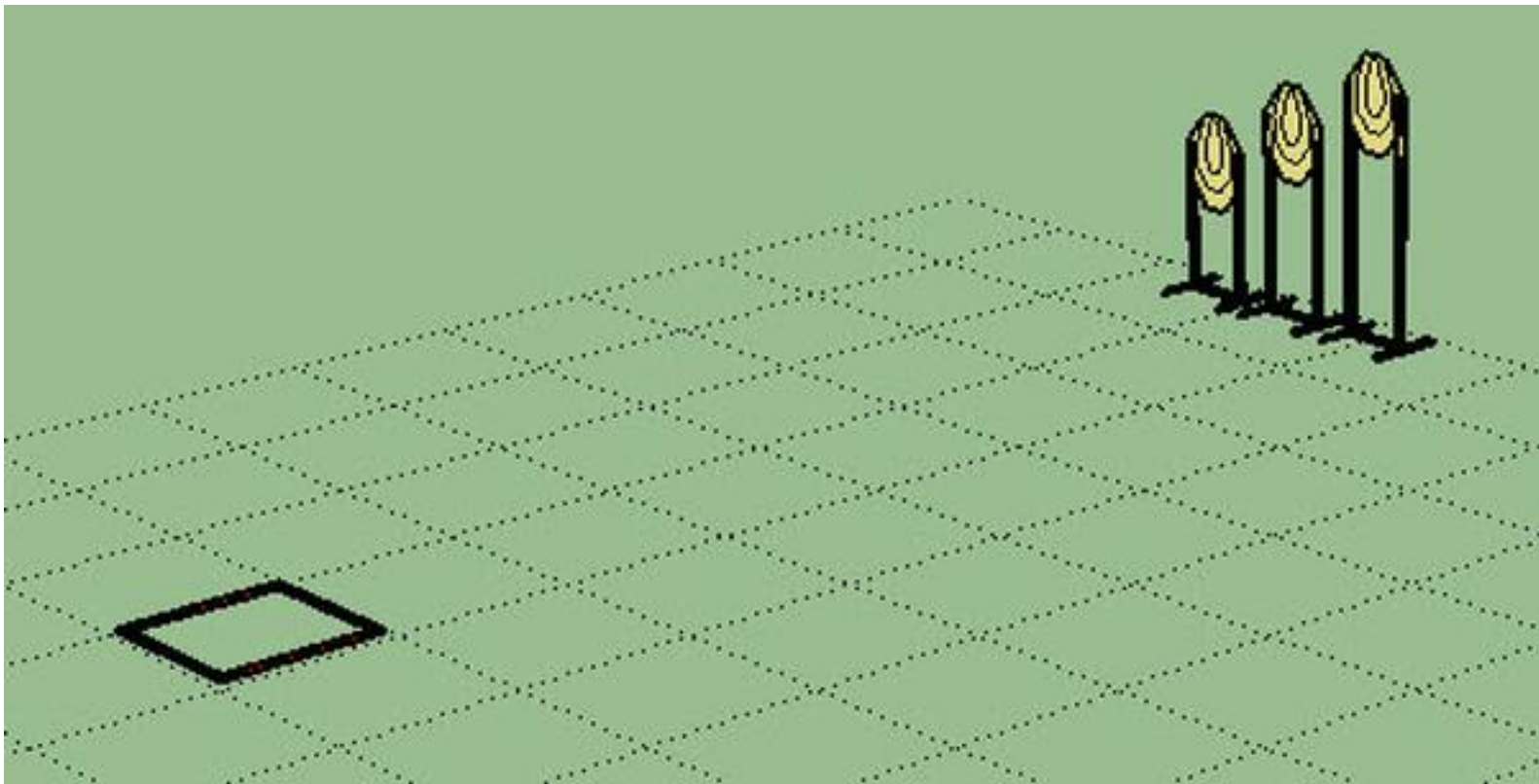


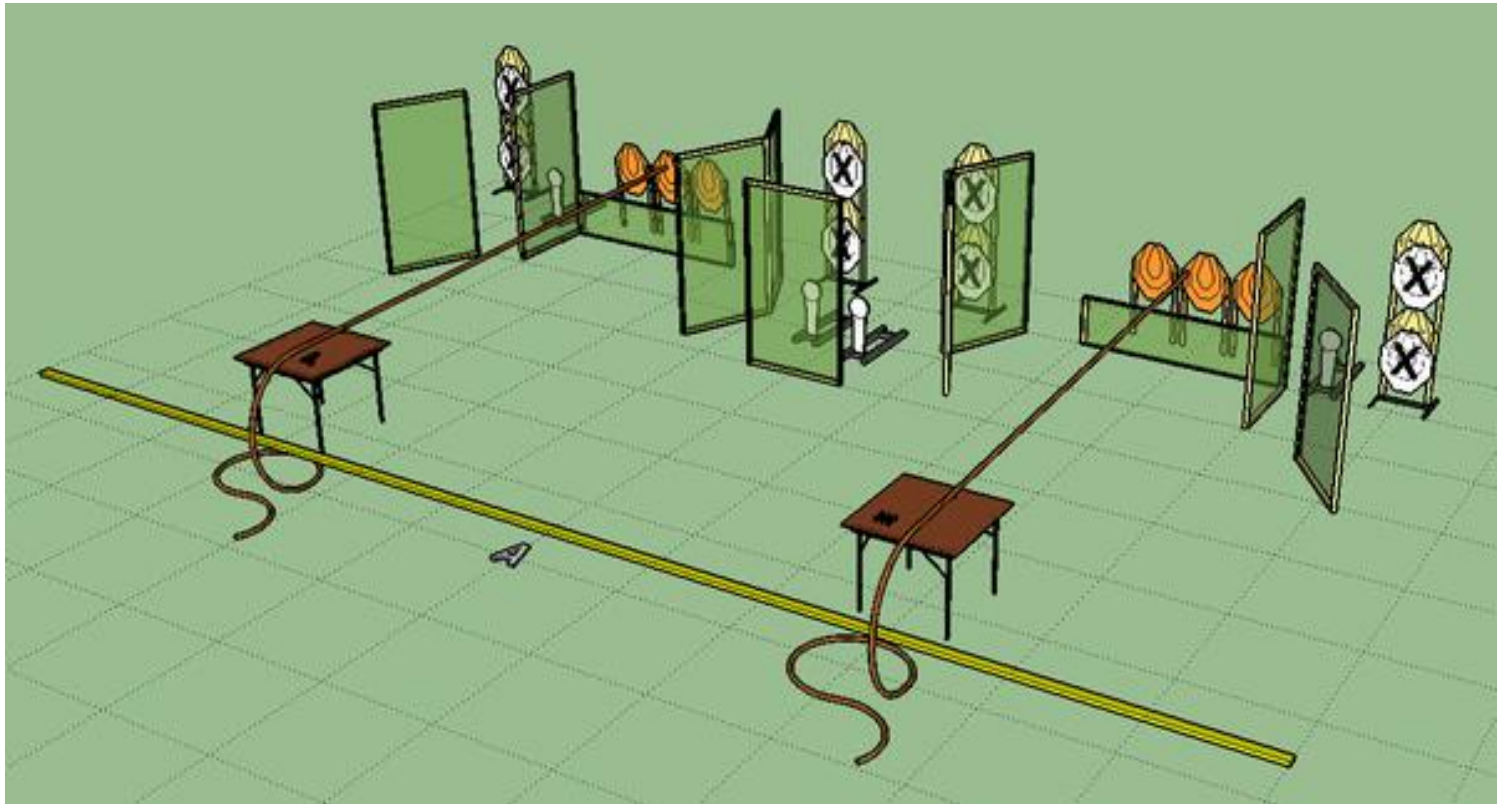
1. Stage 1



CoF	Comstock - Short	Points	60 p
Targets	3 paper, Total 3 targets	Min rounds	12
Firearm	Action Air	Match-%	10.34%

Procedure	On signal, shoot all targets in any order as they become visible from within the demarcated area. Shoot all targets twice; then reload and shoot all targets twice again.
Starting position	Standing relaxed in the box
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	

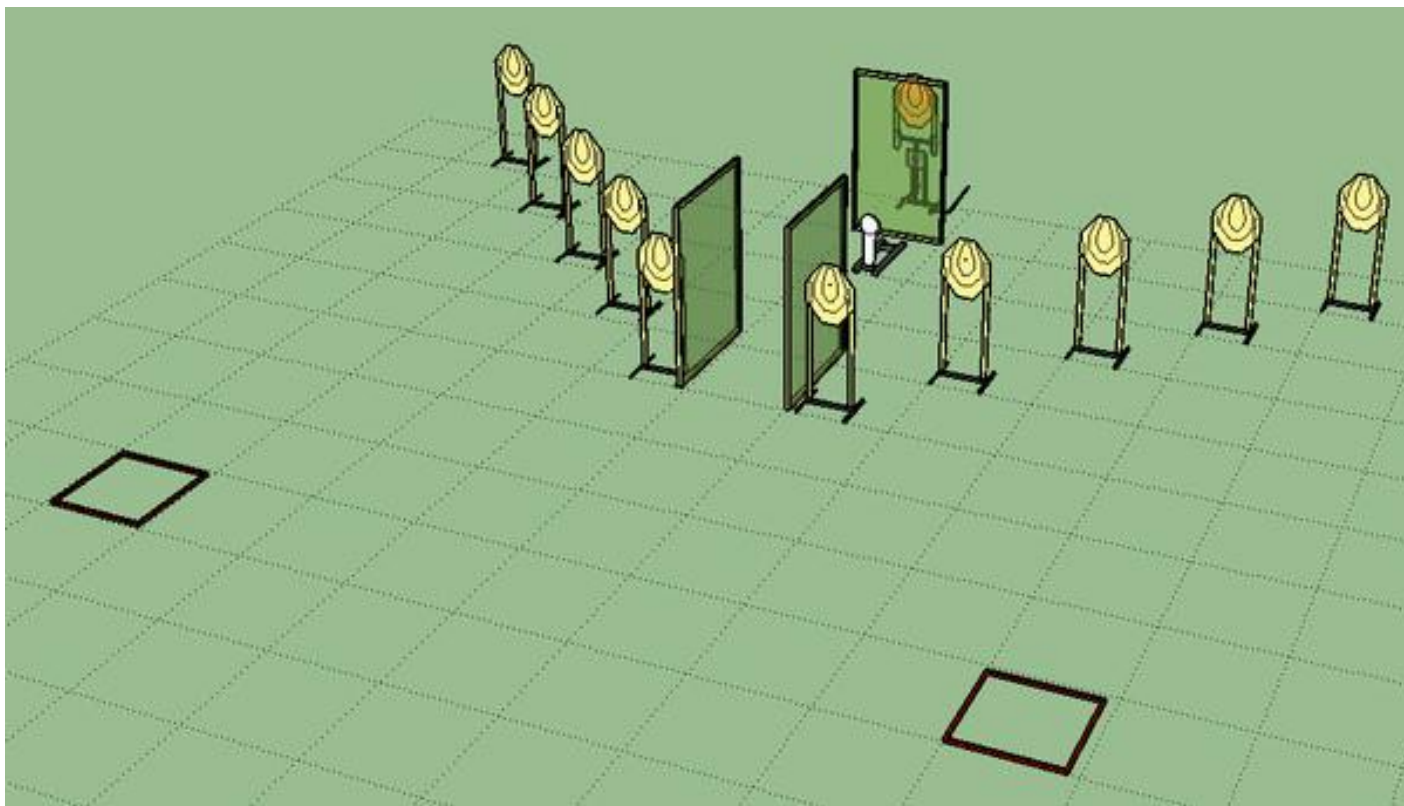
2. Stage 2



CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 8 no-shoot, Total 18 targets	Min rounds	32
Firearm	Action Air	Match-%	27.59%

Procedure	Shoot all targets as they become visible. The firearm nor the shooter should touch any part of the barricades. All shots must be fired from within the demarcated area. Target array will become visible by pulling the rope. The 3 targets on the right side must be shot while holding the Duck in one hand. After shooting the targets the Duck must be placed on the table or holded in hand. Duck may not touch the ground.
Starting position	Standing relaxed at the mark, facing downrange
Firearm ready condition	Gun unloaded at the table. All magazines to be used at the other table
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

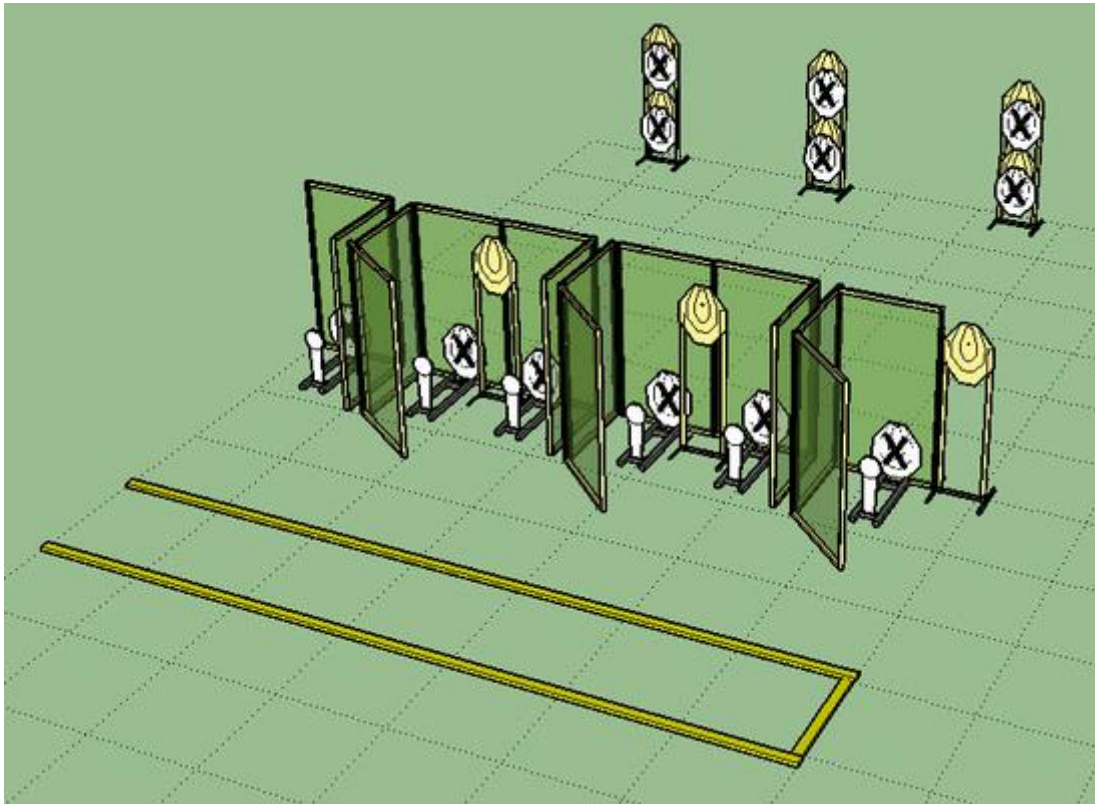
3. Stage 3



CoF	Comstock - Short	Points	60 p
Targets	11 paper, 1 popper, Total 12 targets	Min rounds	12
Firearm	Action Air	Match-%	10.34%

Procedure	On signal, shoot all targets in any order as they become visible from within the demarcated area's with minimal one round each. Steel must fall. The Popper will start a moving target; which is not a disappearing target.
Starting position	Standing relaxed in one of the boxes, 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	

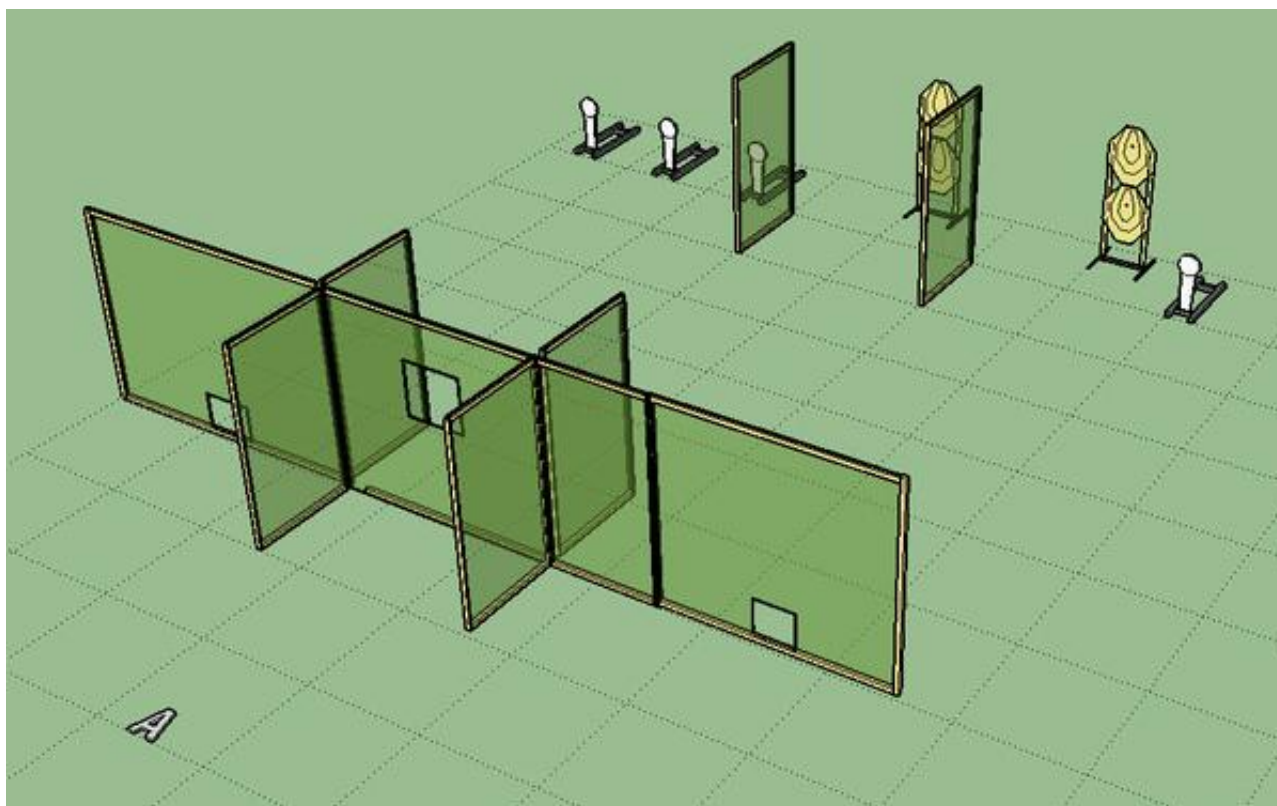
4. Stage 4



CoF	Comstock - Medium	Points	120 p
Targets	9 paper, 6 popper, 12 no-shoot, Total 15 targets	Min rounds	24
Firearm	Action Air	Match-%	20.69%

Procedure	Shoot all targets as they become visible. The firearm nor the shooter should touch any part of the barricades. 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 and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

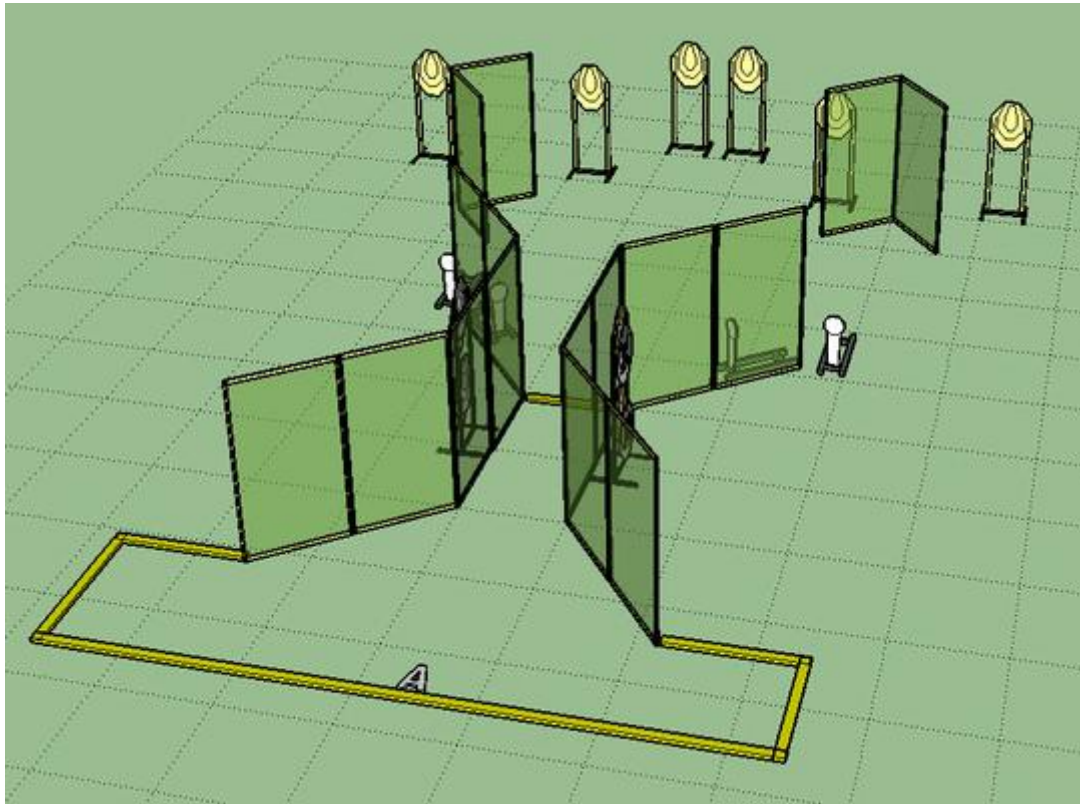
5. Stage 5



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, Total 8 targets	Min rounds	12
Firearm	Action Air	Match-%	10.34%

Procedure	Shoot all targets as they become visible. All shots must be fired from within the demarcated area, through the apertures.
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	

6. Stage 6



CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, 2 no-shoot, Total 14 targets	Min rounds	24
Firearm	Action Air	Match-%	20.69%

Procedure	Shoot all targets as they become visible. The firearm nor the shooter should touch any part of the barricades. 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	