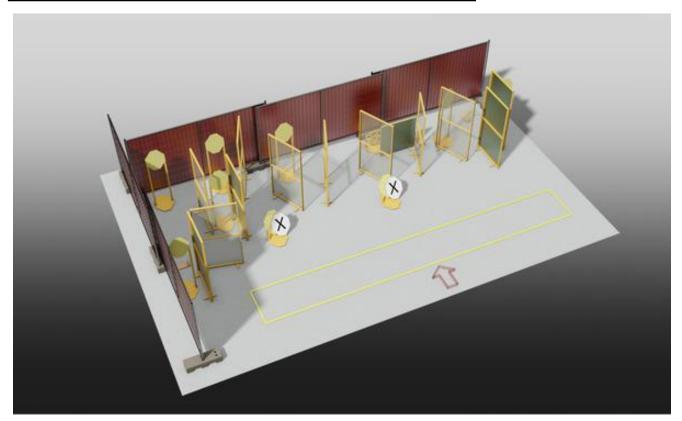
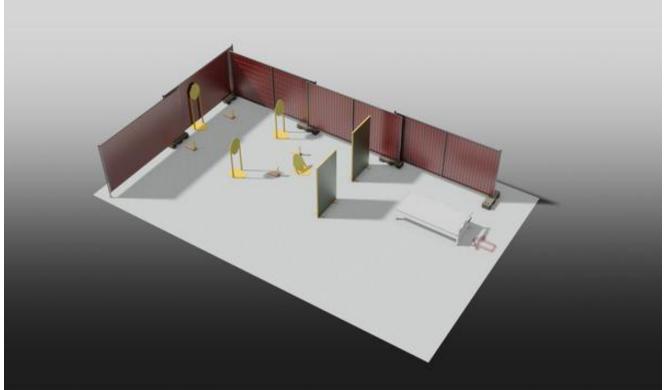
1. Lateral movement only



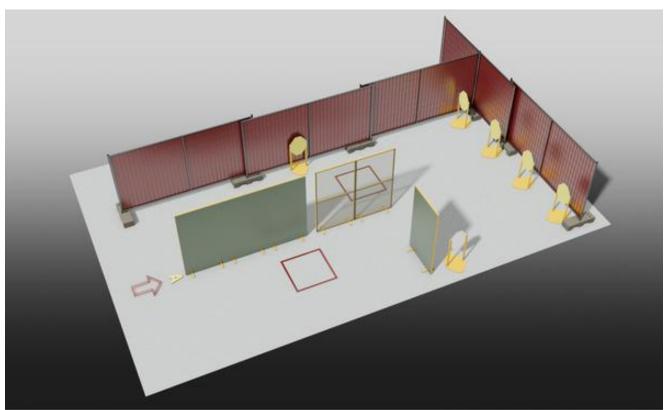
	Constants Madium		100
CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, 2 no-shoot, Total 14 targets	Min rounds	24
Firearm	Action Air	Match-%	5.17%
Procedure	Standing relaxed at the marker, facing downrange. On the audible steel must fall. The popper will activate the moving target as demo 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	Shoot'n Score It https://shootnscoreit.com 2025-08-08-00:56		

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 become visible, lying on the bed. All steel must fall.	y. On the audible sig	gnal shoot all targets as they
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			

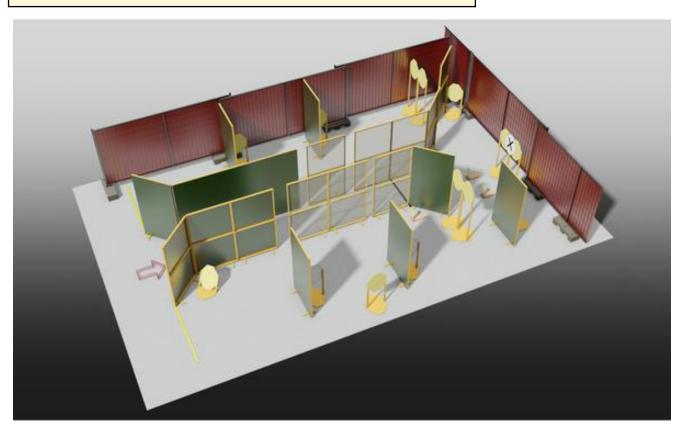
3. Only two positions



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 within the two shooting boxes. All steel must fall.	signal shoot all targ	ets as they become visible from
Starting position	Gun loaded & holstered		
Firearm ready			
condition	Audible signal		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

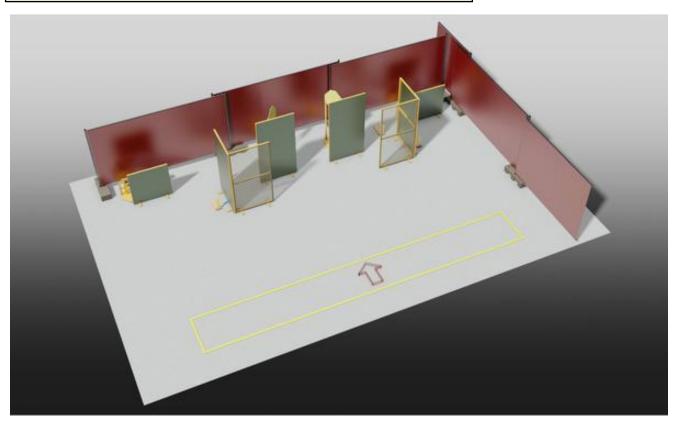
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4. Down the Hallway



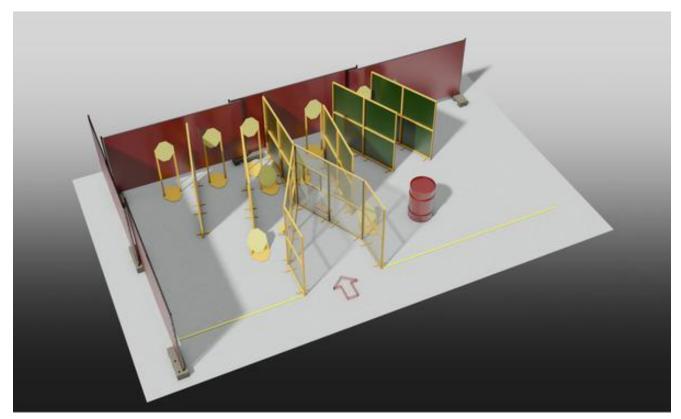
CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 1 no-shoot, Total 18 targets	Min rounds	32
Firearm	Action Air	Match-%	6.90%
Procedure	Standing relaxed at the marker, facing downrange. On the audible steel must fall.	signal shoot all targ	ets as they become visible. All
Starting position	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	Shaat'n Saara li hittaa //ahaataaaarait aam 2025 00 00 00/56		

5. Choosing sides



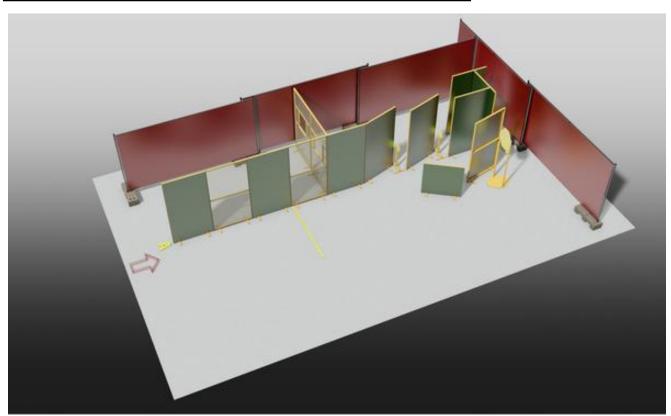
CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, Total 8 targets	Min rounds	12
Firearm	Action Air	Match-%	2.59%
Procedure	Standing relaxed anywhere in the demarcated area, facing downra visible. All steel must fall. The moving targets will be activated by p non-disappearing targets.		
Starting position	Gun unloaded & holstered		
Firearm ready			
condition Start on	Audikle signal		
	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			
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6. In the Corner



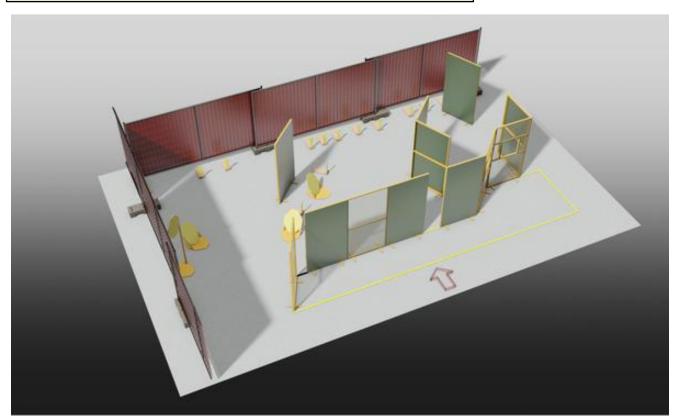
CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, 1 no-shoot, Total 14 targets	Min rounds	24
Firearm	Action Air	Match-%	5.17%
Procedure	Standing relaxed at the marker, facing downrange. On the audible steel must fall.	signal shoot all targ	ets as they become visible. All
Starting position	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			
	Shoot'n Score It https://shootpscoreit.com 2025.08.08.00.56		

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 steel must fall. The moving target will be activated by the popper a 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	Shoot'n Score It https://shootnscoreit.com 2025-08-08.00:56		

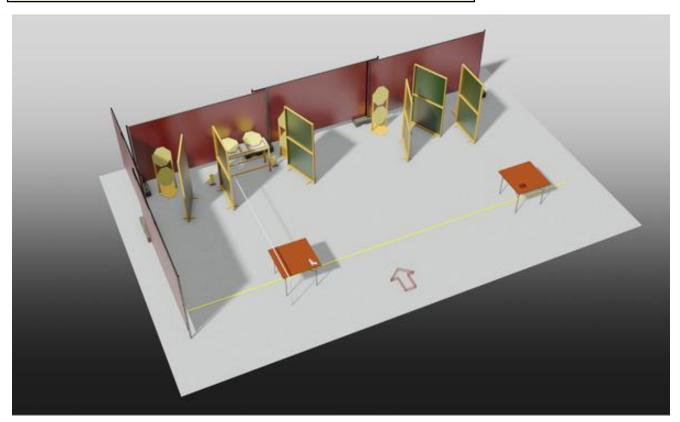
8. Poppers Galore



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. steel must fall. Stanting position Gun loaded & holstered Firearm ready condition Start on Audible signal Image: Condition of rules Image: Condition of rules Image: Condition of rules Startury angles L/R Image: Condition of rules Image: Condition of rules Image: Condition of rules Image: Condition of rules				
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. steel must fall. Starting position Gun loaded & holstered Firearm ready condition Start on Audible signal	CoF	Comstock - Medium	Points	120 p
Procedure Standing relaxed at the marker, facing downrange. On the audible signal shoot all targets as they become visible. steel must fall. Starting position Gun loaded & holstered Firearm ready condition Start on Audible signal Last shot Penalties As per current edition of rules L/R L/R	Targets	5 paper, 14 popper, Total 19 targets	Min rounds	24
Procedure steel must fall. Starting position Gun loaded & holstered Firearm ready	Firearm	Action Air	Match-%	5.17%
Procedure steel must fall. Starting position Gun loaded & holstered Firearm ready				
Firearm ready condition Start on Audible signal Stop on Last shot Penalties Safety angles L/R	Procedure		signal shoot all targ	lets as they become visible. All
condition Start on Audible signal Stop on Last shot Penalties As per current edition of rules L/R		Gun loaded & holstered		
Start on Audible signal Stop on Last shot Penalties As per current edition of rules Safety angles L/R				
Stop on Last shot Penalties As per current edition of rules Safety angles L/R		An although the strength		
Penalties As per current edition of rules Safety angles L/R	Start on	Audible signal		
Safety angles L/R	Stop on	Last shot		
	Penalties	As per current edition of rules		
Setup notes	Safety angles	L/R		
	Setup notes			

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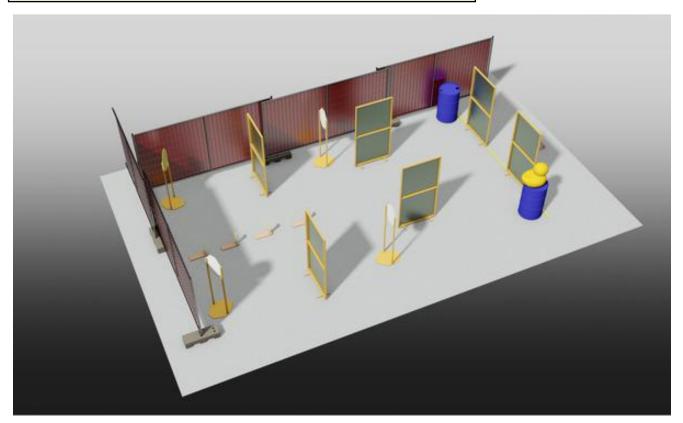
9. Pull to Show



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

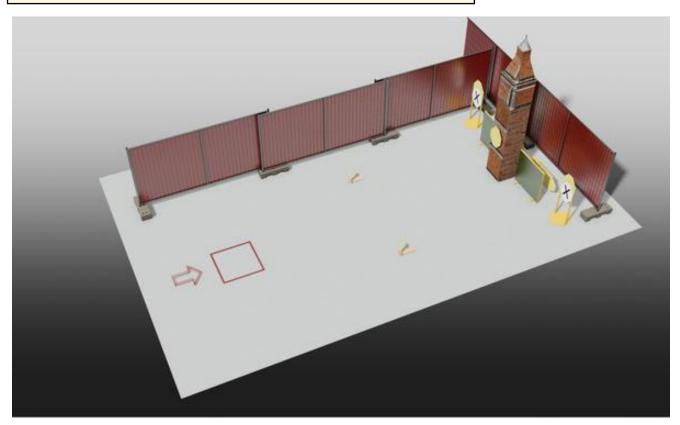
Procedure	Gun unloaded at the mark on one of the tables, all magazines to be used at the mark on the other table. Standing relaxed at the mark, facing downrange. On the audible signal shoot all targets as they become visible. All steel must fall.
Starting position	Gun unloaded with magazines to be used 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 si steel must fall. The duck must be moved from one table to the other 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	Shoot'n Score It https://shootpscoreit.com 2025-08-08 00:56		

11. Ben is Back



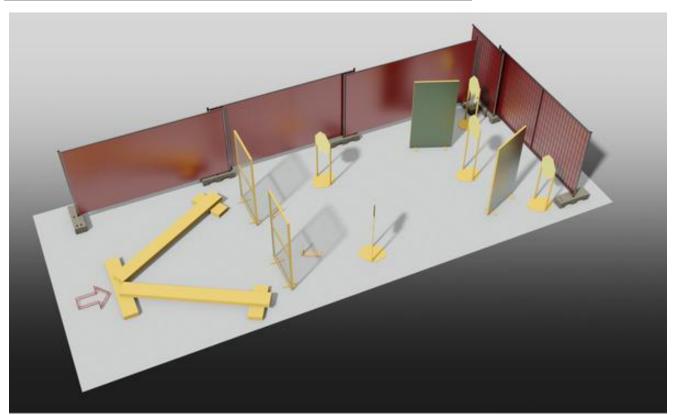
CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 2 no-shoot, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	2.59%
Procedure	Standing relaxed in the box, facing downrange. On the audible sign within the box. All steel must fall. The poppers will activate the mov are non-disappearing 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	Sheet'n Seere It https://abactpagereit.com _ 2025_09_09_00;56		

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 si steel must fall.	ignal shoot all target	s as they become visible. All
Starting position	Gun unloaded on one of the barrels, all magazines on the other ba	arrel	
Firearm ready			
condition	An although the strength		
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"



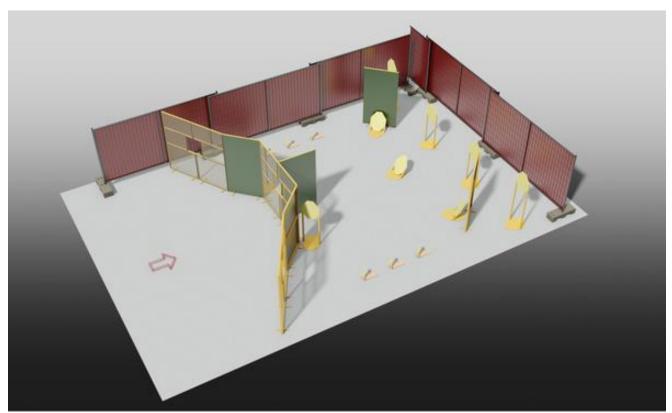
CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	2.59%
Procedure	Standing relaxed on the mark, facing downrange. On the audible s steel must fall. Shooter must stay within the demarcated area.	signal shoot all targe	ts as they become visible. All
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 downra become visible. All steel must fall. The popper will activate the mor 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			
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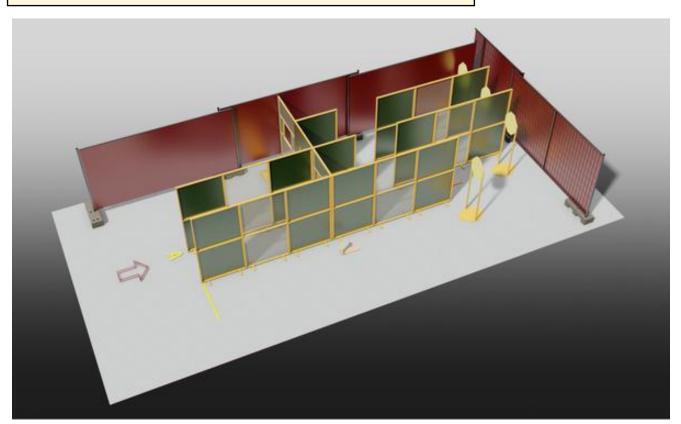
15. Sliding panels



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 downra become visible. All steel must fall.	ange. On the audible	e signal shoot all targets as they
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	Shoot'n Score It https://shootpscoreit.com 2025-08-08-00:56		

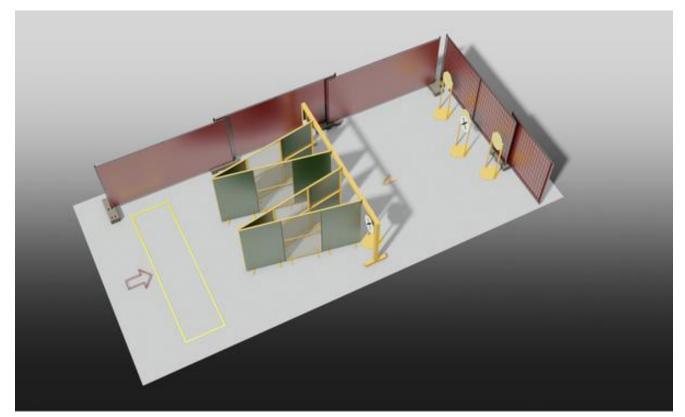
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16. Use the Seesaw



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 si steel must fall. The seesaw must be turned over at least once betw		-
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			
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17. The Mover



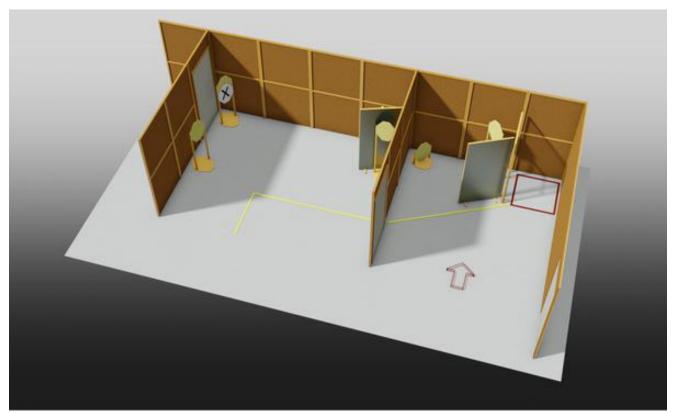
CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 2 no-shoot, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	2.59%
Procedure	Standing relaxed at the marker, facing downrange. On the audible steel must fall. The popper will activate the moving target as demo target.		
Starting position	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 Targets 13 paper, 6 popper, Total 19 targets Min rounds Firearm Action Air Match-% Procedure Sitting relaxed on the chair; holding a magazine in each hand as demonstrated. On the audible s as they become visible. All steel must fall. The popper will activate the moving target as demonstrated target is a non-disappearing target. Starting position Gun unloaded at the barrell, all magazines to be used at the table	
Firearm Action Air Match-% Procedure Sitting relaxed on the chair; holding a magazine in each hand as demonstrated. On the audible s as they become visible. All steel must fall. The popper will activate the moving target as demons target is a non-disappearing target. Starting position Gun unloaded at the barrell, all magazines to be used at the table	6.90%
Procedure Sitting relaxed on the chair; holding a magazine in each hand as demonstrated. On the audible s as they become visible. All steel must fall. The popper will activate the moving target as demons target is a non-disappearing target. Starting position Gun unloaded at the barrell, all magazines to be used at the table	signal shoot all targets
Procedure as they become visible. All steel must fall. The popper will activate the moving target as demons target is a non-disappearing target. Starting position Gun unloaded at the barrell, all magazines to be used at the table Firearm ready Firearm ready	
Procedure as they become visible. All steel must fall. The popper will activate the moving target as demons target is a non-disappearing target. Starting position Gun unloaded at the barrell, all magazines to be used at the table Firearm ready Firearm ready	
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



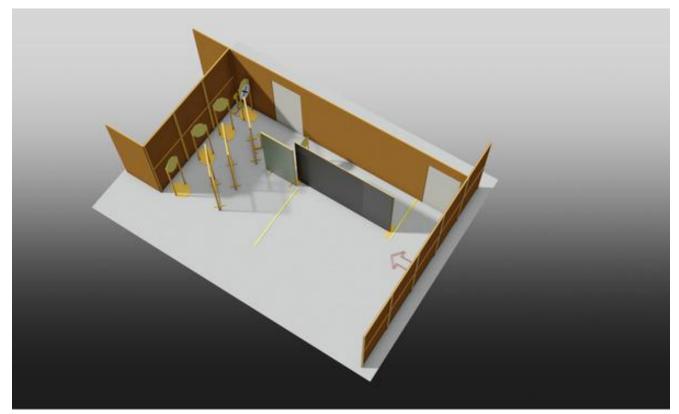
CoF	Comstock - Short	Points	60 p
Targets	6 paper, 1 no-shoot, Total 6 targets	Min rounds	12
Firearm	Action Air	Match-%	2.59%
Procedure	Standing relaxed at the marker, facing uprange. On the audible sig steel must fall.	gnal shoot all targets	s as they become visible. All
Starting position	Gun unloaded & 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	Shaat'n Soora It https://abactagograit.com _ 2025_08_08_00:56		

20. Hide and Seek



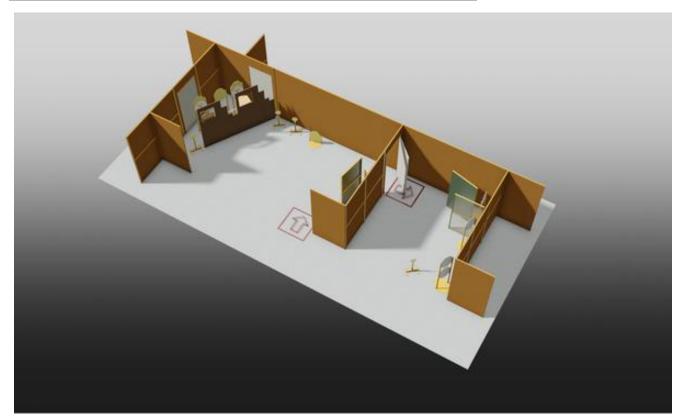
CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, 1 no-shoot, Total 8 targets	Min rounds	12
Firearm	Action Air	Match-%	2.59%
Procedure	Standing relaxed at the mark, facing downrange. On the audible si steel must fall.	ignal shoot all target	s as they become visible. All
Starting position	Gun 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			
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21. Tactical views



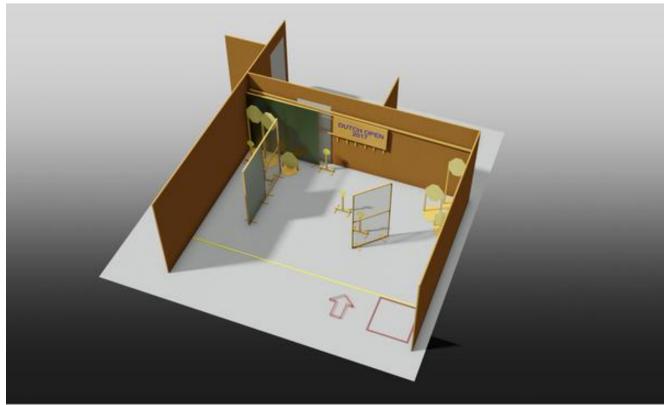
CoFComstock - ShortPoints60 pTargets5 paper, 2 popper, 1 no-shoot, Total 7 targetsMin rounds12FirearmAction AirMatch-%2.59%ProcedureStanding relaxed anywhere in the demarcated area, facing downrange. On the audible signal shoot all targets as the become visible. All steel must fall.Starting position Firearm ready conditionGun loaded & holstered				
Firearm Action Air Match-% 2.59% Procedure Standing relaxed anywhere in the demarcated area, facing downrange. On the audible signal shoot all targets as the become visible. All steel must fall. Starting position Gun loaded & holstered Firearm ready condition Start on Audible signal Last shot Audible signal As per current edition of rules	CoF	Comstock - Short	Points	60 p
Procedure Standing relaxed anywhere in the demarcated area, facing downrange. On the audible signal shoot all targets as the 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	Targets	5 paper, 2 popper, 1 no-shoot, Total 7 targets	Min rounds	12
Procedure become visible. All steel must fall. Starting position Gun loaded & holstered Firearm ready	Firearm	Action Air	Match-%	2.59%
Procedure become visible. All steel must fall. Starting position Gun loaded & holstered Firearm ready				
Firearm ready condition Start on Audible signal Stop on Last shot Penalties As per current edition of rules	Procedure		ange. On the audible	e signal shoot all targets as they
condition Start on Audible signal Stop on Last shot Penalties As per current edition of rules	Starting position	Gun loaded & holstered		
Start on Audible signal Stop on Last shot Penalties As per current edition of rules				
Stop on Last shot Penalties As per current edition of rules				
Penalties As per current edition of rules	Start on	Audible signal		
	Stop on	Last shot		
Safety angles L/R	Penalties	As per current edition of rules		
	Safety angles	L/R		
Setup notes	Setup notes			

22. Red light district



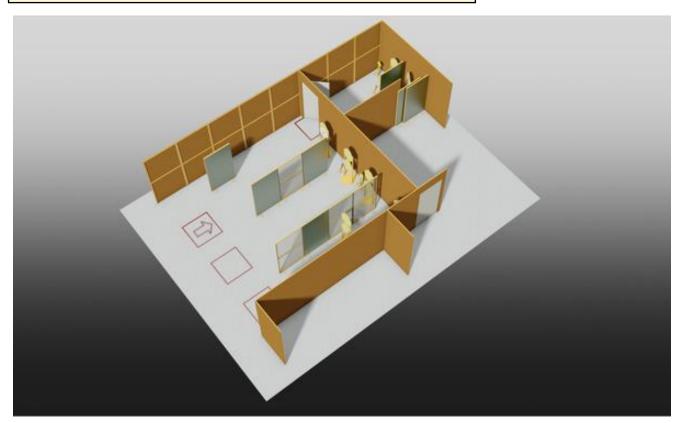
CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, 3 no-shoot, Total 14 targets	Min rounds	24
Firearm	Action Air	Match-%	5.17%
Procedure	Standing relaxed at the marker, facing downrange. On the audible popper will activate the moving target as demonstrated. The movir		-
Starting position	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			
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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 si steel must fall. The popper will activate the moving target as demo 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	Shoot'n Score It https://shootnscoreit.com 2025-08-08 00:56		

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			