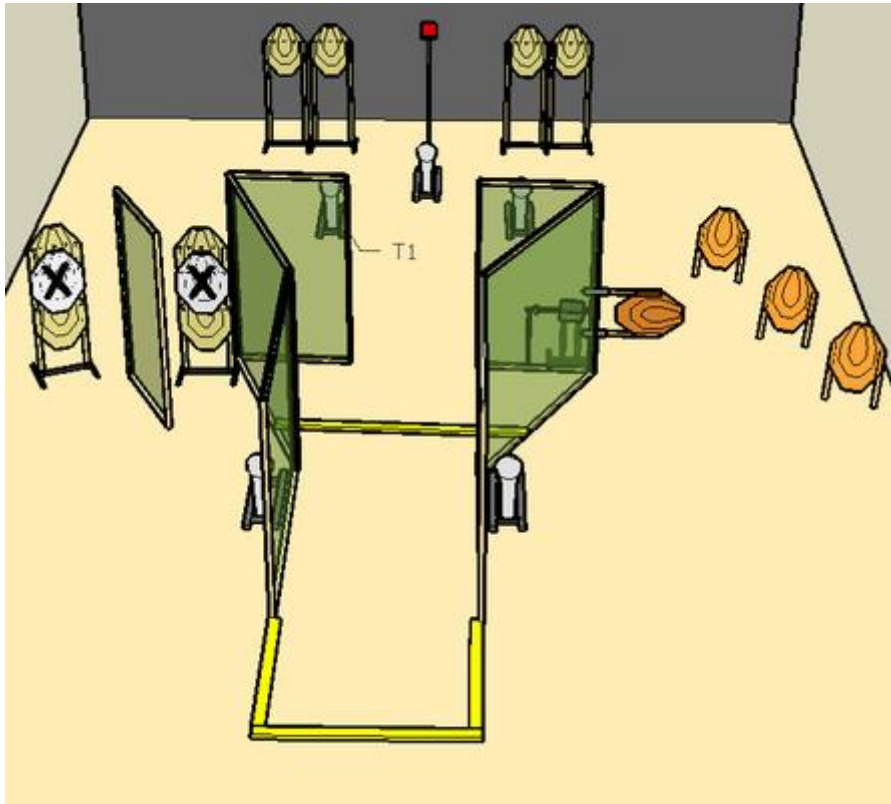
### 3. Behind the Barricades



|         |  |            |       |
|---------|--|------------|-------|
| CoF     | Comstock - Short                             | Points     | 60 p  |
| Targets | 5 paper, 1 popper, 1 plates, Total 7 targets | Min rounds | 12    |
| Firearm | Action Air                                   | Match-%    | 8.82% |

|                         |   |
|-------------------------|---|
| Procedure               | On signal, shoot all targets in any order as they become visible from within the shooting area. |
| Starting position       | Standing relaxed at the "A", heels against the fault line, facing downrange                     |
| 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             |   |

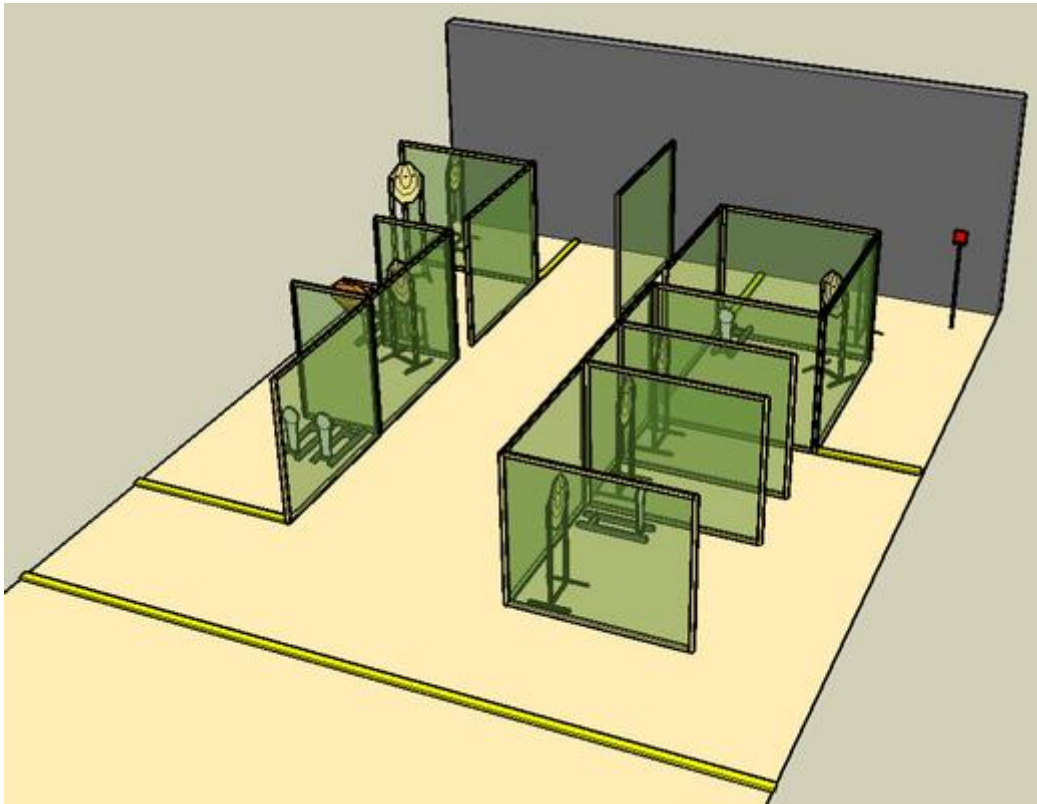
## 4. Make it move



|         |  |            |        |
|---------|--|------------|--------|
| CoF     | Comstock - Long                                | Points     | 150 p  |
| Targets | 12 paper, 5 popper, 1 plates, Total 18 targets | Min rounds | 30     |
| Firearm | Action Air                                     | Match-%    | 22.06% |

|                         |   |
|-------------------------|---|
| Procedure               | On signal, shoot all targets in any order as they become visible from within the shooting area. Popper T1 will activate the Bobber. The moving target is not a disappearing one |
| Starting position       | Standing relaxed anywhere in the demarcated area, facing downrange. Gun loaded 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             |   |

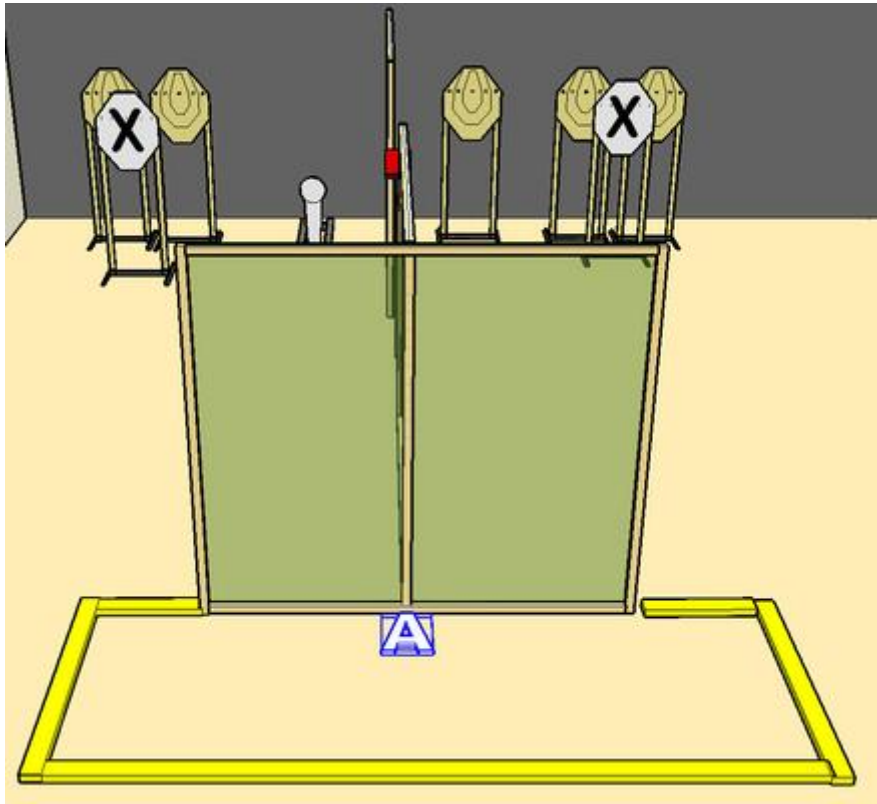
## 5. Hide and Seek



|         |   |            |        |
|---------|---|------------|--------|
| CoF     | Comstock - Medium                             | Points     | 120 p  |
| Targets | 9 paper, 5 popper, 1 plates, Total 15 targets | Min rounds | 24     |
| Firearm | Action Air                                    | Match-%    | 17.65% |

|                         |   |
|-------------------------|---|
| Procedure               | On signal, shoot all targets in any order as they become visible from within the shooting area. Popper T1 will activate the Bobber. The moving target is not a disappearing one |
| Starting position       | Standing relaxed anywhere in the demarcated area, facing downrange. Gun loaded, chambered, 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. Go left, go right



|         |  |            |       |
|---------|--|------------|-------|
| CoF     | Comstock - Short                             | Points     | 60 p  |
| Targets | 5 paper, 1 popper, 1 plates, Total 7 targets | Min rounds | 12    |
| Firearm | Action Air                                   | Match-%    | 8.82% |

|                         |   |
|-------------------------|---|
| Procedure               | On signal, shoot all targets in any order as they become visible from within the shooting area. Mandatory reload between first shot and last shot |
| Starting position       | Standing relaxed at the "A", toes against the barricade, facing downrange. Gun loaded 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             |   |