

1. Sit down please



CoF	Comstock - Short	Points	60 p
Targets	3 paper, 6 popper, Total 9 targets	Min rounds	12
Firearm	Action Air	Match-%	2.59%
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 while sitting on the chair		
Starting position	Sitting on the chair, hands on both knees		
Firearm ready condition	Gun loaded with all magazines to be used at the marks on the table as demonstrated		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

2. Why



CoF	Comstock - Long	Points	160 p
Targets	9 paper, 14 popper, Total 23 targets	Min rounds	32
Firearm	Action Air	Match-%	6.91%
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 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			

3. Double all over



CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 5 no-shoot, Total 12 targets	Min rounds	24
Firearm	Action Air	Match-%	5.18%

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			

4. Four Boxes



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. The most left target and popper must be shot from the most left box, stronghand only The next target and popper must be shot from the next box, weakhand only The next target and popper must be shot from the next box, freestyle The most right target and popper must be shot from the most right box, stronghand only		
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			

5. Let's move it



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. Button 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		
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			

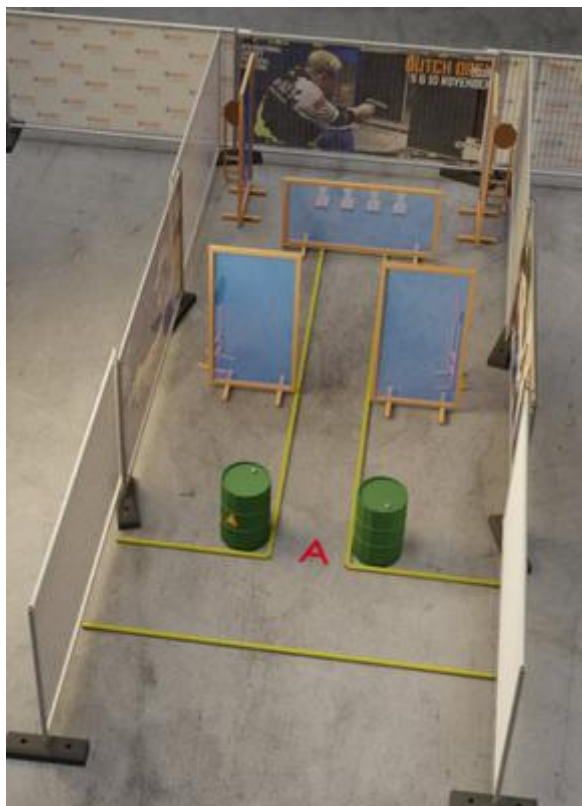
6. Go get em Tiger!



CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 2 no-shoot, Total 13 targets	Min rounds	24
Firearm	Action Air	Match-%	5.18%

Procedure	Shoot all targets as they become visible. All shots must be fired from within the demarcated area.
Starting position	Standing relaxed ianywhere in the demarcated area
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. Two barrels on the 1st floor



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 at the mark, facing downrange
Firearm ready condition	Gun unloaded on one of the barrels, all magazines to be used on the other barrel
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

8. Six in a row



CoF	Comstock - Medium	Points	120 p
Targets	8 paper, 8 popper, Total 16 targets	Min rounds	24
Firearm	Action Air	Match-%	5.18%

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 unloaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

9. Only two boxes



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. All shots must be fired from within the boxes. Shoot all targets as they become visible. The firearm nor the shooter should touch any part of the barricades. Popper T1 will activate the moving target as demonstrated. The moving target is a non-disappearing target. Before moving to the other box a mandatory magazine change must be fulfilled		
Starting position	Standing relaxed in one of the boxes		
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. Bullhorn



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. All shots must be fired while holding one of the bullhorns with one hand.
Starting position	Sitting on the Bull, both hands on the horns
Firearm ready condition	Gun unloaded with all magazines at the table
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

11. Under the bridge



CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, Total 14 targets	Min rounds	24
Firearm	Action Air	Match-%	5.18%

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	

12. Forget me not



CoF	Comstock - Long	Points	160 p
Targets	9 paper, 14 popper, 8 no-shoot, Total 23 targets	Min rounds	32
Firearm	Action Air	Match-%	6.91%

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	

13. Stationary Bike



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

Procedure	All shots must be fired while sitting on the bike. Start peddelling after the signal. Shooter must be peddling contunuasly. Speed at last shot must be at least 10 km/h		
Starting position	Sitting at the bike		
Firearm ready condition	Gun unloaded and holstered		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

14. Seesaw



CoF	Comstock - Long	Points	160 p
Targets	12 paper, 8 popper, 2 no-shoot, Total 20 targets	Min rounds	32
Firearm	Action Air	Match-%	6.91%
Procedure	Shoot all targets as they become visible. On start, the seesaw must be with one side on the ground. Seesaw must at least flip once. No jumping on, off or over seesaw allowed		
Starting position	Standing relaxed at the seesaw, 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			

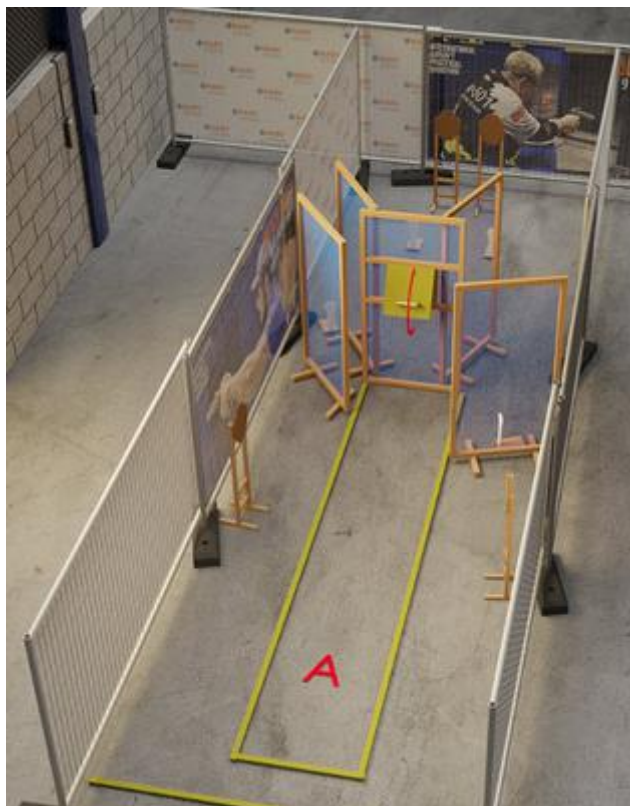
15. Lateral movement



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. Poppers T1 and T2 will activate the moving targets as demonstrated. The moving targets are a non-disappearing targets. 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	

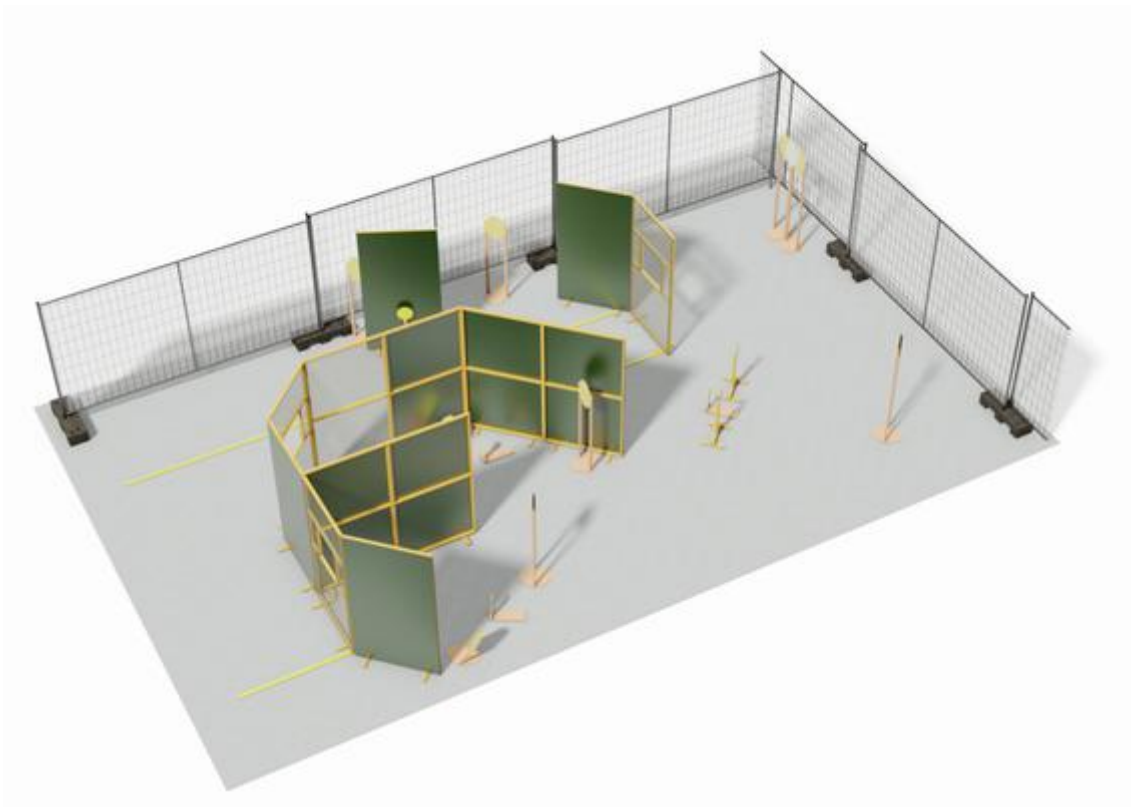
16. Open the hatch



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 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. Splisecond Poppers



CoF	Comstock - Medium	Points	120 p
Targets	8 paper, 8 popper, 2 no-shoot, Total 16 targets	Min rounds	24
Firearm	Action Air	Match-%	5.18%
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			

18. Targets on a string



CoF	Comstock - Medium	Points	115 p
Targets	11 paper, 1 popper, 2 no-shoot, Total 12 targets	Min rounds	23
Firearm	Action Air	Match-%	4.97%
Procedure	Shoot all targets as they become visible. The firearm nor the shooter should touch any part of the barricades. 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	Sitting on the chair, both hands on knees		
Firearm ready condition	Gun unloaded with all magazines to be used on the marks at the table		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

19. Sleeping Beauty



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

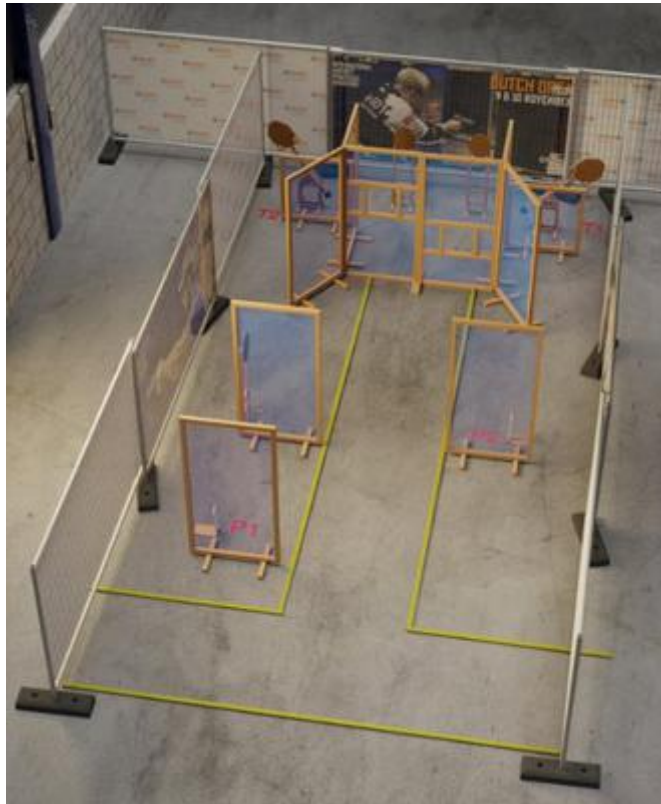
Procedure	Shoot all targets as they become visible. All shots must be fired while lying down on the bed
Starting position	Laying donw on the bed
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

20. Diagonalitics



CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 2 no-shoot, Total 13 targets	Min rounds	24
Firearm	Action Air	Match-%	5.18%
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		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

21. The long shots



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. The firearm nor the shooter should touch any part of the barricades. Poppers T1 and T2 will activate the moving targets as demonstrated. The moving targets are a 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	

22. The Arcade



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. 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	

23. Ducks reunited



CoF	Comstock - Medium	Points	120 p
Targets	7 paper, 10 popper, Total 17 targets	Min rounds	24
Firearm	Action Air	Match-%	5.18%
Procedure	Shoot all targets as they become visible. All shots must be fired from within the demarcated area. Both ducks must be transported from the barrells to the pool. Ducks may not fly or been thrown. Ducks must be in the pool before the last shot is fired		
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. 5th Anniversary



CoF	Comstock - Long	Points	160 p
Targets	13 paper, 6 popper, 2 no-shoot, Total 19 targets	Min rounds	32
Firearm	Action Air	Match-%	6.91%
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		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			