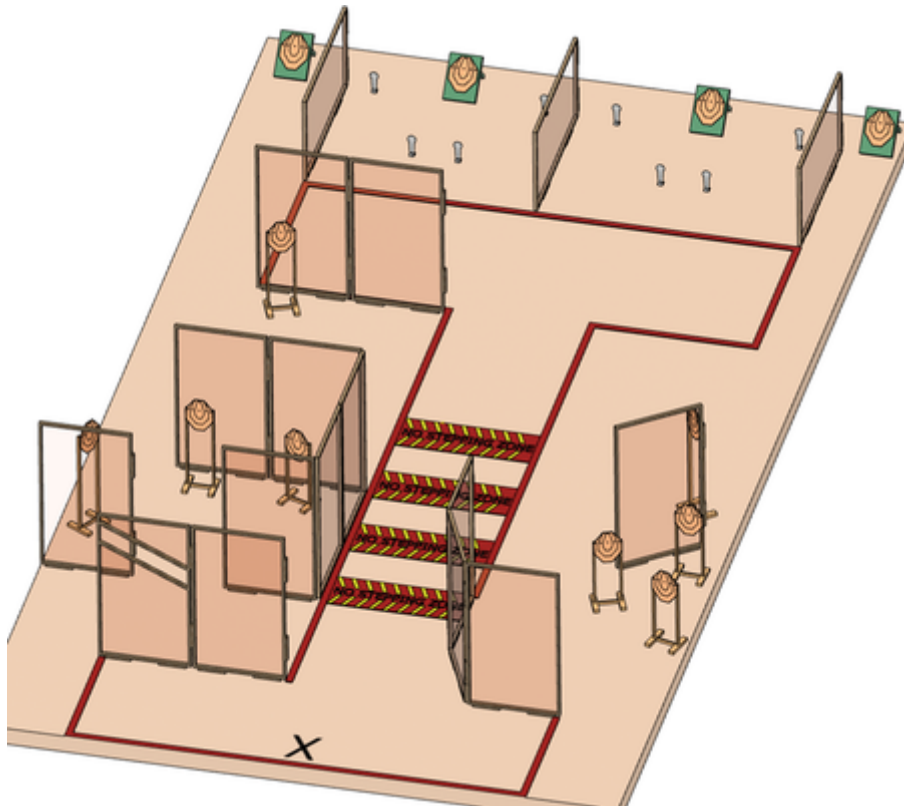


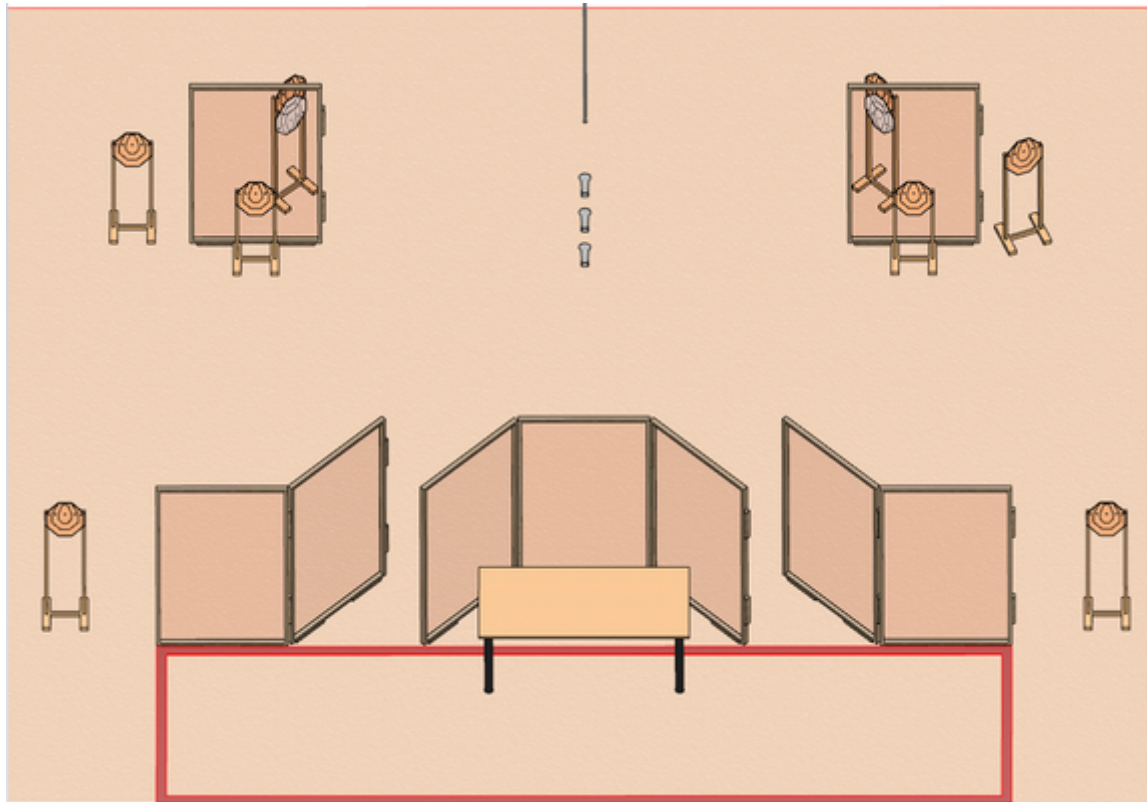
1. Jump around



CoF	Comstock - Long	Points	160 p
Targets	12 paper, 8 popper, Total 20 targets	Min rounds	32
Firearm	Action Air	Match-%	50.00%

Procedure	On start signal, engage all targets from within the demarcated area. for each step on the "no stepping zone", a procedural penalty will be given		
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			

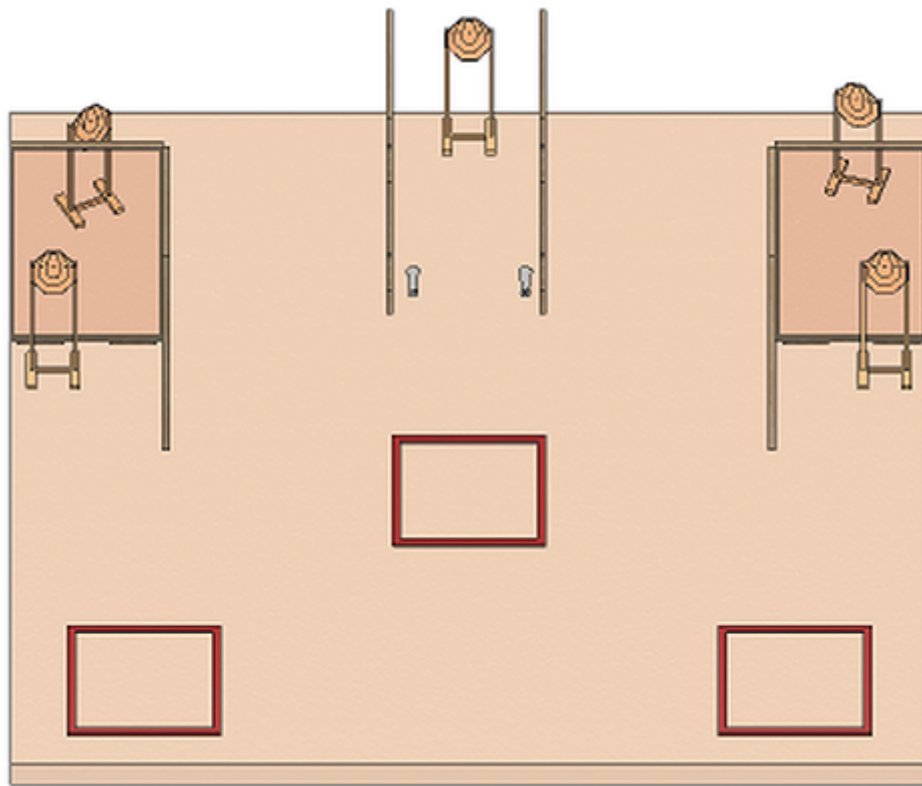
2. A table again



CoF	Comstock - Medium	Points	100 p
Targets	8 paper, 3 popper, 1 plates, 2 no-shoot, Total 12 targets	Min rounds	20
Firearm	Action Air	Match-%	31.25%

Procedure	On start signal engage all targets as they become visible from withing the demarcated area
Starting position	Standing relaxed. Gun, unloaded, and 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	

3. Easter eggs



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	18.75%

Procedure	On signal engage all targets from within the boxes. Before engaging the last target, all easter eggs must be collected in the basket and placed within a box. Once the basket is placed in a box, that box can no longer be used to shoot from. The basket can only be placed on the ground inside a box. Holding the basket while shooting from a box is not allowed. The basket may be moved to another box.
Starting position	Gun loaded & holstered standing relaxed in a box.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules. For each egg not collected, one procedural penalty. For each egg falling out of the basket, one procedural penalty.
Safety angles	L/R
Setup notes	