

# 1. Stage 1

No image

CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 popper, Total 17 targets	Min rounds	32
Firearm	Action Air	Match-%	15.24%

Procedure	Shoot targets as they become visible from within the shooting area.
Starting position	Gun loaded & holstered, standing up right with toes touching marks.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

## 2. Stage 2

No image

CoF	Comstock - Medium	Points	115 p
Targets	10 paper, 3 popper, 2 no-shoot, Total 13 targets	Min rounds	23
Firearm	Action Air	Match-%	10.95%

Procedure	Shoot targets as they become visible from within the shooting area.
Starting position	Unloaded Gun and ammunition on table. Standing with hands flat on table
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

### 3. Stage 3

No image

CoF	Comstock - Short	Points	45 p
Targets	3 paper, 3 popper, Total 6 targets	Min rounds	9
Firearm	Action Air	Match-%	4.29%

Procedure	Shoot targets as they become visible from within the shooting area.
Starting position	Gun loaded & holstered. Seated on chair with hands on knees.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

## 4. Stage 4

No image

CoF	Comstock - Medium	Points	85 p
Targets	8 paper, 1 popper, 2 no-shoot, Total 9 targets	Min rounds	17
Firearm	Action Air	Match-%	8.10%

Procedure	Shoot targets as they become visible from within the shooting area.
Starting position	Gun loaded & holstered. Standing with foot touching mark. Arms crossed.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

## 5. Stage 5

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Action Air	Match-%	5.71%

Procedure	Shoot targets as they become visible from within the shooting area. Slide door to reveal targets.
Starting position	Gun loaded & holstered. Standing upright in shooting area.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

## 6. Stage 6

No image

CoF	Comstock - Short	Points	45 p
Targets	3 paper, 3 popper, Total 6 targets	Min rounds	9
Firearm	Action Air	Match-%	4.29%

Procedure	Shoot targets as they become visible from within the shooting area.
Starting position	Gun loaded & holstered. Kneeling on prop with hands gripping sides.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90
Setup notes	

## 7. Stage 7

No image

CoF	Comstock - Short	Points	50 p
Targets	4 paper, 1 disappearing/bonus, 2 no-shoot, Total 5 targets	Min rounds	8
Firearm	Action Air	Match-%	4.76%

Procedure	Shoot targets as they become visible from within the shooting area, strong hand only. Removing foot from activator will reveal dropper turner which will disappear from sight.
Starting position	Gun loaded & holstered and placed on table. Either foot placed on activator.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

## 8. Stage 8

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Action Air	Match-%	5.71%

Procedure	Shoot targets as they become visible from within the shooting area.
Starting position	Gun loaded & holstered. Standing upright in shooting area.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	



## 9. Stage 9

No image

CoF	Comstock - Medium	Points	110 p
Targets	10 paper, 2 popper, 2 no-shoot, Total 12 targets	Min rounds	22
Firearm	Action Air	Match-%	10.48%

Procedure	Shoot targets as they become visible from within the shooting area.
Starting position	Gun loaded & holstered, standing up right with heels touching marks.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

## 10. Stage 10

No image

CoF	Comstock - Long	Points	170 p
Targets	15 paper, 1 disappearing/bonus, 2 popper, Total 18 targets	Min rounds	32
Firearm	Action Air	Match-%	16.19%

Procedure	Shoot targets as they become visible from within the shooting area. Opening door will reveal target and stepping on activator will reveal two swinging Targets which will remain in view.
Starting position	Gun loaded & holstered. Standing upright with hands flat on wall
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

## 11. Stage 11

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Action Air	Match-%	5.71%

Procedure	Shoot targets as they become visible from within the shooting area.
Starting position	Gun loaded & holstered. Standing upright and hands gripping sides of barrocade.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	

## 12. Stage 12

No image

CoF	Comstock - Medium	Points	90 p
Targets	8 paper, 2 popper, Total 10 targets	Min rounds	18
Firearm	Action Air	Match-%	8.57%

Procedure	Shoot targets as they become visible from within the shooting area. All shooting must take place from on top of plank.
Starting position	Gun loaded & holstered. Standing upright with heels touching marks.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90
Setup notes	