## 1. crossfire

## No Image

| CoF <br> Targets <br> Firearm | Comstock - Long | Points | 160 p |
| :---: | :---: | :---: | :---: |
|  | 14 paper, 3 popper, 1 plates, 4 no-shoot, Total 18 targets | Min rounds | 32 |
|  | Action Air | Match-\% | 49.23\% |
| Procedure | standing relax, on the mark facing downrange, on signal, shot on stop plate, all steel must fall to score. | targets from with | arcated ar |
| Starting position Firearm ready condition | Gun loaded \& holstered |  |  |
|  |  |  |  |
|  | Audible signal |  |  |
| Stop on | Last shot on stop plate |  |  |
| Penalties | As per current edition of rules |  |  |
| Safety angles | L/R |  |  |
| Setup notes |  |  |  |

## 2. Open the door

## No Image

| CoF | Comstock - Short | Points | 60 p |
| :---: | :--- | :---: | :---: |
| Targets | 4 paper, 3 popper, 1 plates, Total 8 targets | Min rounds | 12 |
| Firearm | Action Air | Match- $\%$ | $18.46 \%$ |


|  |  |
| :--- | :--- |
| Procedure | standing relax in the box facing downrange. On signal, engage all targets as they become visible. last shot on stop <br> plate, all steel must fall. |
| Starting position <br> Firearm ready <br> condition <br> Start on <br> Stop on | Gudible signal loaded \& holstered <br> Penalties |
| As per current edition of rules |  |
| Safety angles | L/R |
| Setup notes |  |

## 3. easy one!

No Image

| CoF | Comstock - Medium | Points | 105 p |
| :---: | :--- | :---: | :---: |
| Targets | 8 paper, 4 popper, 1 plates, 2 no-shoot, Total 13 targets | Min rounds | 21 |
| Firearm | Action Air | Match-\% | $32.31 \%$ |


| Procedure | standing relaxed at the mark, facing uprange on signal engage all targets from within the demarcated area. last shot on stop plate, all steel must fall! |
| :---: | :---: |
| Starting position | Gun loaded \& holstered |
| Firearm ready condition |  |
| Start on | Audible signal |
| Stop on | Last shot on stop plate |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes |  |

