

1. Roundabout



CoF	Comstock - Long	Points	160 p
Targets	13 paper, 6 popper, 2 no-shoot, Total 19 targets	Min rounds	32
Firearm	Action Air	Match-%	6.88%

Procedure	On signal, shoot all targets in any order as they become visible from within the demarcated area. All steel must fall
Starting position	Relaxed anywhere in demarcated area; gun unloaded & holstered (Condition 3)
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. Take A Seat



CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, 3 no-shoot, Total 14 targets	Min rounds	24
Firearm	Action Air	Match-%	5.16%

Procedure	On signal, shoot all targets in any order as they become visible from within the demarcated area. All steel must fall
Starting position	Sitting at Chair facing off range; hands on the knees. Gun unloaded with all magazines at table
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

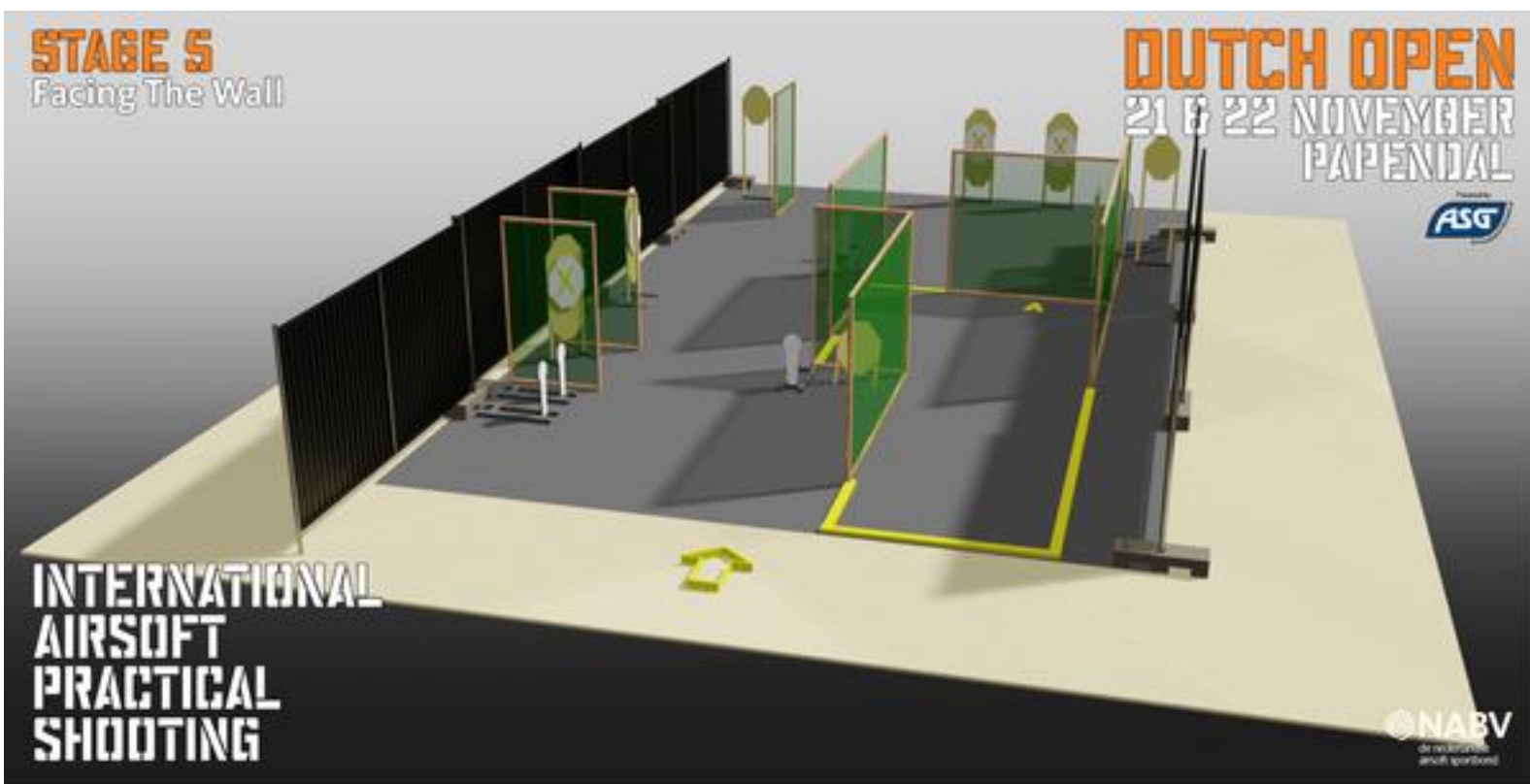
4. Hop On Hop Off



CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 6 no-shoot, Total 18 targets	Min rounds	32
Firearm	Action Air	Match-%	6.88%

Procedure	On signal, shoot all targets in any order as they become visible from within the demarcated area. Shooter must overthrow the seesaw minimal once before the last shot. All steel must fall.		
Starting position	Standing relaxed at the Seesaw with both feet, facing downrange. Gun loaded and holstered		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

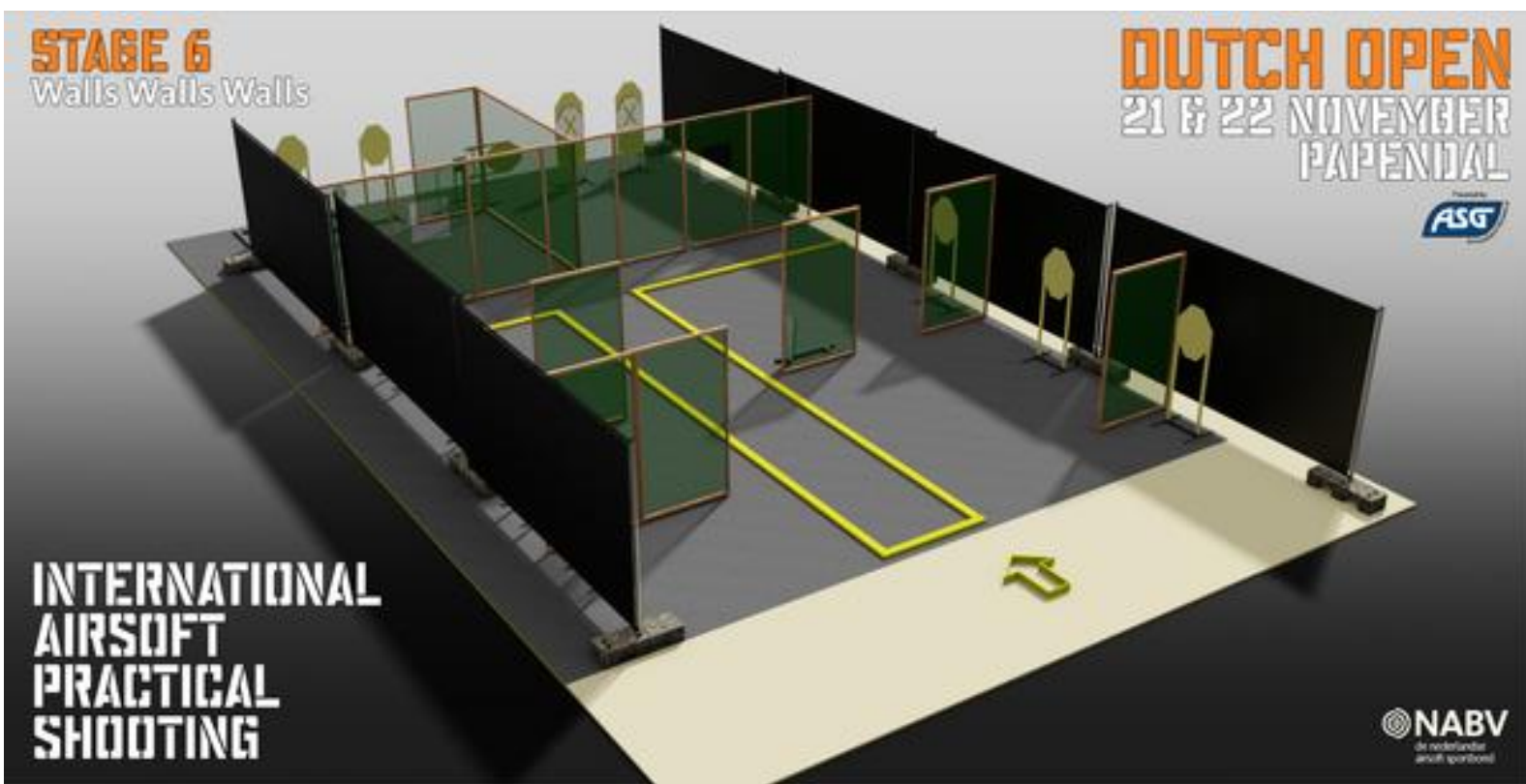
5. Facing The Wall



CoF	Comstock - Long	Points	160 p
Targets	13 paper, 6 popper, 5 no-shoot, Total 19 targets	Min rounds	32
Firearm	Action Air	Match-%	6.88%

Procedure	On signal, shoot all targets in any order as they become visible from within the demarcated area. All steel must fall.
Starting position	Standing relaxed at the A, facing downrange. Gun loaded and holstered (Condition 1)
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

6. Walls Walls Walls



CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 2 no-shoot, Total 18 targets	Min rounds	32
Firearm	Action Air	Match-%	6.88%

Procedure	On signal, shoot all targets in any order as they become visible from within the demarcated area. All steel must fall. Popper T1 will activate the Bobber. The Bobber holds a non-disappearing target
Starting position	Standing relaxed anywhere in the demarcated area, facing downrange. Gun unloaded in the holster
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

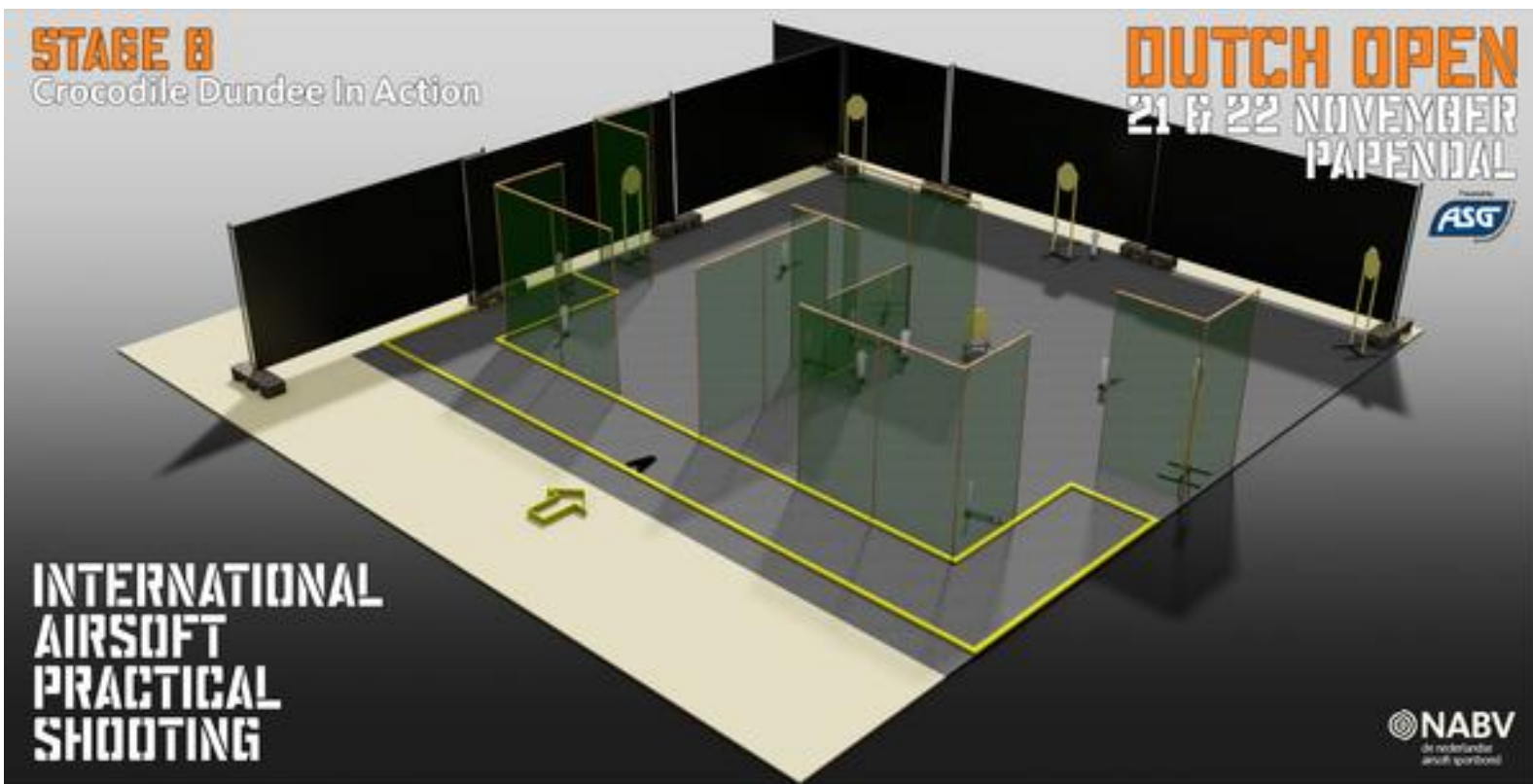
7. Pull the Ropes



CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 4 no-shoot, Total 18 targets	Min rounds	32
Firearm	Action Air	Match-%	6.88%

Procedure	On signal, shoot all targets in any order as they become visible from within the demarcated area. All steel must fall. Pulling the ropes will make the targets visible
Starting position	Standing relaxed at the A, facing downrange. Gun unloaded on one of the tables at the mark.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

8. Crocodile Dundee in Action



CoF	Comstock - Medium	Points	120 p
Targets	7 paper, 10 popper, Total 17 targets	Min rounds	24
Firearm	Action Air	Match-%	5.16%

Procedure	On signal, shoot all targets in any order as they become visible from within the demarcated area. All steel must fall. Before the last shot is fired, the crocodile must be transported to the pool		
Starting position	Standing relaxed at the A, facing downrange. Gun loaded and holstered		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

9. How Low Can You Go



CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, 3 no-shoot, Total 14 targets	Min rounds	24
Firearm	Action Air	Match-%	5.16%

Procedure	On signal, shoot all targets in any order as they become visible from within the demarcated area. All steel must fall
Starting position	Standing relaxed at the A, facing downrange. Gun unloaded on one of the barrels.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

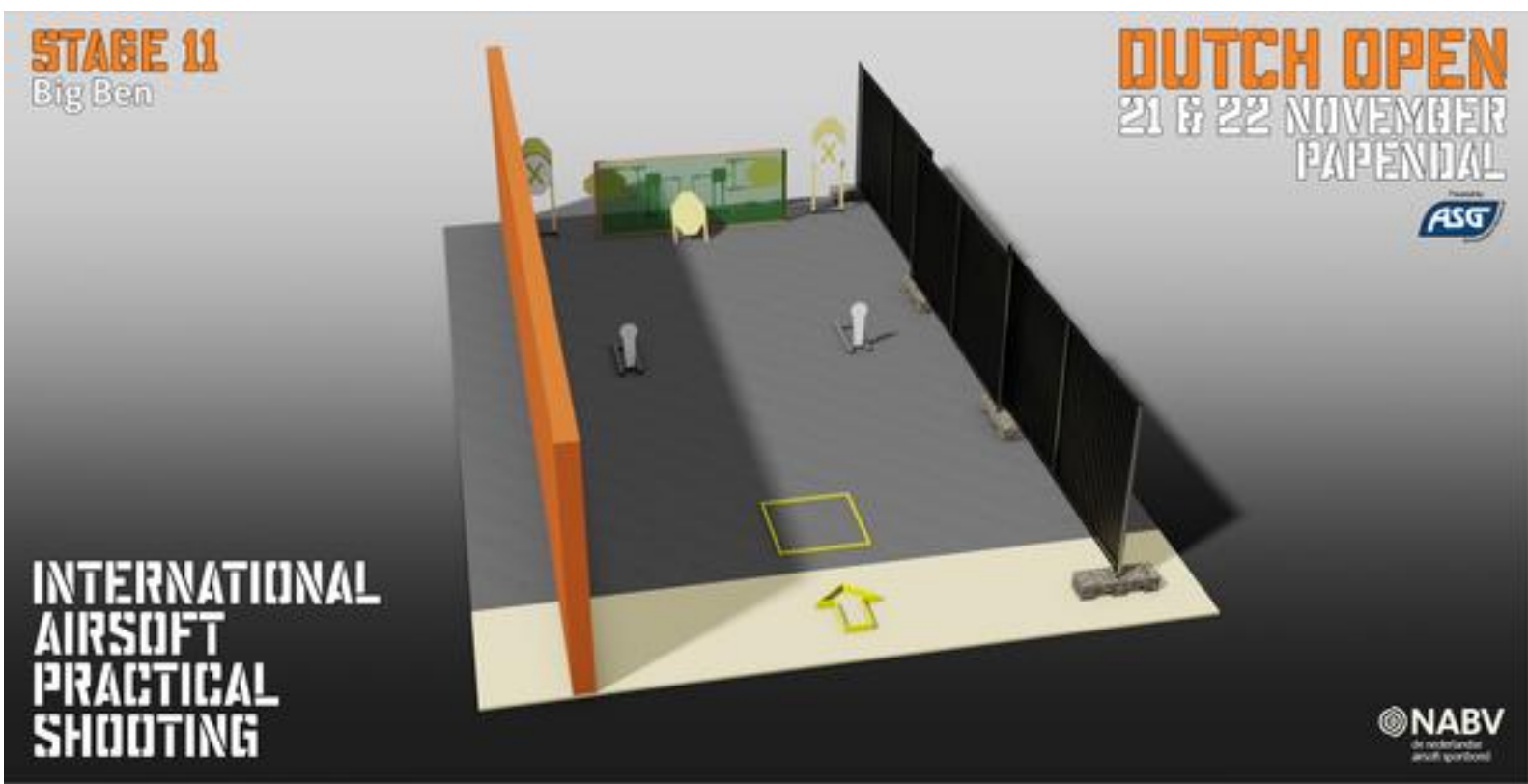
10. Tunnels Galore



CoF	Comstock - Long	Points	160 p
Targets	12 paper, 8 popper, 3 no-shoot, Total 20 targets	Min rounds	32
Firearm	Action Air	Match-%	6.88%

Procedure	On signal, shoot all targets in any order as they become visible from within the demarcated area. All steel must fall.
Starting position	Sitting at the chair, hands on knees, facing downrange. Gun unloaded with all magazines at the table
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

11. Big Ben



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	2.58%

Procedure	On signal, shoot all targets in any order as they become visible from within the startbox. All steel must fall. Popper T1 will activate the right Bobber. Popper T2 will activate the left Bobber. All targets on the left must be shot with the left hand. All targets on the right must be shot with the right hand. Middle target can be shot left- or righthanded.
Starting position	Standing relaxed in the start box facing downrange. Gun loaded and holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

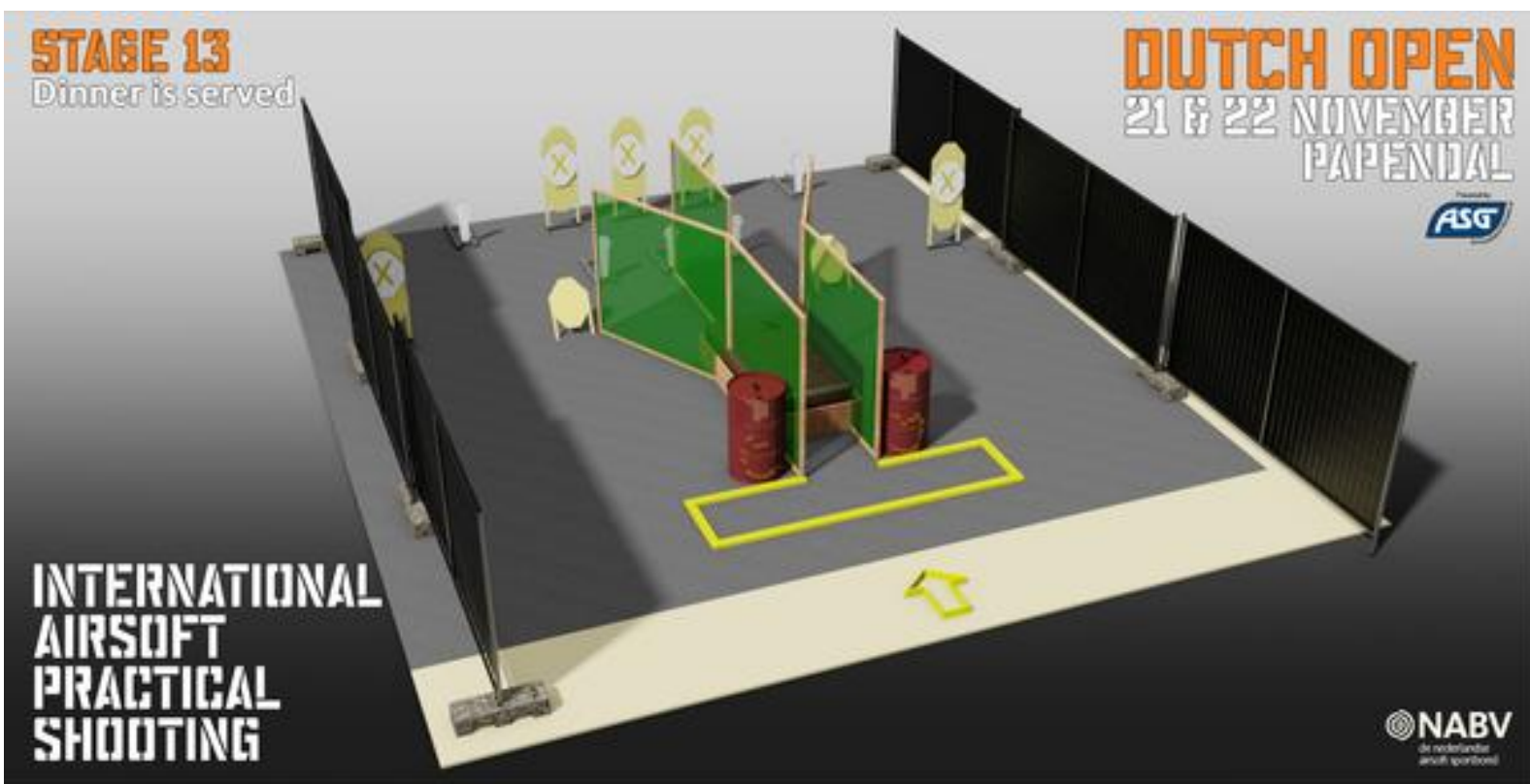
12. What's in the Box



CoF	Comstock - Medium	Points	120 p
Targets	9 paper, 6 popper, 5 no-shoot, Total 15 targets	Min rounds	24
Firearm	Action Air	Match-%	5.16%

Procedure	On signal, shoot all targets in any order as they become visible from within the demarcated area. All steel must fall. Popper T1 will activate the Bobber. The Bobber holds a no-shoot target
Starting position	Standing relaxed at the A, facing downrange. Gun unloaded with all magazines in the box
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

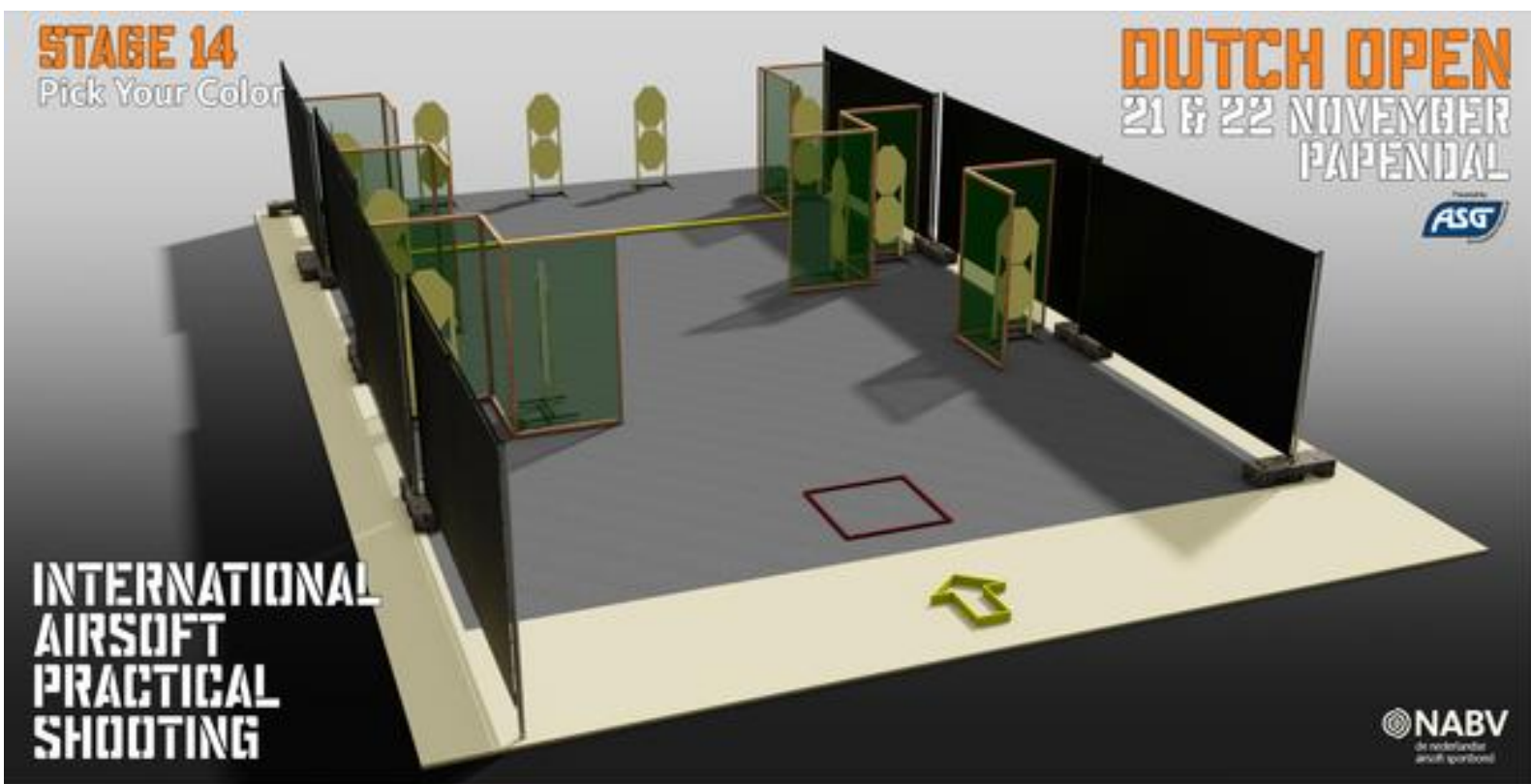
13. Wake up, dinner Is Served



CoF	Comstock - Long	Points	145 p
Targets	12 paper, 5 popper, 5 no-shoot, Total 17 targets	Min rounds	29
Firearm	Action Air	Match-%	6.24%

Procedure	On signal, shoot all targets in any order as they become visible from within the demarcated area. Steel must fall
Starting position	Lying on the bed. Gun unloaded with first magazine under the pillow
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

14. Pick Your Color



CoF	Comstock - Long	Points	130 p
Targets	13 paper, 13 no-shoot, Total 13 targets	Min rounds	26
Firearm	Action Air	Match-%	5.59%

Procedure	Surprise!
Starting position	Standing relaxed in the start box facing downrange. Gun loaded and holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

15. Window Shopping



CoF	Comstock - Long	Points	160 p
Targets	10 paper, 12 popper, 3 no-shoot, Total 22 targets	Min rounds	32
Firearm	Action Air	Match-%	6.88%

Procedure	On signal, shoot all targets in any order as they become visible from within the demarcated area. All steel must fall
Starting position	Standing relaxed in the startbox, facing uprange. Gun loaded and holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

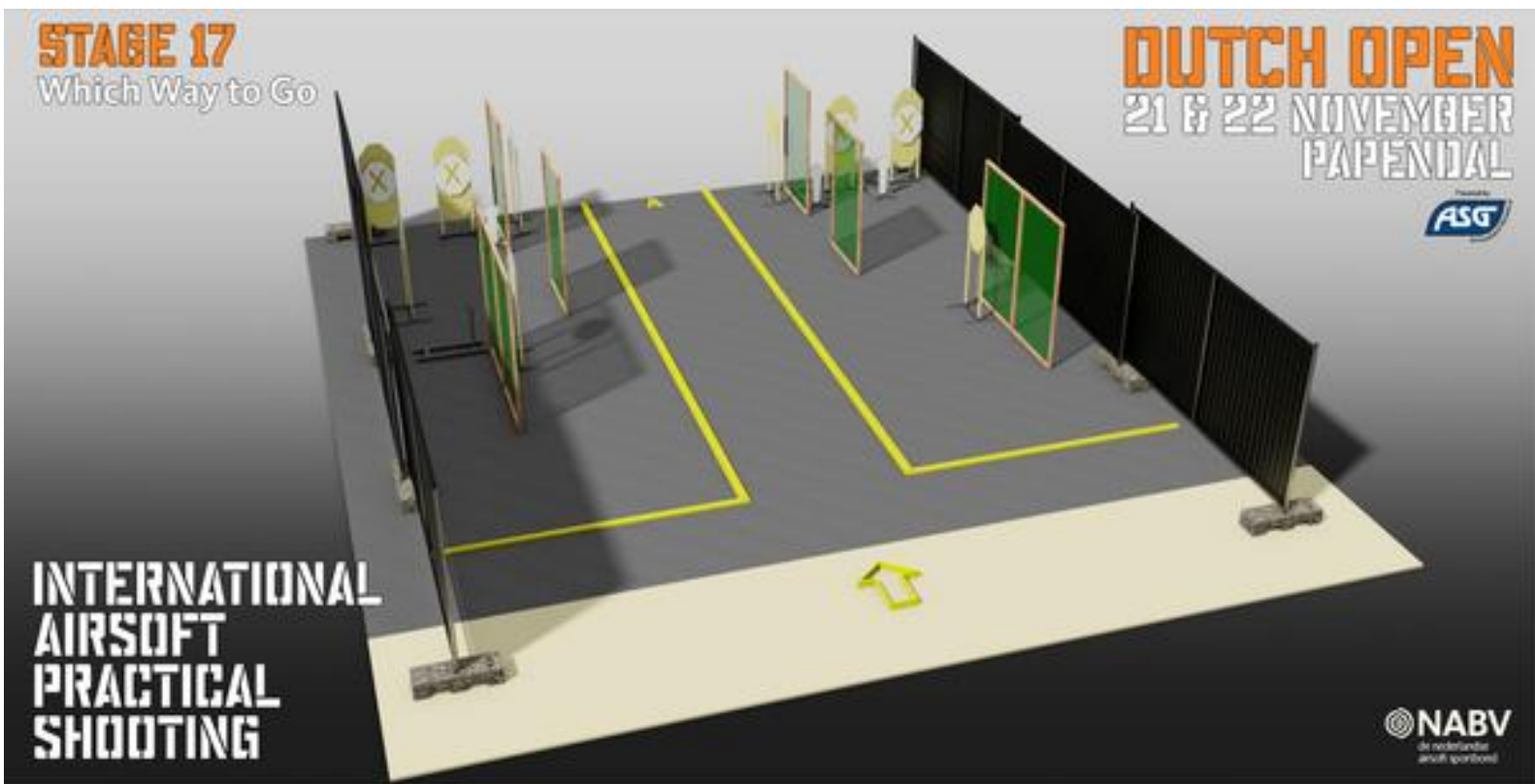
16. Cable Car



CoF	Comstock - Medium	Points	90 p
Targets	5 paper, 3 disappearing/bonus, 2 popper, 1 no-shoot, Total 10 targets	Min rounds	12
Firearm	Action Air	Match-%	3.87%

Procedure	Surprise also!
Starting position	Standing relaxed anywhere in the demarcated area, facing downrange. Gun unloaded
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

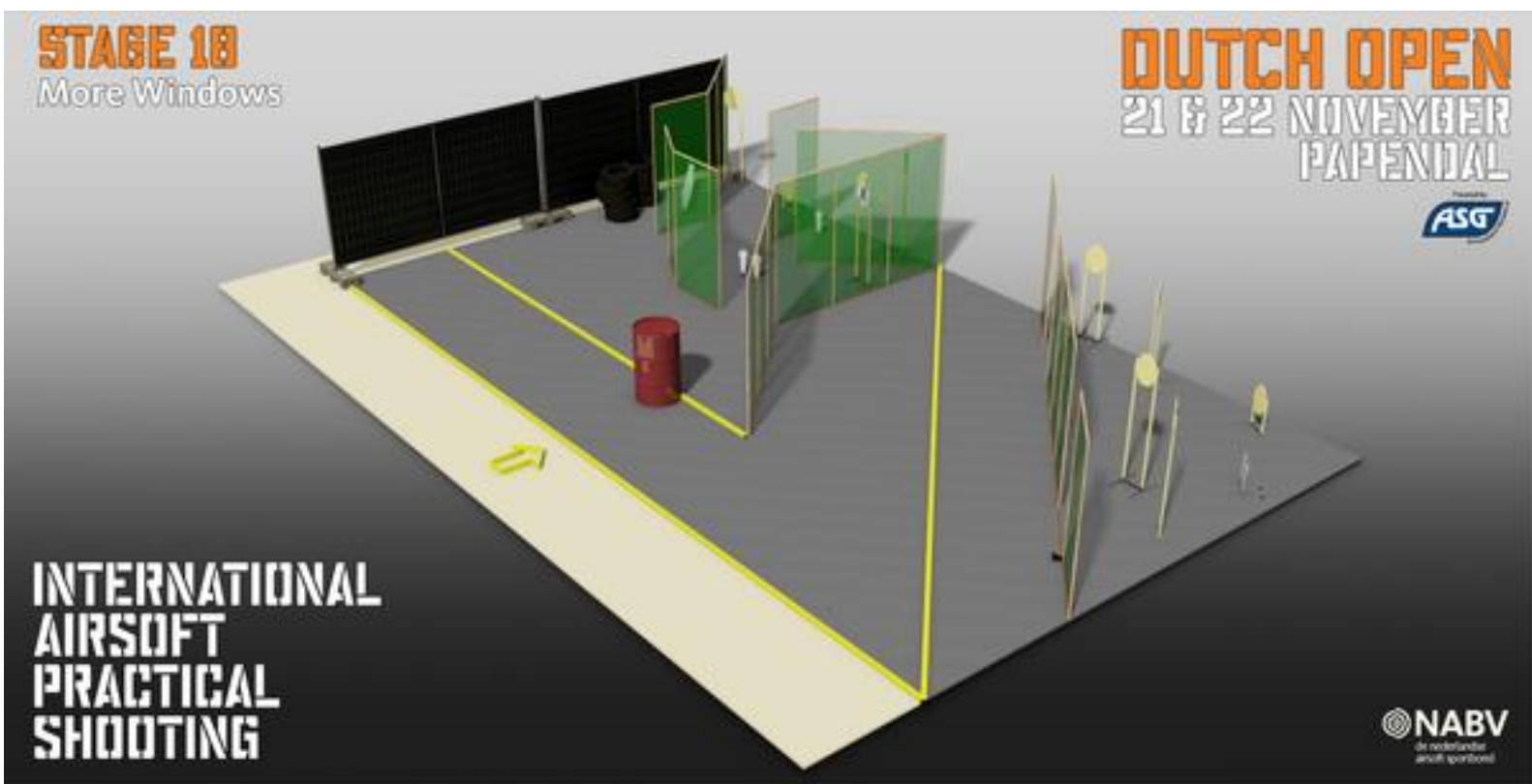
17. Which Way to Go



CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 4 no-shoot, Total 18 targets	Min rounds	32
Firearm	Action Air	Match-%	6.88%

Procedure	On signal, shoot all targets in any order as they become visible from within the demarcated area. All steel must fall
Starting position	Standing relaxed at the A, facing uprange. Gun unloaded
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

18. More Windows



CoF	Comstock - Long	Points	140 p
Targets	9 paper, 10 popper, 1 no-shoot, Total 19 targets	Min rounds	28
Firearm	Action Air	Match-%	6.02%

Procedure	On signal, shoot all targets in any order as they become visible from within the demarcated area. All steel must fall
Starting position	Standing relaxed anywhere in the demarcated area, facing uprange. Gun loaded and holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	