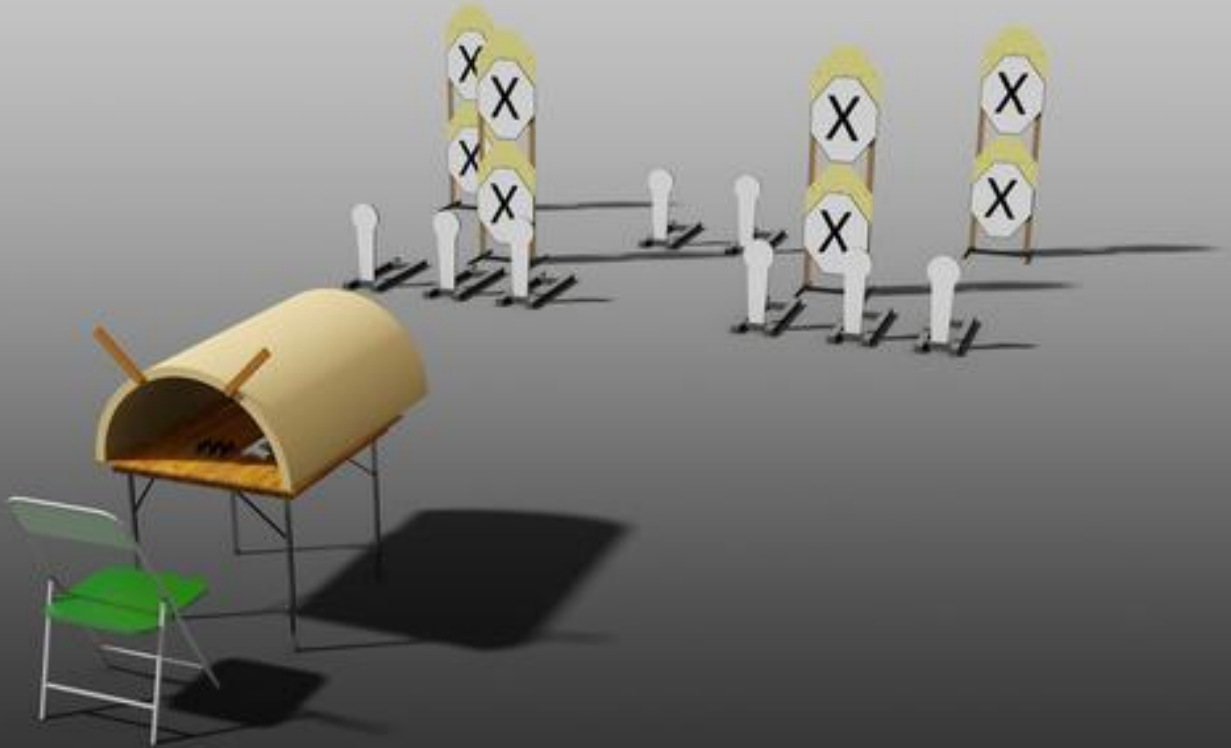


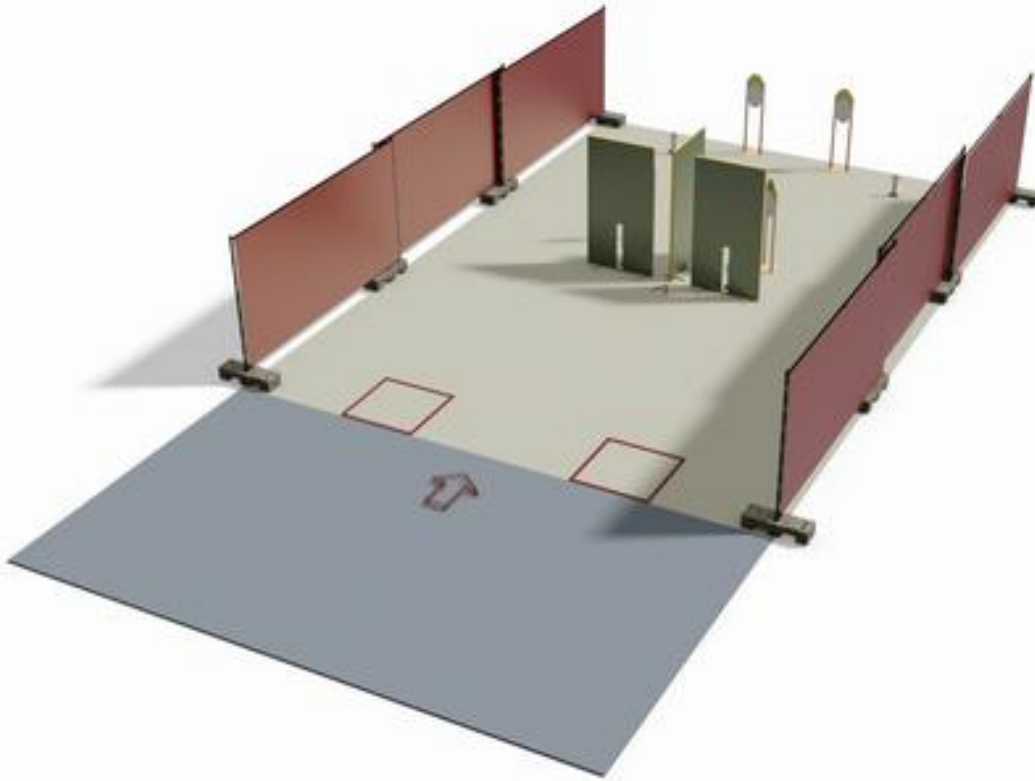
1. Return of the Cow



CoF	Comstock - Medium	Points	120 p
Targets	8 paper, 8 popper, 4 no-shoot, Total 16 targets	Min rounds	24
Firearm	Action Air	Match-%	5.31%

Procedure	On signal shoot all targets on your right side with your right hand, while holding a cow horn with your left hand; reload and shoot all targets on the left side with your left hand while holding a cow horn with your right hand. The poppers in the middle must be shot freestyle through the 'Cow tunnel' All steel must fall. Shooter must remain seated during the CoF.
Starting position	Sitting at chair, holding Cowhorns with both hands. Gun loaded 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	

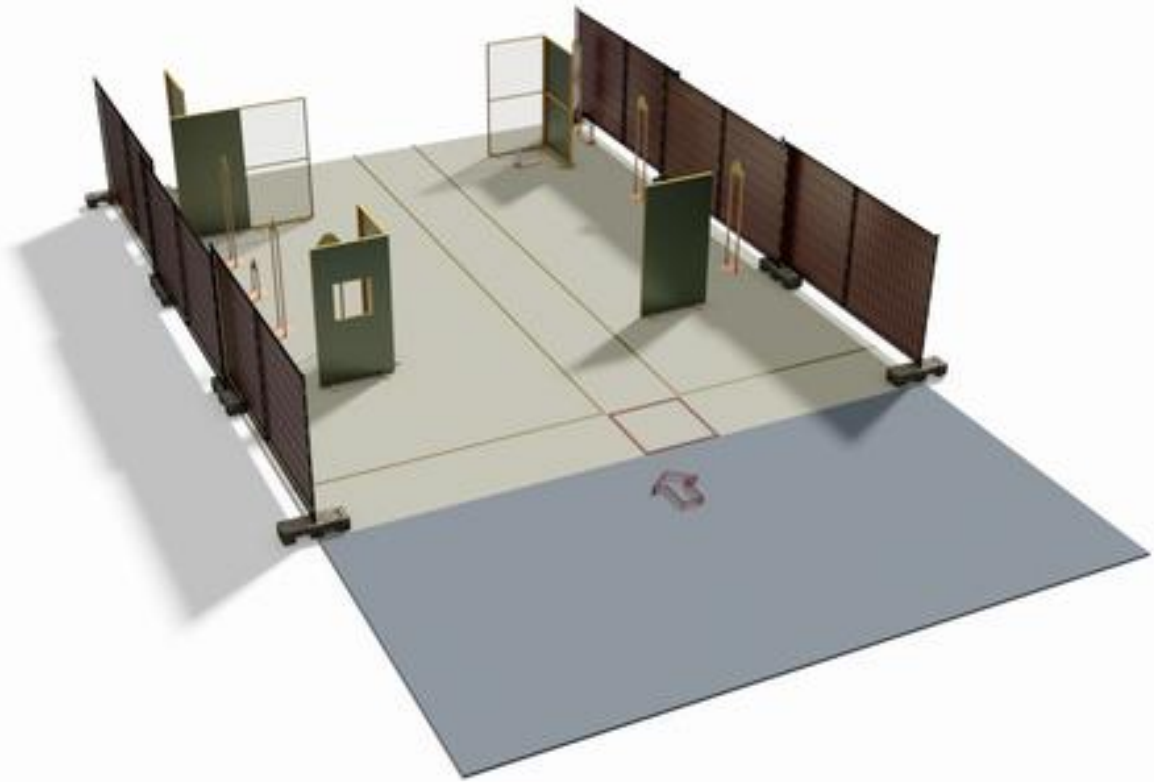
2. Only from the Boxes



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, 4 no-shoot, Total 8 targets	Min rounds	12
Firearm	Action Air	Match-%	2.65%

Procedure	On signal shoot all targets as they become visible from within the start boxes. 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	

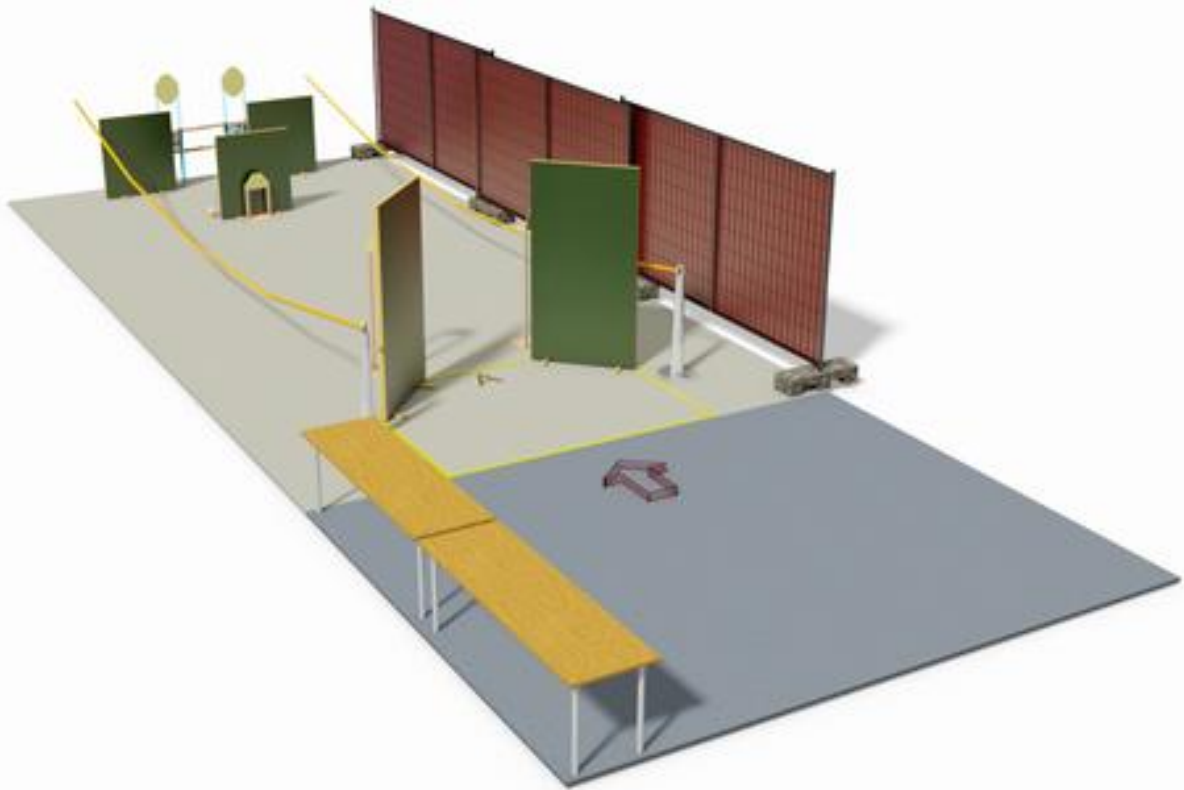
3. Draw a Card



CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, 4 no-shoot, Total 14 targets	Min rounds	24
Firearm	Action Air	Match-%	5.31%

Procedure	On signal shoot all targets as they become visible. All steel must fall. Before the start signal, the shooter draws a card from the deck. If the shooter draws Hearts or Diamonds (Red color) he must shoot the targets with the black marking. If the shooter draws Clubs or Spades (black color) he must shoot the targets with the red marking
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	

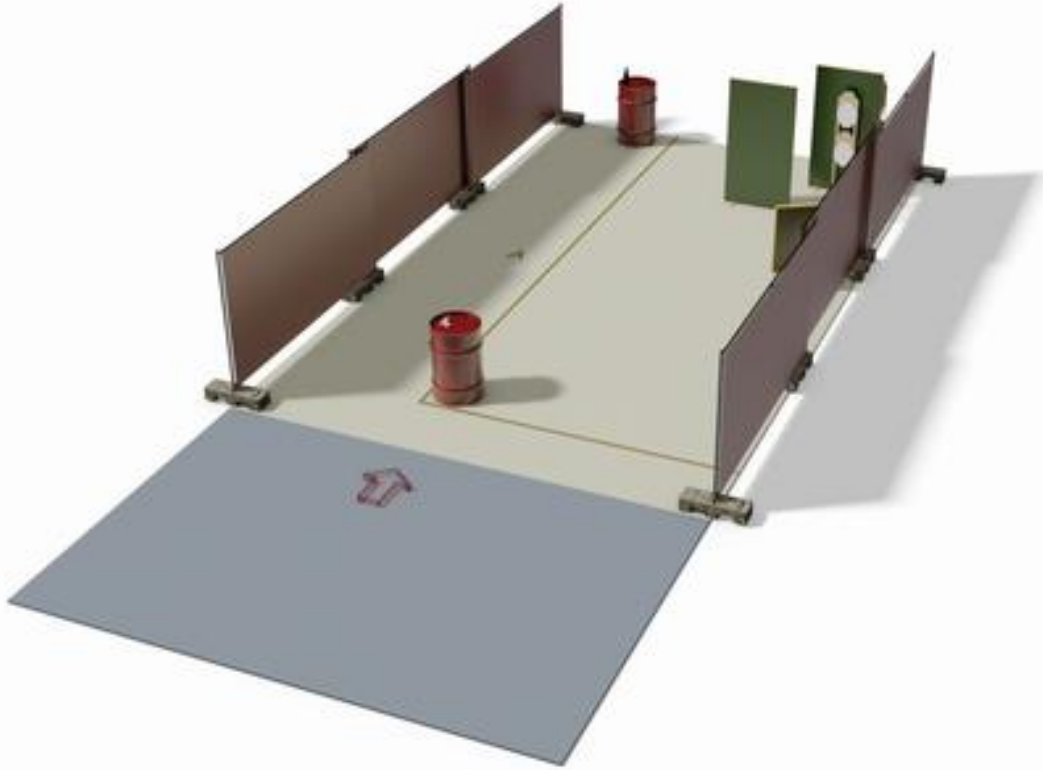
4. I See you, I see you not



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	2.65%

Procedure	On signal shoot all targets as they become visible from within the start boxes. All steel must fall. Bobbers must be activated by pulling the ropes.
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	

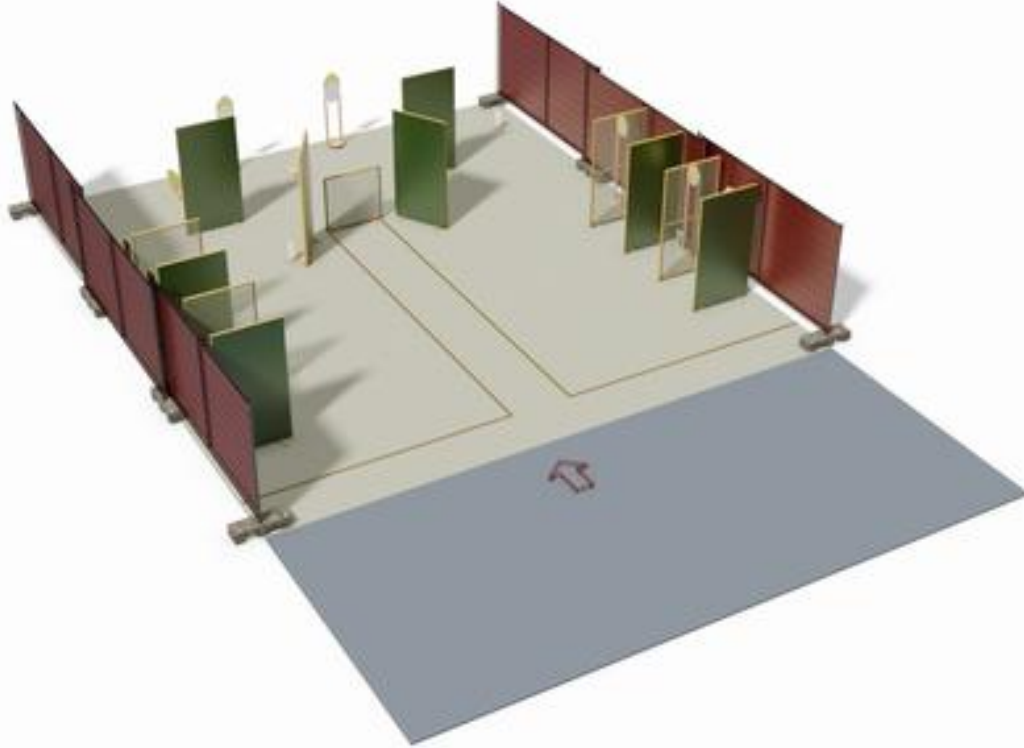
5. Move the Bottle



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 4 no-shoot, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	2.65%

Procedure	On signal shoot all targets as they become visible from within the start boxes. All steel must fall. Before the last shot, the bottle must be moved to the other barrel. It is not allowed to throw the bottle
Starting position	Gun unloaded on 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	

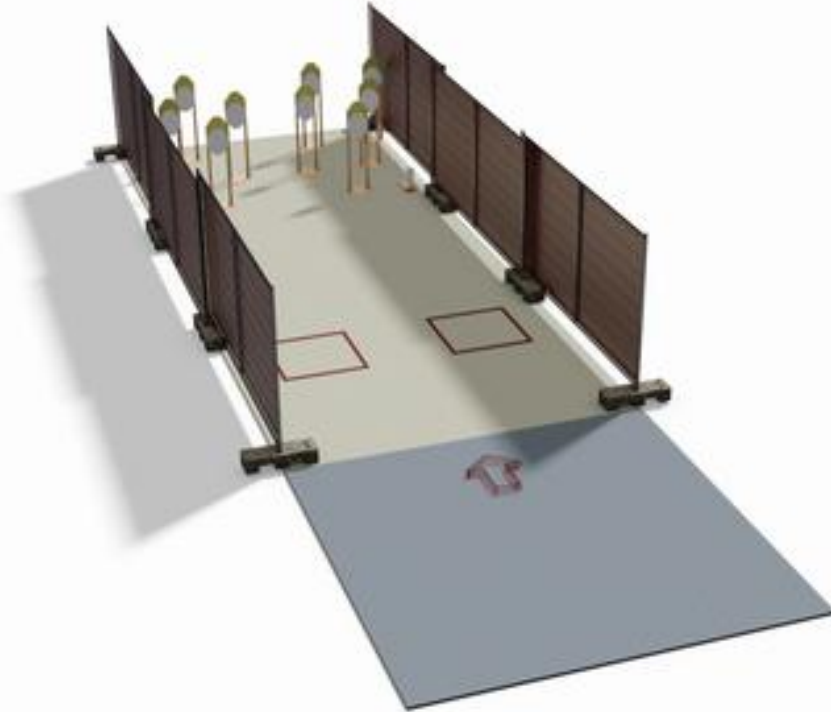
6. The Long Run



CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 2 no-shoot, Total 18 targets	Min rounds	32
Firearm	Action Air	Match-%	7.08%

Procedure	On signal shoot all targets as they become visible. 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	

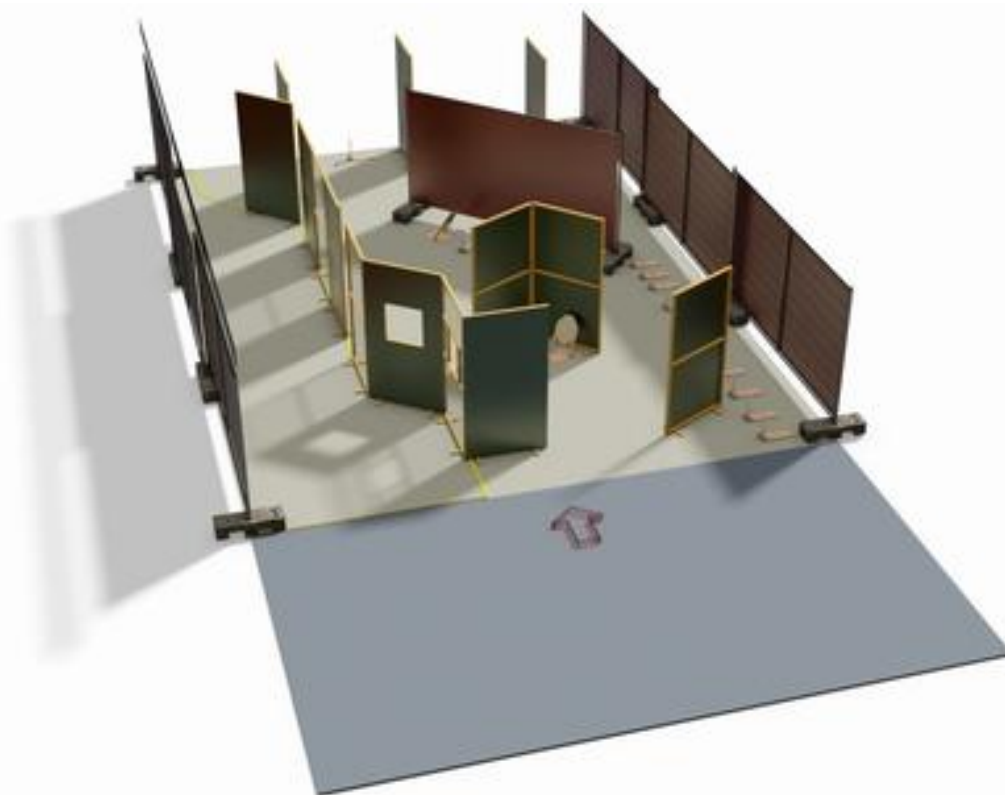
7. The Dice Again



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 5 no-shoot, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	2.65%

Procedure	On signal shoot all targets as they become visible from within the start boxes. All steel must fall. The shooter has to roll the dice before he starts. When he rolls the "square" he has to shoot all classic targets holding a "square mark"; if he rolls "round" he has to shoot all classic targets holding a "round mark". Poppers must be shot from the opposing box. There is a mandatory reload when changing boxes
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	

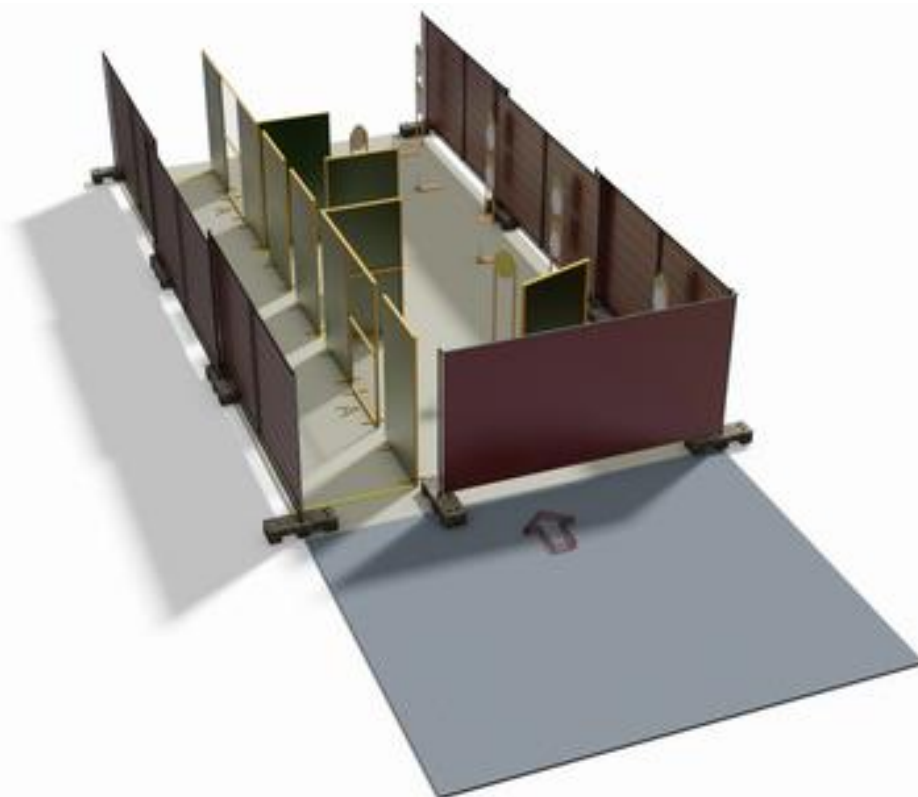
8. Popper Madness



CoF	Comstock - Medium	Points	120 p
Targets	4 paper, 16 popper, Total 20 targets	Min rounds	24
Firearm	Action Air	Match-%	5.31%

Procedure	On signal shoot all targets as they become visible. 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	

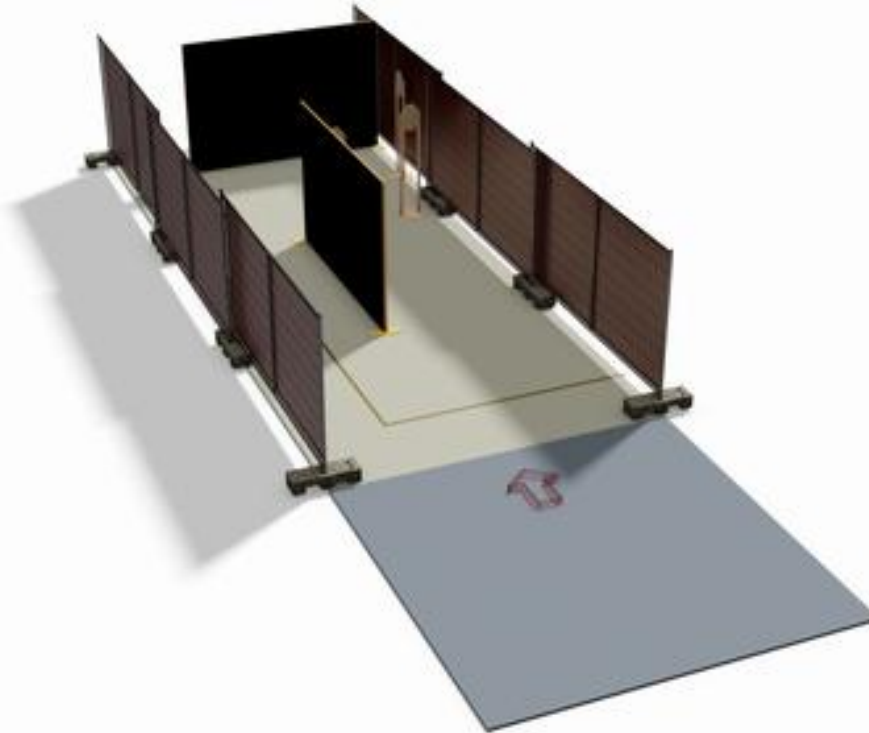
9. Around the Corner



CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, Total 14 targets	Min rounds	24
Firearm	Action Air	Match-%	5.31%

Procedure	On signal shoot all targets as they become visible. 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	

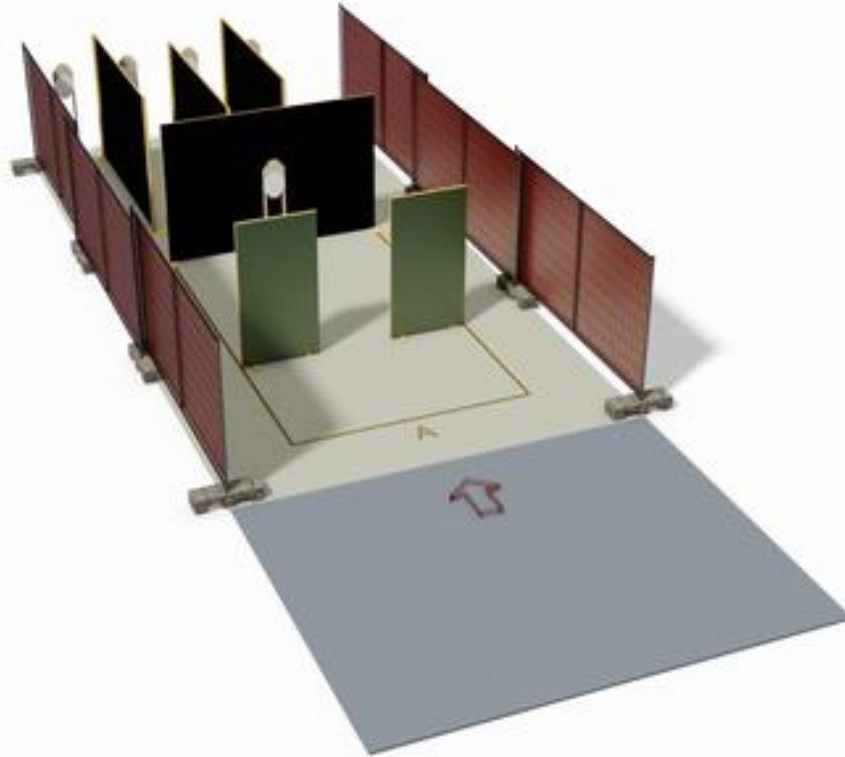
10. Running President



CoF	Comstock - Short	Points	60 p
Targets	4 paper, Total 4 targets	Min rounds	12
Firearm	Action Air	Match-%	2.65%

Procedure	On signal shoot all targets as they become visible. The shooter must shoot all targets minimum once freestyle, all targets once strong hand end all targets once weak hand. There is a mandatory reload between every change between freestyle, strong hand and weak hand.
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	

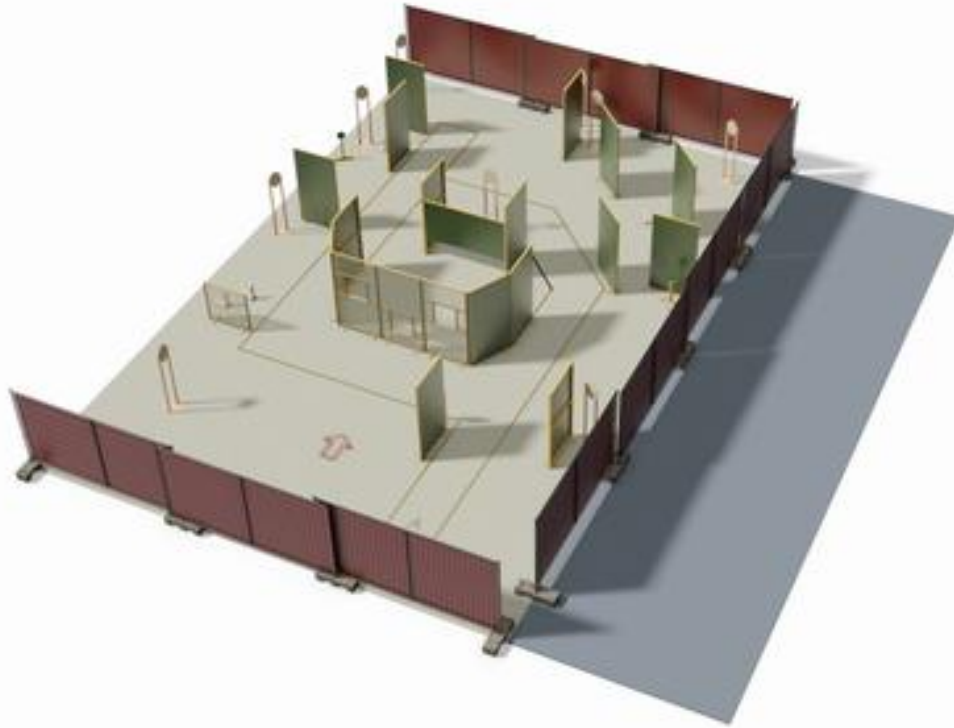
11. Gangways



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 5 no-shoot, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	2.65%

Procedure	On signal shoot all targets as they become visible. 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	

12. A very very long stage



CoF	Comstock - Long	Points	160 p
Targets	10 paper, 12 popper, 1 no-shoot, Total 22 targets	Min rounds	32
Firearm	Action Air	Match-%	7.08%

Procedure	On signal shoot all targets as they become visible. 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	

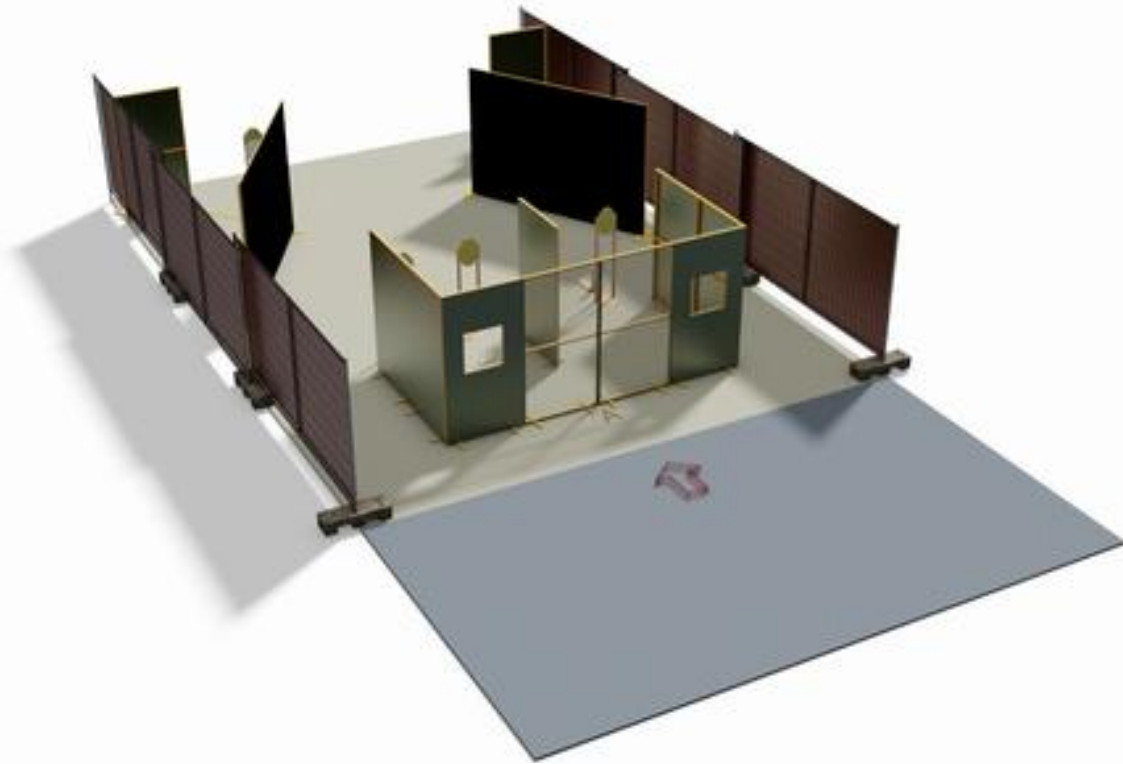
13. Hold the Suitcase



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, 4 no-shoot, Total 8 targets	Min rounds	12
Firearm	Action Air	Match-%	2.65%

Procedure	On signal shoot all targets as they become visible. All steel must fall. All shots must be fired while holding the suitcase.
Starting position	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	

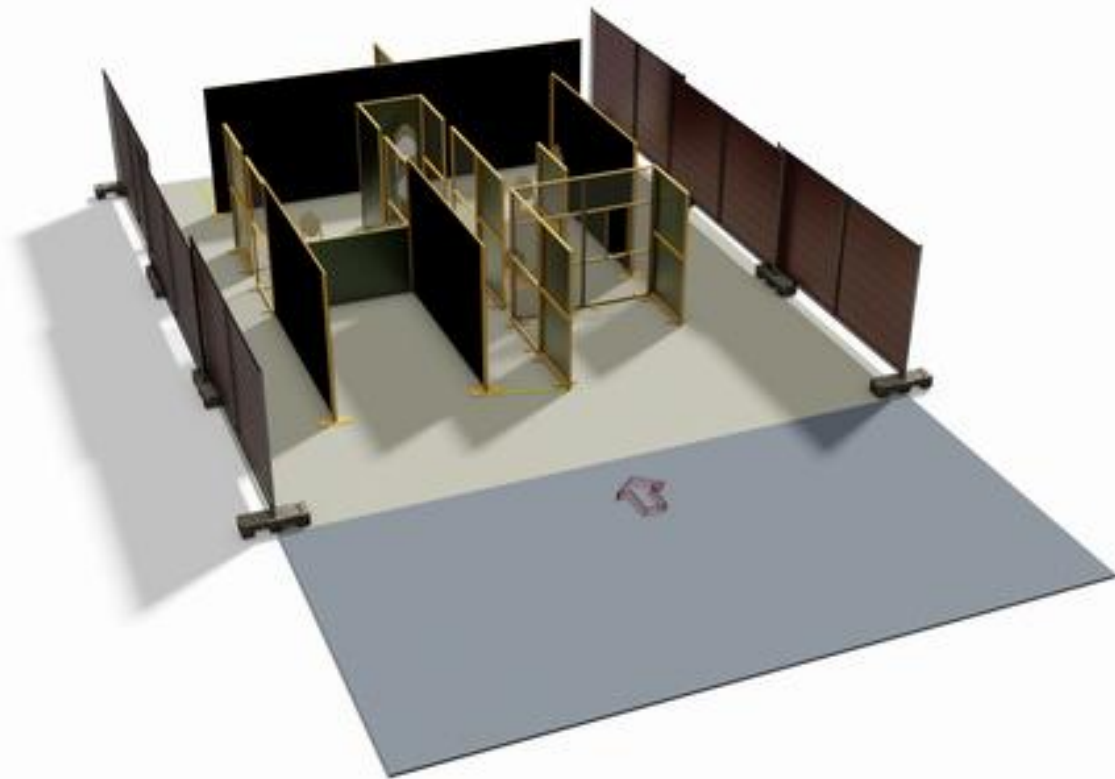
14. Behind the Curtains



CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, 4 no-shoot, Total 14 targets	Min rounds	24
Firearm	Action Air	Match-%	5.31%

Procedure	On signal shoot all targets as they become visible. 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	

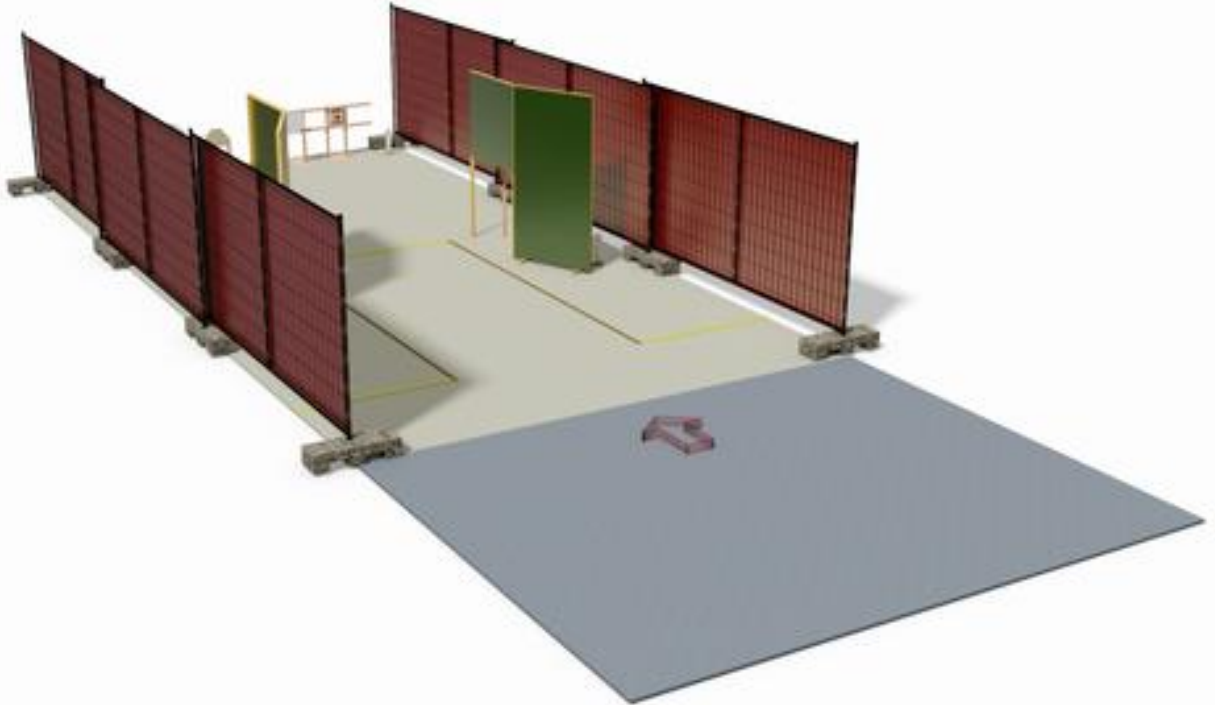
15. Run and Gun



CoF	Comstock - Medium	Points	120 p
Targets	9 paper, 6 popper, Total 15 targets	Min rounds	24
Firearm	Action Air	Match-%	5.31%

Procedure	On signal shoot all targets as they become visible. 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	

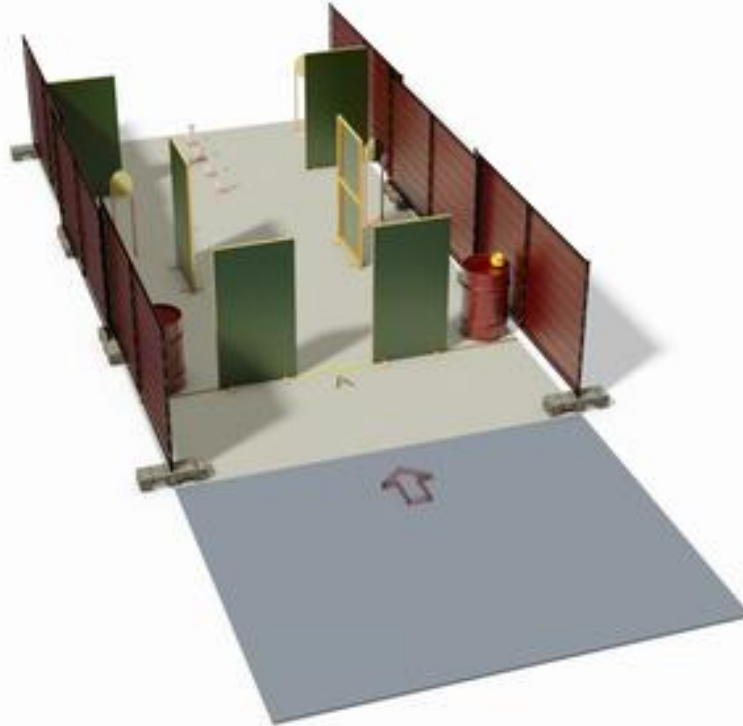
16. Not all are hidden



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, Total 8 targets	Min rounds	12
Firearm	Action Air	Match-%	2.65%

Procedure	On signal shoot all targets as they become visible. All steel must fall. Bobbers are activated by pulling ropes.
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	

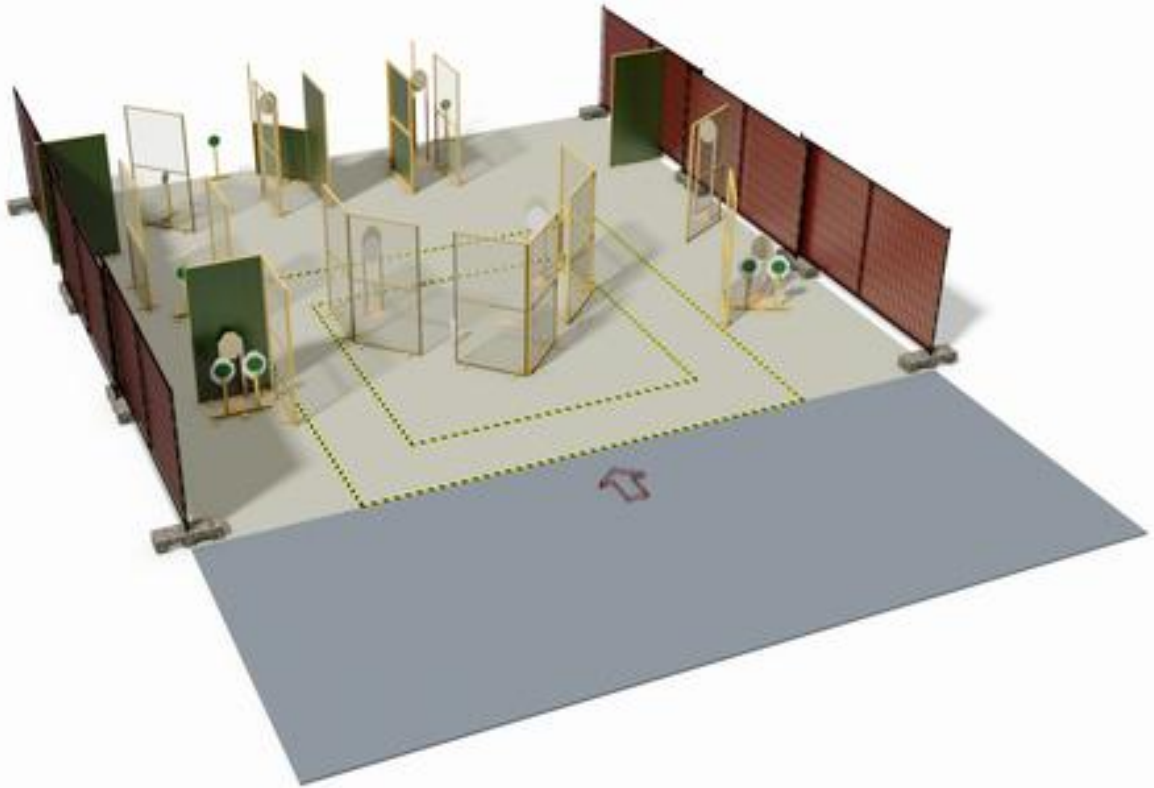
17. Move the Duck



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, Total 8 targets	Min rounds	12
Firearm	Action Air	Match-%	2.65%

Procedure	On signal shoot all targets as they become visible. All steel must fall. The duck must be moved from one barrel to the other barrel before the last shot is fired.
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	

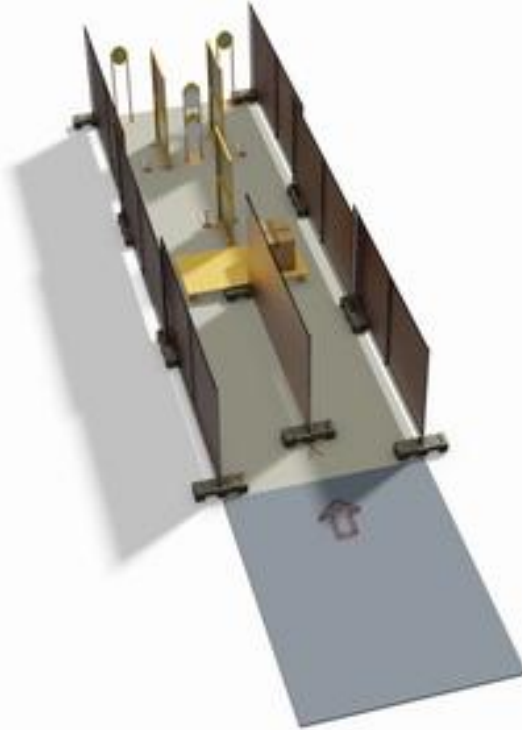
18. Run [Your Name Here] Run



CoF	Comstock - Long	Points	160 p
Targets	10 paper, 12 popper, 6 no-shoot, Total 22 targets	Min rounds	32
Firearm	Action Air	Match-%	7.08%

Procedure	On signal shoot all targets as they become visible. 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	

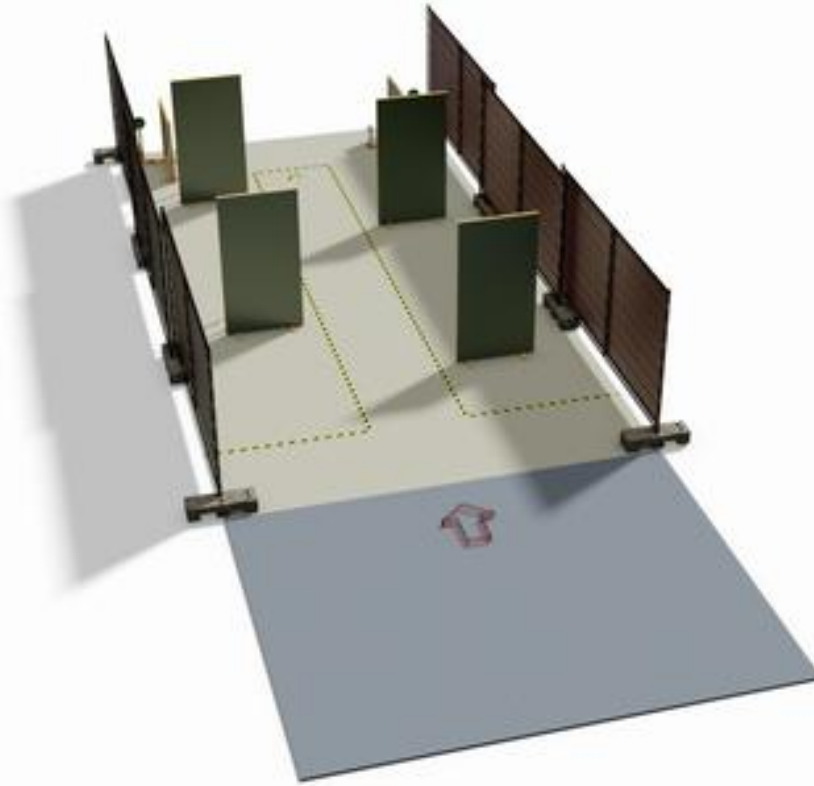
19. Moving Out



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, 2 no-shoot, Total 8 targets	Min rounds	12
Firearm	Action Air	Match-%	2.65%

Procedure	On signal shoot all targets as they become visible. All steel must fall. The box must be moved from the left side of the bed to the right side of the bed (or vice versa) while holding the box with the arrow pointing up.
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	

20. The short one



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, 2 no-shoot, Total 8 targets	Min rounds	12
Firearm	Action Air	Match-%	2.65%

Procedure	On signal shoot all targets as they become visible. 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	

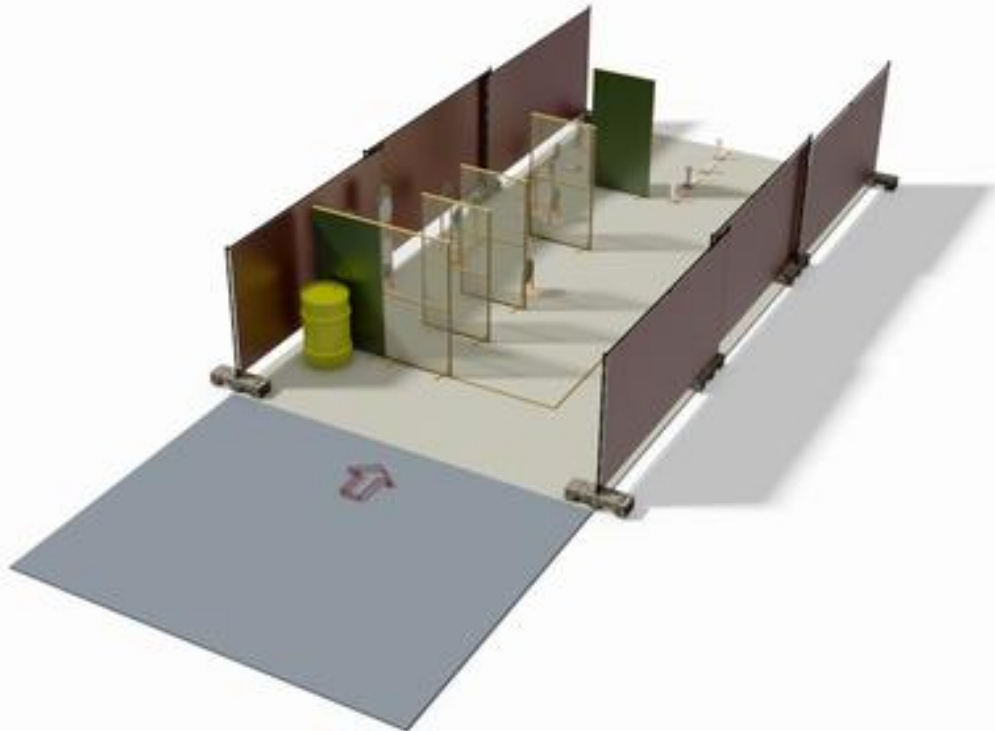
21. Pop them Low



CoF	Comstock - Medium	Points	120 p
Targets	9 paper, 6 popper, 2 no-shoot, Total 15 targets	Min rounds	24
Firearm	Action Air	Match-%	5.31%

Procedure	On signal shoot all targets as they become visible. All steel must fall
Starting position	Standing relaxed at the mark. Gun on one of the barrels, all magazines on the other barrel
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

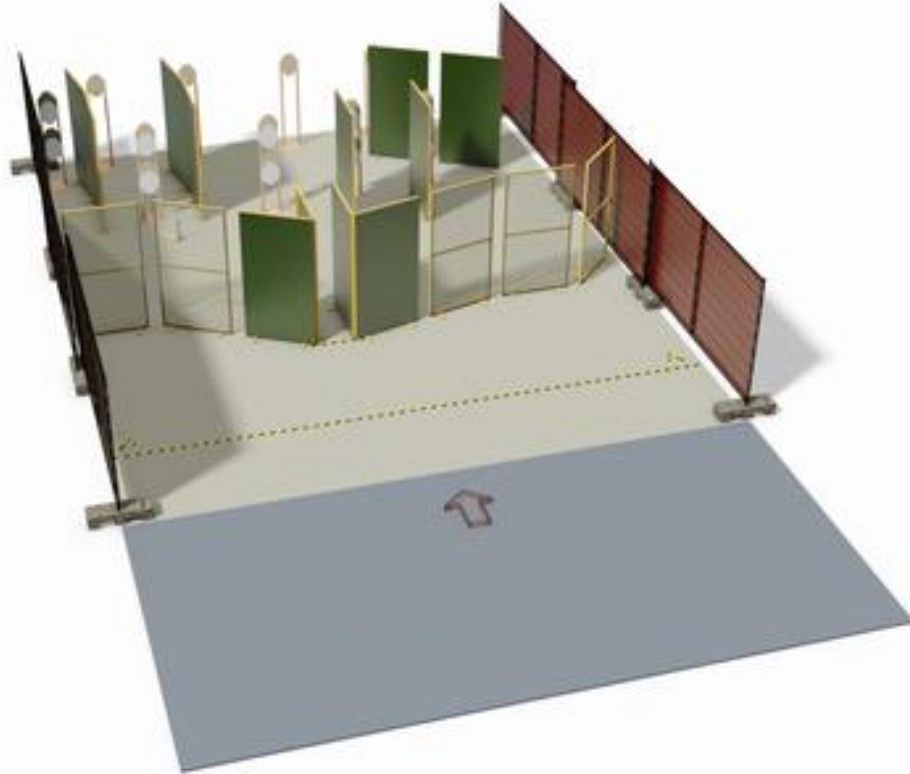
23. Last Popper standing



CoF	Comstock - Medium	Points	120 p
Targets	8 paper, 8 popper, Total 16 targets	Min rounds	24
Firearm	Action Air	Match-%	5.31%

Procedure	On signal shoot all targets as they become visible. All steel must fall. The moving target can be activated by pulling the rope. The moving target is a non-disappearing target
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	

24. Vertical Blinds



CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, Total 18 targets	Min rounds	32
Firearm	Action Air	Match-%	7.08%

Procedure	On signal shoot all targets as they become visible. 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	