

1. Not a Maze

No image

CoF	Comstock - Long	Points	145 p
Targets	10 paper, 9 popper, 10 no-shoot, Total 19 targets	Min rounds	29
Firearm	Action Air	Match-%	21.48%

Procedure	On signal, shoot all targets in any order as they become visible from within the demarcated area. All steel must fall
Starting position	Gun loaded & 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	

2. Along the Line

No image

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, Total 18 targets	Min rounds	32
Firearm	Action Air	Match-%	23.70%

Procedure	On signal, shoot all targets in any order as they become visible from within the demarcated area. All steel must fall
Starting position	Gun loaded & 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	

3. Neighbours

No image

CoF	Comstock - Medium	Points	120 p
Targets	9 paper, 6 popper, 3 no-shoot, Total 15 targets	Min rounds	24
Firearm	Action Air	Match-%	17.78%

Procedure	On signal, shoot all targets in any order as they become visible from within the demarcated area. All steel must fall
Starting position	Gun unloaded & 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	

4. Table Top

No image

CoF	Comstock - Long	Points	130 p
Targets	10 paper, 6 popper, 2 no-shoot, Total 16 targets	Min rounds	26
Firearm	Action Air	Match-%	19.26%

Procedure	On signal, shoot all targets in any order as they become visible from within the demarcated area. All steel must fall
Starting position	Gun unloaded on barell
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. Magazine change Drill

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CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Action Air	Match-%	8.89%

Procedure	On signal, shoot all targets in any order as they become visible from within the demarcated area. All steel must fall
Starting position	Gun unloaded & 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	

6. Steel First

No image

CoF	Comstock - Short	Points	60 p
Targets	3 paper, 6 popper, 6 no-shoot, Total 9 targets	Min rounds	12
Firearm	Action Air	Match-%	8.89%

Procedure	On signal, shoot all targets in any order as they become visible from within the demarcated area. All steel must fall
Starting position	Gun loaded & 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	