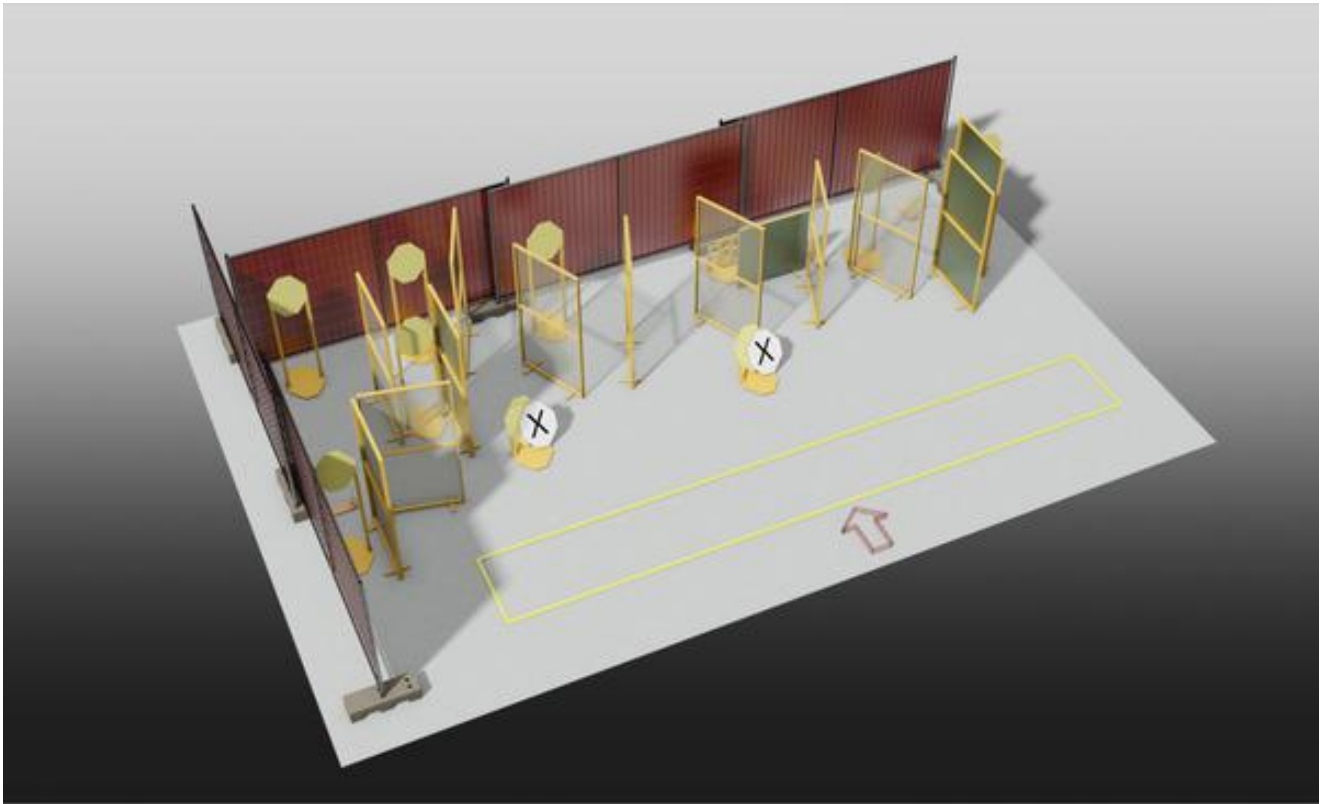


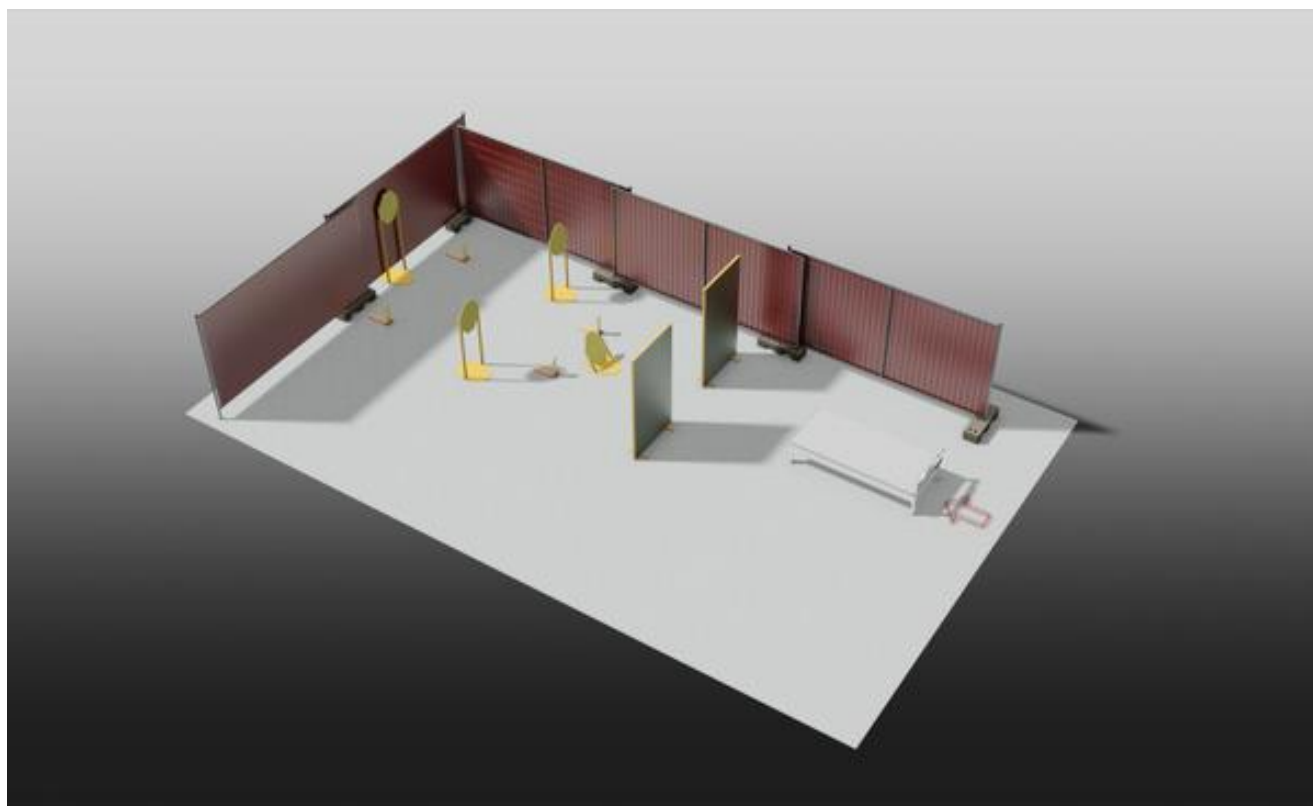
# 1. Lateral movement only



|         |  |            |       |
|---------|--|------------|-------|
| CoF     | Comstock - Medium                                | Points     | 120 p |
| Targets | 10 paper, 4 popper, 2 no-shoot, Total 14 targets | Min rounds | 24    |
| Firearm | Action Air                                       | Match-%    | 5.17% |

|                         |  |
|-------------------------|--|
| Procedure               | Standing relaxed at the marker, facing downrange. On the audible signal shoot all targets as they become visible. All steel must fall. The popper will activate the moving target as demonstrated. 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             |  |

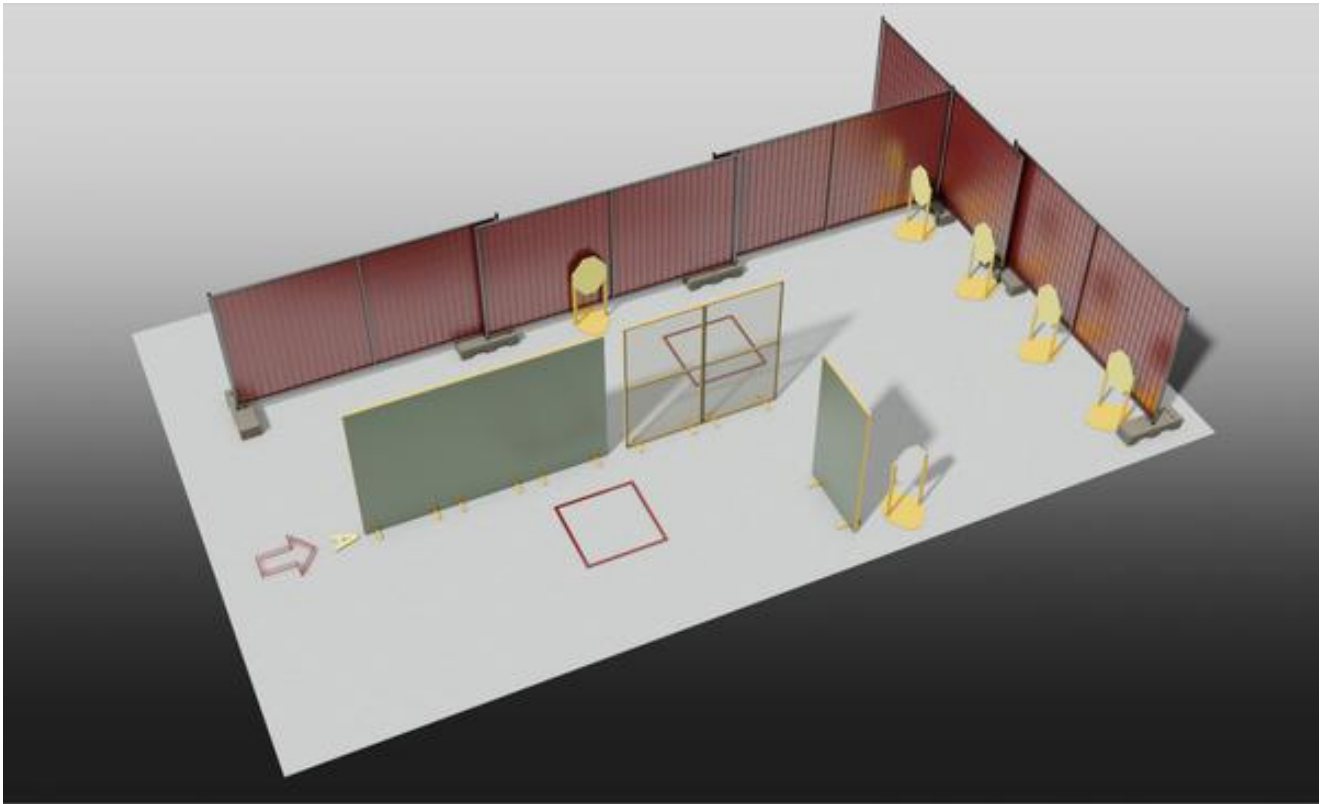
## 2. Sleep well



|         |                                    |            |       |
|---------|------------------------------------|------------|-------|
| CoF     | Comstock - Short                   | Points     | 60 p  |
| Targets | 4 paper, 4 popper, Total 8 targets | Min rounds | 12    |
| Firearm | Action Air                         | Match-%    | 2.59% |

|                         |  |
|-------------------------|--|
| Procedure               | Lying on your back on the bed both arms relaxed beside your body. On the audible signal shoot all targets as they become visible, lying on the bed. All steel must fall. |
| Starting position       | Gun loaded with all magazines in front of the bed  |
| Firearm ready condition |  |
| Start on                | Audible signal   |
| Stop on                 | Last shot  |
| Penalties               | As per current edition of rules  |
| Safety angles           | L/R  |
| Setup notes             |  |

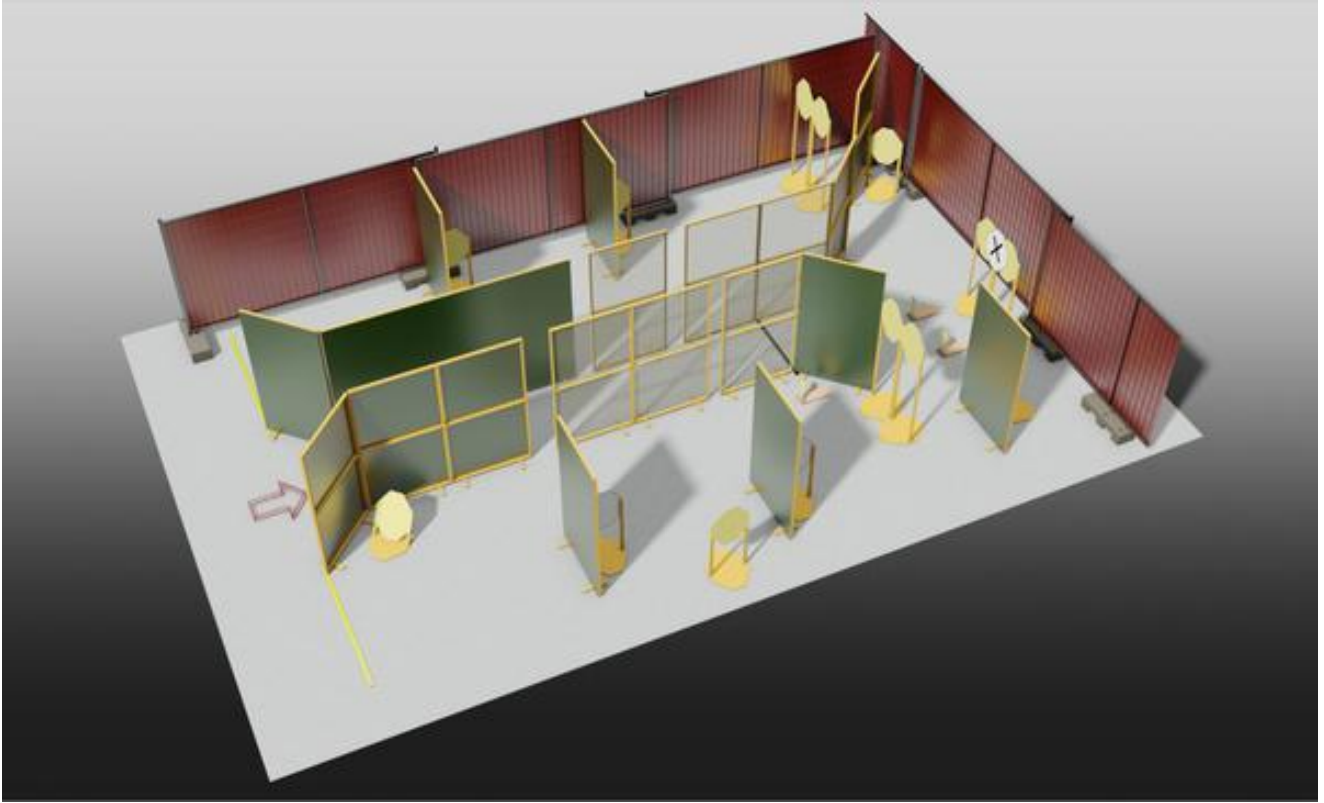
### 3. Only two positions



|         |                          |            |       |
|---------|--------------------------|------------|-------|
| CoF     | Comstock - Short         | Points     | 60 p  |
| Targets | 6 paper, Total 6 targets | Min rounds | 12    |
| Firearm | Action Air               | Match-%    | 2.59% |

|                         |   |
|-------------------------|---|
| Procedure               | Standing relaxed at the marker, facing downrange. On the audible signal shoot all targets as they become visible from within the two shooting 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             |   |

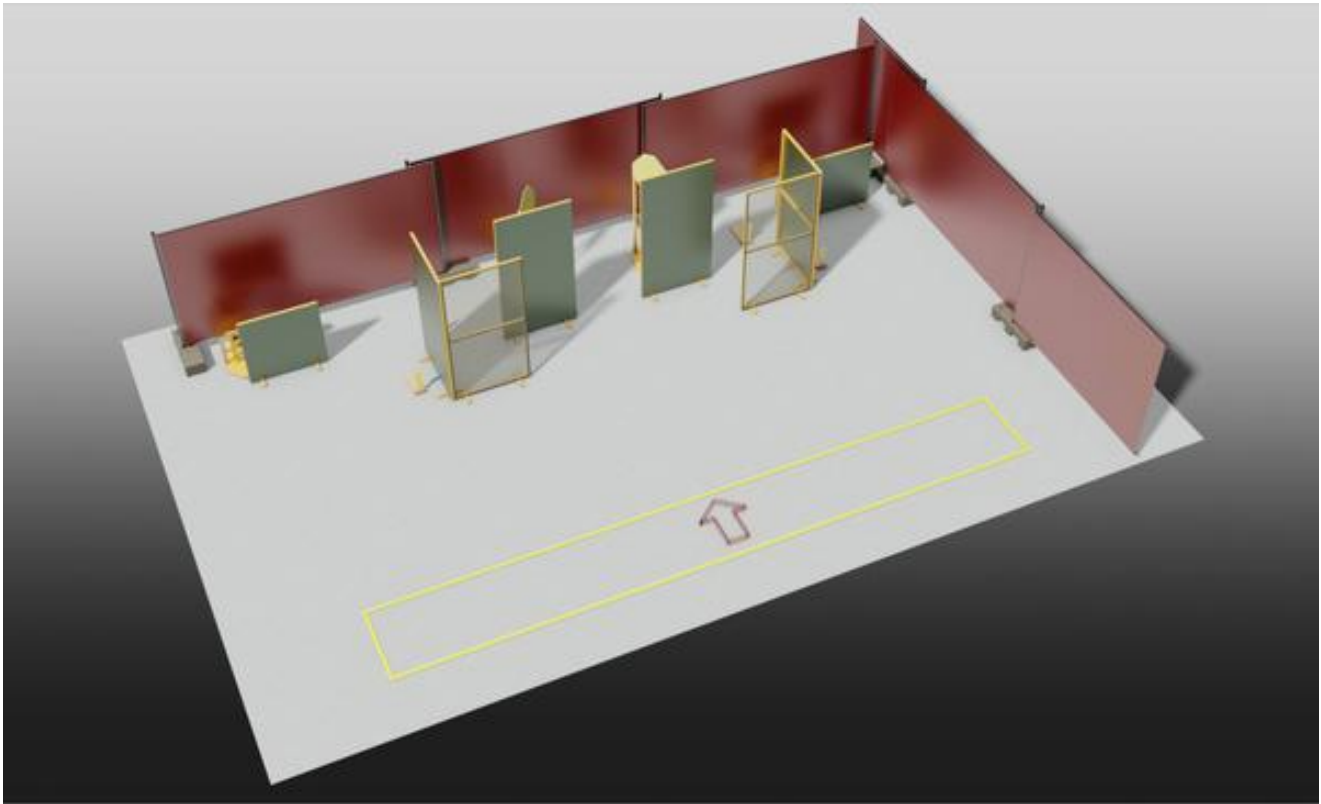
## 4. Down the Hallway



|         |  |            |       |
|---------|--|------------|-------|
| CoF     | Comstock - Long                                  | Points     | 160 p |
| Targets | 14 paper, 4 popper, 1 no-shoot, Total 18 targets | Min rounds | 32    |
| Firearm | Action Air                                       | Match-%    | 6.90% |

|                         |  |
|-------------------------|--|
| Procedure               | Standing relaxed at the marker, facing downrange. On the audible 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             |  |

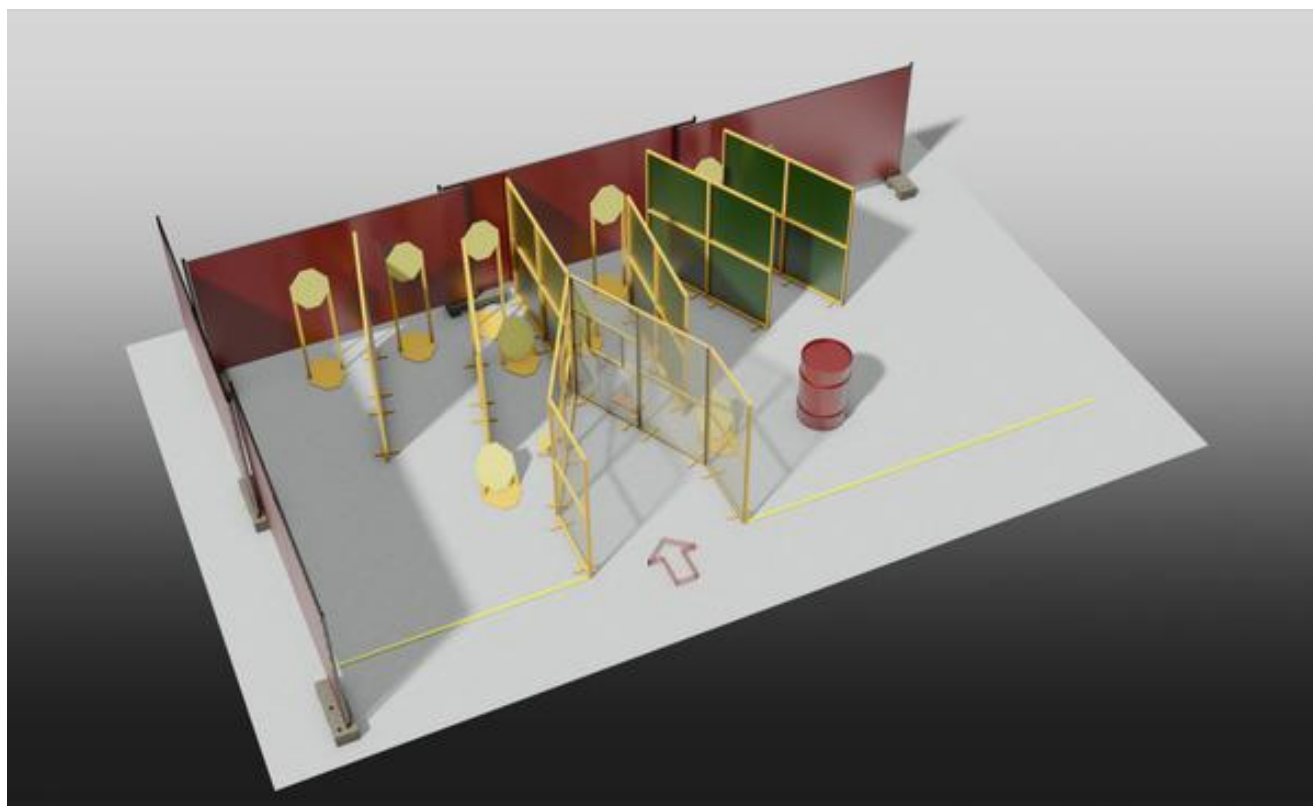
## 5. Choosing sides



|         |                                    |            |       |
|---------|------------------------------------|------------|-------|
| CoF     | Comstock - Short                   | Points     | 60 p  |
| Targets | 4 paper, 4 popper, Total 8 targets | Min rounds | 12    |
| Firearm | Action Air                         | Match-%    | 2.59% |

|                         |  |
|-------------------------|--|
| Procedure               | Standing relaxed anywhere in the demarcated area, facing downrange. At the signal shoot all targets as they become visible. All steel must fall. The moving targets will be activated by poppers as demonstrated. The moving targets are non-disappearing targets. |
| 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             |  |

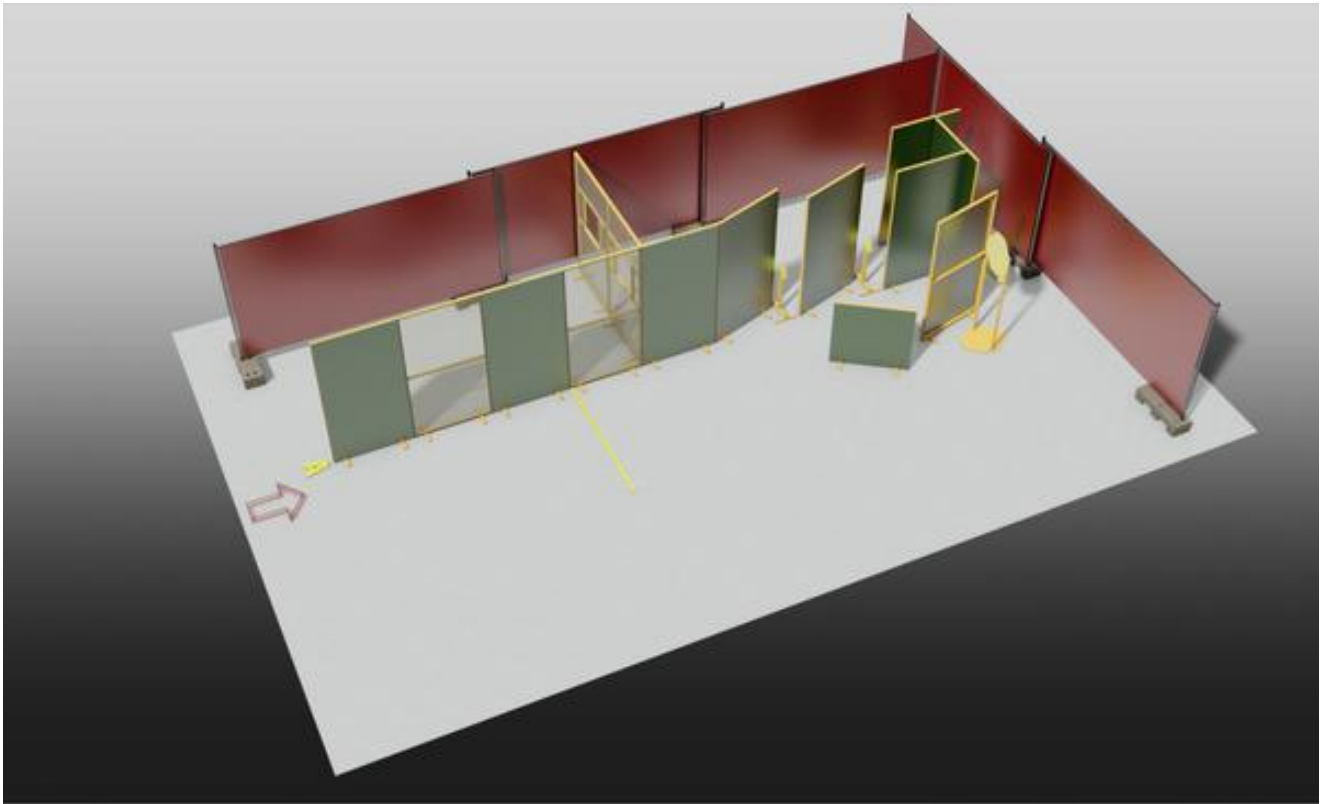
## 6. In the Corner



|         |  |            |       |
|---------|--|------------|-------|
| CoF     | Comstock - Medium                                | Points     | 120 p |
| Targets | 10 paper, 4 popper, 1 no-shoot, Total 14 targets | Min rounds | 24    |
| Firearm | Action Air                                       | Match-%    | 5.17% |

|                         |  |
|-------------------------|--|
| Procedure               | Standing relaxed at the marker, facing downrange. On the audible 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             |  |

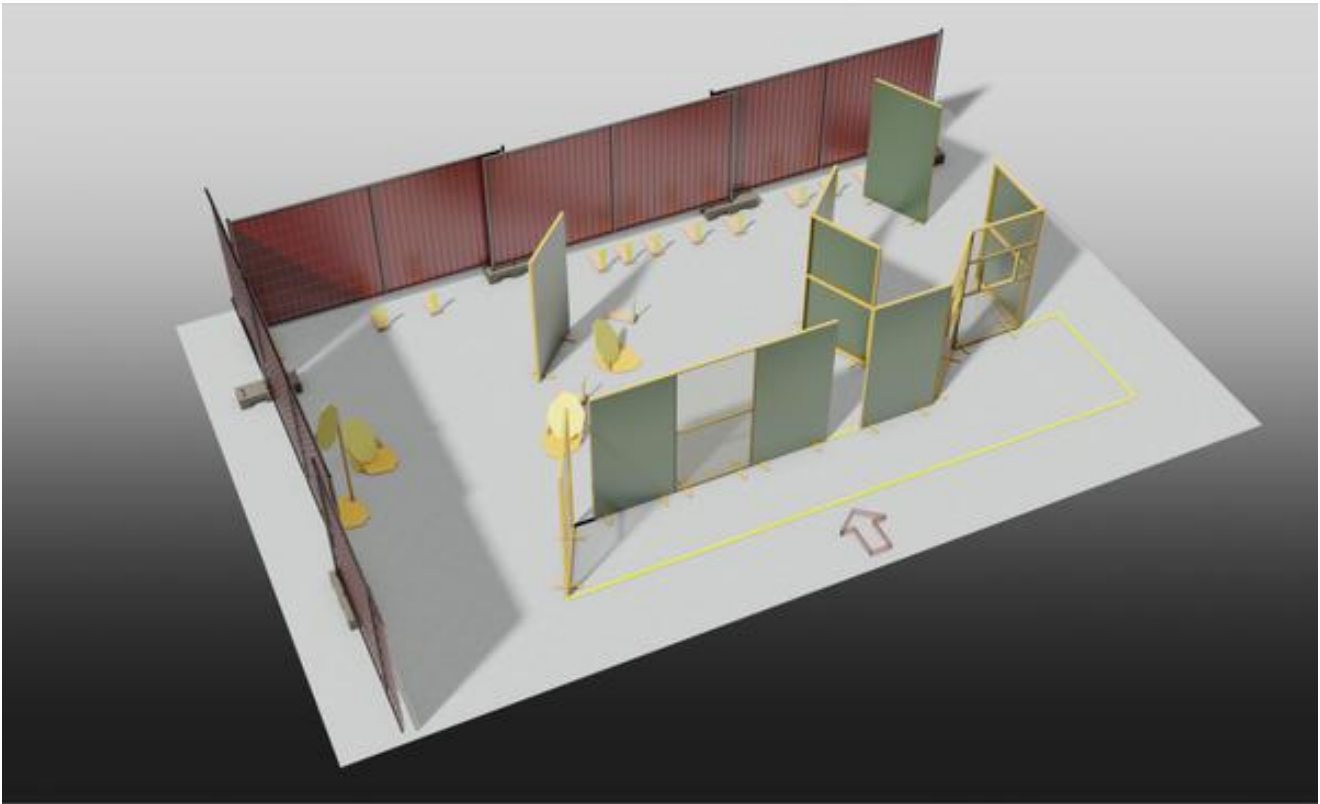
## 7. Up and Down



|         |                                    |            |       |
|---------|------------------------------------|------------|-------|
| CoF     | Comstock - Short                   | Points     | 60 p  |
| Targets | 4 paper, 4 popper, Total 8 targets | Min rounds | 12    |
| Firearm | Action Air                         | Match-%    | 2.59% |

|                         |  |
|-------------------------|--|
| Procedure               | Standing relaxed at the marker, facing downrange. On the audible signal shoot all targets as they become visible. All steel must fall. The moving target will be activated by the popper as demonstrated. The moving target will remain visible. |
| 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. Poppers Galore

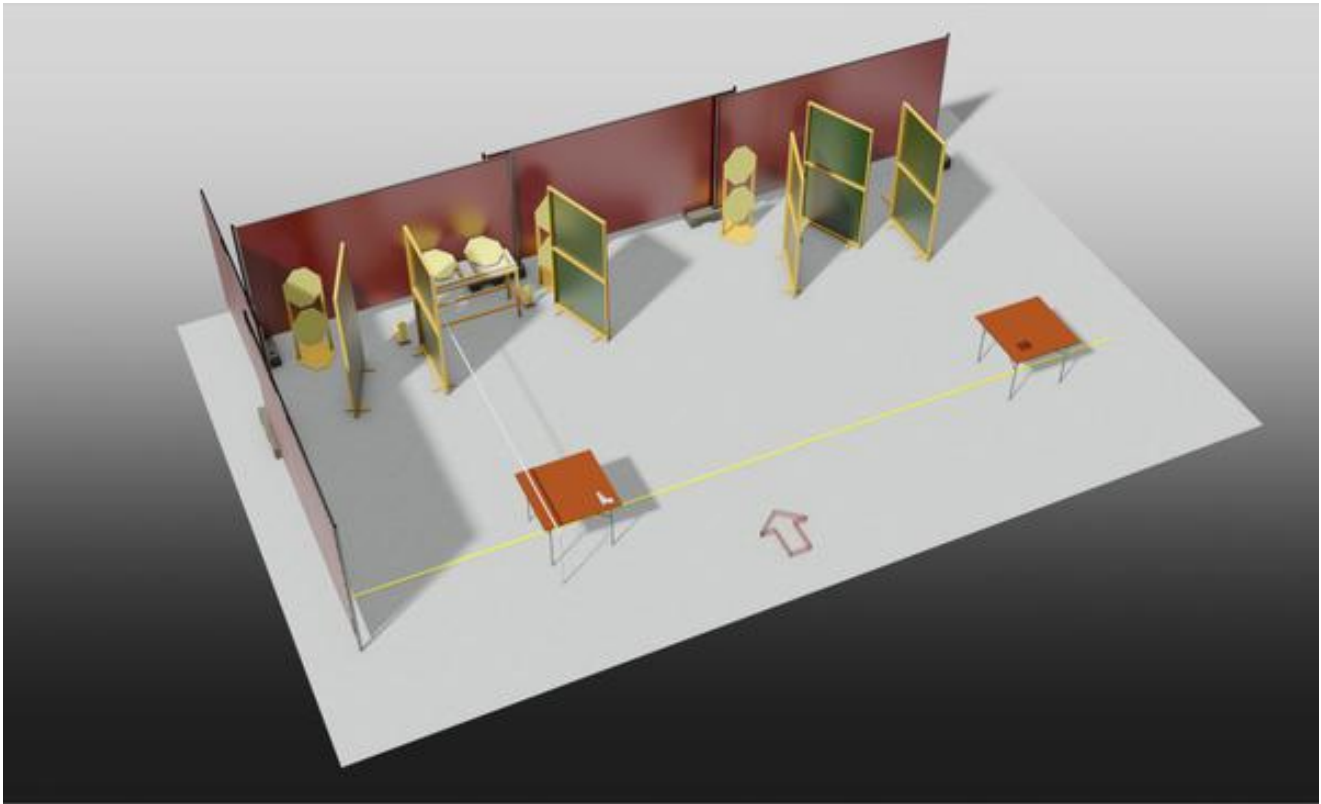


|         |                                      |            |       |
|---------|--------------------------------------|------------|-------|
| CoF     | Comstock - Medium                    | Points     | 120 p |
| Targets | 5 paper, 14 popper, Total 19 targets | Min rounds | 24    |
| Firearm | Action Air                           | Match-%    | 5.17% |

|                         |  |
|-------------------------|--|
| Procedure               | Standing relaxed at the marker, facing downrange. On the audible 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             |  |



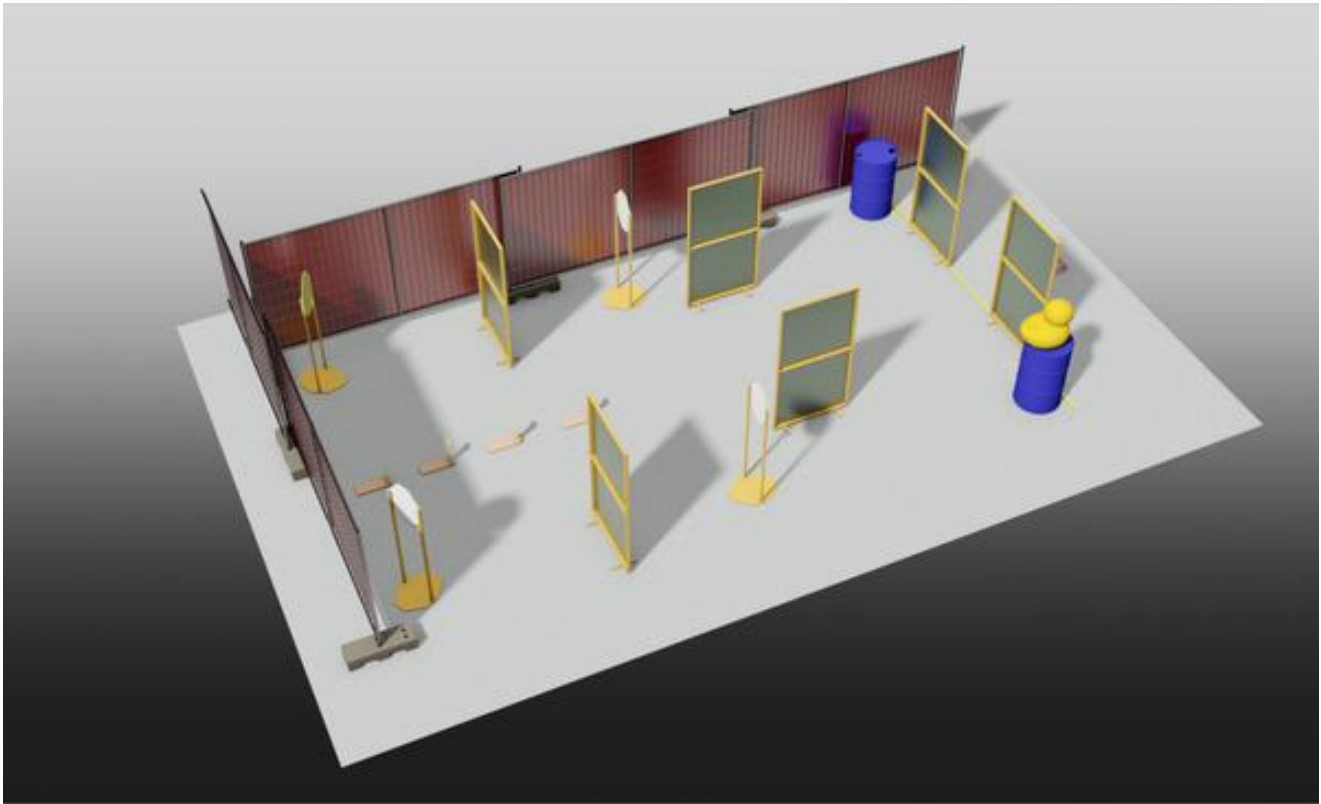
## 9. Pull to Show



|         |                                      |            |       |
|---------|--------------------------------------|------------|-------|
| CoF     | Comstock - Medium                    | Points     | 120 p |
| Targets | 10 paper, 4 popper, Total 14 targets | Min rounds | 24    |
| Firearm | Action Air                           | Match-%    | 5.17% |

|                         |  |
|-------------------------|--|
| Procedure               | Gun unloaded at the mark on one of the tables, all magazines to be used at the mark on the other table. Standing relaxed at the mark, facing downrange. On the audible signal shoot all targets as they become visible. All steel must fall. |
| Starting position       | Gun unloaded with magazines to be used on the tables   |
| Firearm ready condition |  |
| Start on                | Audible signal   |
| Stop on                 | Last shot  |
| Penalties               | As per current edition of rules  |
| Safety angles           | L/R  |
| Setup notes             |  |

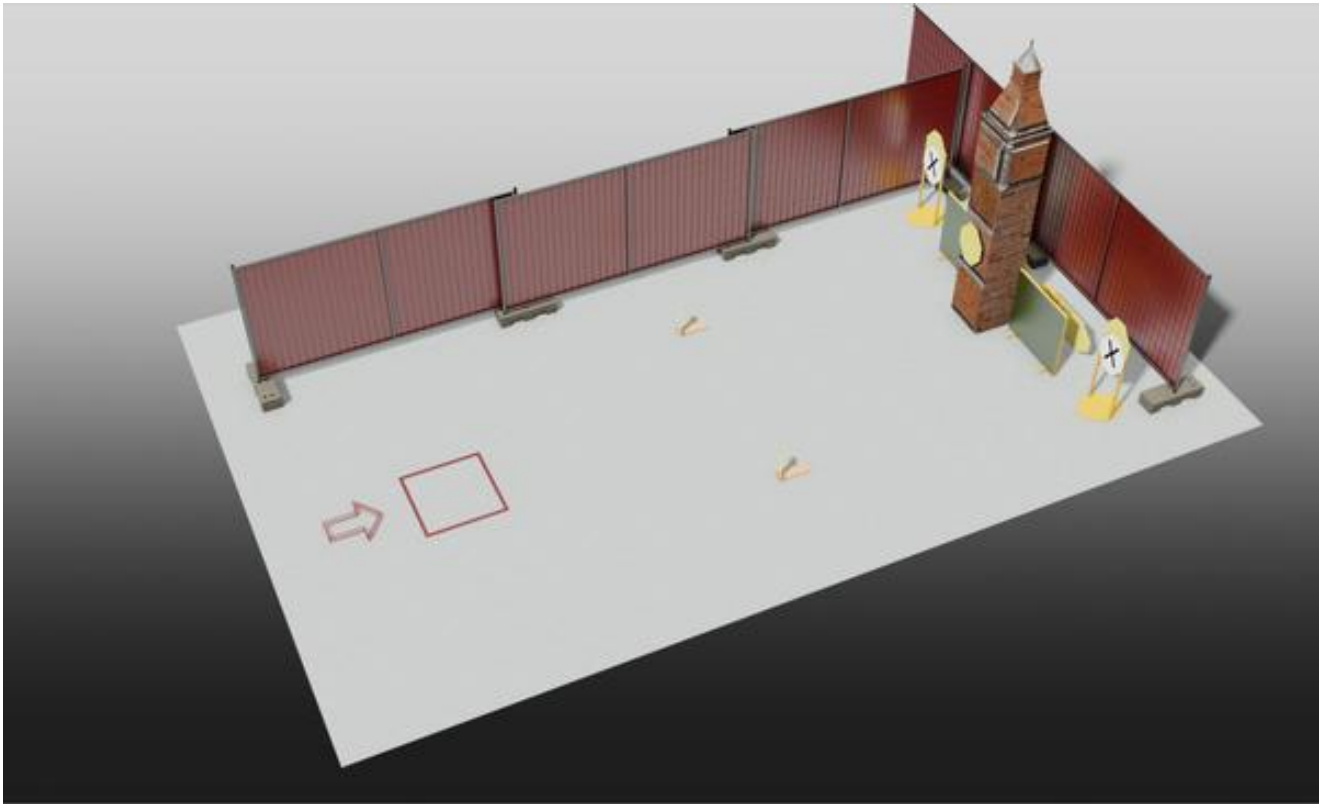
# 10. Return of the Duck



|         |                                    |            |       |
|---------|------------------------------------|------------|-------|
| CoF     | Comstock - Short                   | Points     | 60 p  |
| Targets | 4 paper, 4 popper, Total 8 targets | Min rounds | 12    |
| Firearm | Action Air                         | Match-%    | 2.59% |

|                         |  |
|-------------------------|--|
| Procedure               | Standing relaxed at the mark, facing downrange. On the audible signal shoot all targets as they become visible. All steel must fall. The duck must be moved from one table to the other table before the last shot is fired. It is not allowed to throw the duck or be rude to the Duck. |
| 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             |  |

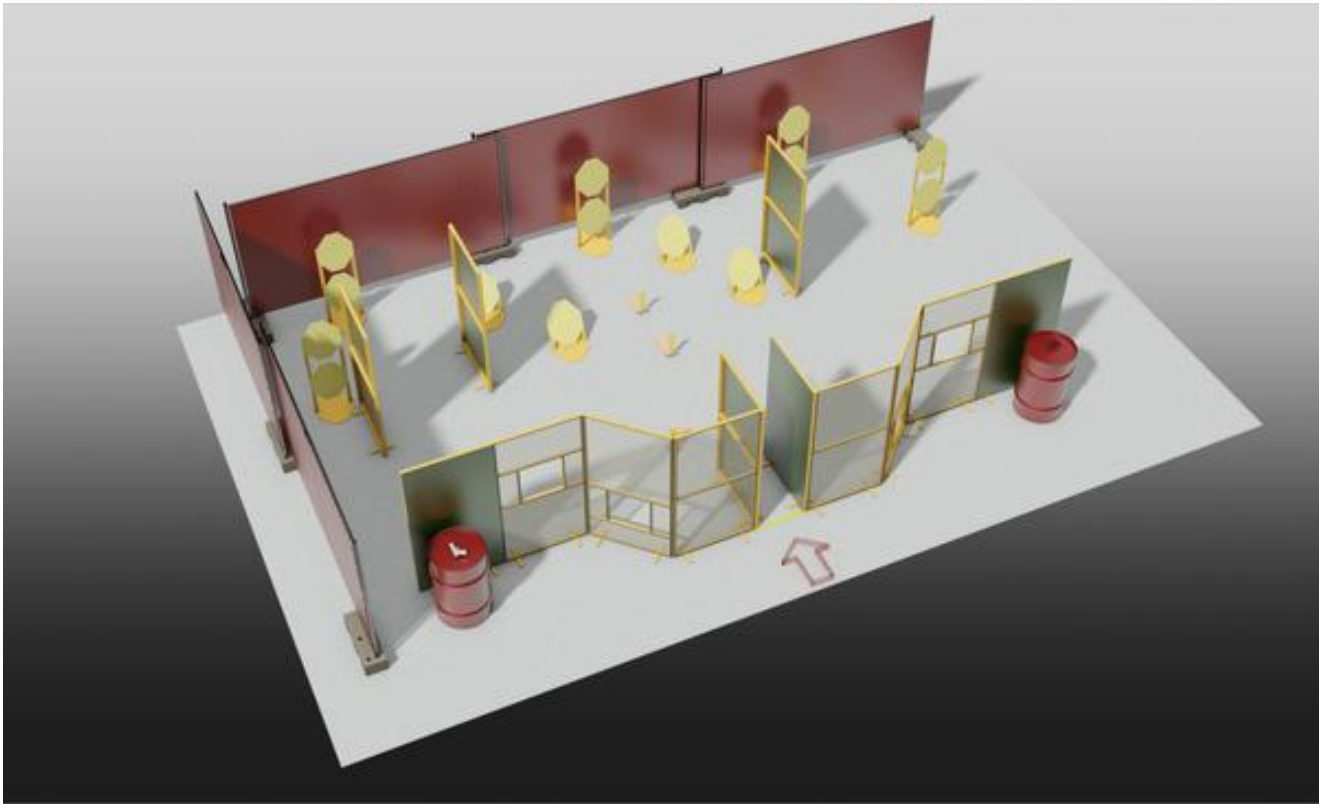
# 11. Ben is Back



|         |  |            |       |
|---------|--|------------|-------|
| CoF     | Comstock - Short                               | Points     | 60 p  |
| Targets | 5 paper, 2 popper, 2 no-shoot, Total 7 targets | Min rounds | 12    |
| Firearm | Action Air                                     | Match-%    | 2.59% |

|                         |  |
|-------------------------|--|
| Procedure               | Standing relaxed in the box, facing downrange. On the audible signal shoot all targets as they become visible from within the box. All steel must fall. The poppers will activate the moving targets as demonstrated. The moving targets are non-disappearing targets. |
| 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             |  |

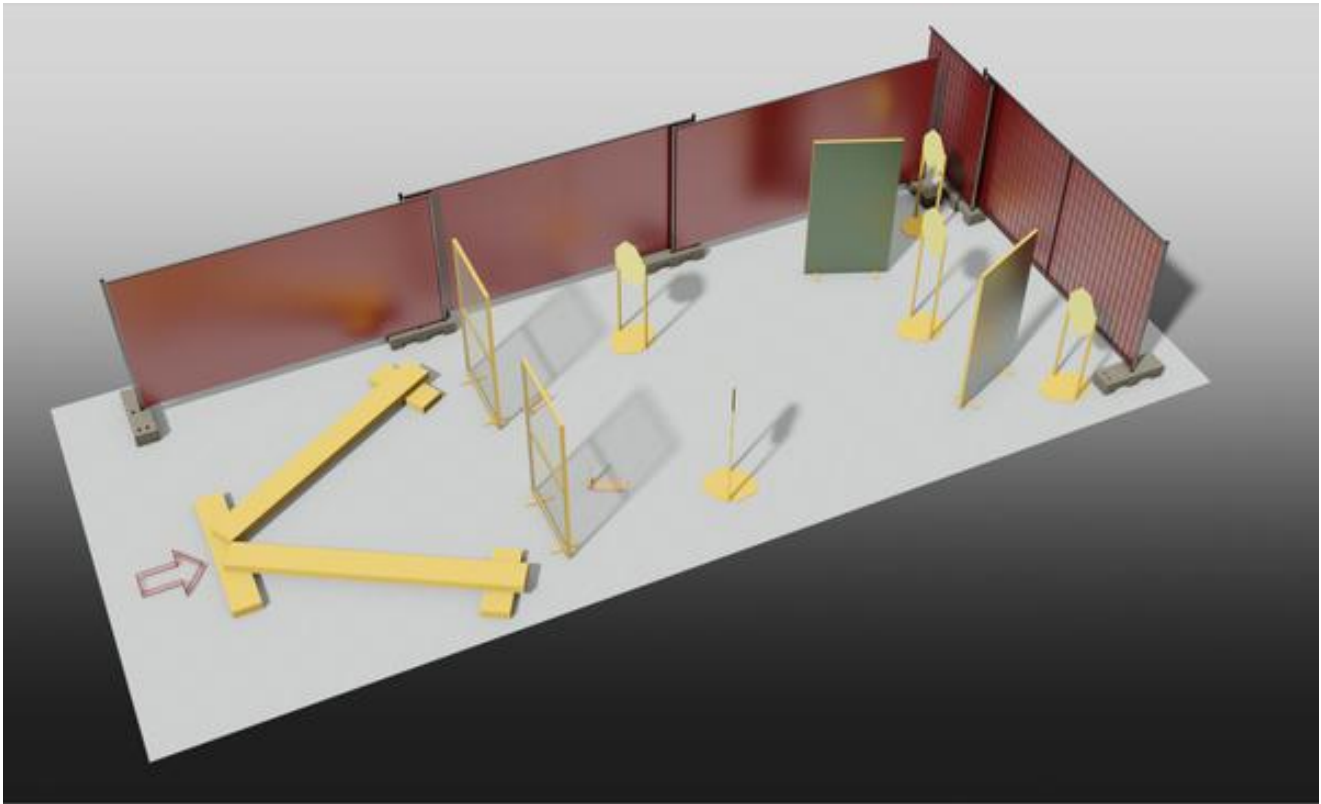
## 12. How low do you go



|         |                                      |            |       |
|---------|--------------------------------------|------------|-------|
| CoF     | Comstock - Long                      | Points     | 160 p |
| Targets | 14 paper, 4 popper, Total 18 targets | Min rounds | 32    |
| Firearm | Action Air                           | Match-%    | 6.90% |

|                         |  |
|-------------------------|--|
| Procedure               | Standing relaxed at the mark, facing downrange. On the audible signal shoot all targets as they become visible. All steel must fall. |
| Starting position       | Gun unloaded 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             |  |

## 13. Stay on the "V"



|         |                                    |            |       |
|---------|------------------------------------|------------|-------|
| CoF     | Comstock - Short                   | Points     | 60 p  |
| Targets | 5 paper, 2 popper, Total 7 targets | Min rounds | 12    |
| Firearm | Action Air                         | Match-%    | 2.59% |

|                         |  |
|-------------------------|--|
| Procedure               | Standing relaxed on the mark, facing downrange. On the audible signal shoot all targets as they become visible. All steel must fall. Shooter must stay within the 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             |  |

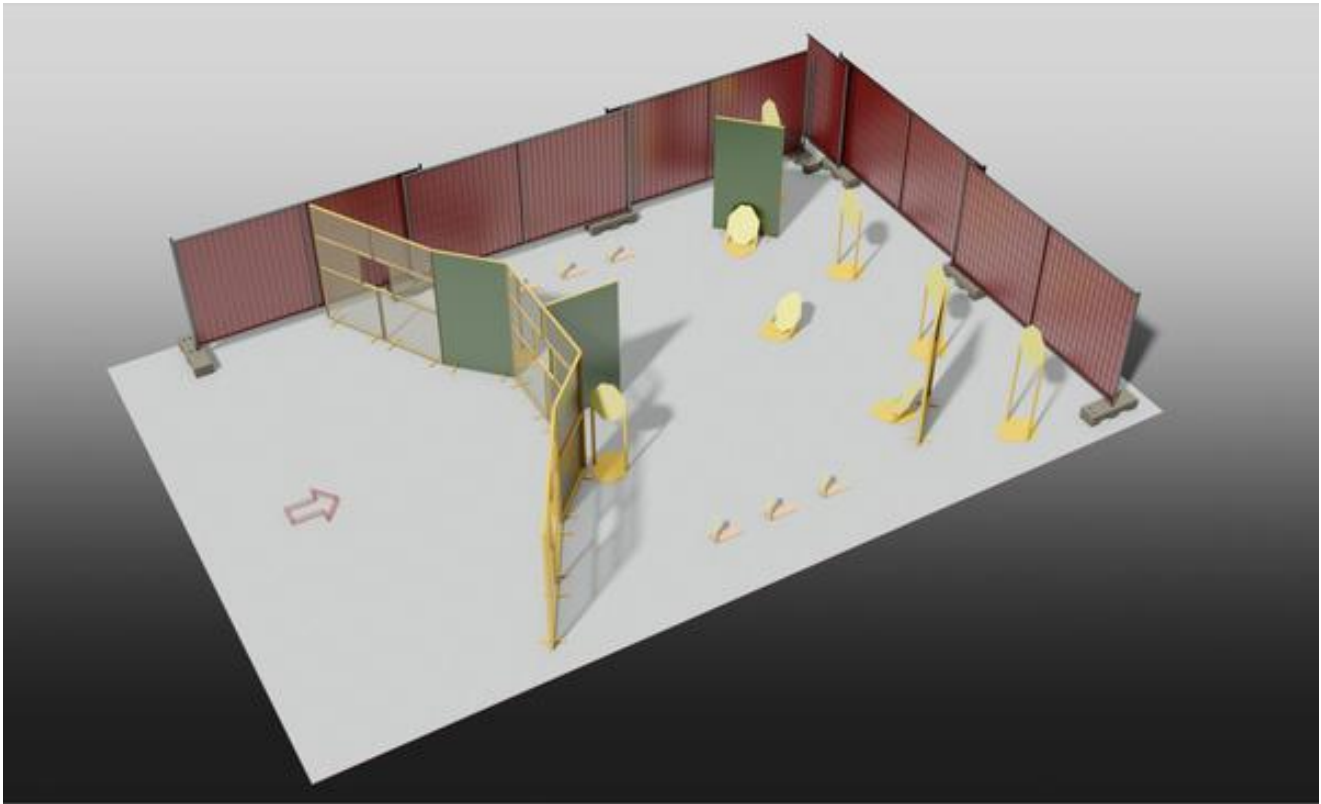
# 14. Hole in the Wall



|         |   |            |       |
|---------|---|------------|-------|
| CoF     | Comstock - Medium                               | Points     | 120 p |
| Targets | 9 paper, 6 popper, 2 no-shoot, Total 15 targets | Min rounds | 24    |
| Firearm | Action Air                                      | Match-%    | 5.17% |

|                         |  |
|-------------------------|--|
| Procedure               | Standing relaxed anywhere in the demarcated area, facing downrange. On the audible signal shoot all targets as they become visible. All steel must fall. The popper will activate the moving target as demonstrated. The moving target is a non-disappearing target. |
| Starting position       | Gun unloaded with all magazines to be used 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             |  |

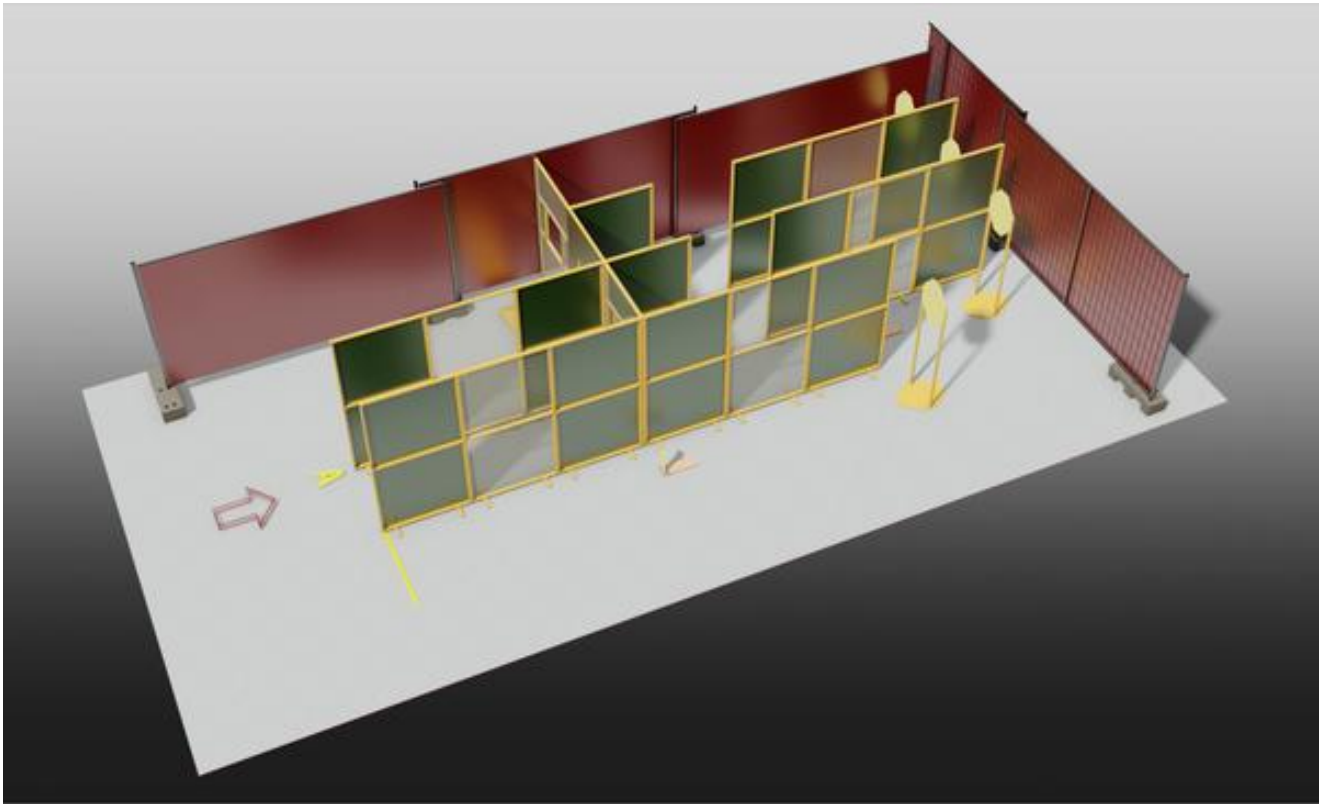
## 15. Sliding panels



|         |                                     |            |       |
|---------|-------------------------------------|------------|-------|
| CoF     | Comstock - Medium                   | Points     | 120 p |
| Targets | 9 paper, 6 popper, Total 15 targets | Min rounds | 24    |
| Firearm | Action Air                          | Match-%    | 5.17% |

|                         |  |
|-------------------------|--|
| Procedure               | Standing relaxed anywhere in the demarcated area, facing downrange. On the audible 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. Use the Seesaw

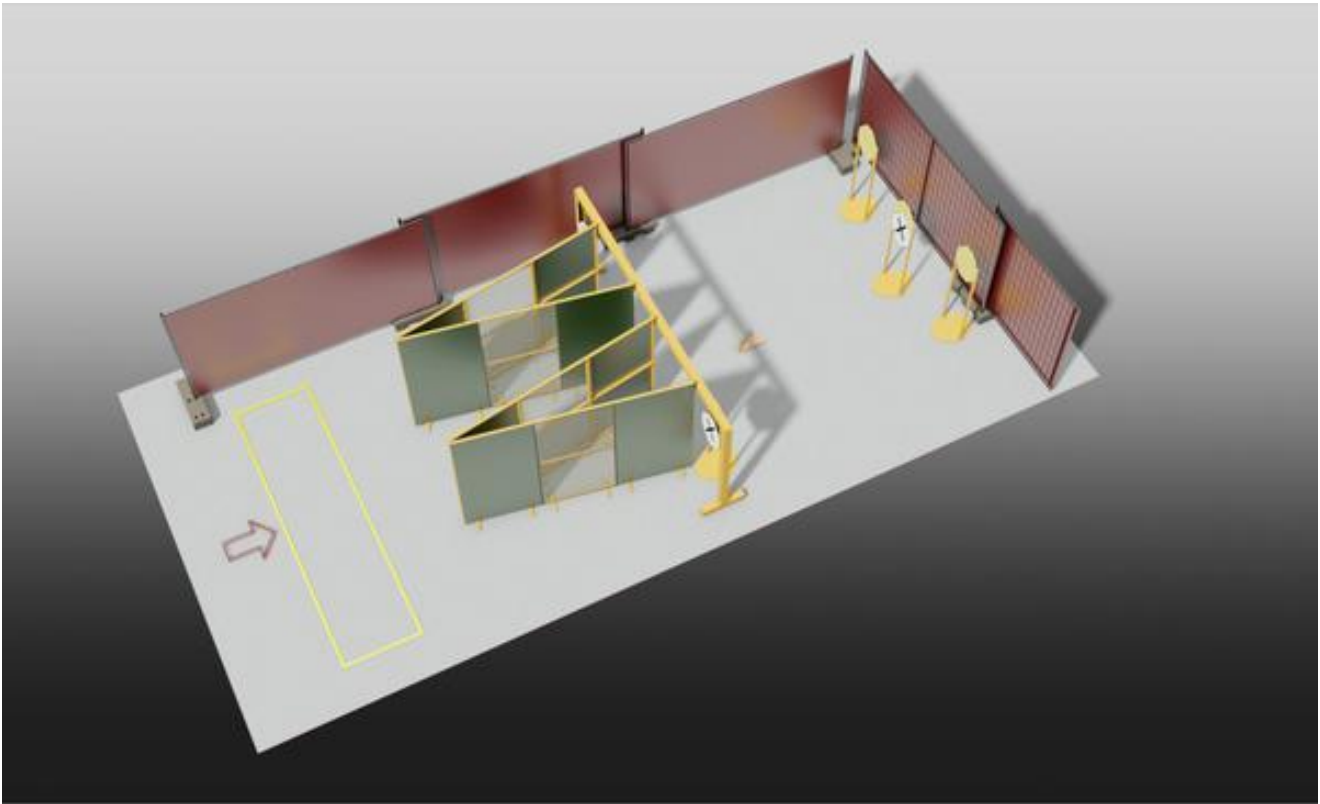


|         |                                    |            |       |
|---------|------------------------------------|------------|-------|
| CoF     | Comstock - Short                   | Points     | 60 p  |
| Targets | 4 paper, 4 popper, Total 8 targets | Min rounds | 12    |
| Firearm | Action Air                         | Match-%    | 2.59% |

|                         |  |
|-------------------------|--|
| Procedure               | Standing relaxed at the mark, facing downrange. On the audible signal shoot all targets as they become visible. All steel must fall. The seesaw must be turned over at least once between two shots 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             |  |



# 17. The Mover



|         |  |            |       |
|---------|--|------------|-------|
| CoF     | Comstock - Short                               | Points     | 60 p  |
| Targets | 5 paper, 2 popper, 2 no-shoot, Total 7 targets | Min rounds | 12    |
| Firearm | Action Air                                     | Match-%    | 2.59% |

|                         |  |
|-------------------------|--|
| Procedure               | Standing relaxed at the marker, facing downrange. On the audible signal shoot all targets as they become visible. All steel must fall. The popper will activate the moving target as demonstrated. 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             |  |

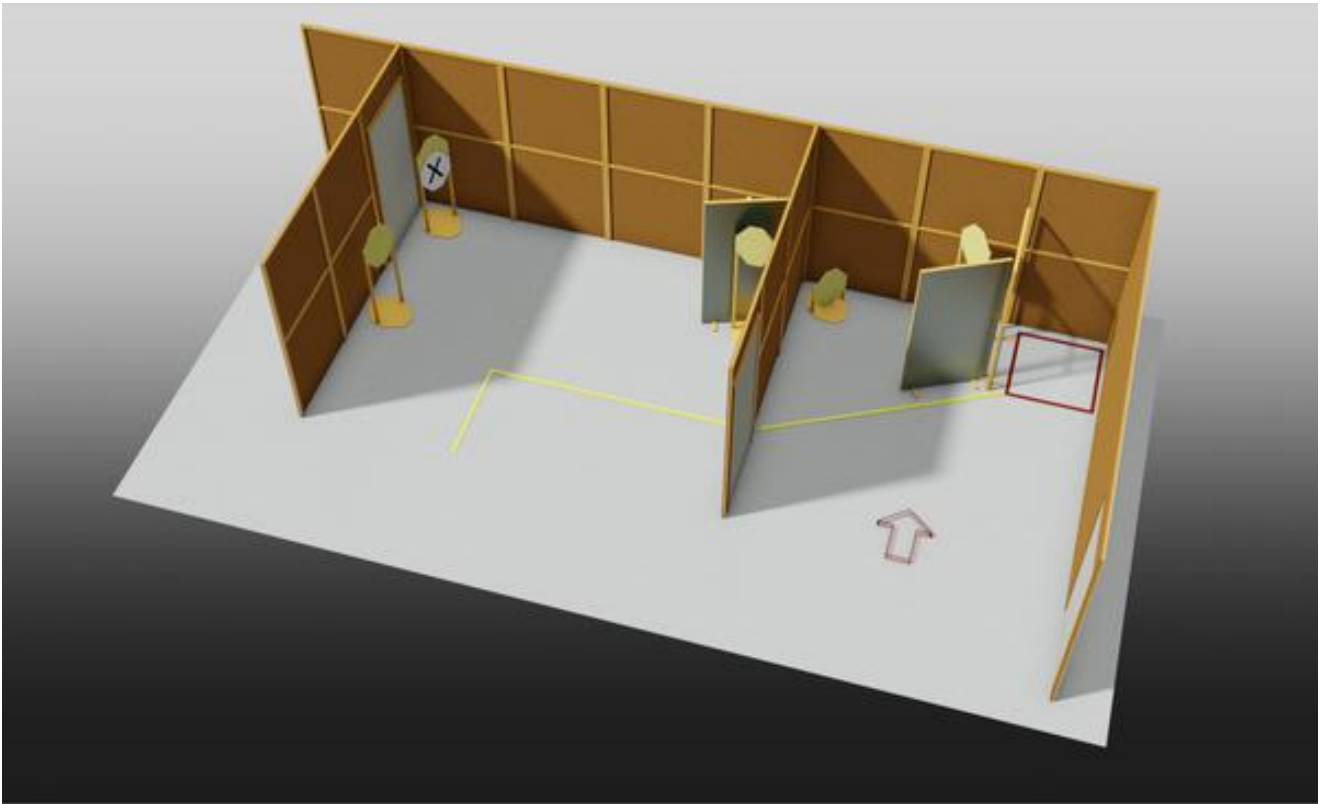
## 18. Dinner is served



|         |                                      |            |       |
|---------|--------------------------------------|------------|-------|
| CoF     | Comstock - Long                      | Points     | 160 p |
| Targets | 13 paper, 6 popper, Total 19 targets | Min rounds | 32    |
| Firearm | Action Air                           | Match-%    | 6.90% |

|                         |   |
|-------------------------|---|
| Procedure               | Sitting relaxed on the chair; holding a magazine in each hand as demonstrated. On the audible signal shoot all targets as they become visible. All steel must fall. The popper will activate the moving target as demonstrated. The moving target is a non-disappearing target. |
| Starting position       | Gun unloaded at the barrell, all magazines to be used 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             |   |

## 19. Behind closed doors



|         |                                      |            |       |
|---------|--------------------------------------|------------|-------|
| CoF     | Comstock - Short                     | Points     | 60 p  |
| Targets | 6 paper, 1 no-shoot, Total 6 targets | Min rounds | 12    |
| Firearm | Action Air                           | Match-%    | 2.59% |

|                         |  |
|-------------------------|--|
| Procedure               | Standing relaxed at the marker, facing uprange. On the audible 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             |  |

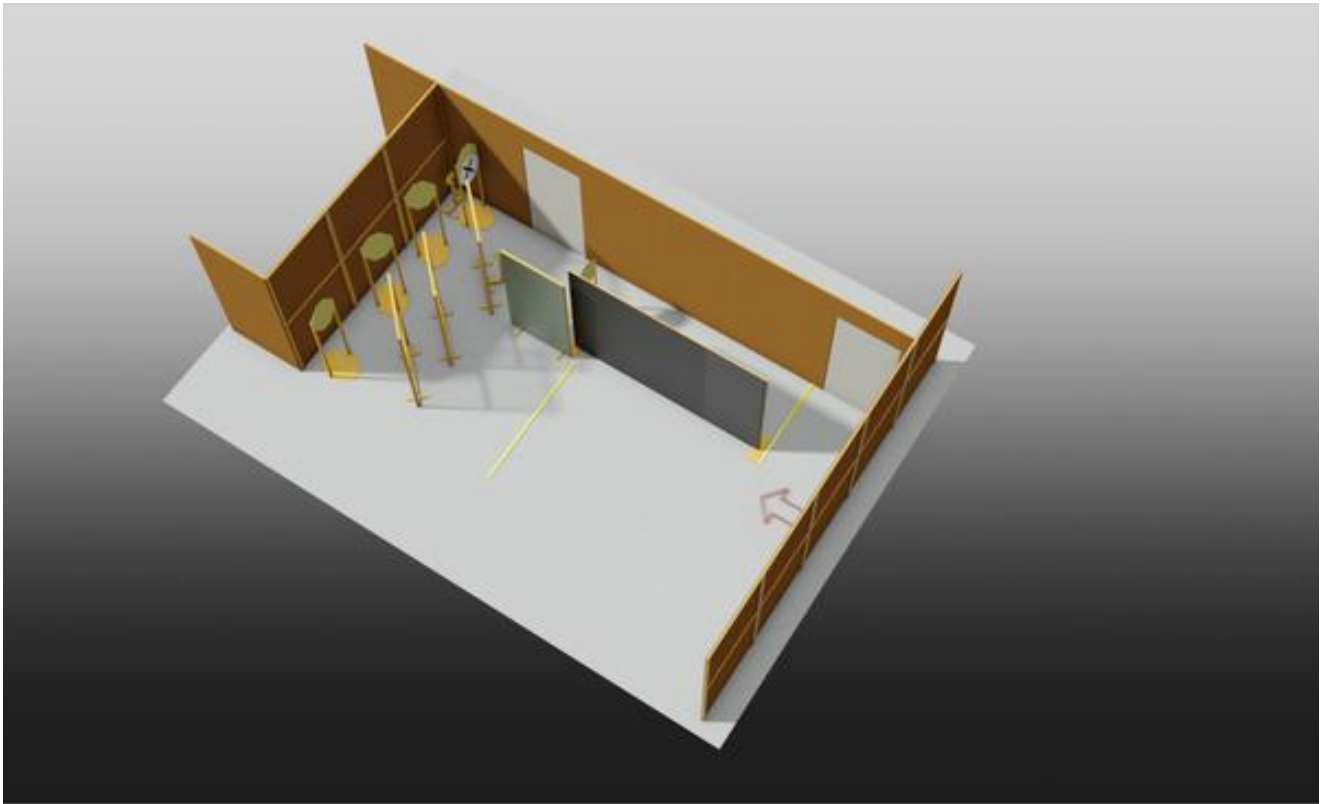
## 20. Hide and Seek



|         |  |            |       |
|---------|--|------------|-------|
| CoF     | Comstock - Short                               | Points     | 60 p  |
| Targets | 4 paper, 4 popper, 1 no-shoot, Total 8 targets | Min rounds | 12    |
| Firearm | Action Air                                     | Match-%    | 2.59% |

|                         |  |
|-------------------------|--|
| Procedure               | Standing relaxed at the mark, facing downrange. On the audible 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             |  |

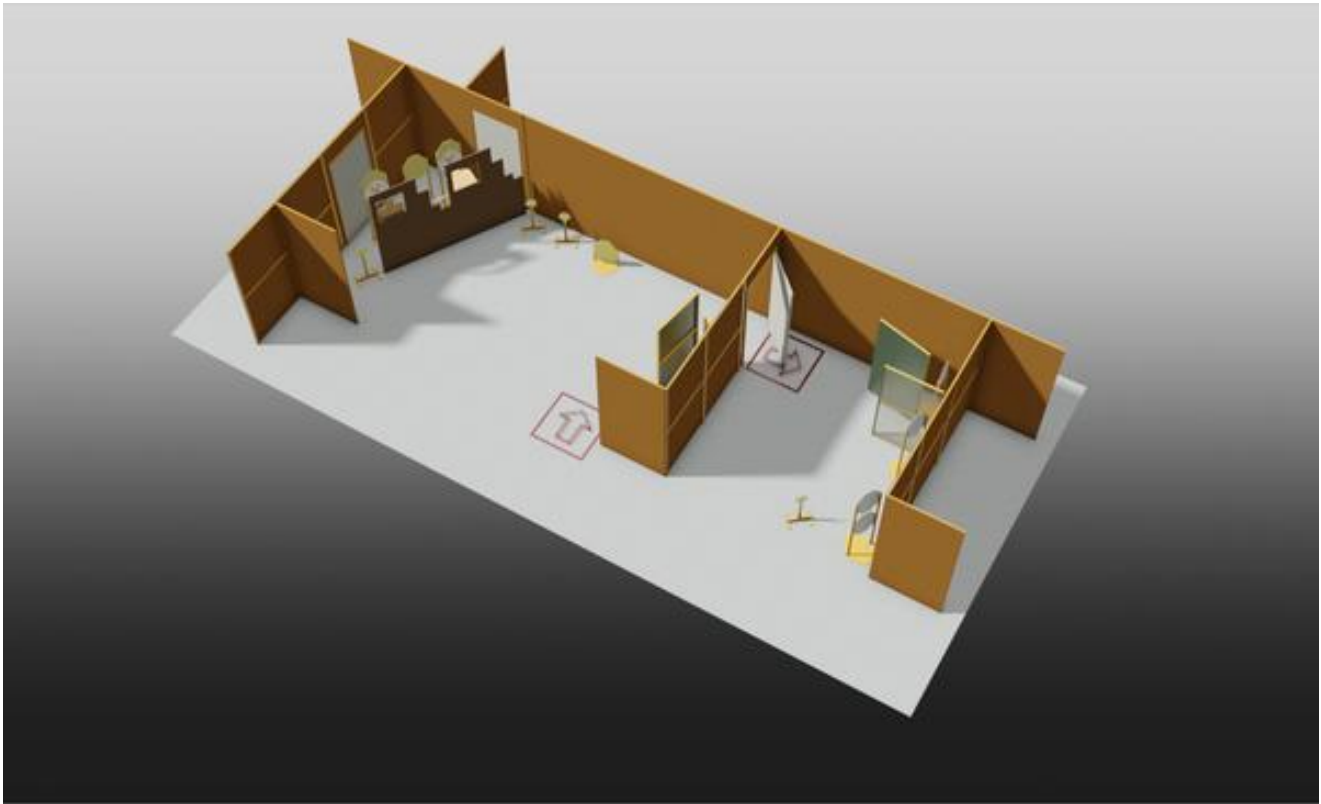
## 21. Tactical views



|         |  |            |       |
|---------|--|------------|-------|
| CoF     | Comstock - Short                               | Points     | 60 p  |
| Targets | 5 paper, 2 popper, 1 no-shoot, Total 7 targets | Min rounds | 12    |
| Firearm | Action Air                                     | Match-%    | 2.59% |

|                         |  |
|-------------------------|--|
| Procedure               | Standing relaxed anywhere in the demarcated area, facing downrange. On the audible 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             |  |

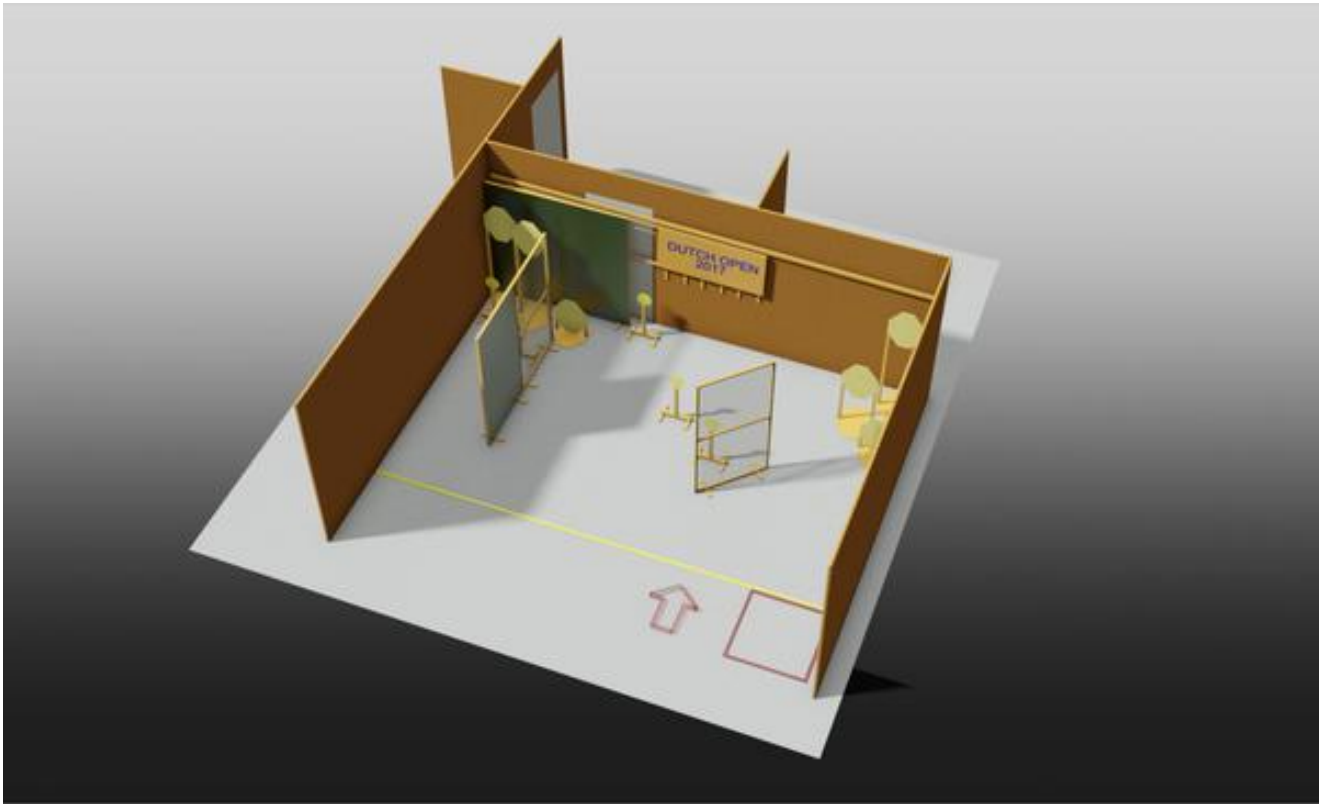
## 22. Red light district



|         |  |            |       |
|---------|--|------------|-------|
| CoF     | Comstock - Medium                                | Points     | 120 p |
| Targets | 10 paper, 4 popper, 3 no-shoot, Total 14 targets | Min rounds | 24    |
| Firearm | Action Air                                       | Match-%    | 5.17% |

|                         |   |
|-------------------------|---|
| Procedure               | Standing relaxed at the marker, facing downrange. On the audible signal shoot all targets as they become visible. The popper will activate the moving target as demonstrated. The moving target is a non-disappearing target. |
| 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             |   |

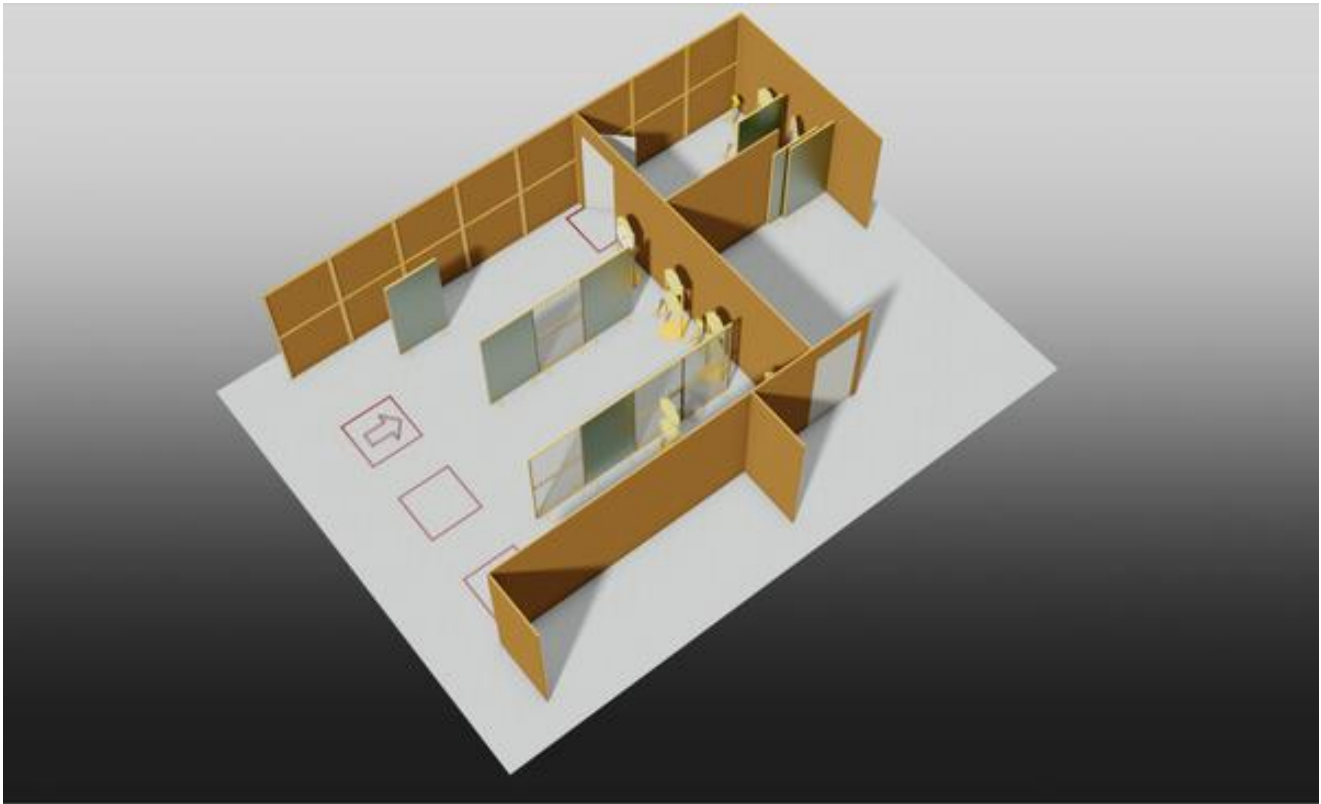
## 23. Hit it when you see it



|         |   |            |       |
|---------|---|------------|-------|
| CoF     | Comstock - Medium                               | Points     | 120 p |
| Targets | 9 paper, 6 popper, 3 no-shoot, Total 15 targets | Min rounds | 24    |
| Firearm | Action Air                                      | Match-%    | 5.17% |

|                         |  |
|-------------------------|--|
| Procedure               | Standing relaxed at the mark, facing downrange. On the audible signal shoot all targets as they become visible. All steel must fall. The popper will activate the moving target as demonstrated. 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. Spot the Crocodile



|         |  |            |       |
|---------|--|------------|-------|
| CoF     | Comstock - Long                                  | Points     | 160 p |
| Targets | 12 paper, 8 popper, 2 no-shoot, Total 20 targets | Min rounds | 32    |
| Firearm | Action Air                                       | Match-%    | 6.90% |

|                         |   |
|-------------------------|---|
| Procedure               | Standing relaxed at the mark in the middle box, facing downrange. On the audible signal shoot all targets as they become visible from within the boxes only. All steel must fall. Watch for the Crocodiles! |
| 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             |   |