

1. The wheel

No image

| | | | |
|---------|--|------------|--------|
| CoF | Comstock - Medium | Points | 110 p |
| Targets | 6 paper, 10 popper, 2 no-shoot, Total 16 targets | Min rounds | 22 |
| Firearm | Action Air | Match-% | 37.93% |

| | |
|-------------------------|---|
| Procedure | Shoot all targets as they become visible. The firearm nor the shooter should touch any part of the barricades. All shots must be done with both feet on the ground in one of the boxes. Popper T1 activates the moving target(s). |
| Starting position | In one of the boxes facing downrange. All magazines to be used on the barrel. |
| 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. Sit down

No image

| | | | |
|---------|------------------------------------|------------|--------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 4 paper, 4 popper, Total 8 targets | Min rounds | 12 |
| Firearm | Action Air | Match-% | 20.69% |

| | |
|-------------------------|---|
| Procedure | Shoot at targets as they become visible while sitting on the chair. A mandatory reload between the first and last shot is required. |
| Starting position | Sitting on the chair, hands on your knees. |
| Firearm ready condition | Gun en all magazines on the table |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

3. The Block

No image

| | | | |
|---------|---|------------|--------|
| CoF | Comstock - Medium | Points | 120 p |
| Targets | 8 paper, 8 popper, 2 no-shoot, Total 16 targets | Min rounds | 24 |
| Firearm | Action Air | Match-% | 41.38% |

| | |
|-------------------------|--|
| Procedure | Shoot all targets as they become visible. The firearm nor the shooter should touch any part of the barricades. |
| Starting position | Standing on the "A" 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 | |