## 1. Table

## No Image

| CoF | Comstock - Medium | Points | 80 p |
| :---: | :--- | :---: | :---: |
| Targets | 8 paper, 2 no-shoot, Total 8 targets | Min rounds | 16 |
| Firearm | Rifle | Match- $\%$ | $16.84 \%$ |


|  |  |  |
| ---: | :--- | :--- |
| Procedure | Start: Standing in A facing Downrange - Hands clasped on chest level as demonstrated. STAGE PROCEDURE: On <br> signal, engage targets from within demarcated area. Pulling the leaver in the demarcated area will activate the swinger <br> that will remain visible. |  |
| Starting position | Option 2 on 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. Faster

No Image

| CoF | Comstock - Short | Points | 50 p |
| :---: | :--- | :---: | :---: |
| Targets | 5 paper, Total 5 targets | Min rounds | 10 |
| Firearm | Rifle | Match- $\%$ | $10.53 \%$ |


| Procedure | START POSITION: Standing at A, one heel touching the marked area. STAGE PROCEDURE: On signal, engage targets from within demarcated area |
| :---: | :---: |
| 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. ZWING

## No Image



## 4. Bling

## No Image

| CoF | Comstock - Medium | Points | 100 p |
| :---: | :--- | :---: | :---: |
| Targets | 10 paper, Total 10 targets | Min rounds | 20 |
| Firearm | Rifle | Match- $\%$ | $21.05 \%$ |


|  |  |  |
| ---: | :--- | :--- |
| Procedure | START POSITION: Shooter start Standing in Area A, one heel touching as demonstrated. STAGE PROCEDURE: On <br> signal engage Targets from within the demarcated area. |  |
| Starting position | Held at hip level Option 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 |  |  |

## 5. Streched

## No Image

| CoF | Comstock - Long | Points | 160 p |
| :---: | :--- | :---: | :---: |
| Targets | 16 paper, Total 16 targets | Min rounds | 32 |
| Firearm | Rifle | Match- $\%$ | $33.68 \%$ |


| Procedure |  |
| :--- | :--- |
|  | START POSITION: Shooter starts standing with one heel touching the Mark as demonstrated. STAGE PROCEDURE: <br> On signal, engage Targets while remaining In demarcated |
| Starting position <br> Firearm ready <br> condition <br> Start on <br> Stop on | Gun is Option 1 held at Hip level. <br> Penalies |
| As per current edition of rules |  |
| Safety angles | L/R |
| Setup notes |  |

## 6. Far and Near

## No Image

| CoF | Comstock - Short | Points | 35 p |
| :---: | :--- | :---: | :---: |
| Targets | 7 paper, 3 no-shoot, Total 7 targets | Min rounds | 7 |
| Firearm | Rifle | Match-\% | $7.37 \%$ |


|  |  |
| :--- | :--- |
| Procedure | START POSITION: Standing at A, both heels touching the marked area. STAGE PROCEDURE: On signal, engage <br> Targets (with ons shot required per target) in any order while remaining in demarcated area. |
| Starting position <br> Firearm ready <br> condition <br> Start on <br> Stop on | Gudible signal <br> Penalties |
| As per current edition of rules |  |
| Safety angles | L/R |
| Setup notes |  |

