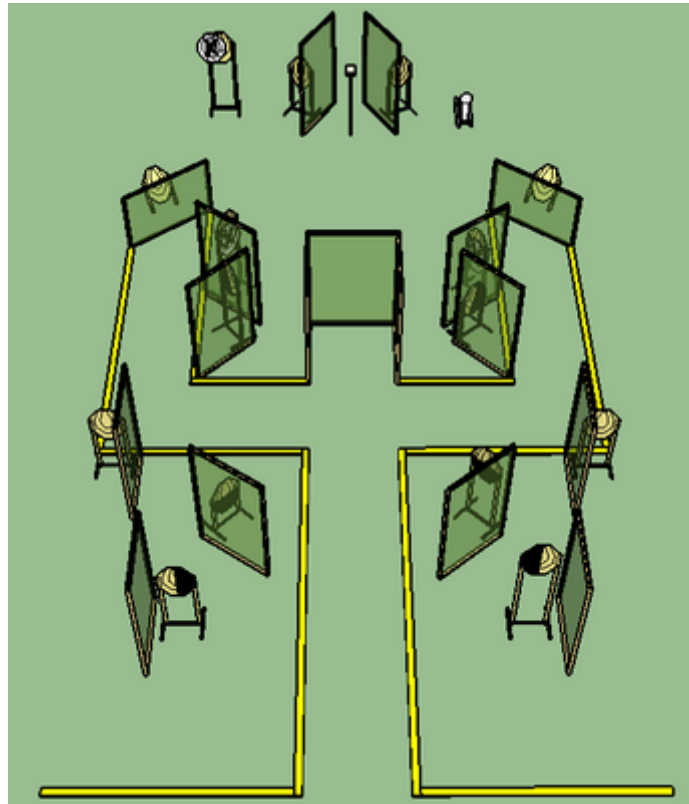


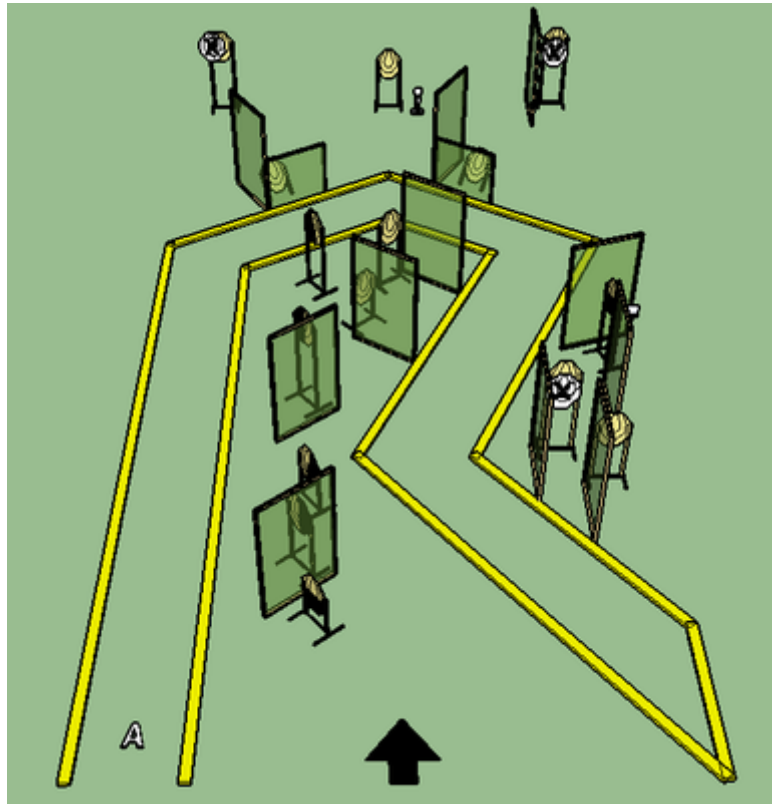
1. The devil's pitchfork



CoF	Comstock - Long	Points	160 p
Targets	15 paper, 1 popper, 1 plates, 3 no-shoot, Total 17 targets	Min rounds	32
Firearm	Action Air	Match-%	8.60%

Procedure	Standing relax anywhere within the demarcated area, facing downrange. On signal,engage all targets from within the demarcated area.
Starting position	Gun ready condition
Firearm ready condition	
Start on	Audible signal
Stop on	Stop plate
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

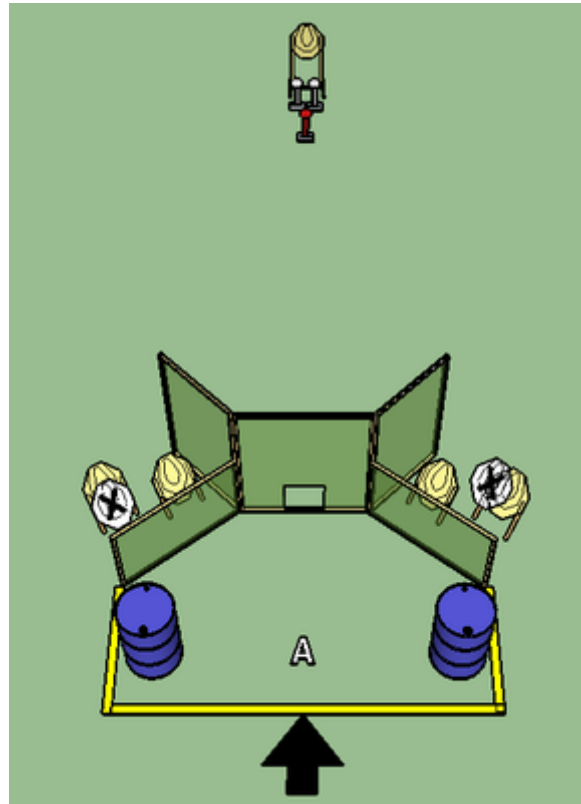
2. Back and forth



CoF	Comstock - Long	Points	160 p
Targets	15 paper, 1 popper, 1 plates, 3 no-shoot, Total 17 targets	Min rounds	32
Firearm	Action Air	Match-%	8.60%

Procedure	Standing relax on the mark, facing downrange. On signal, engage all targets from within the demarcated area.
Starting position	Gun ready condition
Firearm ready condition	
Start on	Audible signal
Stop on	Stop plate
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

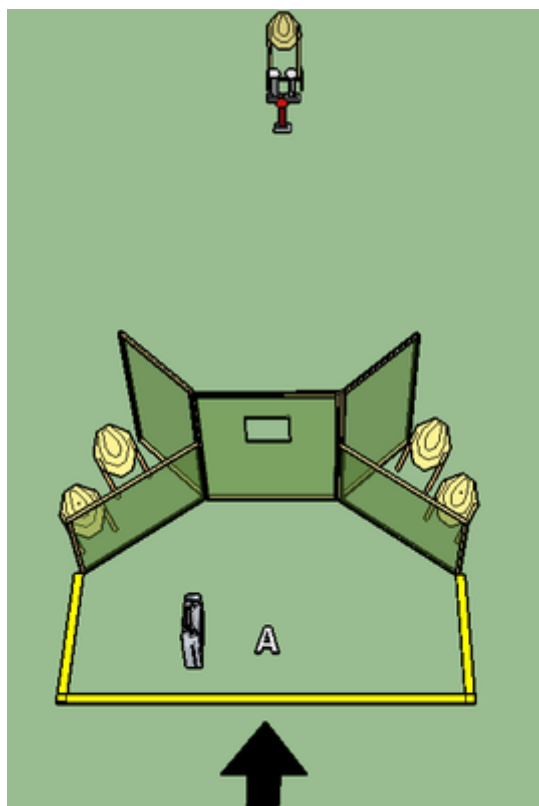
3. Don't fall asleep



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 3 no-shoot, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	3.23%

Procedure	Standing relax on mark, facing downrange. On signal, engage all targets from within the demarcated area
Starting position	Gun unloaded on one barrel and first magazine to use on the other one.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

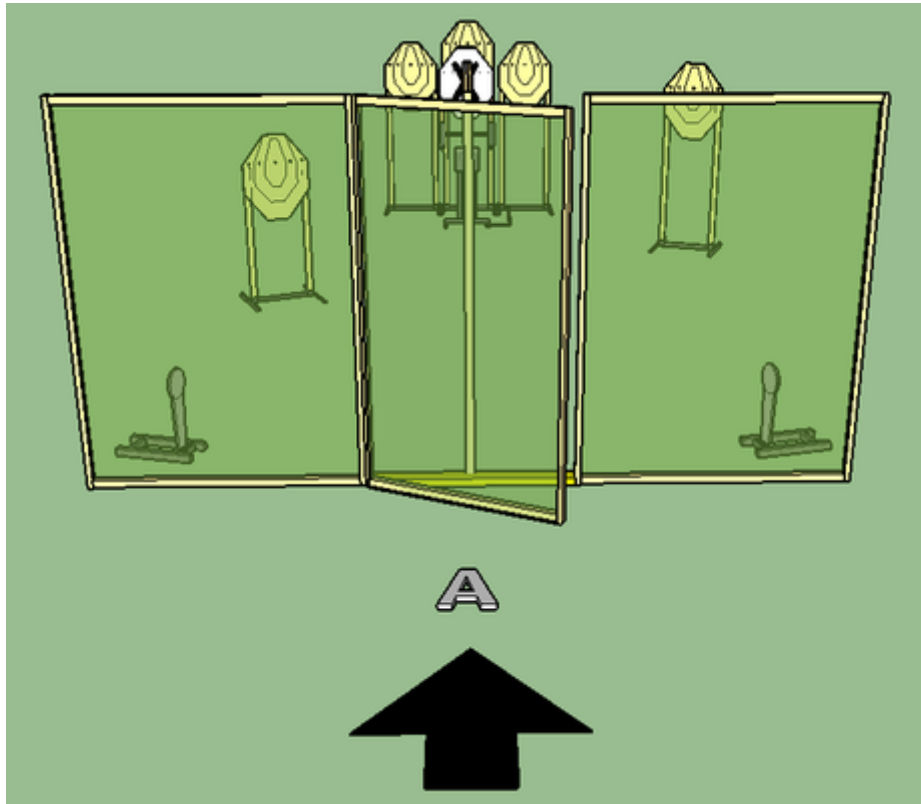
4. The suitcase



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 1 no-shoot, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	3.23%

Procedure	Standing relax on the mark, facing downrange. On signal, engage all targets from within the demarcated area while holding the suitcase in your weak hand. The suitcase may only be released in the case of a gun malfunction or a magazine change. All shots fired without holding the suitcase will be rewarded with one procedural penalty per shot fired.
Starting position	Gun ready condition
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

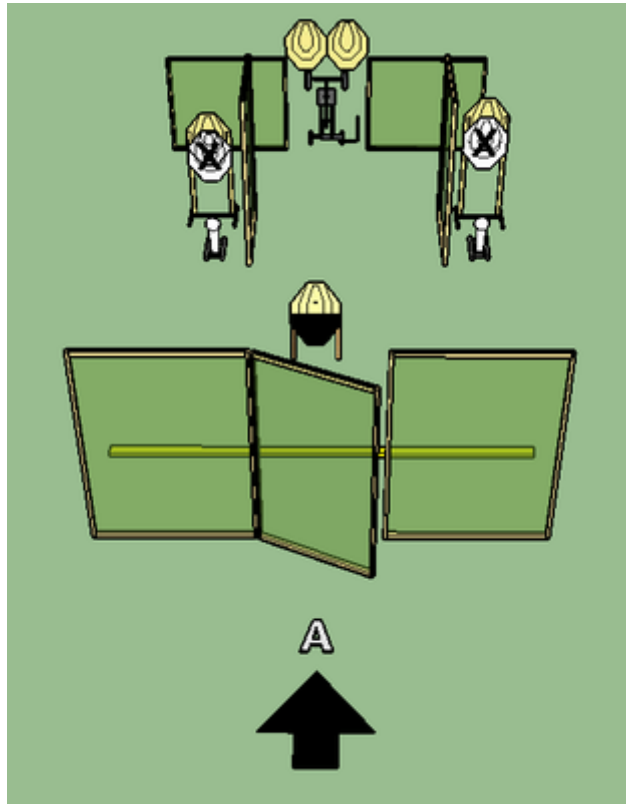
5. It's happening behind the door



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 1 no-shoot, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	3.23%

Procedure	Standing relax on the mark, facing downrange. On signal, engage all targets within the demarcated area. Opening the door will activate the penalty bobber
Starting position	Gun ready condition
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

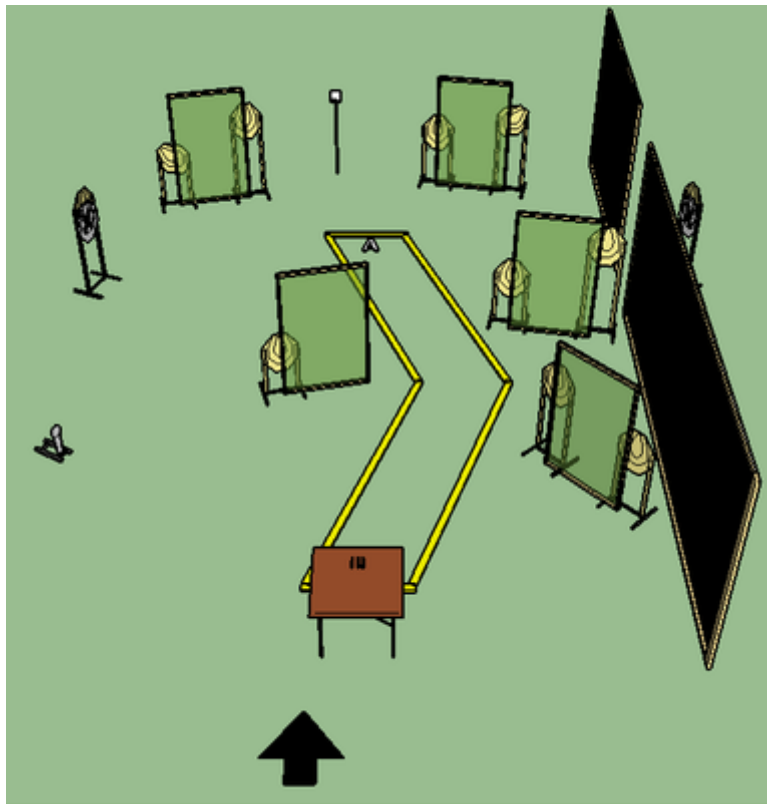
6. Entering the room



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 2 no-shoot, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	3.23%

Procedure	Standing relax on the mark, facing downrange. On signal, engage all targets from within the demarcated area. Opening the door will activate the bobber.
Starting position	Gun Ready condition
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

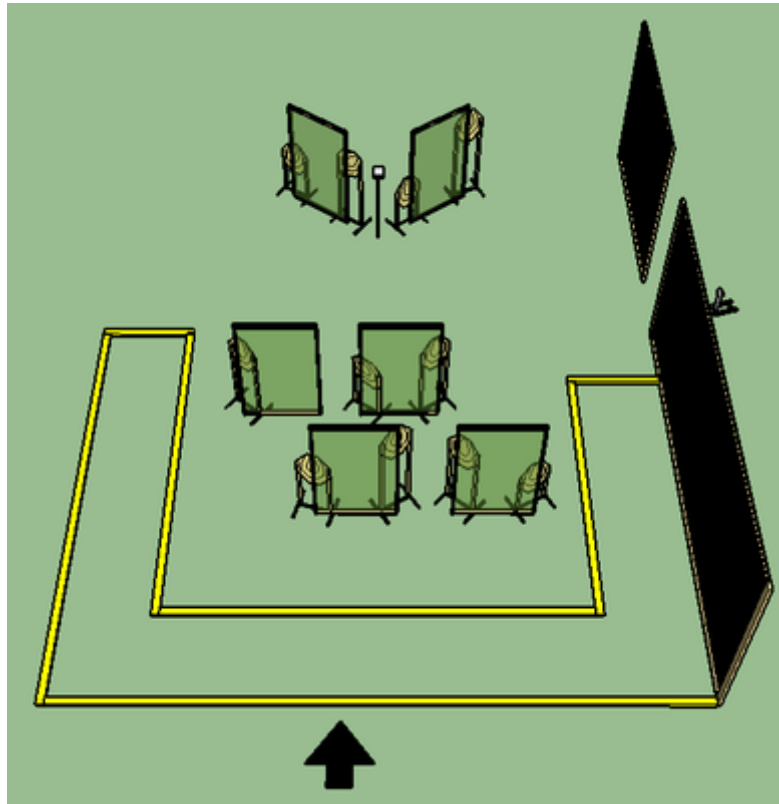
7. Catching the magazines



CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 1 popper, 1 plates, 2 no-shoot, Total 13 targets	Min rounds	24
Firearm	Action Air	Match-%	6.45%

Procedure	Standing relax on mark, facing uprange. On signal engage all targets from within the demarcated area.
Starting position	Gun unloaded and holstered, all magazines on the table.
Firearm ready condition	
Start on	Audible signal
Stop on	Stop plate
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

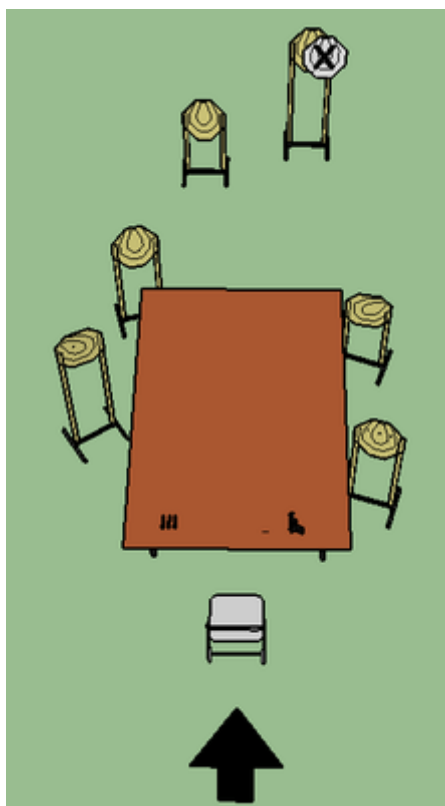
8. Shitty stop plate



CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 1 popper, 1 plates, Total 13 targets	Min rounds	24
Firearm	Action Air	Match-%	6.45%

Procedure	Standing relax anywhere in the demarcated area, facing downrange. On signal engage all targets from within the demarcated area.
Starting position	Gun ready condition
Firearm ready condition	
Start on	Audible signal
Stop on	Stop plate
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

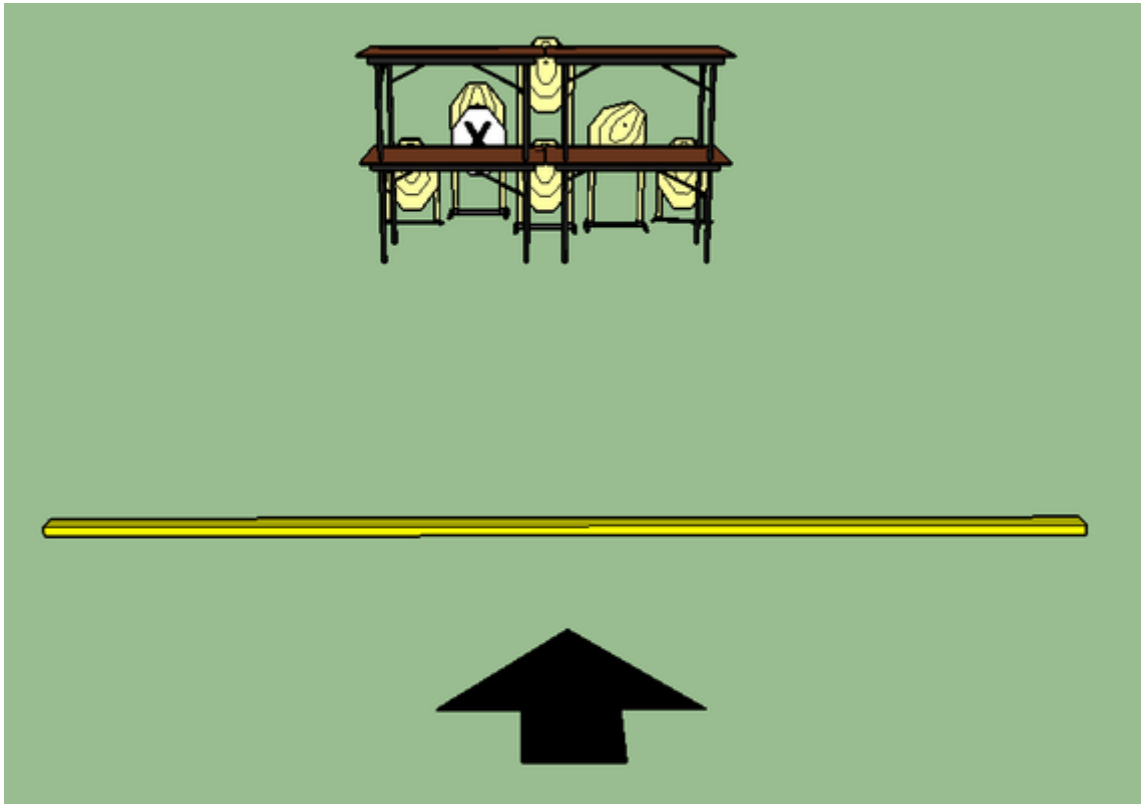
9. Poker table



CoF	Comstock - Short	Points	60 p
Targets	6 paper, 1 no-shoot, Total 6 targets	Min rounds	12
Firearm	Action Air	Match-%	3.23%

Procedure	Sitting relaxed on the chair facing downrange, with your back against the back of the chair, holding the deck of cards. On signal engage all targets while remaining seated.
Starting position	Gun Unloaded on one mark, all magazines on the other one.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

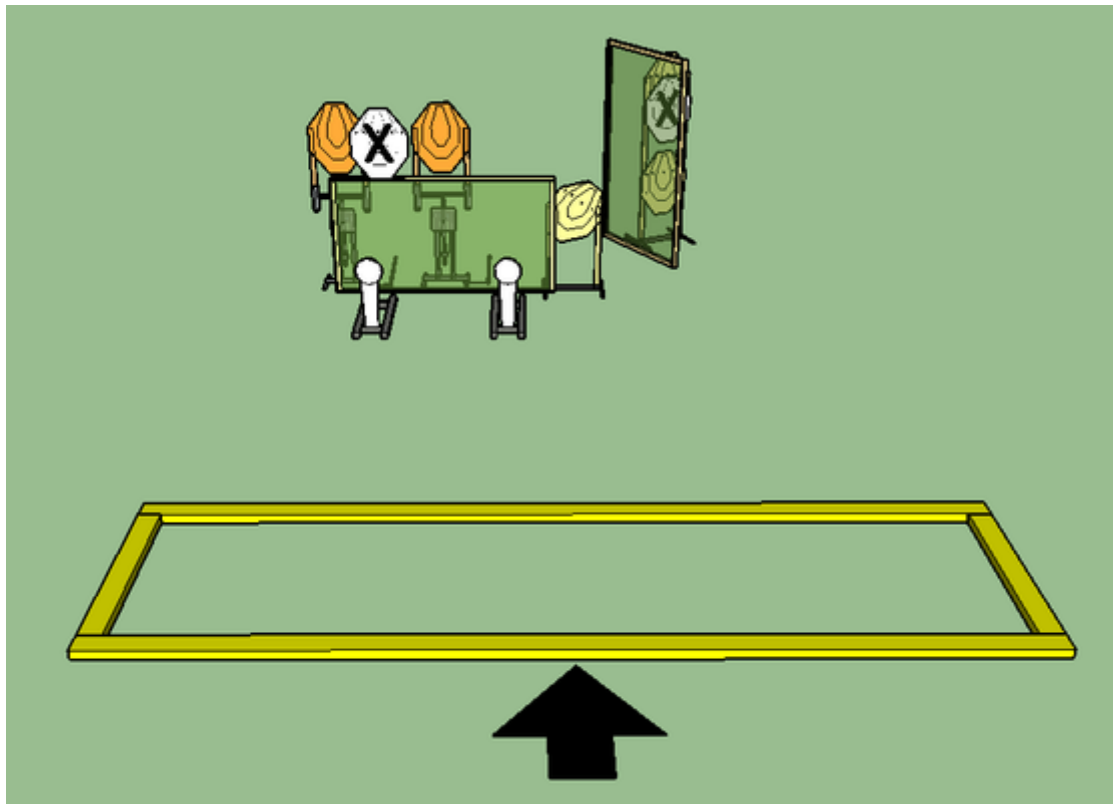
10. Up and down



CoF	Comstock - Short	Points	60 p
Targets	6 paper, 1 no-shoot, Total 6 targets	Min rounds	12
Firearm	Action Air	Match-%	3.23%

Procedure	Standing relax at the mark, facing downrange. On signal engage all targets from behind the fault line
Starting position	Gun ready condition
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

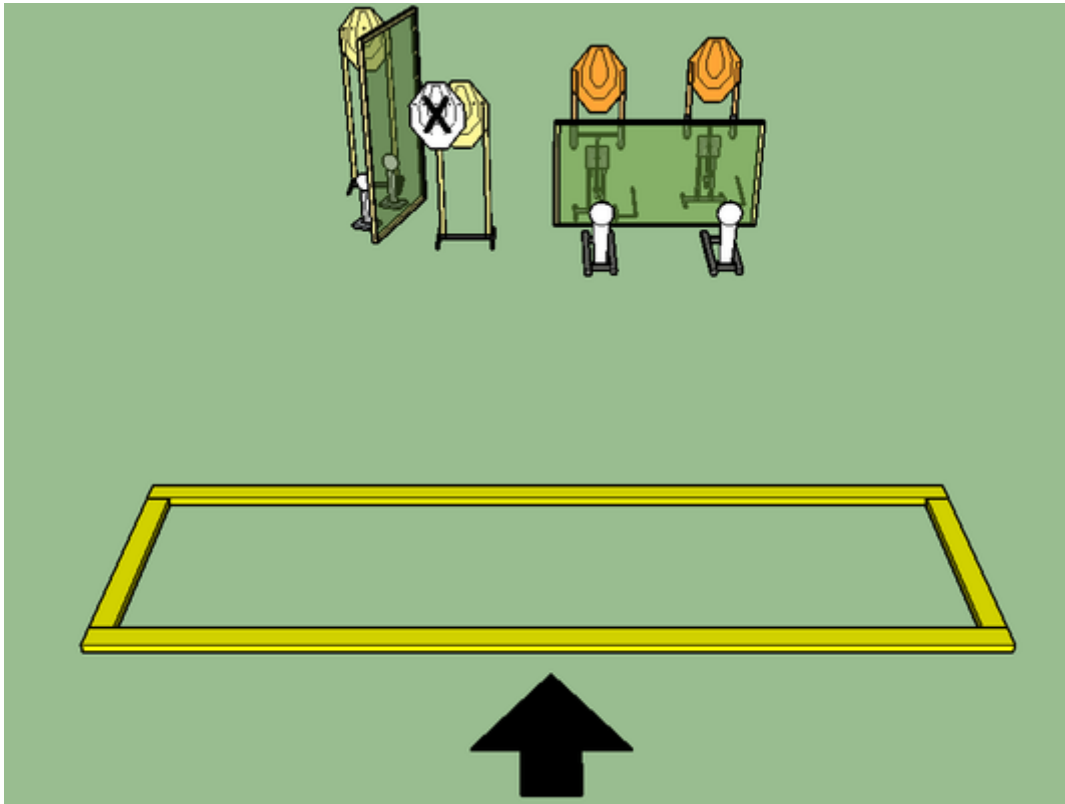
11. The good, the bad and the bobber



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 2 no-shoot, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	3.23%

Procedure	Standing relax anywhere within the demarcated area, facing downrange. On signal engage all targets from within the demarcated area. Popper P1 activates bobber B1 Popper P2 activates bobber B2
Starting position	Gun ready condition
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

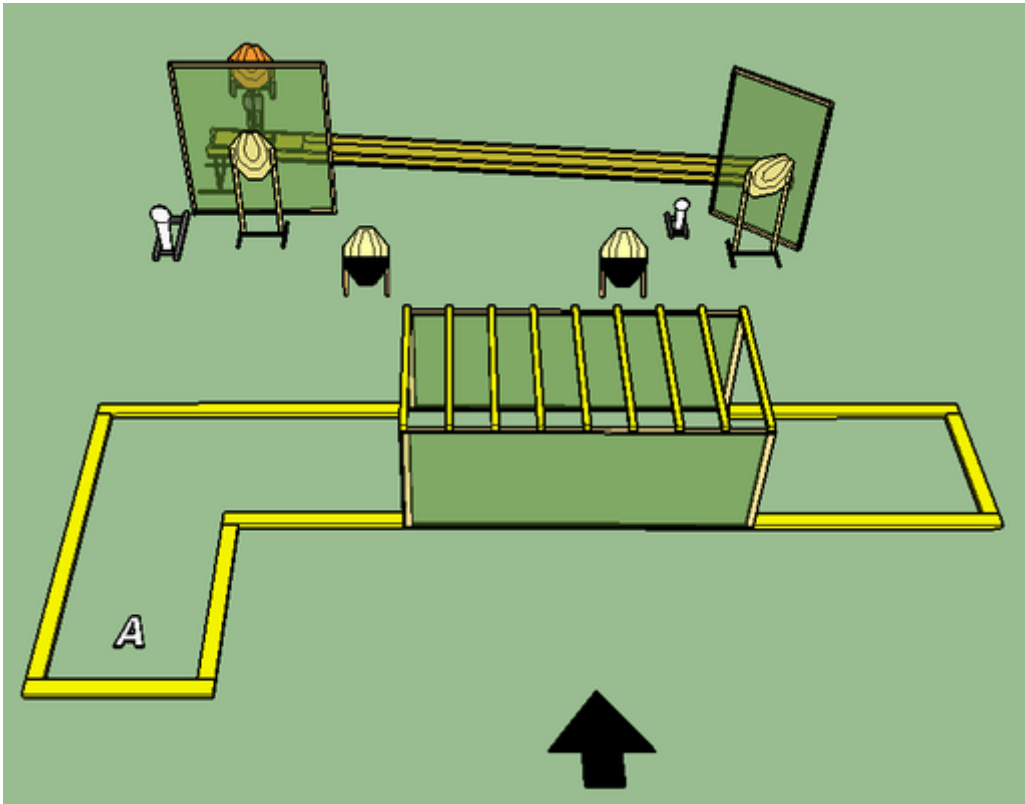
12. Now you see me, now you don't.



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, 1 no-shoot, Total 8 targets	Min rounds	12
Firearm	Action Air	Match-%	3.23%

Procedure	Standing relaxed anywhere wiyhin the demarcated area, facing downrange. On signal engage all targets from within the demarcated area, Popper P1 activates bobber B1 Popper P2 activates bobber B2
Starting position	Gun ready condition
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

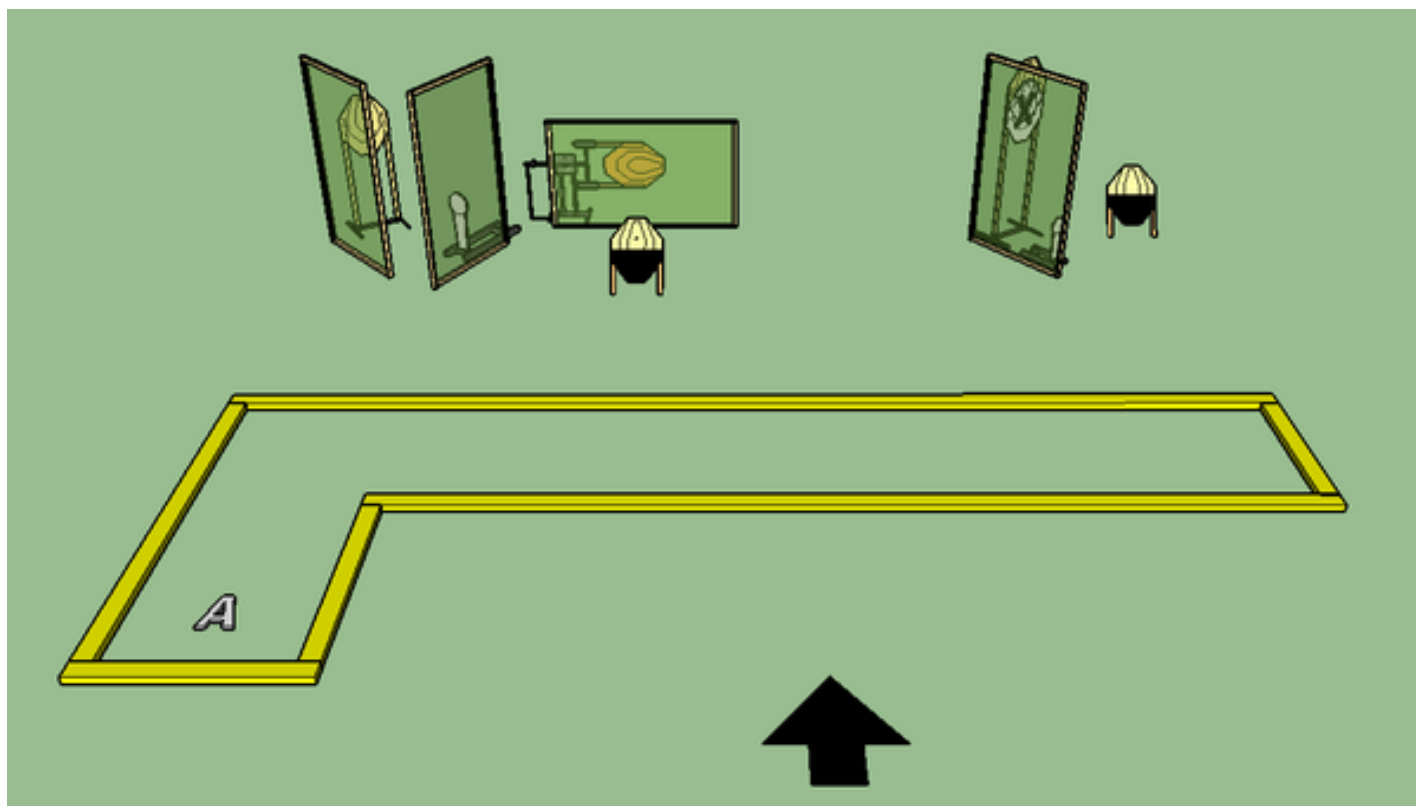
13. Light at the end of the tunnel



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 1 no-shoot, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	3.23%

Procedure	Standing relaxed at the mark, facing downrange. On signal engage all targets from within the demarcated area. Popper P1 activates running bobber B1
Starting position	Gun ready condition.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

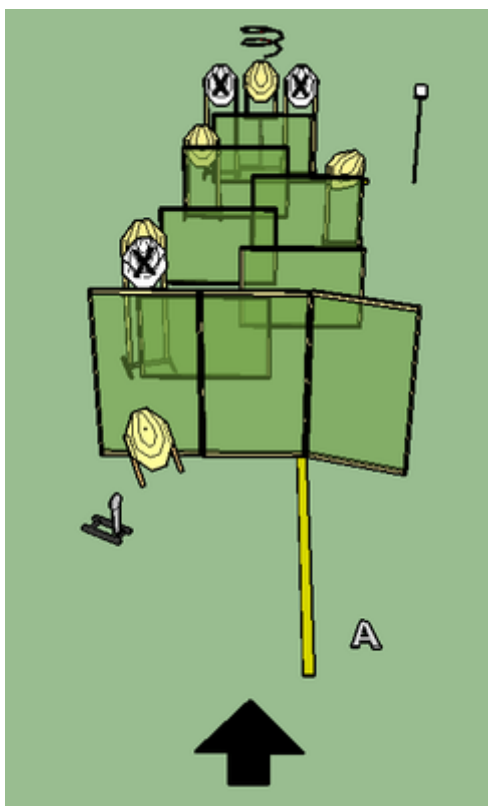
14. The mad bobber



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 1 no-shoot, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	3.23%

Procedure	Standing relaxed on the mark, facing downrange. On signal engage all targets from within the demarcated area. Popper P1 activates bobber B1
Starting position	Gun ready condition
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

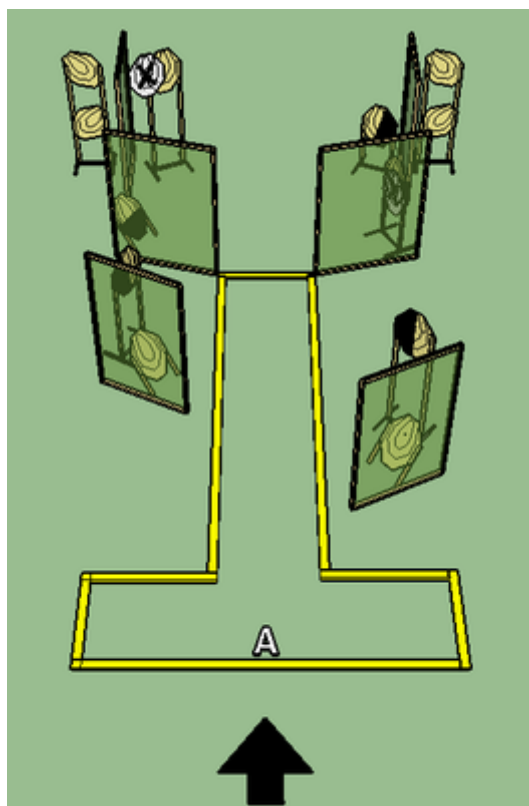
15. Hit or run



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 3 no-shoot, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	3.23%

Procedure	Standing relaxed on the mark, facing downrange. On signal engage all targets. Opening the door activates the non-disappearing turning target.
Starting position	Gun ready condition.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

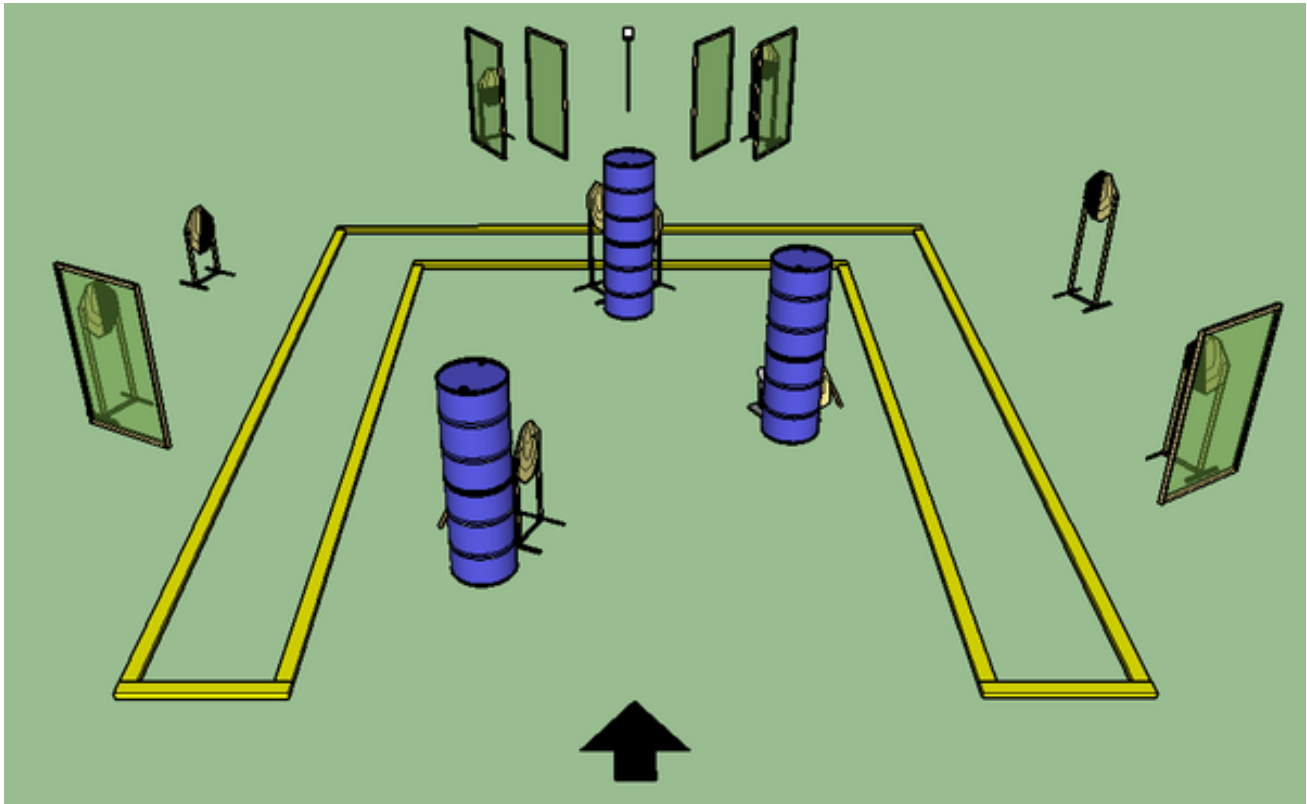
16. The narrows



CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 2 no-shoot, Total 12 targets	Min rounds	24
Firearm	Action Air	Match-%	6.45%

Procedure	Standing relaxed on the mark, facing downrange. On signal engage all targets from within the demarcated area.
Starting position	Gun ready condition.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

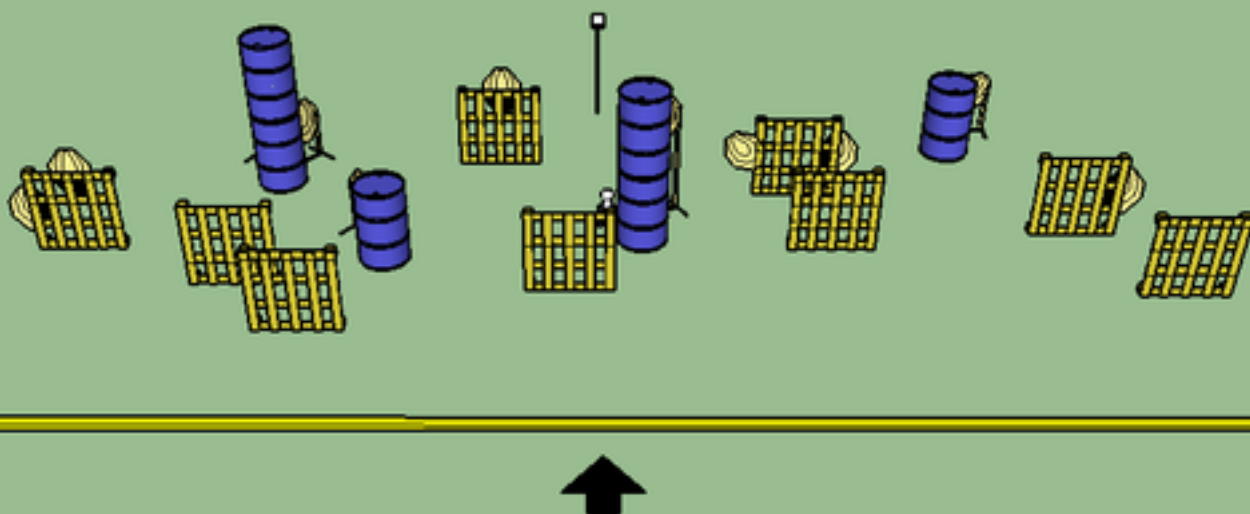
17. Visiting the temple



CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 1 popper, 1 plates, Total 13 targets	Min rounds	24
Firearm	Action Air	Match-%	6.45%

Procedure	Standing relax anywhere within the demarcated area, facing downrange. On signal engage all targets from within the demarcated area.
Starting position	Gun ready condition.
Firearm ready condition	
Start on	Audible signal
Stop on	Stop plate
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

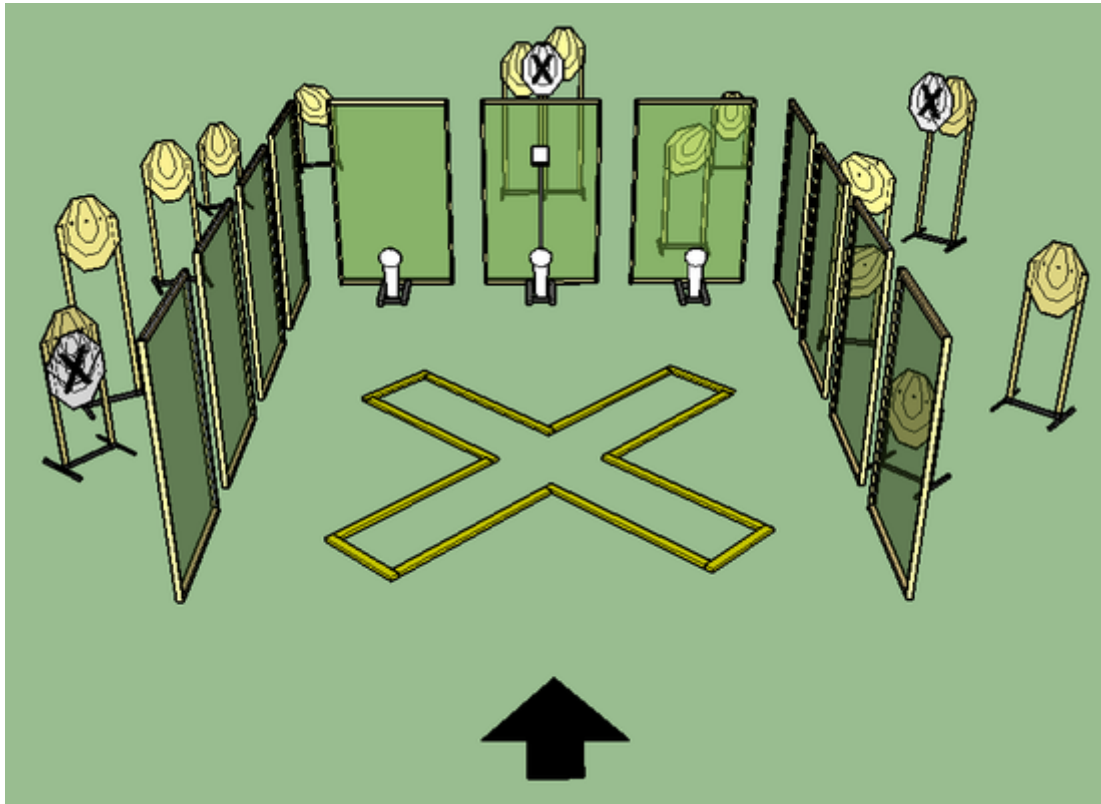
18. The warehouse



CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 1 popper, 1 plates, Total 13 targets	Min rounds	24
Firearm	Action Air	Match-%	6.45%

Procedure	Standing relax anywhere within the demarcated area. On signal engage all targets from within the demarcated area.
Starting position	Gun ready condition
Firearm ready condition	
Start on	Audible signal
Stop on	Stop plate
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

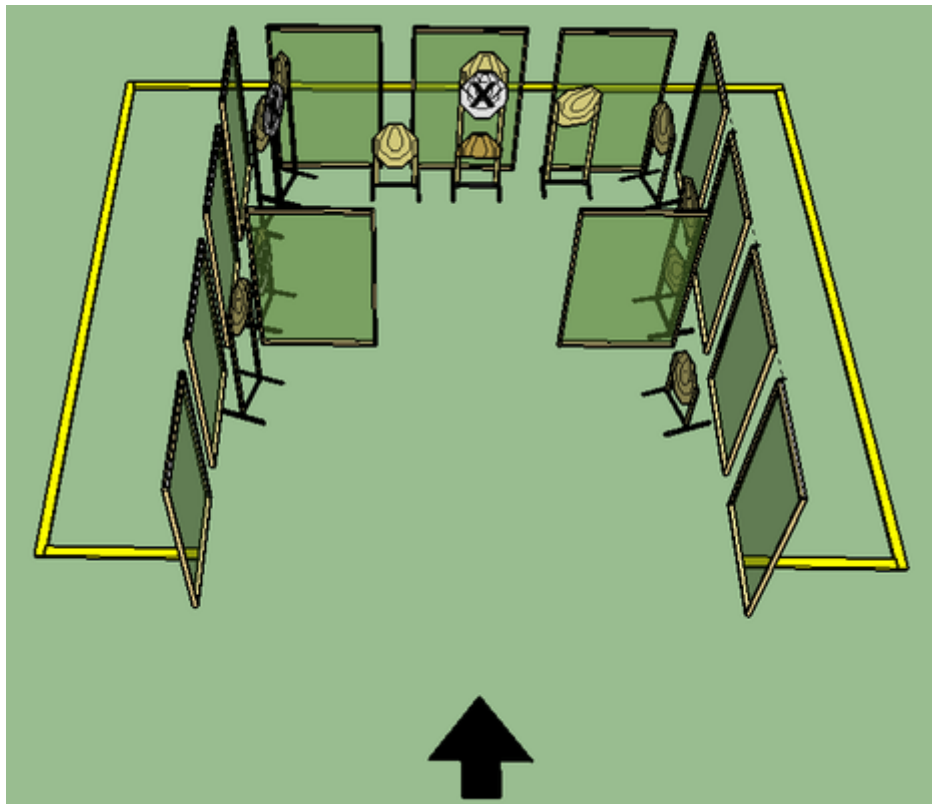
19. Inside the fun house



CoF	Comstock - Long	Points	160 p
Targets	14 paper, 3 popper, 1 plates, 3 no-shoot, Total 18 targets	Min rounds	32
Firearm	Action Air	Match-%	8.60%

Procedure	Standing relaxed anywhere within the demarcated area. On signal engage all targets from within the demarcated area.
Starting position	Gun ready condition.
Firearm ready condition	
Start on	Audible signal
Stop on	Stop plate
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

20. Outside the fun house



CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 3 no-shoot, Total 12 targets	Min rounds	24
Firearm	Action Air	Match-%	6.45%

Procedure	Standing relaxed anywhere within the demarcated area. On signal engage all targets from within the demarcated area.
Starting position	Gun ready condition.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	