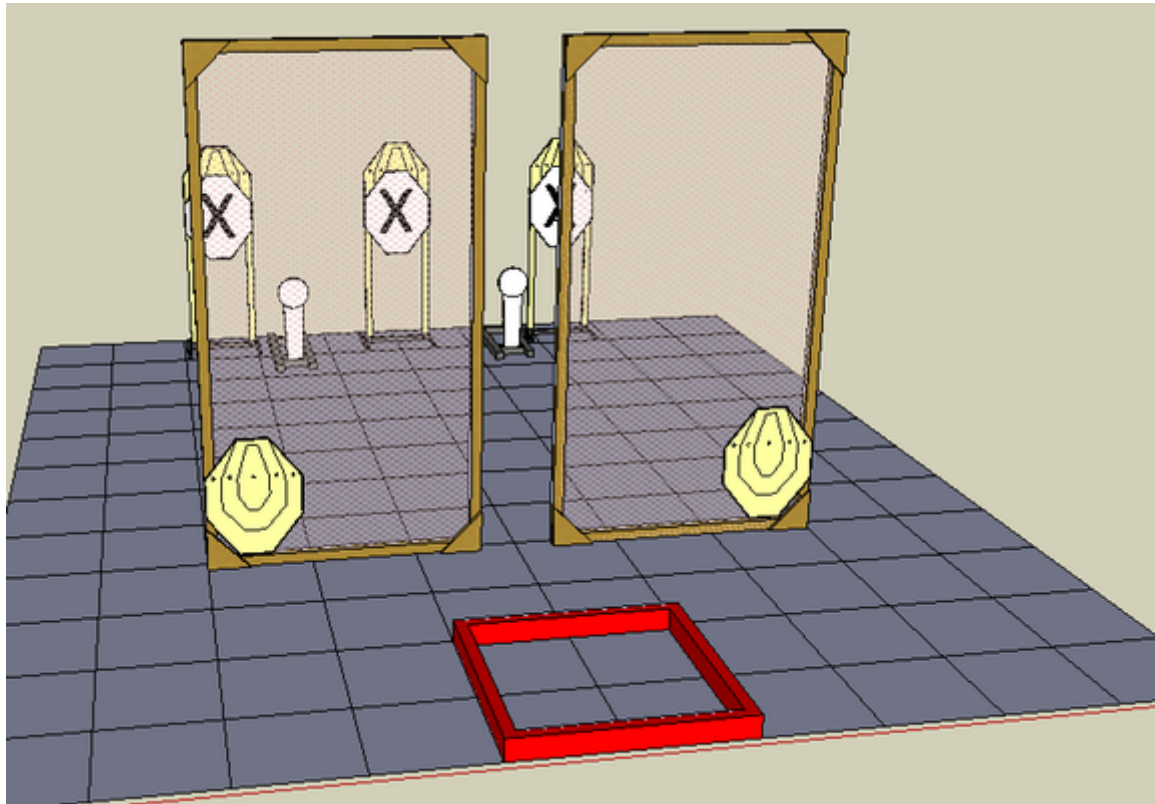


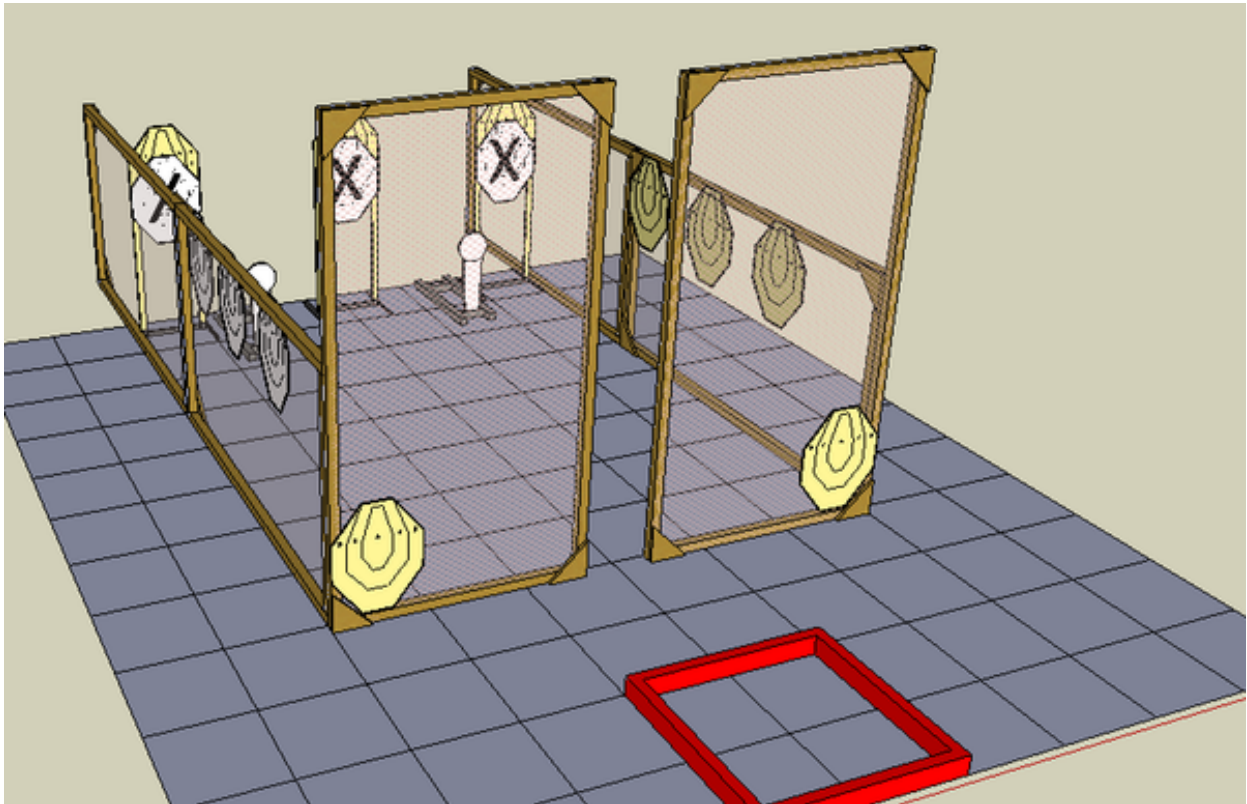
1. Shoot n Move



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 3 no-shoot, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	4.92%

Procedure	On the audible signal, engage both paper targets on the front of the barricades from the designated shooting area. Once both are engaged shoot all remaining targets through the vertical aperture. Any shot fired at the front targets from outside the designated shooting area will receive 1 procedural penalty per shot.
Starting position	Gun loaded & holstered, facing up range in the designated shooting area
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	The stage picture is based on a half meter grid. Vertical Aperture at front is 50cm (500mm) wide. Top of targets at rear are 1.4m. N/S covers to line where top of target angles.

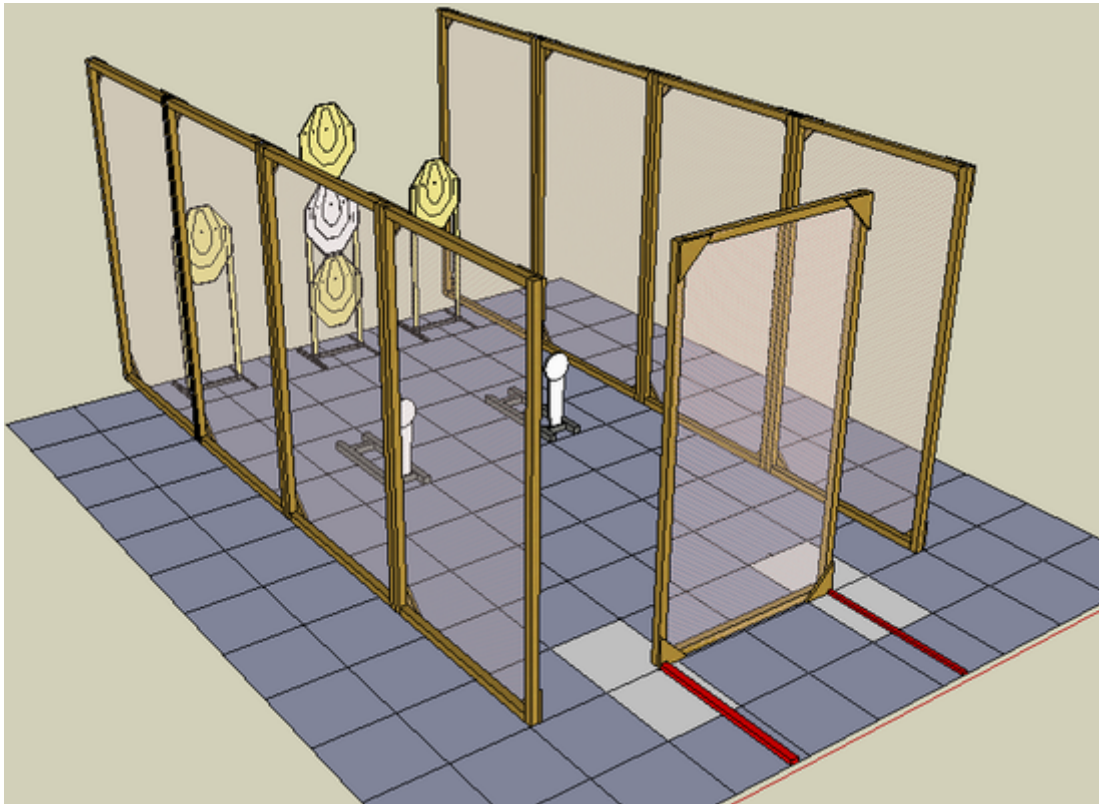
2. All Around



CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 3 no-shoot, Total 13 targets	Min rounds	24
Firearm	Action Air	Match-%	9.84%

Procedure	targets with n/s and poppers must be shot through front aperture. Targets on inside edge of barricades must be shot from over opposite barricade. Side barricades run to infinity
Starting position	Gun magazine inserted chamber empty. Start in designated shooting area facing down range
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	The stage picture is based on a half meter grid. side barricades must be minimum 1.2m high. vertical Aperture at front is 50cm (500mm) wide. Top of targets at rear are 1.4m. N/S covers to line where top of target angles.

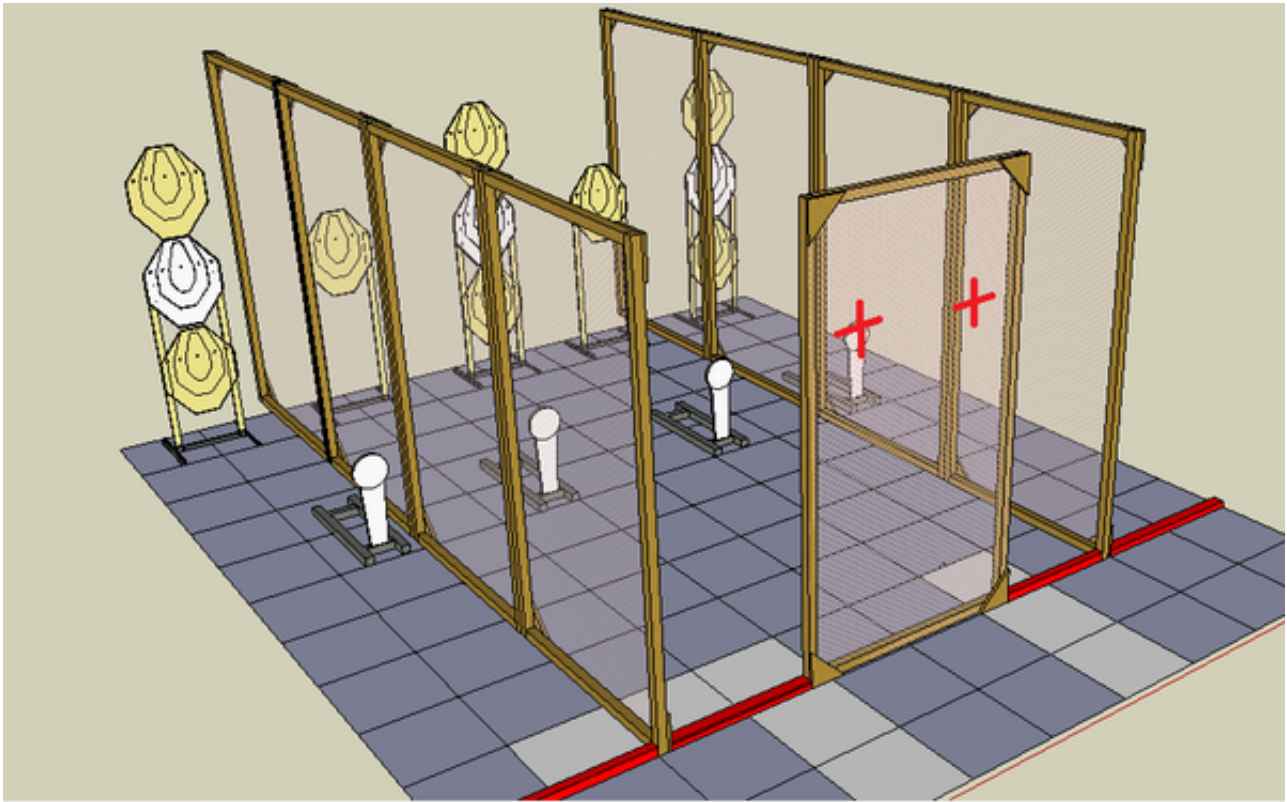
3. Leaning



CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 popper, 1 no-shoot, Total 6 targets	Min rounds	10
Firearm	Action Air	Match-%	4.10%

Procedure	Shoot targets from behind barricade and inside charge lines. Any shot fired from right side of barricade must be right hand only unsupported. Any shot from left hand side of barricade must be left hand only, unsupported
Starting position	Gun loaded & holstered, standing in the middle of the barricade facing down range.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	The stage picture is based on a half meter grid. The barricade must be minimum 1.2M wide, charge lines run from corner of barricade back. Top of side targets at rear are 1.4m, as is the N/S with the target above and below butting up to it with no gap.

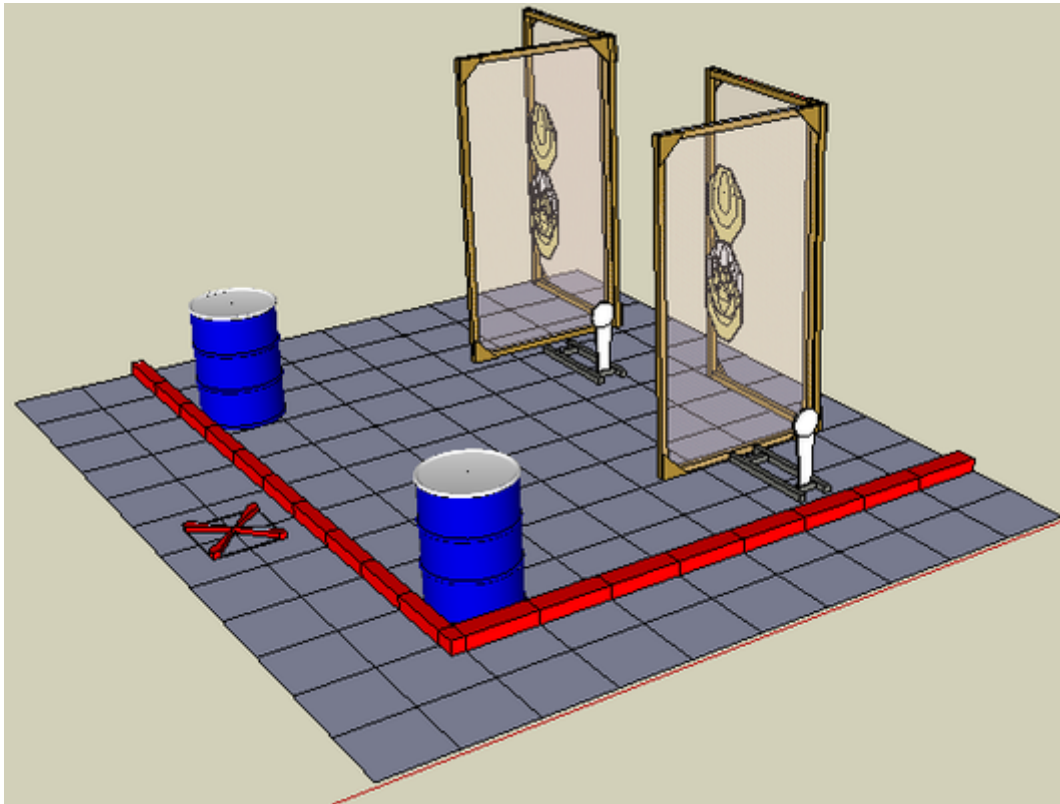
4. Everything



CoF	Comstock - Medium	Points	100 p
Targets	8 paper, 4 popper, 3 no-shoot, Total 12 targets	Min rounds	20
Firearm	Action Air	Match-%	8.20%

Procedure	Shoot all targets freestyle, side barricades run to infinity
Starting position	Gun completely unloaded, start with hands flat on marks on barricade
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	The stage picture is based on a half meter grid. The front barricade must be minimum 1.2M wide. Top of centre side targets at rear are 1.4m, as are all the N/S with the targets above and below butting up to them with no gap.

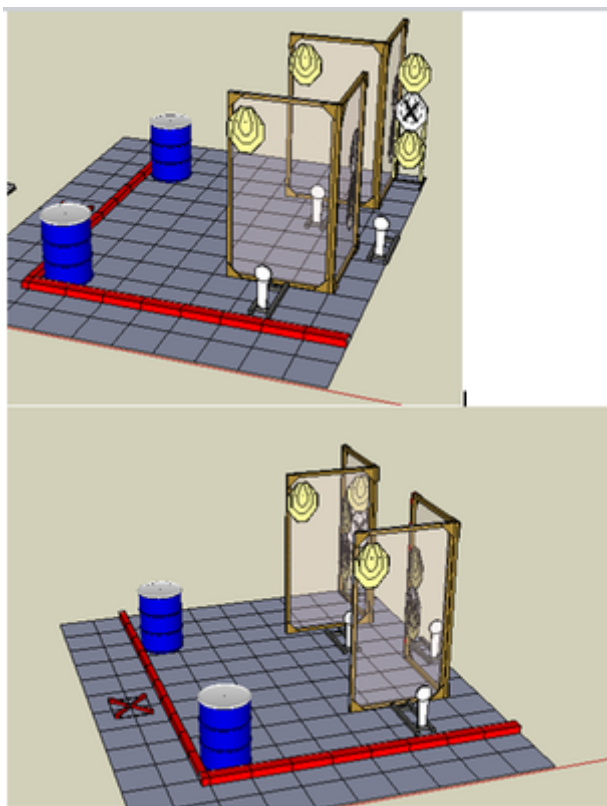
5. Pickup



CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 popper, 2 no-shoot, Total 6 targets	Min rounds	10
Firearm	Action Air	Match-%	4.10%

Procedure	Start facing down range standing on cross, arms naturally by sides. On the audible signal, shoot all targets freestyle
Starting position	Gun loaded & placed on farthest down range barrel facing down range
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Grid is drawn on 1/2 meter squares. Substitute the barrel with chair or small table if needed. Top of targets 1.4m. Target behind n/s covers to where angle starts inward

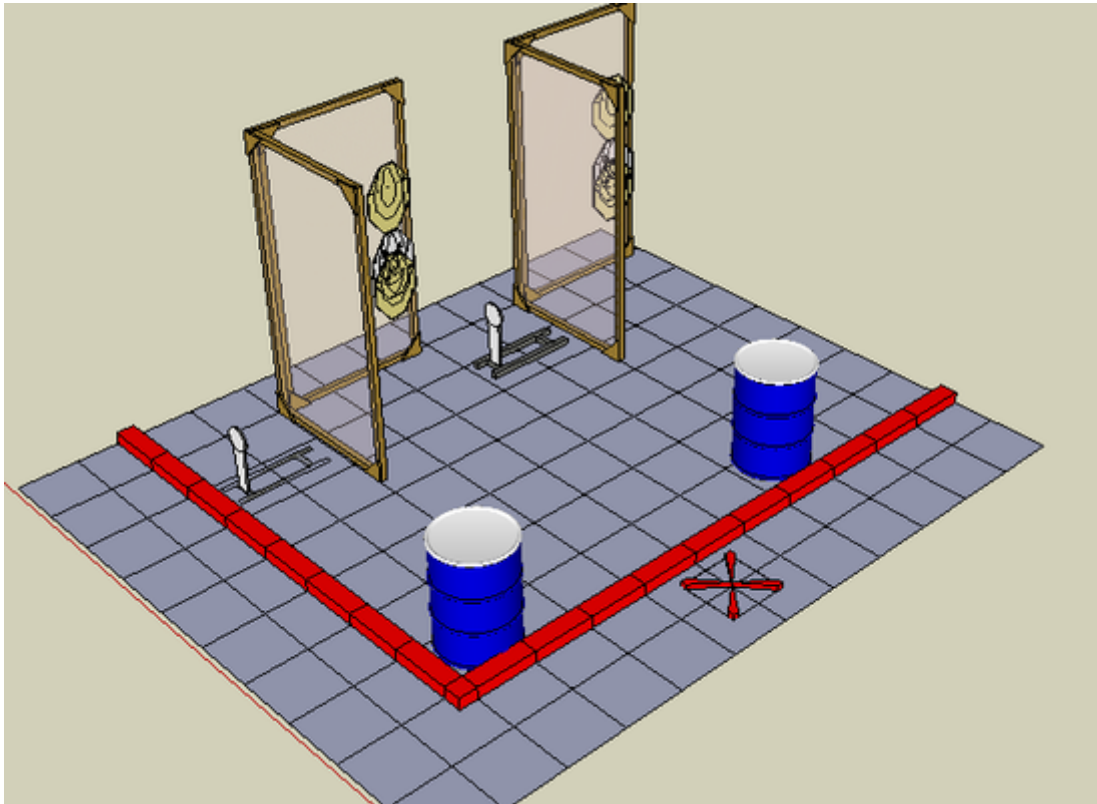
6. Collections



CoF	Comstock - Medium	Points	95 p
Targets	8 paper, 3 popper, 3 no-shoot, Total 11 targets	Min rounds	19
Firearm	Action Air	Match-%	7.79%

Procedure	Start facing down range on cross, arms naturally by sides. On the audible signal shoot all targets freestyle
Starting position	Gun unloaded on one Barrel, all magazines required on the other
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Set up stage 5 and add targets as required. Place impenetrable material behind targets to stop shoot through

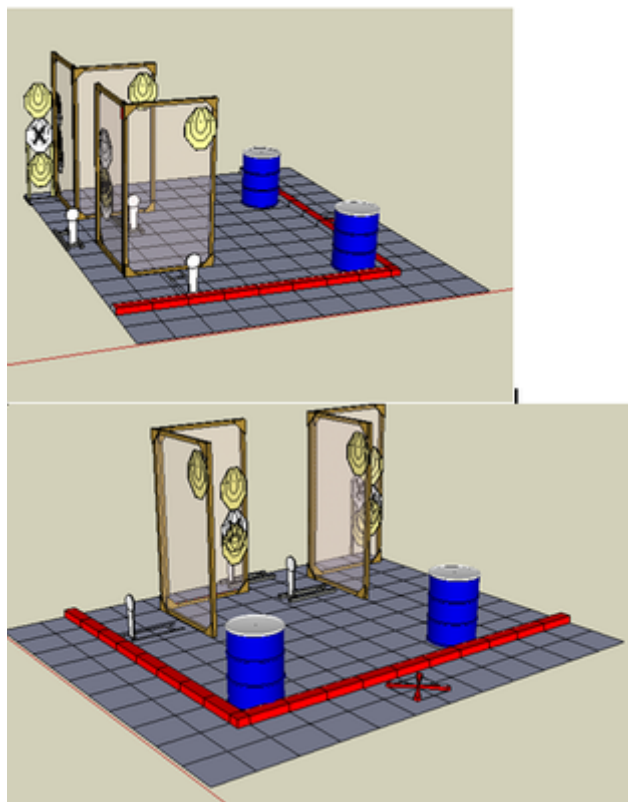
7. Pickup 2



CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 popper, 2 no-shoot, Total 6 targets	Min rounds	10
Firearm	Action Air	Match-%	4.10%

Procedure	Start facing down range, standing on cross, arms naturally by sides. On audible signal shoot all targets freestyle
Starting position	Gun loaded & placed on farthest downrange barrel facing down range
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Grid based on 1/2 meter squares, substitute barrel with chair or small table as needed. top of targets 1.4m high Target behind N/S covers to where angle starts inward

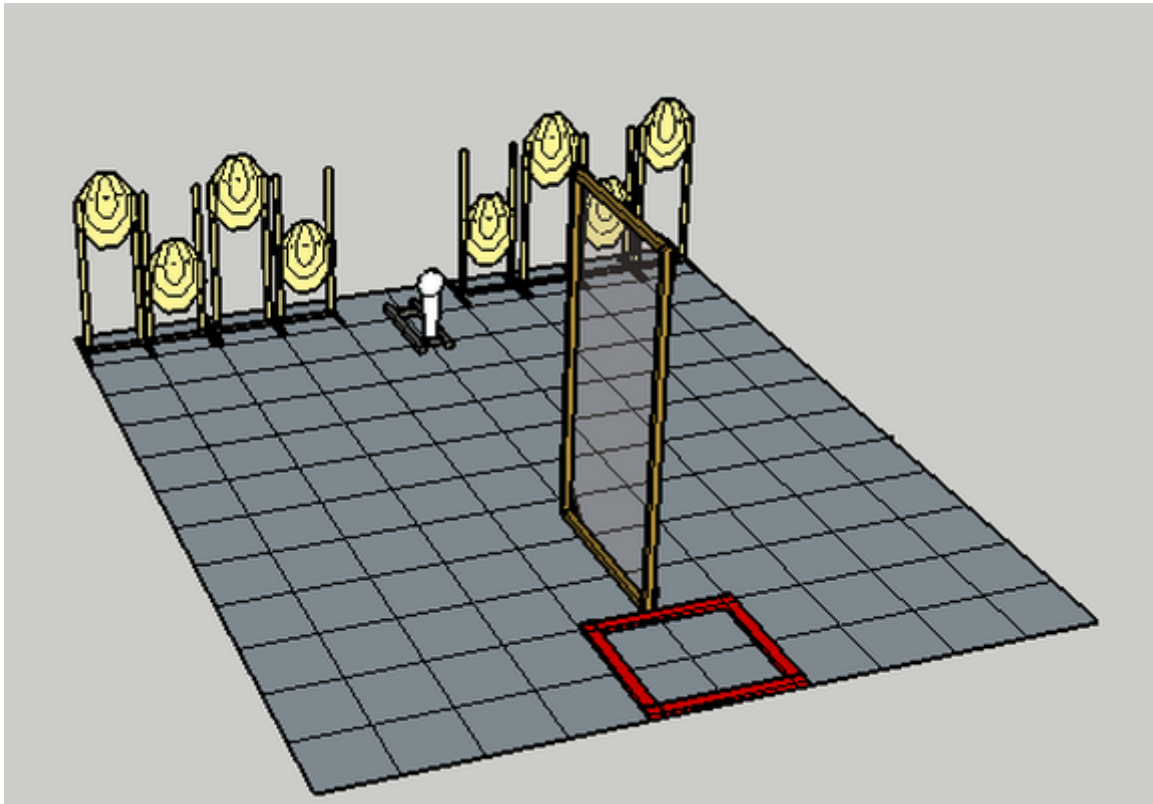
8. Collections 2



CoF	Comstock - Medium	Points	95 p
Targets	8 paper, 3 popper, 3 no-shoot, Total 11 targets	Min rounds	19
Firearm	Action Air	Match-%	7.79%

Procedure	Start standing on cross facing downrange arms naturally by sides, on the audible signal shoot all targets freestyle
Starting position	Gun unloaded on one Barrel, all magazines required on the other
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Set up stage 7 and add targets as required. Place impenetrable material behind targets to stop shoot throughs as required.

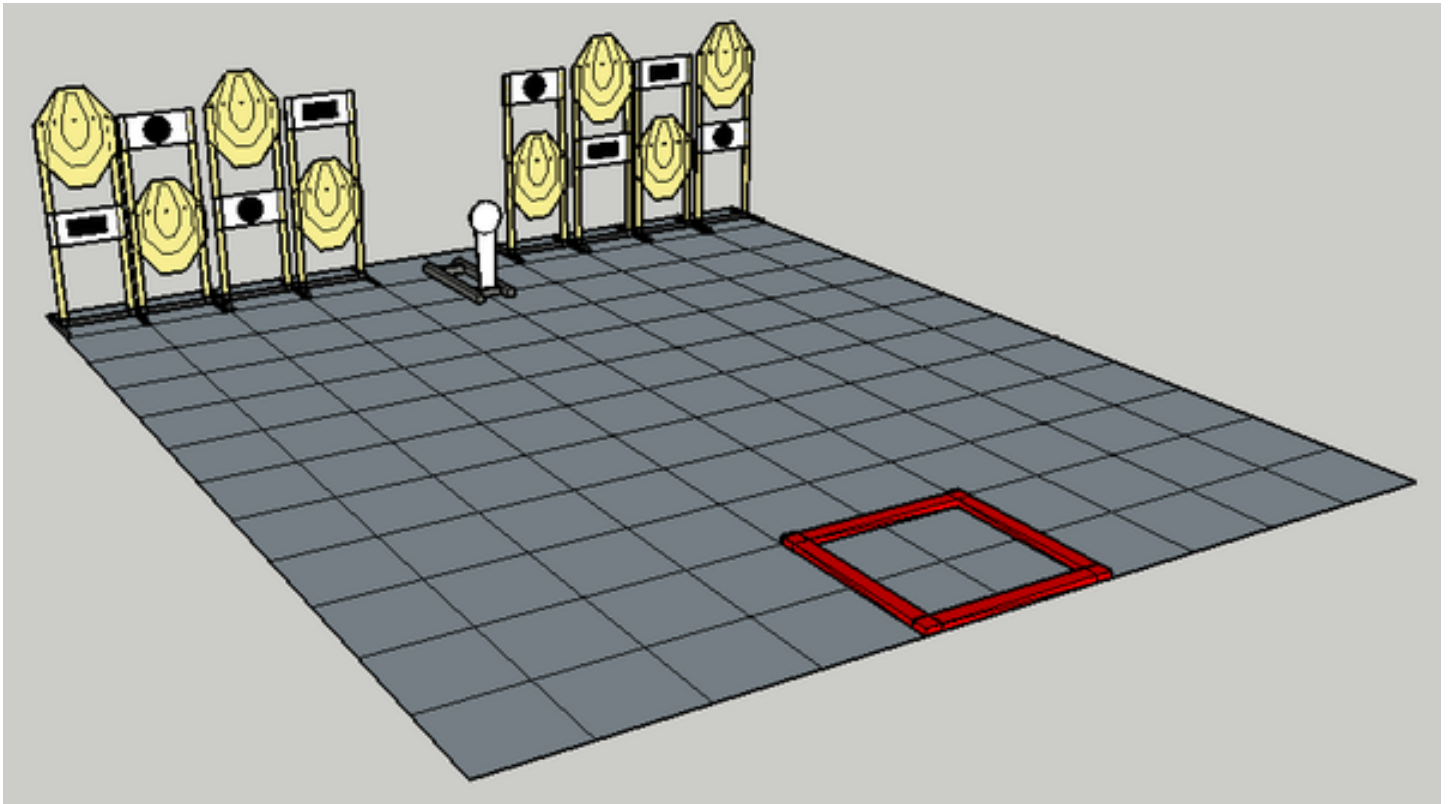
9. left and right



CoF	Comstock - Medium	Points	85 p
Targets	8 paper, 1 popper, Total 9 targets	Min rounds	17
Firearm	Action Air	Match-%	6.97%

Procedure	Start with hands flat on barricade, holding it from each side at chest height. On the audible signal shoot all targets. Those to the right of the barricade must be shot right hand only, those to the left must be shot left hand only. The popper can be shot with either.
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	Picture is based on half meter square grid Top of top target 1.4 meters, bottom targets, top level with bottom of other

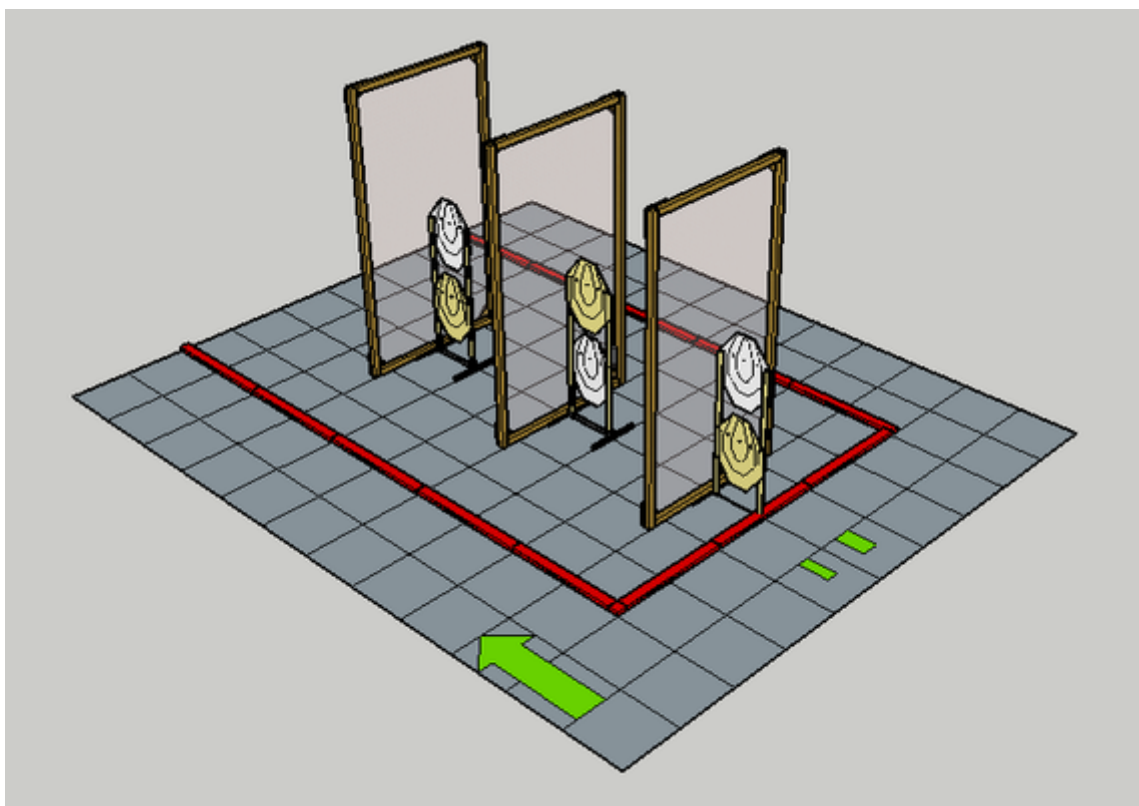
10. Chance



CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, 4 no-shoot, Total 5 targets	Min rounds	9
Firearm	Action Air	Match-%	3.69%

Procedure	Start facing up range. Roll dice. if a square is rolled, you shoot the targets with a circle above or below them. If a circle is rolled you shoot the targets with a square above or below then. RO, do not hesitate. After LAMR get the shooter to turn up range, hand them the dice, once they have thrown, state "shooter has thrown square/circle" Go straight on with "Are you ready". If the shooter hesitates, go back to a dice throw. The idea is the shooter does not have a chance to plan the stage after the dice throw. All opposite targets become n/s
Starting position	Gun loaded & holstered start facing up range.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	You will need a dice with 3 sides of squares and 3 circles, use a small box if needed. Place black circles or squares on white paper above or below targets as indicated.

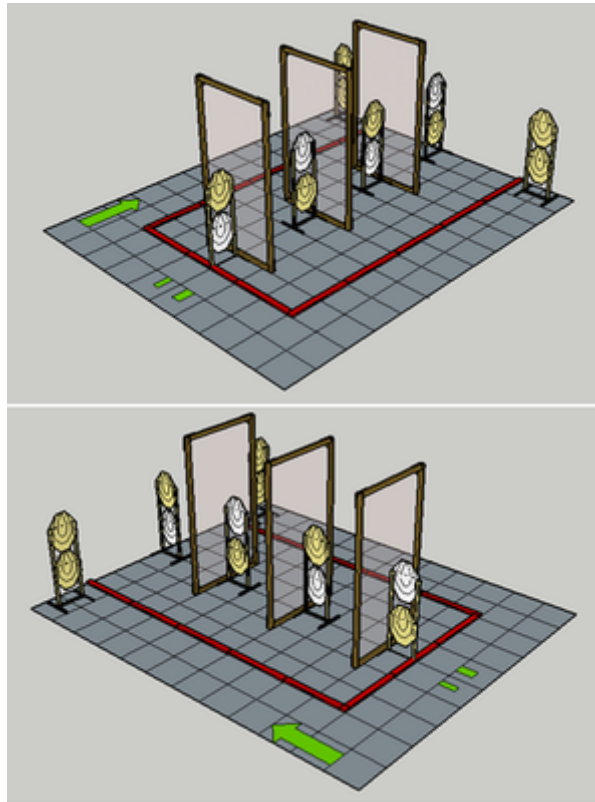
11. Up and down



CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Action Air	Match-%	4.92%

Procedure	Start facing down range, feet on marks. on Audible signal engage the targets freestyle. Only shots through the front of a target count for score, RO pay attention during shooting and scoring, any shots through back don't count.
Starting position	Gun unloaded and 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	grid based on half meter squares. Top of top target 1.4 m. Only shots through front of target count. The backs of targets are not no/shoots

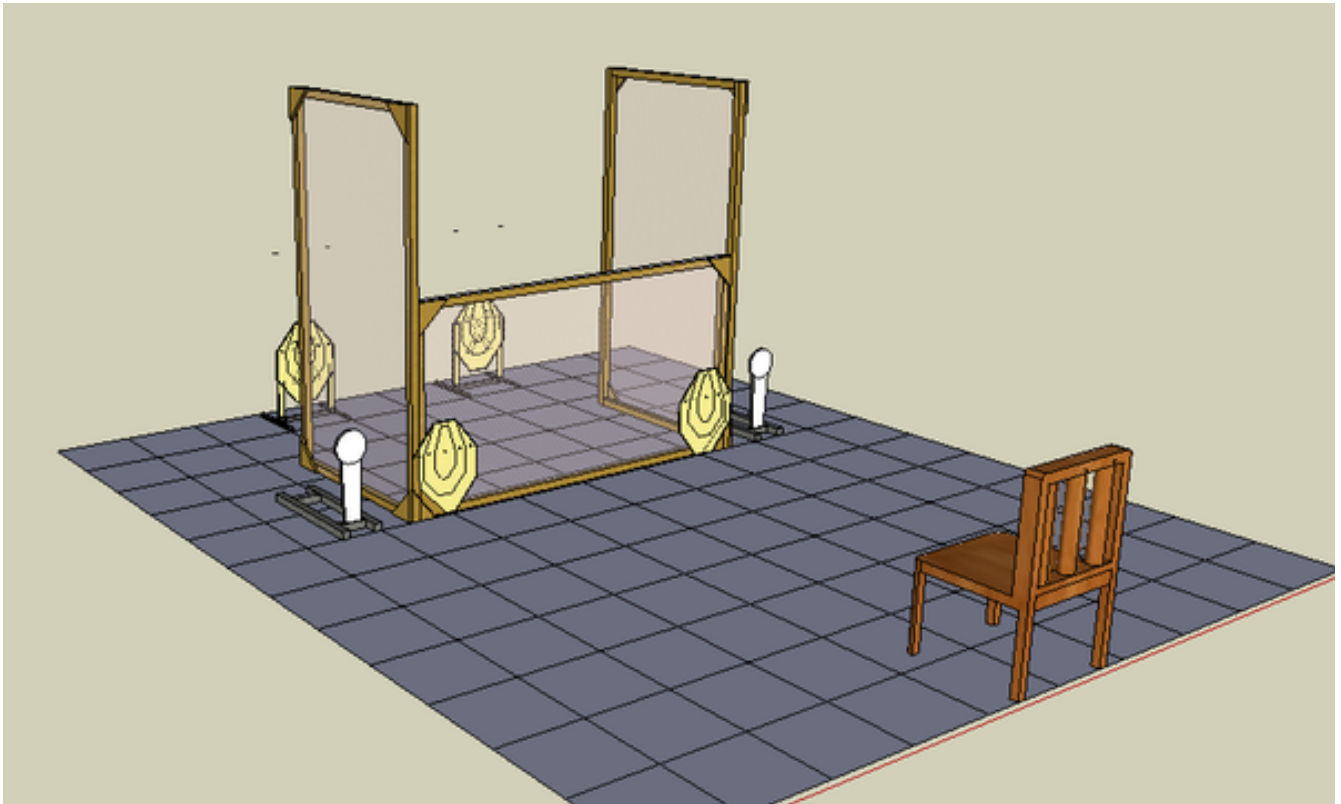
12. Why do you make me run



CoF	Comstock - Medium	Points	120 p
Targets	12 paper, Total 12 targets	Min rounds	24
Firearm	Action Air	Match-%	9.84%

Procedure	Start facing downrange, feet on marks. on the audible signal engage the targets freestyle. only shots through the front of the target count, RO pay attention to shots from back. The back of a target is not a no/shoot
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	add targets to stage 11

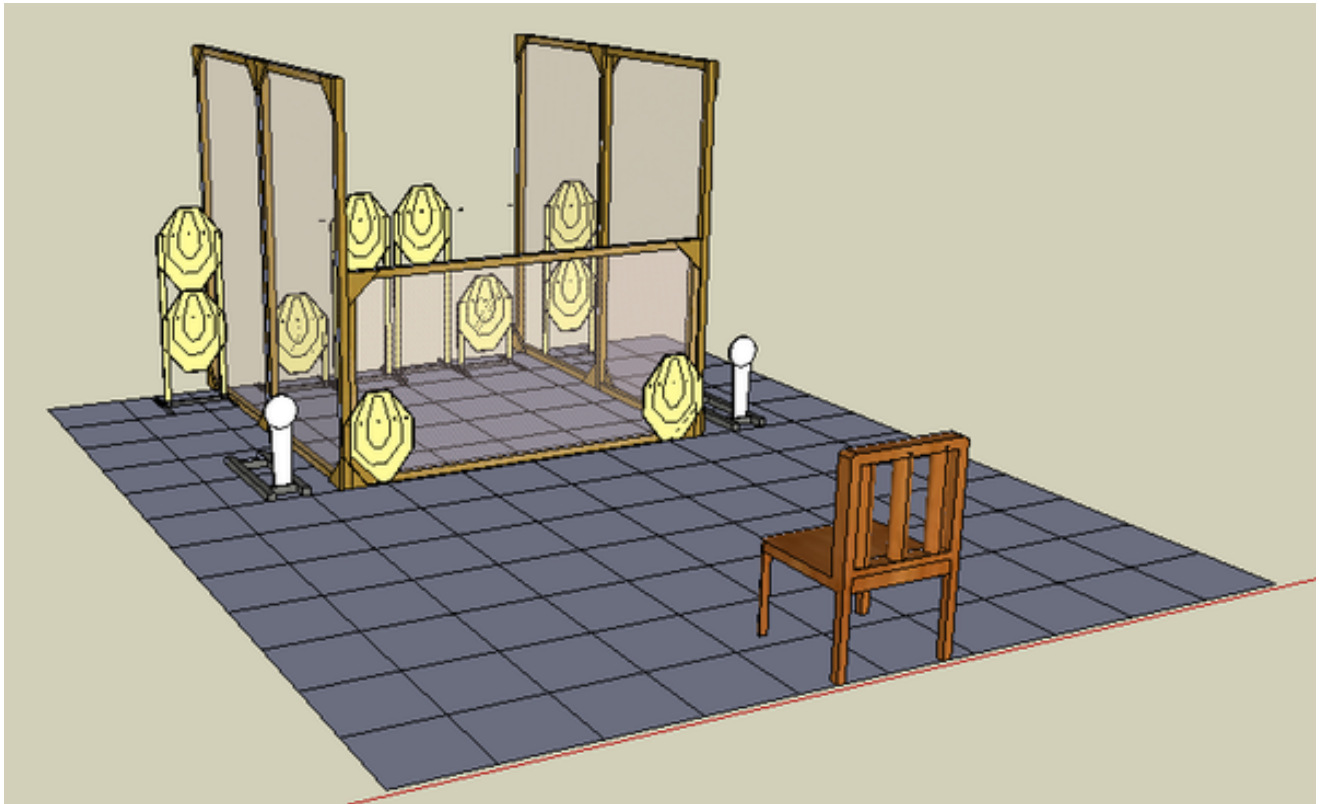
13. take it easy



CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 popper, Total 6 targets	Min rounds	10
Firearm	Action Air	Match-%	4.10%

Procedure	Start sitting on chair, hands flat on knees, back on back of chair. On the audible signal, shoot poppers before getting up from chair. Once poppers fall shoot all other targets freestyle. RO Note, 1 procedural penalty for each popper engaged while not sitting on chair.
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	Grid based on 1/2 meter squares, targets in front and behind barricade, bottom max 50mm from floor. Front targets, back with material to stop shoot throughs. Side barricade runs to infinity.

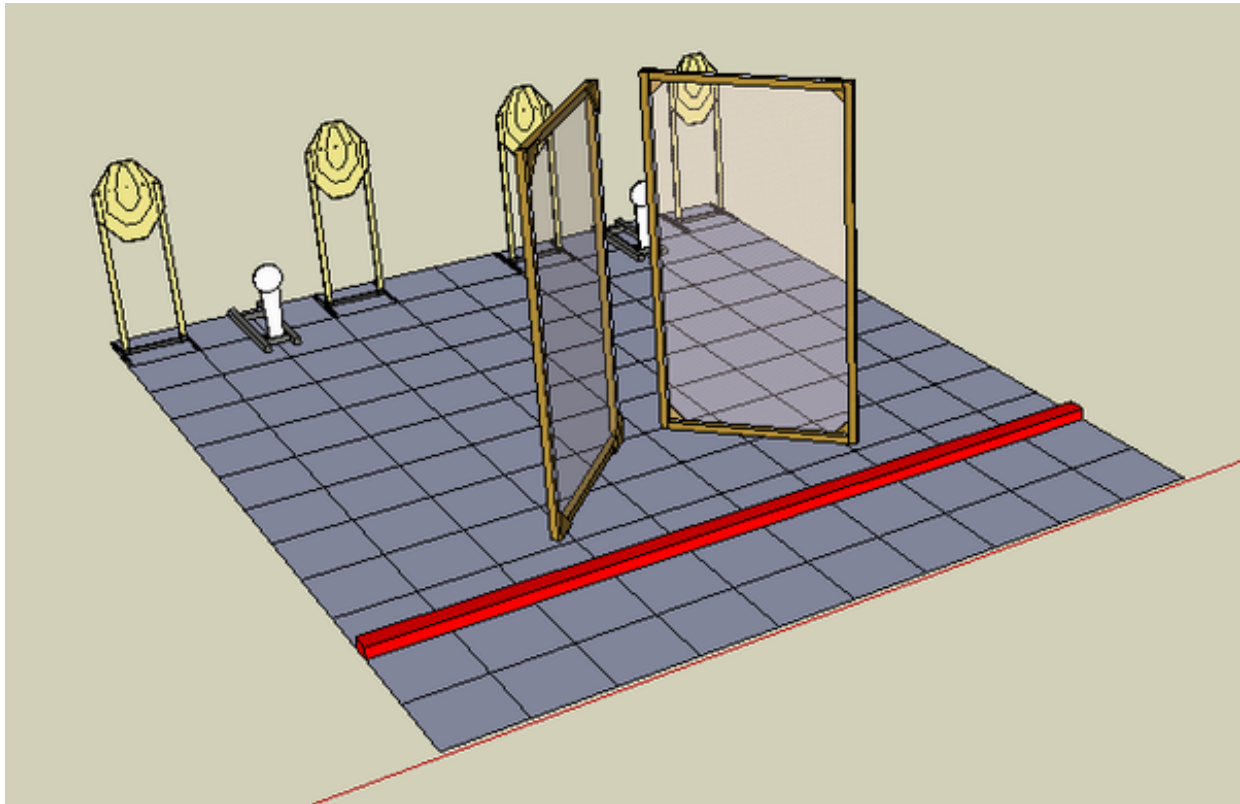
14. Get a move on



CoF	Comstock - Medium	Points	110 p
Targets	10 paper, 2 popper, Total 12 targets	Min rounds	22
Firearm	Action Air	Match-%	9.02%

Procedure	Start sitting on the chair hands flat on knees, back against the back of chair, on the audible signal engage all targets freestyle
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	Add additional targets to stage 13, top of middle and side targets 1.4m Side barricades run to infinity

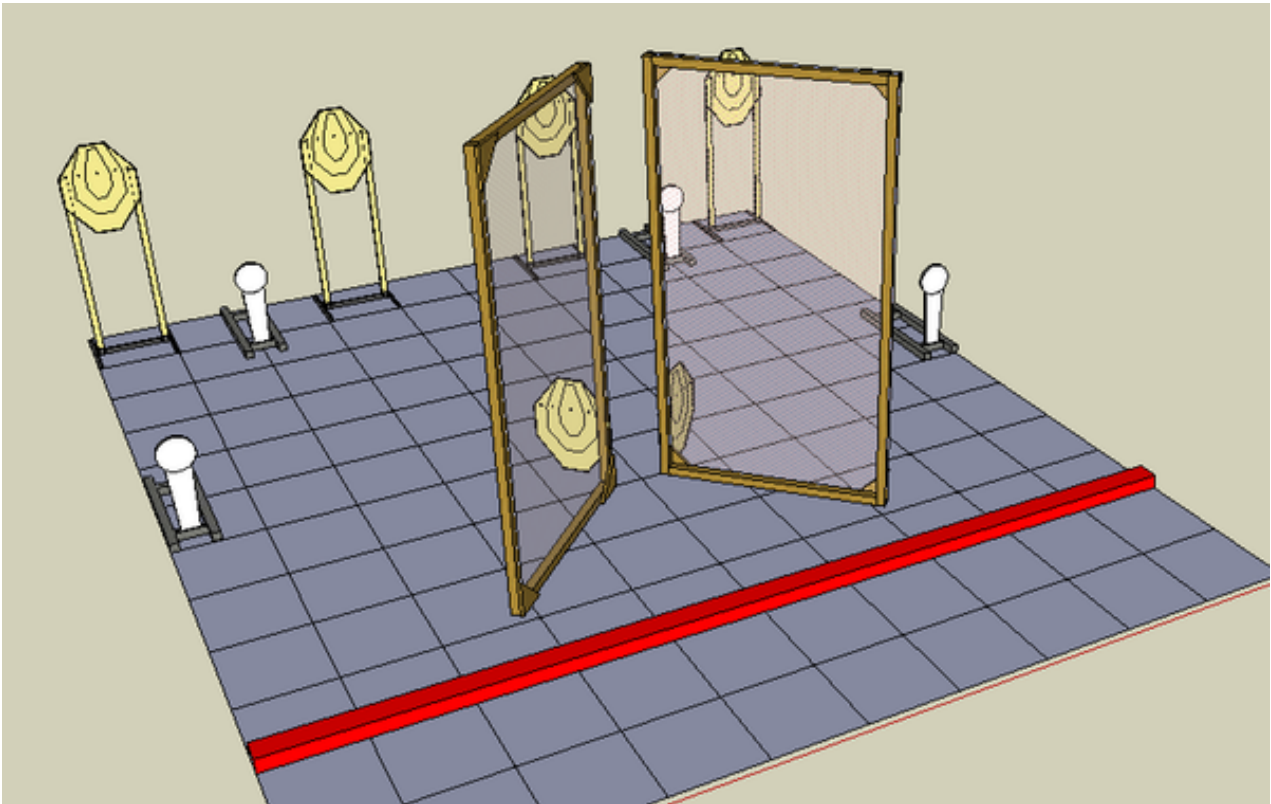
15. Through the gap



CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 popper, Total 6 targets	Min rounds	10
Firearm	Action Air	Match-%	4.10%

Procedure	Start facing up range in surrender position with hands above ear level, in middle of barricades behind charge line. Shoot all targets through the vertical aperture
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	Grid based on 1/2 meter squares, barricades on 45degree angle with 150mm (6inches) between the barricades. top of targets 1.4m high. Charge line 1.5m away from gap in barricades

16. Last but not least



CoF	Comstock - Medium	Points	80 p
Targets	6 paper, 4 popper, Total 10 targets	Min rounds	16
Firearm	Action Air	Match-%	6.56%

Procedure	Start facing down range, in middle behind the gap in the barricades. On the audible signal shoot all targets freestyle, All targets shot on previous stage must be engaged through same aperture.
Starting position	Gun magazine inserted chamber empty.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Add targets from stage 15. Targets attached to back sides of barricades, bottom max 50mm from floor