

# 1. To Push or not to Push

No image

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

Procedure	Shoot all targets as they become visible. Popper T1 will activate the moving target as demonstrated. The moving target is a non-disappearing target. To make the target visible again, the shooter must press the button as demonstrated. All shots must be fired from within the demarcated area.
Starting position	Standing relaxed at the mark facing downrange
Firearm ready condition	Gun loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 2. Aim like a Pro

No image

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	Shoot all targets as they become visible. The firearm or the shooter should not touch any part of the barricades
Starting position	Standing relaxed in the box, facing downrange
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

### 3. Cool Runnings

No image

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	Shoot all targets as they become visible.
Starting position	Standing relaxed at the mark, facing downrange
Firearm ready condition	Gun unloaded with all magazines to be used on the barrel
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 4. Hit or Run

No image

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	Shoot all targets as they become visible. Popper T1 will activate the moving target as demonstrated. The moving target is a non-disappearing target. All shots must be fired from within the demarcated area.
Starting position	Standing relaxed at the mark, facing downrange
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 5. All in the Box

No image

CoF	Comstock - Medium	Points	120 p
Targets	9 paper, 6 popper, 1 no-shoot, Total 15 targets	Min rounds	24
Firearm	Action Air	Match-%	5.17%

Procedure	Shoot all targets as they become visible. Popper T1 will activate the moving target as demonstrated. The moving target is a non-disappearing target. All shots must be fired from within the demarcated area. The box must be closed before start signal.
Starting position	Standing relaxed in the box facing downrange
Firearm ready condition	Gun and all magazines to be used in the box
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 6. Blocking Walls

No image

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

Procedure	Shoot all targets as they become visible. All shots must be fired from within the demarcated area.
Starting position	Standing relaxed in the box, facing downrange
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 7. At your knees please

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Action Air	Match-%	2.59%

Procedure	Shoot all targets as they become visible. All shots must be fired from within the demarcated area, with both knees touching the blue mattress while shooting. Lid of the box must be closed on starting the CoF
Starting position	Sitting on both knees, facing downrange
Firearm ready condition	Gun unloaded with all magazines to be used in the box
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 8. Turning, Turning

No image

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

Procedure	Shoot all targets as they become visible. Popper T1 will activate the moving target as demonstrated. The moving target is a non-disappearing target. All shots must be fired from within the demarcated area.
Starting position	Standing relaxed at the mark, facing downrange
Firearm ready condition	Gun unloaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	



## 9. Who are you kidding

No image

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

Procedure	Shoot all targets as they become visible. All shots must be fired from within the demarcated area.
Starting position	Standing relaxed at the mark facing downrange
Firearm ready condition	Gun loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 10. Symetrical Outline

No image

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

Procedure	Shoot all targets as they become visible. All shots must be fired from within the demarcated area.
Starting position	Standing relaxed at the mark facing downrange
Firearm ready condition	Gun unloaded on one barrell, all magazines to be used on the other barrell
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

# 11. They will Lie down

No image

CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, Total 13 targets	Min rounds	24
Firearm	Action Air	Match-%	5.17%

Procedure	Shoot all targets as they become visible. Popper T1 and T2 will activate the moving targets as demonstrated. The moving targets are non-disappearing targets. All shots must be fired from within the demarcated area.
Starting position	Standing relaxed anywhere in the demarcated area, facing downrange
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 12. Start where you want

No image

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

Procedure	Shoot all targets as they become visible. Popper T1 will activate the moving target as demonstrated. The moving target is a non-disappearing target. All shots must be fired from within the demarcated area.
Starting position	Standing relaxed anywhere in the demarcated area, facing downrange
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

# 13. Texas Shoot Em

No image

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	All shots must be fired while sitting on the chair.
Starting position	Sitting relaxed at the chair; both elbows resting in the marcated area on the table
Firearm ready condition	Gun unloaded with alle magazines to be used in the marcated area at the table
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

# 14. Forget me Not

No image

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

Procedure	Shoot all targets as they become visible.
Starting position	Standing relaxed anywhere in the demarcated area, facing downrange
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

# 15. Along the Road

No image

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	Shoot all targets as they become visible. Popper T1 will activate the moving target as demonstrated. The moving target is a non-disappearing target. All shots must be fired from within the demarcated area.
Starting position	Standing relaxed in the box, facing downrange
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 16. Not always Upright

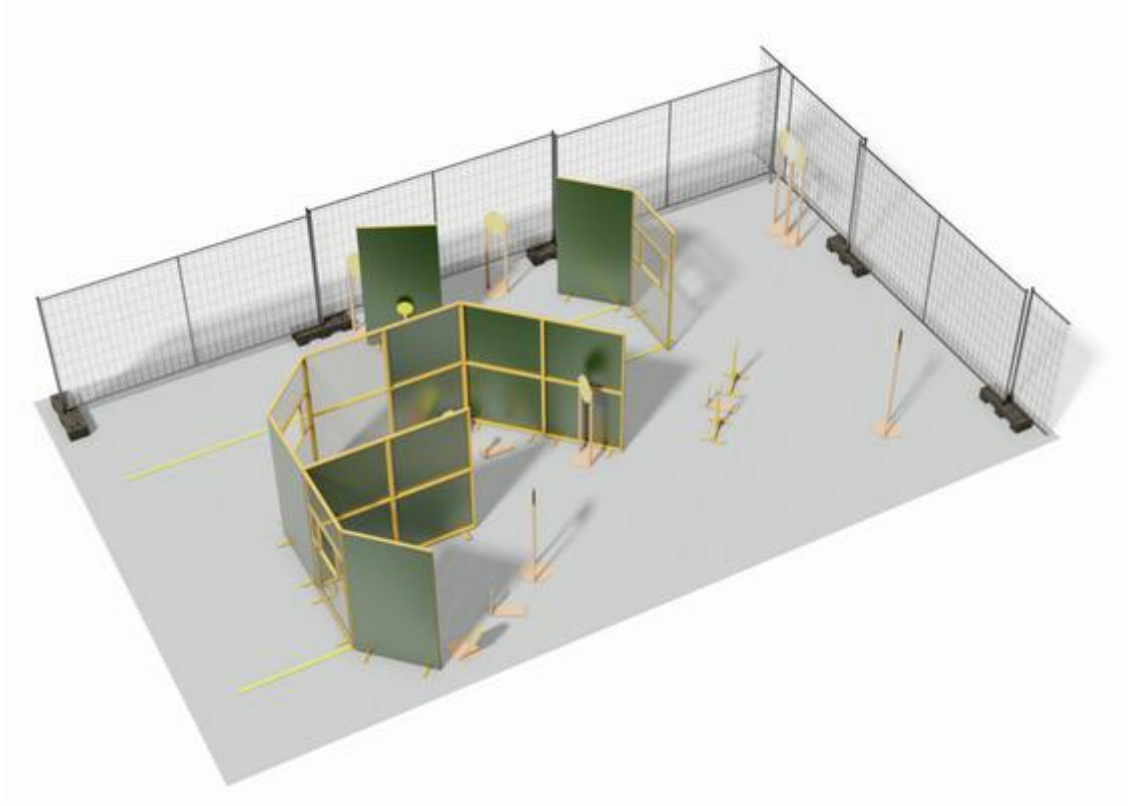
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CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 1 no-shoot, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	2.59%

Procedure	Shoot all targets as they become visible. Popper T1 will activate the moving target as demonstrated. The moving target is a non-disappearing target. All shots must be fired from within the demarcated area.
Starting position	Standing relaxed at the mark, facing downrange
Firearm ready condition	Gun unloaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	



## 17. A copied stage



CoF	Comstock - Medium	Points	120 p
Targets	9 paper, 6 popper, 1 no-shoot, Total 15 targets	Min rounds	24
Firearm	Action Air	Match-%	5.17%

Procedure	Shoot all targets as they become visible. All shots must be fired from within the demarcated area.
Starting position	Standing relaxed anywhere in the demarcated area, facing downrange
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 18. Go your own way

No image

CoF	Comstock - Short	Points	60 p
Targets	3 paper, 6 popper, 1 no-shoot, Total 9 targets	Min rounds	12
Firearm	Action Air	Match-%	2.59%

Procedure	Shoot all targets as they become visible. All shots must be fired from within the demarcated area.
Starting position	Standing relaxed in the box, facing downrange
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

# 19. Through the Pallet

No image

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 4 no-shoot, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	2.59%

Procedure	Shoot all targets as they become visible. All shots must be fired from within the demarcated area.
Starting position	Standing relaxed at the mark, facing downrange
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 20. Don't forget your magazines

No image

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	Shoot all targets as they become visible. All shots must be fired from within the demarcated area.
Starting position	Standing relaxed at the mark, facing downrange
Firearm ready condition	Gun unloaded & holstered, all magazines to be used at the table
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 21. Keep it low

No image

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	Shoot all targets as they become visible. All shots must be fired from within the demarcated area.
Starting position	Standing relaxed at the mark facing downrange
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 22. Carry the Duck

No image

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

Procedure	Shoot all targets as they become visible. Popper T1 will activate the moving target as demonstrated. The moving target is a non-disappearing target. All shots must be fired from within the demarcated area. Shooter must carry the duck in his weak hand during every shot. The duck may not touch the ground or rest on the barricade while shooting.
Starting position	Standing relaxed at the mark, facing downrange, holding the duck in the weak hand
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 23. Return to the Starting Point

No image

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 2 no-shoot, Total 12 targets	Min rounds	24
Firearm	Action Air	Match-%	5.17%

Procedure	Shoot all targets as they become visible. The moving target is activated by pressing the button as demonstrated. The moving target is a non-disappearing target. All shots must be fired from within the demarcated area.
Starting position	Standing relaxed at the mark, facing downrange
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 24. The Crossing

No image

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 2 no-shoot, Total 18 targets	Min rounds	32
Firearm	Action Air	Match-%	6.90%

Procedure	Shoot all targets as they become visible. Popper T1 will activate the moving target as demonstrated. The moving target is a non-disappearing target. All shots must be fired from within the demarcated area.
Starting position	Standing relaxed anywhere in the demarcated area, facing downrange
Firearm ready condition	Gun unloaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	