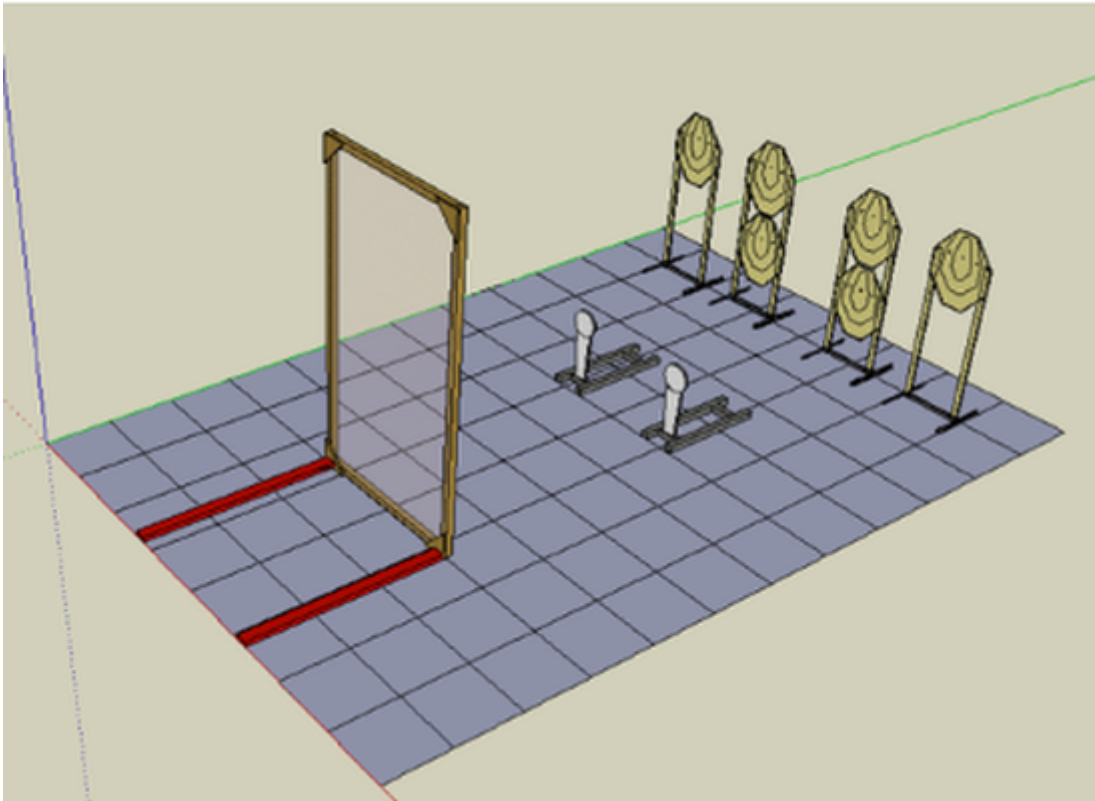


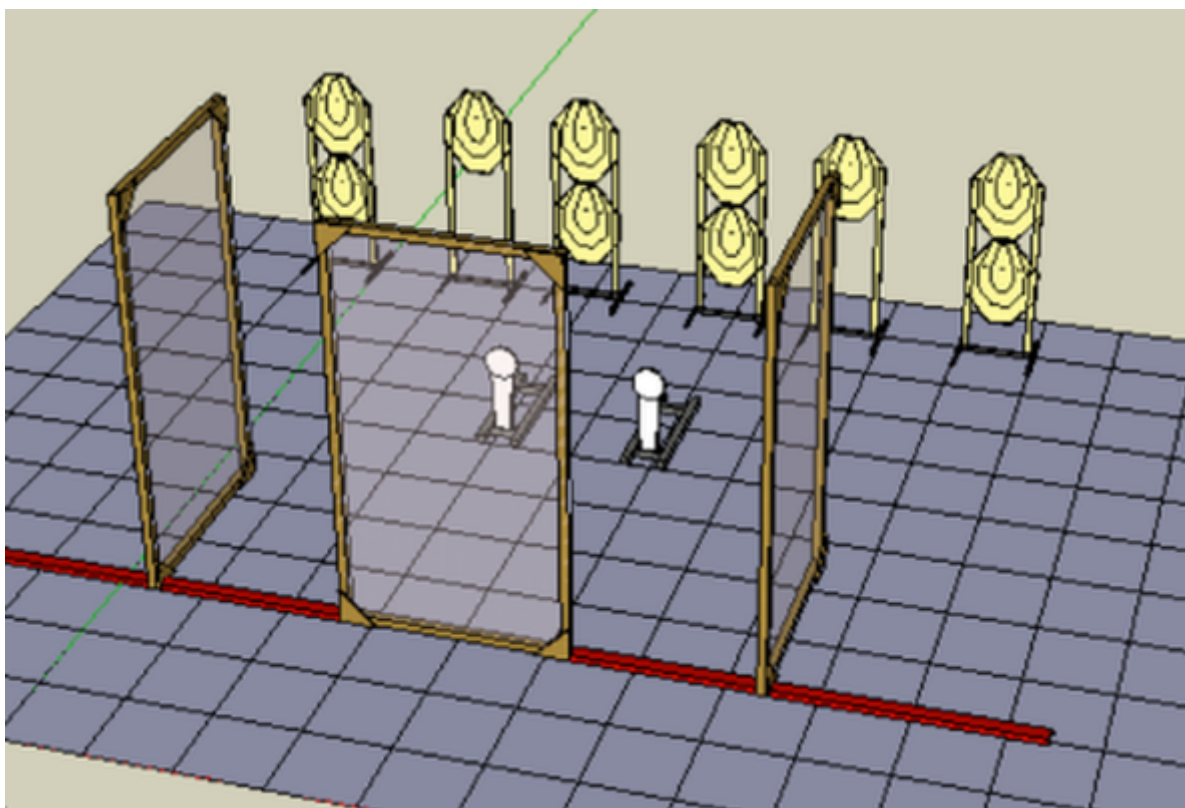
# 1. Behind the Barricade



CoF	Comstock - Medium	Points	70 p
Targets	6 paper, 2 popper, Total 8 targets	Min rounds	14
Firearm	Action Air	Match-%	6.14%

Procedure	On the audible signal, shoot all targets to the right of the centre line strong hand only unsupported and all targets to the left of the centre line left hand only unsupported. There is a compulsory magazine change between left and right hand shooting. You must shoot from behind the barricade and between the charge lines
Starting position	Standing anywhere behind barricade facing down range, Gun completely unloaded in holster
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 grid is based on a half meter square grid, barricades are minimum 1.2m wide. Top of tall targets 1.8m

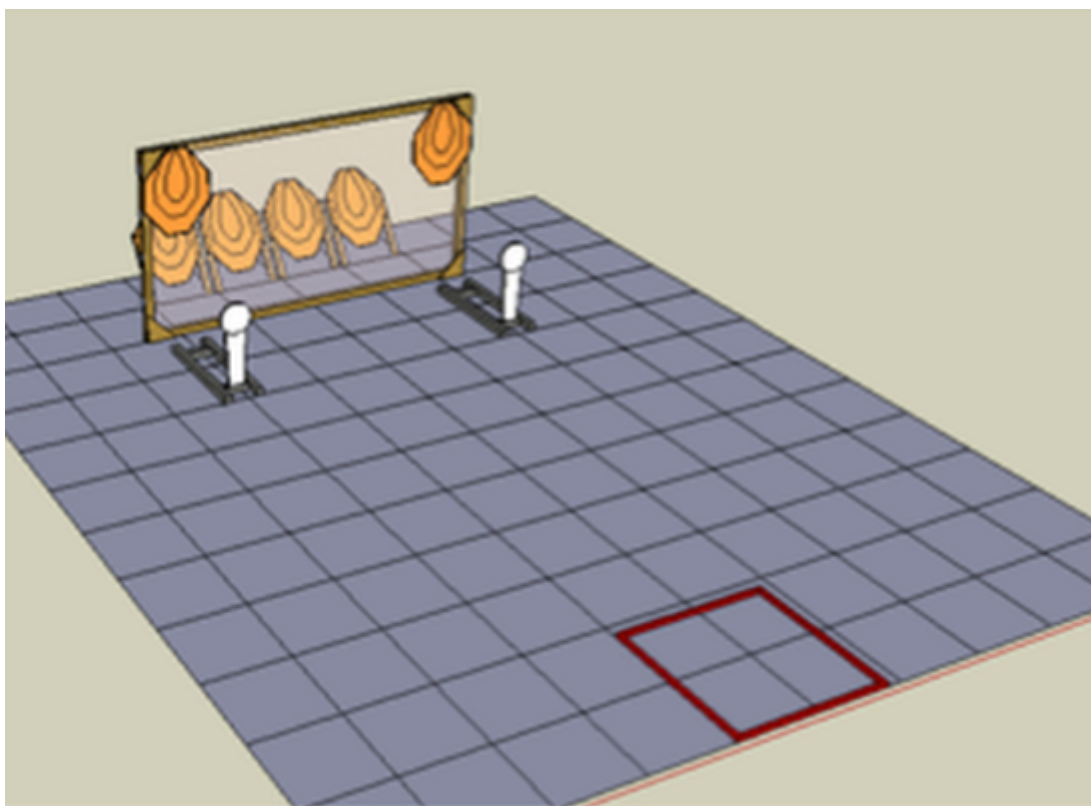
## 2. Down the line



CoF	Comstock - Medium	Points	110 p
Targets	10 paper, 2 popper, Total 12 targets	Min rounds	22
Firearm	Action Air	Match-%	9.65%

Procedure	On the audible signal, engage all targets freestyle, barricades run to infinity.
Starting position	Gun loaded & holstered start facing up range, heels against middle of centre 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	Add targets charge lines and barricades to stage 1. use charge lines on floor if barricades are not available to reach back of range. You cannot fire across the line of barricades

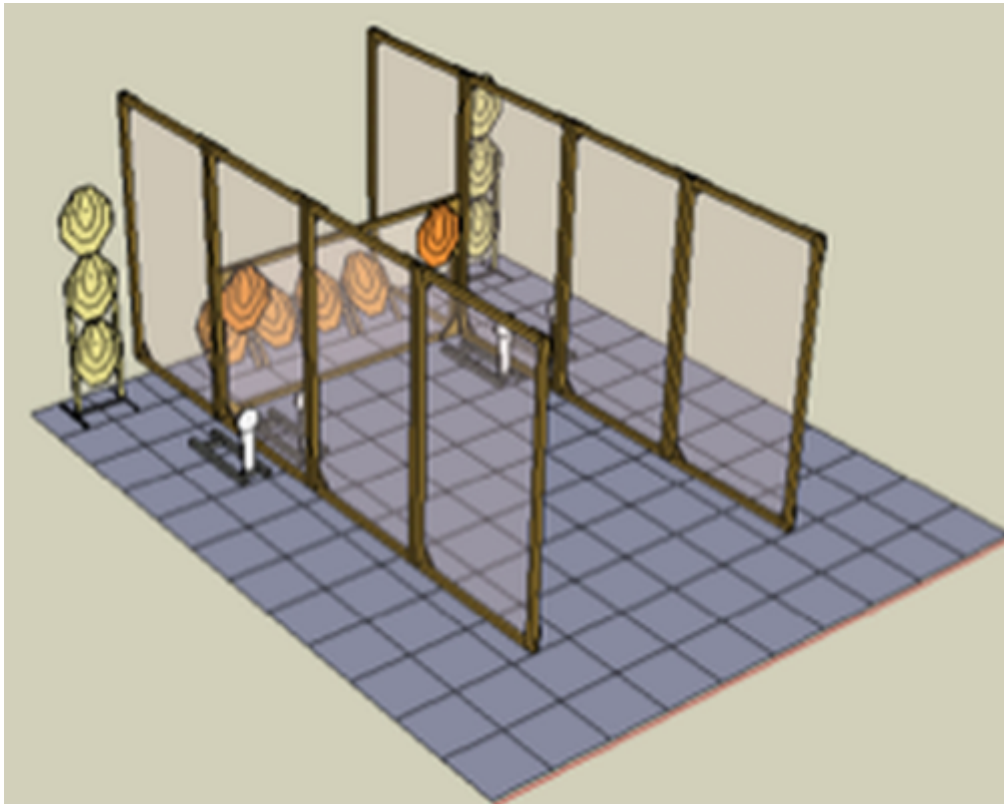
### 3. I'm hiding



CoF	Comstock - Medium	Points	70 p
Targets	6 paper, 2 popper, Total 8 targets	Min rounds	14
Firearm	Action Air	Match-%	6.14%

Procedure	On the audible signal, engage targets on front of barricade and 2 poppers, then move forward and engage targets behind barricade. Any shot fired at front targets outside designated shooting area will incur 1 procedural penalty per shot fired. There is a compulsory magazine change between 1st and last shot
Starting position	Gun loaded & holstered facing down range in Designated shooting area in surrender position
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, barricade must be at least 1.2 meters high. Barricade must be covered so targets behind are not visible through it. Bottom targets, bottom max 50mm off ground and raked back 45degrees

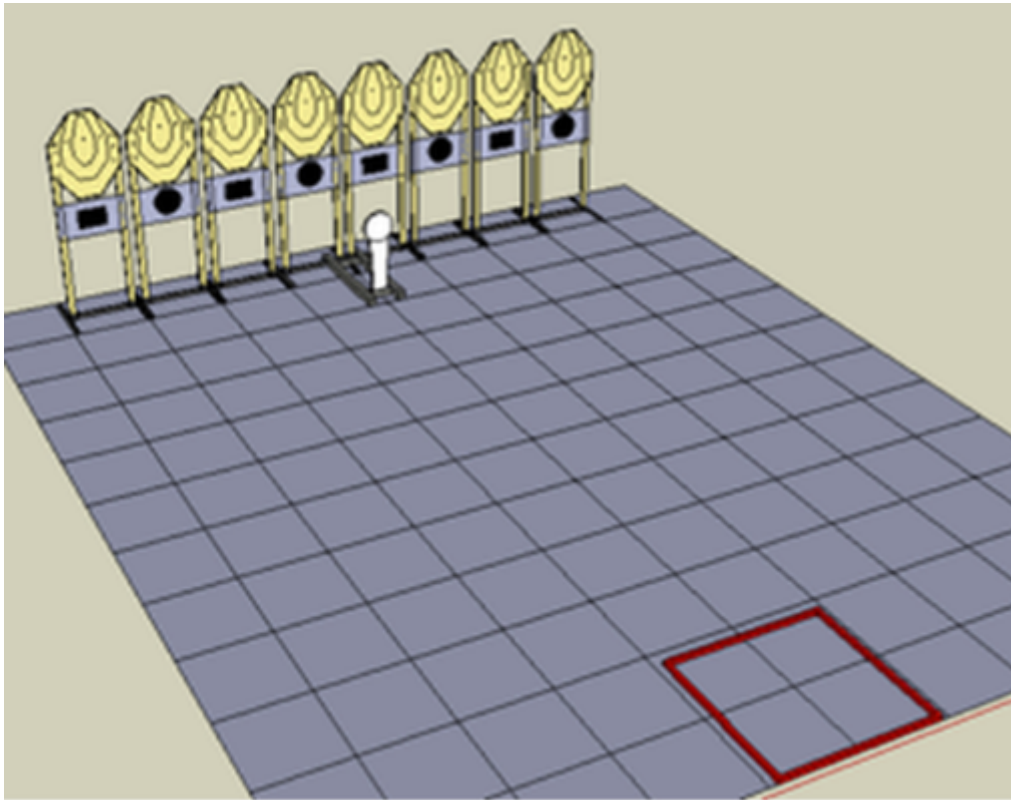
## 4. Change, Change Change your mags



CoF	Comstock - Long	Points	140 p
Targets	12 paper, 4 popper, Total 16 targets	Min rounds	28
Firearm	Action Air	Match-%	12.28%

Procedure	Start standing in middle of centre barricade, back of legs touching barricade facing up range. On the Audible signal, engage all targets freestyle. You must carry out 2 magazine changes, of which you fire at least 1 round, between the first and last shots.
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 barricades, targets and poppers to stage 3

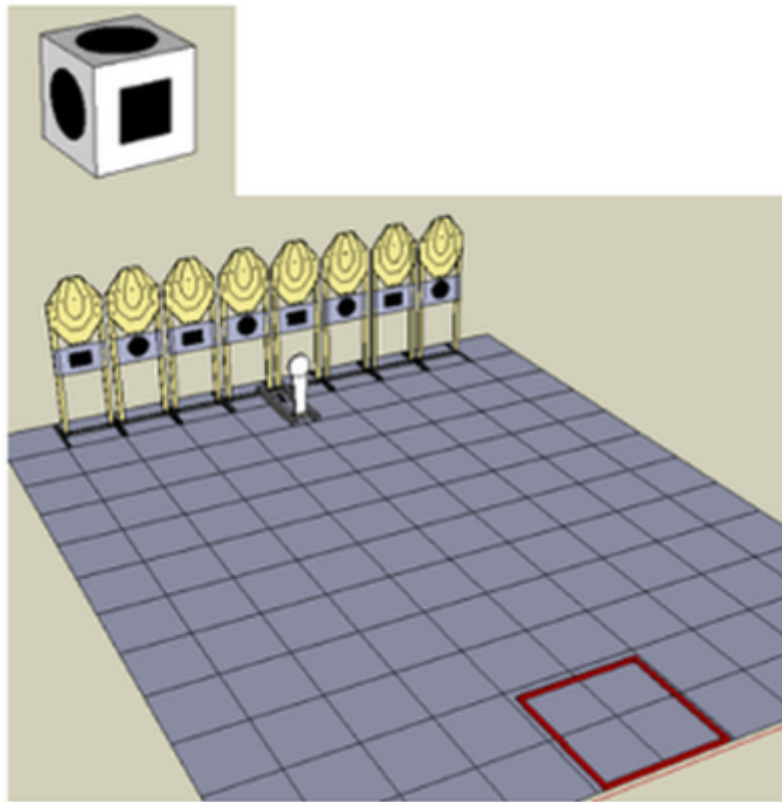
## 5. Alternate



CoF	Comstock - Medium	Points	85 p
Targets	8 paper, 1 popper, Total 9 targets	Min rounds	17
Firearm	Action Air	Match-%	7.46%

Procedure	Start in the designated shooting area facing down range, on the audible signal, engage all targets with a square under them strong hand only unsupported, carry out a compulsory magazine change, then shoot all targets with a circle under them weak hand only, unsupported. The steel must be shot with your last shot. Any shot fired at the wrong target will incur 1 procedural penalty per shot fired
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 half meter squares, top of targets are 1.4 meters off ground, Draw solid circle or square on 8 sheets of A4 paper and fix under targets

## 6. Roll the dice

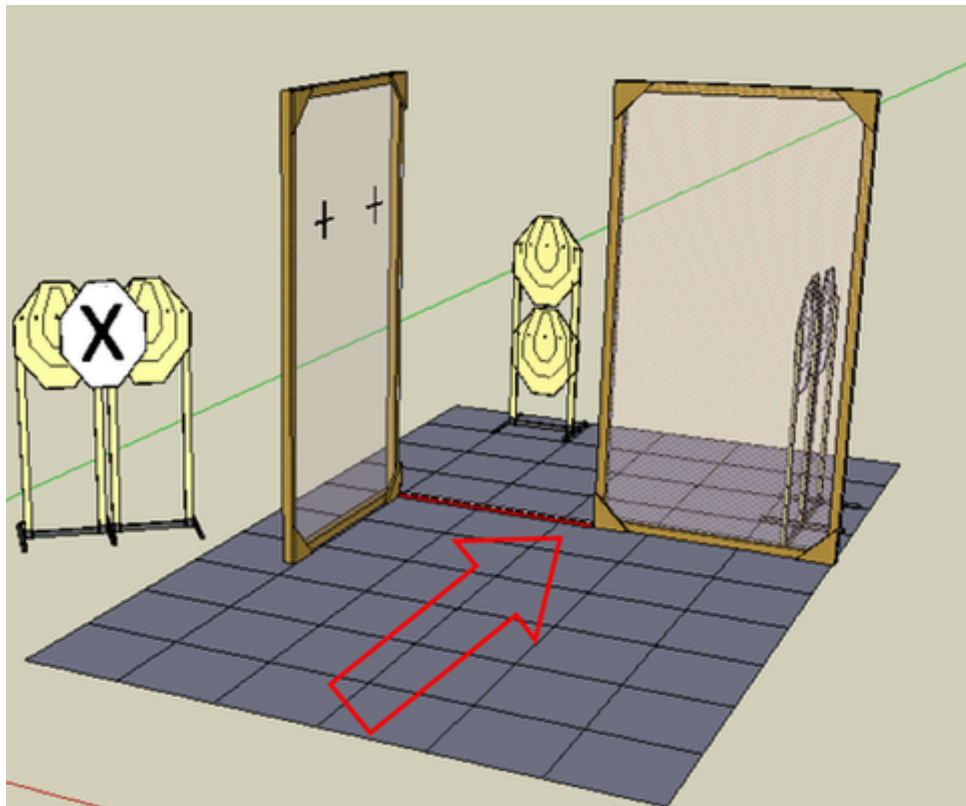


CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, 4 no-shoot, Total 5 targets	Min rounds	9
Firearm	Action Air	Match-%	3.95%

Procedure	Start facing up range, roll the dice, if you roll a square shoot the targets with circles under them, if you roll a circle, shoot targets with a square under them. The steel must be shot last. The opposite shape targets become no-shoots. RO, please be timely with your instructions, as soon as the competitor rolls the dice, say clearly the shooter has rolled square/circle and go straight on to are you ready, standby. If the competitor is not ready, they must re-roll the dice.		
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 a dice with squares on 3 sides and circles on 3 sides to stage 5		



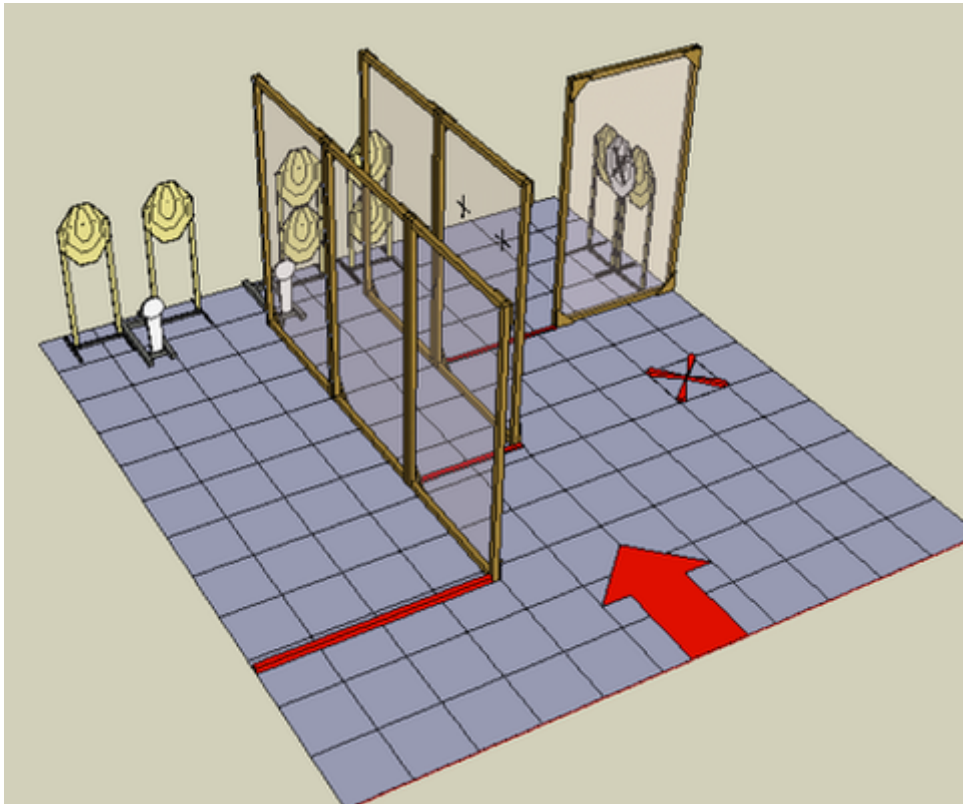
## 7. Round the corner



CoF	Comstock - Short	Points	40 p
Targets	4 paper, 1 no-shoot, Total 4 targets	Min rounds	8
Firearm	Action Air	Match-%	3.51%

Procedure	Start with hands flat on marks on barricade, on the audible signal, engage targets freestyle
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	Grid based on half meter squares. Top of targets 1.4m high. the target array off grid is the no shoot positioning for the targets behind the screen..

## 8. Backing Up

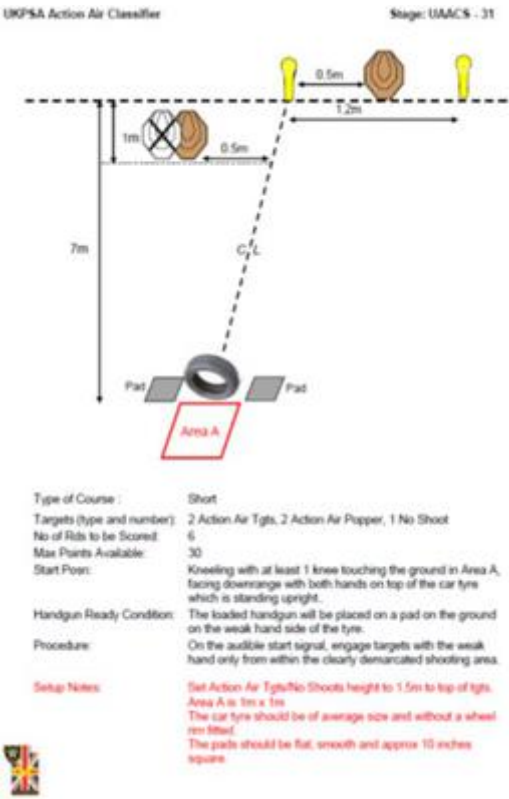


CoF	Comstock - Medium	Points	90 p
Targets	8 paper, 2 popper, 1 no-shoot, Total 10 targets	Min rounds	18
Firearm	Action Air	Match-%	7.89%

Procedure	Start in box facing up range, on the audible signal, engage 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 targets and screens to stage 7 to complete stage 8

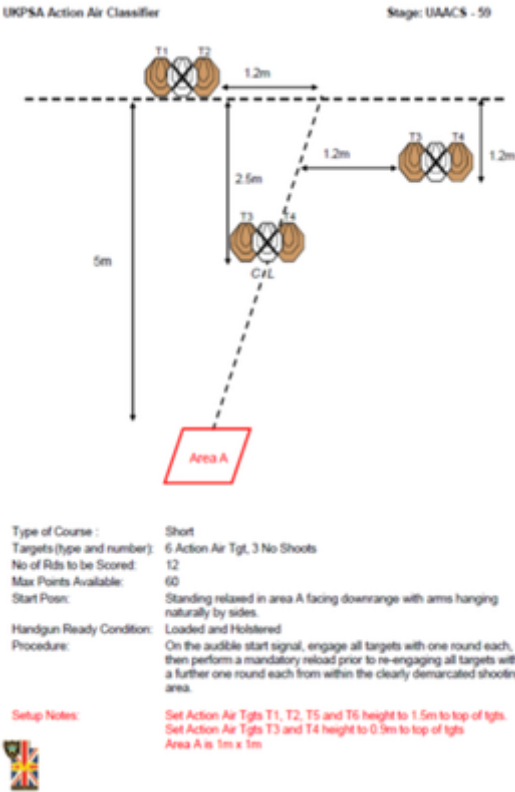


# 9. CLC-31



CoF	Comstock - Short	Points	30 p
Targets	2 paper, 2 popper, 1 no-shoot, Total 4 targets	Min rounds	6
Firearm	Action Air	Match-%	2.63%
Procedure			
Starting position			
Firearm ready condition			
Start on			
Stop on			
Penalties			
Safety angles	L/R		
Setup notes			

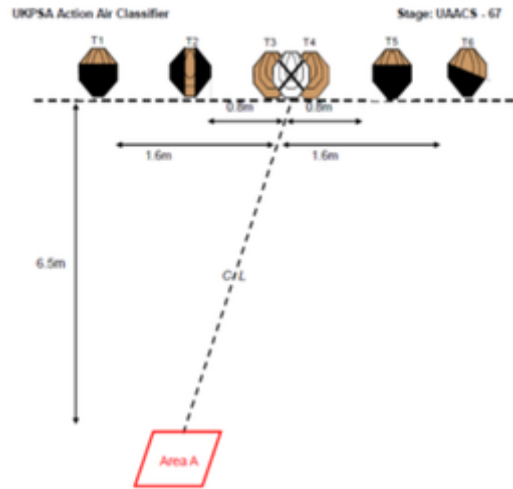
# 10. CLC-59



CoF	Comstock - Short	Points	60 p
Targets	6 paper, 3 no-shoot, Total 6 targets	Min rounds	12
Firearm	Action Air	Match-%	5.26%

Procedure	
Starting position	
Firearm ready condition	
Start on	
Stop on	
Penalties	
Safety angles	L/R
Setup notes	

# 11. CLC-67



Type of Course : Short  
 Targets (type and number): 6 Action Air Tgt, 1 No Shoot  
 No of Rds to be Scored: 12  
 Max Points Available: 60  
 Start Posn: Standing relaxed in area A facing downrange with arms hanging naturally by sides.  
 Handgun Ready Condition: Loaded and Holstered  
 Procedure: On the audible start signal, engage all targets with a minimum of one round each, then perform a mandatory reload prior to re-engaging all targets with a minimum of a further one round each from within the clearly demarcated shooting area.

## Setup Notes:

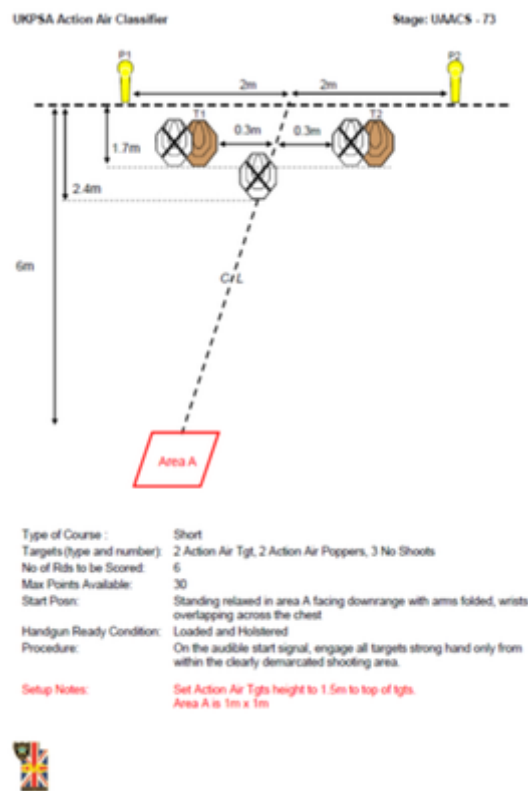


Set Action Air Tgts height to 1.5m to top of tgts.  
 Area A is 1m x 1m  
 Hand cover on T1, T2, T5 and T6 is from notch to notch as shown.  
 T3 and T4 are butted together edge to edge then a no shoot applied centrally upon them.

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 1 no-shoot, Total 6 targets	Min rounds	12
Firearm	Action Air	Match-%	5.26%

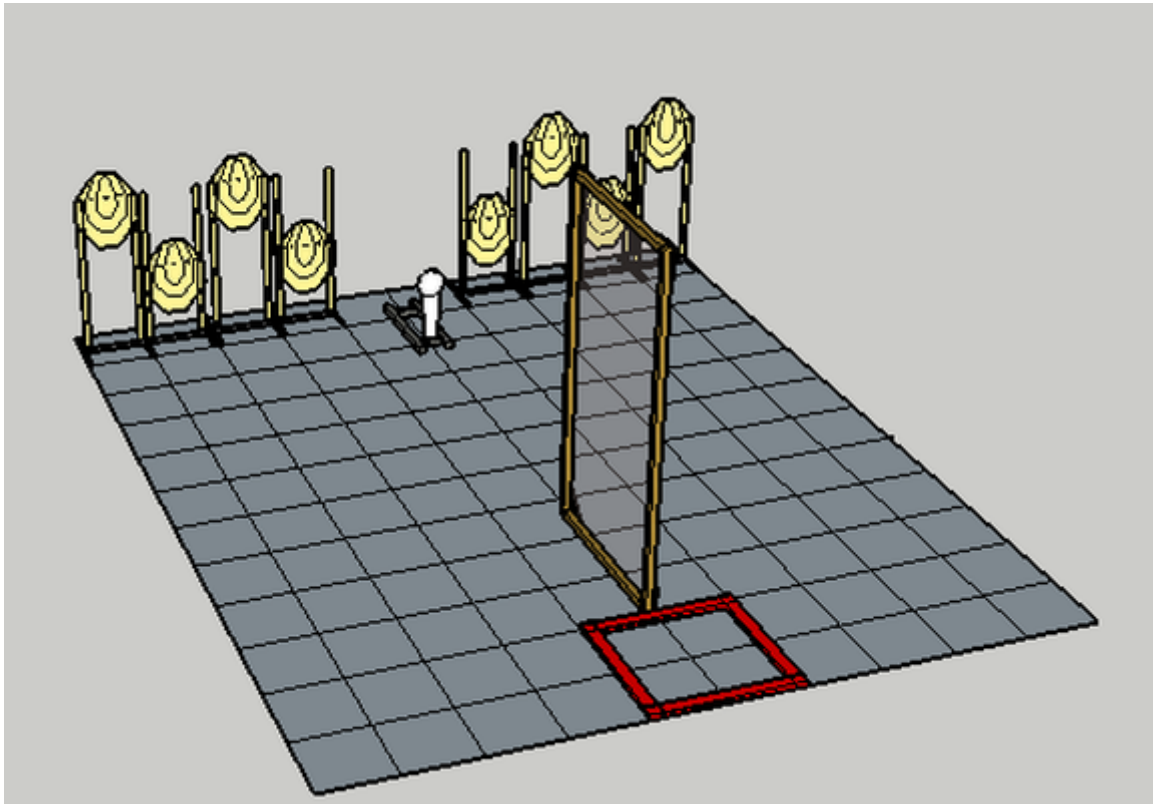
Procedure	
Starting position	
Firearm ready condition	
Start on	
Stop on	
Penalties	
Safety angles	L/R
Setup notes	

# 12. CLC-73



CoF	Comstock - Short	Points	30 p
Targets	2 paper, 2 popper, 3 no-shoot, Total 4 targets	Min rounds	6
Firearm	Action Air	Match-%	2.63%
Procedure			
Starting position			
Firearm ready condition			
Start on			
Stop on			
Penalties			
Safety angles	L/R		
Setup notes			

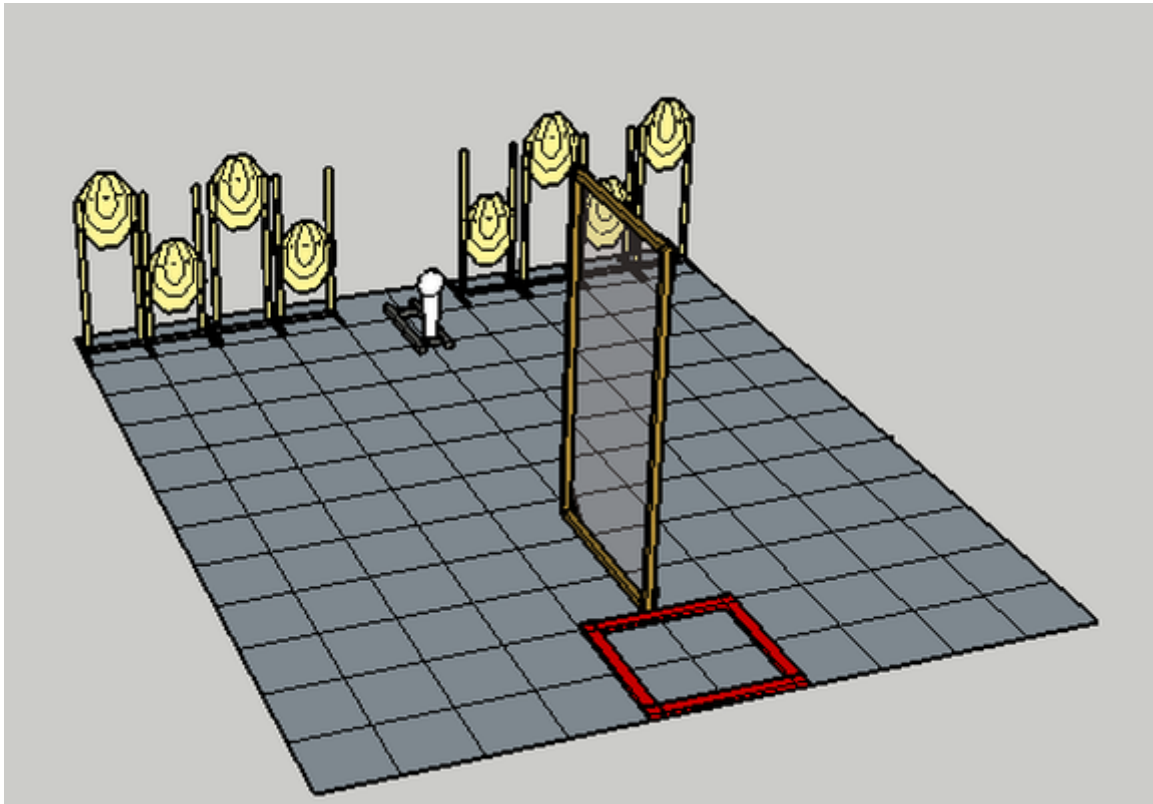
## 13. Left & Right



CoF	Comstock - Medium	Points	85 p
Targets	8 paper, 1 popper, Total 9 targets	Min rounds	17
Firearm	Action Air	Match-%	7.46%

Procedure	Standing in box, upright with arms hanging naturally by your sides. Gun Loaded in holster. On audible start signal, shoot IPSC AA targets to the right hand side of barricade with your right hand unsupported and the IPSC AA targets to the left hand side with your left hand unsupported. The IPSC AA popper may be shot with either hand. IPSC AA Targets require a minimum of two hits on each and the IPSC AA popper must fall. Targets may be shot in any order.
Starting position	Gun loaded & holstered
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90 or local MAR
Setup notes	

## 14. Left & Right Again but Different

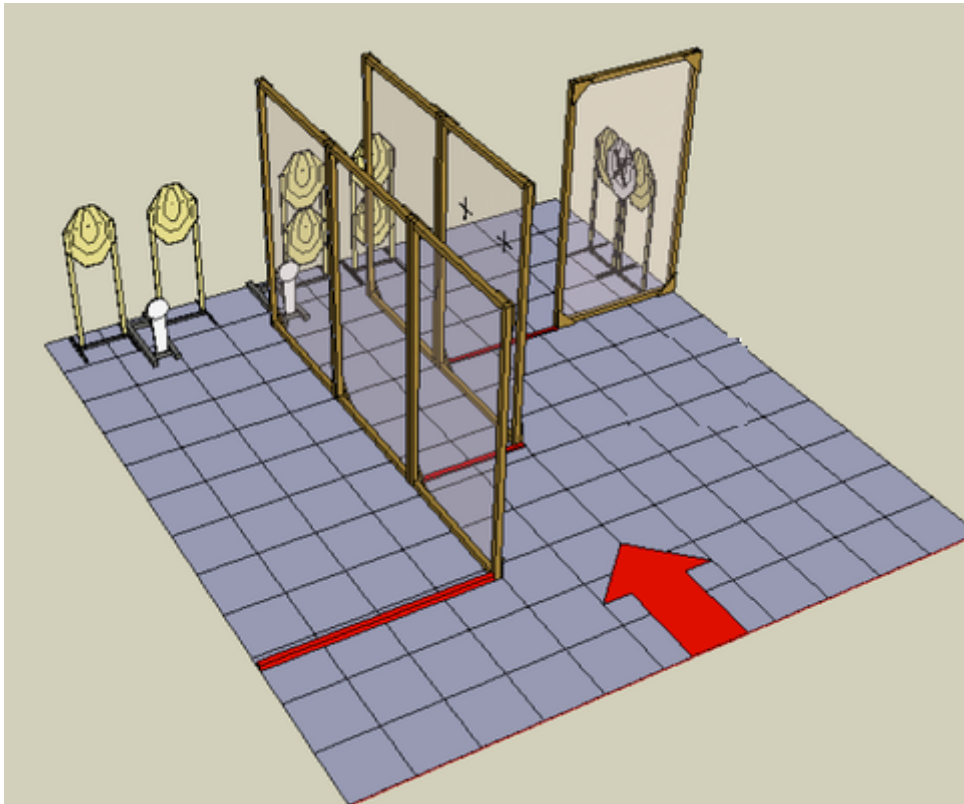


CoF	Comstock - Medium	Points	85 p
Targets	8 paper, 1 popper, Total 9 targets	Min rounds	17
Firearm	Action Air	Match-%	7.46%

Procedure	Standing upright in box facing up range, hands interlinked and placed on top of head. Gun Loaded in holster. On audible start signal shoot the IPSC AA targets with a minimum of 2 hits on each and the IPSC AA popper to fall. Shoot either the left hand or the right hand targets, carry out a compulsory reload and shoot the remaining targets. The popper may be shot at any time in the sequence.		
Starting position	Gun loaded & holstered		
Firearm ready condition	Loaded in holster		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	90/90/90		
Setup notes			



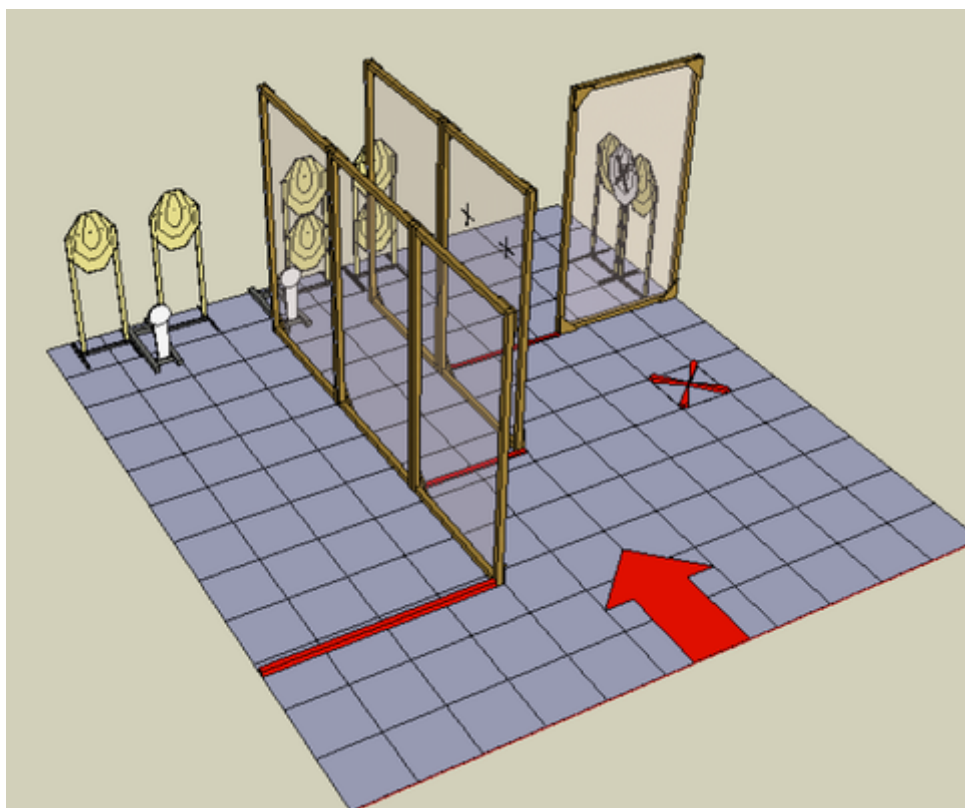
## 15. One On each



CoF	Comstock - Short	Points	50 p
Targets	8 paper, 2 popper, 1 no-shoot, Total 10 targets	Min rounds	10
Firearm	Action Air	Match-%	4.39%

Procedure	Standing up right, arms hanging naturally by your sides, anywhere in shooting area. Gun loaded with empty chamber in holster. On the audible start signal shoot the targets as they become visible from within the shooting area. The IPSC AA Paper targets require a minimum of one hit to score, IPSC AA poppers must fall.		
Starting position	Gun loaded & holstered		
Firearm ready condition	Laoded with empty chamber		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	90/90/90 or Local MAR		
Setup notes			

## 16. Last Gasp



CoF	Comstock - Medium	Points	90 p
Targets	8 paper, 2 popper, 1 no-shoot, Total 10 targets	Min rounds	18
Firearm	Action Air	Match-%	7.89%

Procedure	Standing upright at X, with arms folded across your chest. Gun loaded in holster. On audible start signal shoot targets as they become visible from within the shooting area. IPSC AA Targets require a minimum of 2 hits on each to score. IPSC AA Poppers must fall.
Starting position	Gun loaded & holstered
Firearm ready condition	Loaded in holster.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90/90/90 or local MAR.
Setup notes	