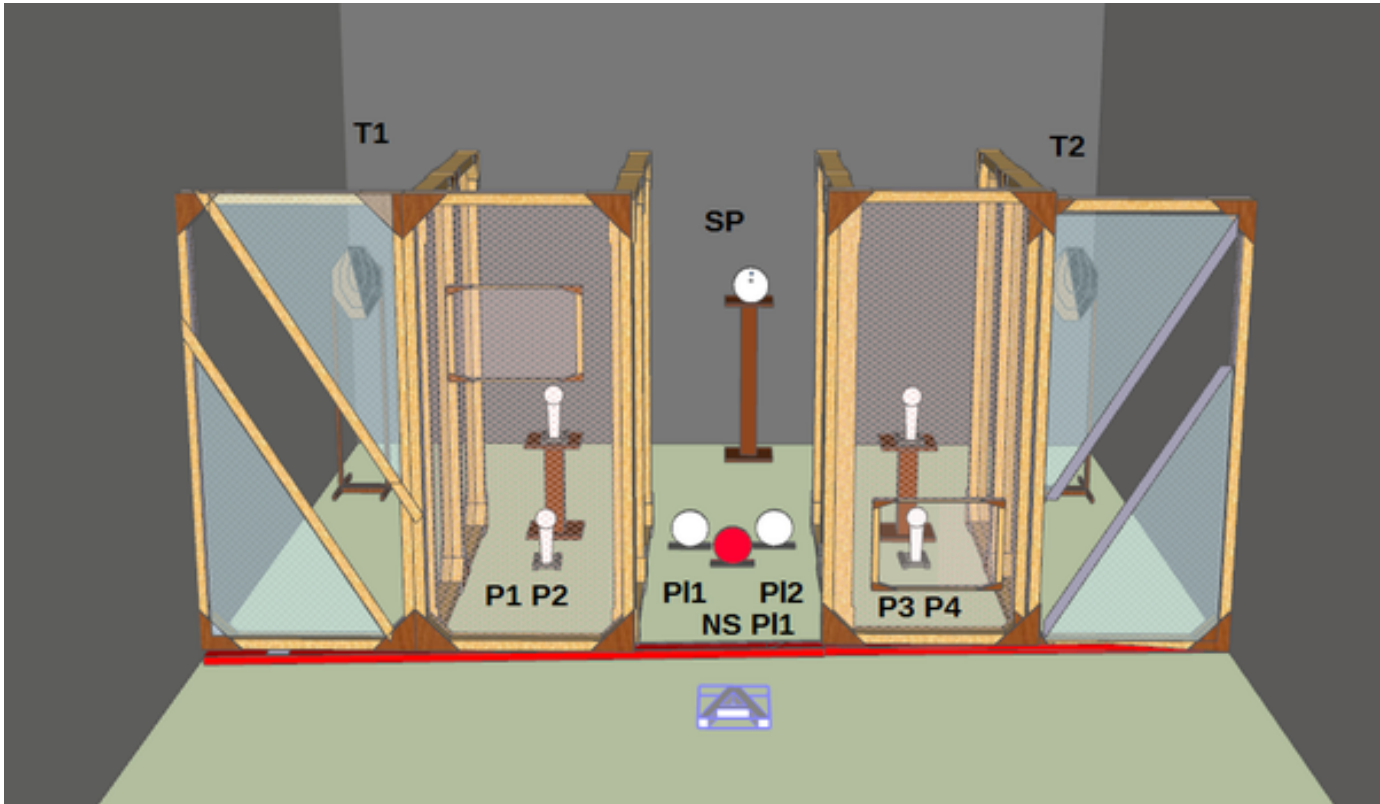


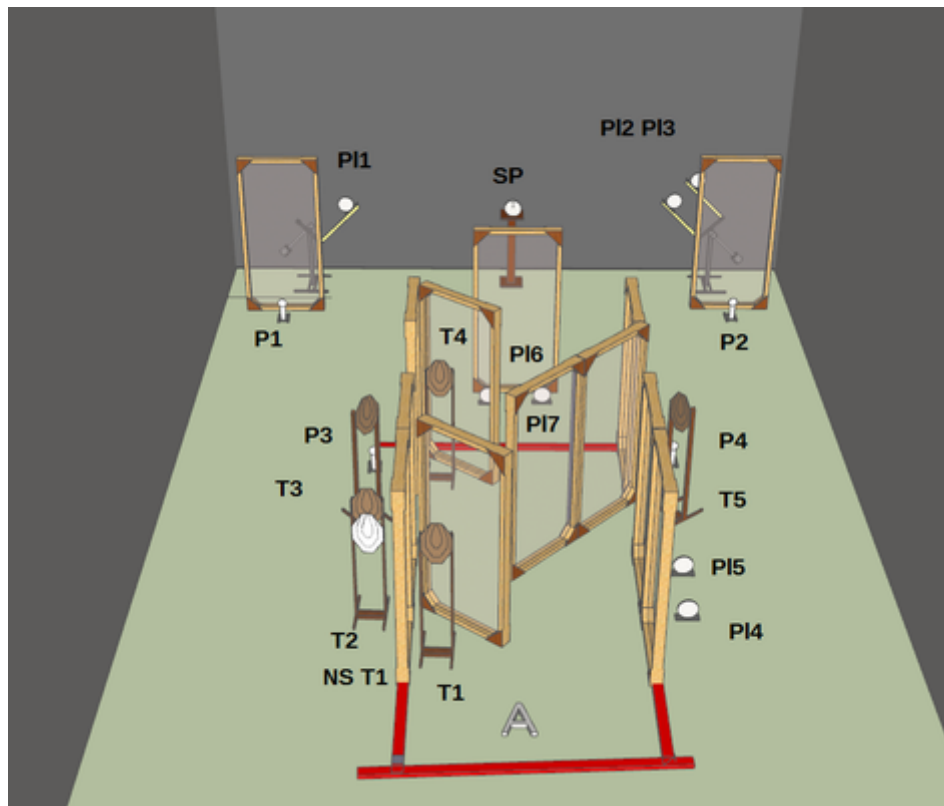
1. Stage 1



| | | | |
|---------|---|------------|-------|
| CoF | Comstock - Short | Points | 50 p |
| Targets | 2 paper, 6 popper, 32 no-shoot, Total 8 targets | Min rounds | 10 |
| Firearm | Action Air | Match-% | 4.81% |

| | |
|-------------------------|---|
| Procedure | After start signal engage all targets when visible within designated area A |
| Starting position | Standing anywhere in the area |
| Firearm ready condition | |
| Start on | Audible signal |
| Stop on | Last shot to stop plate |
| Penalties | |
| Safety angles | |
| Setup notes | |

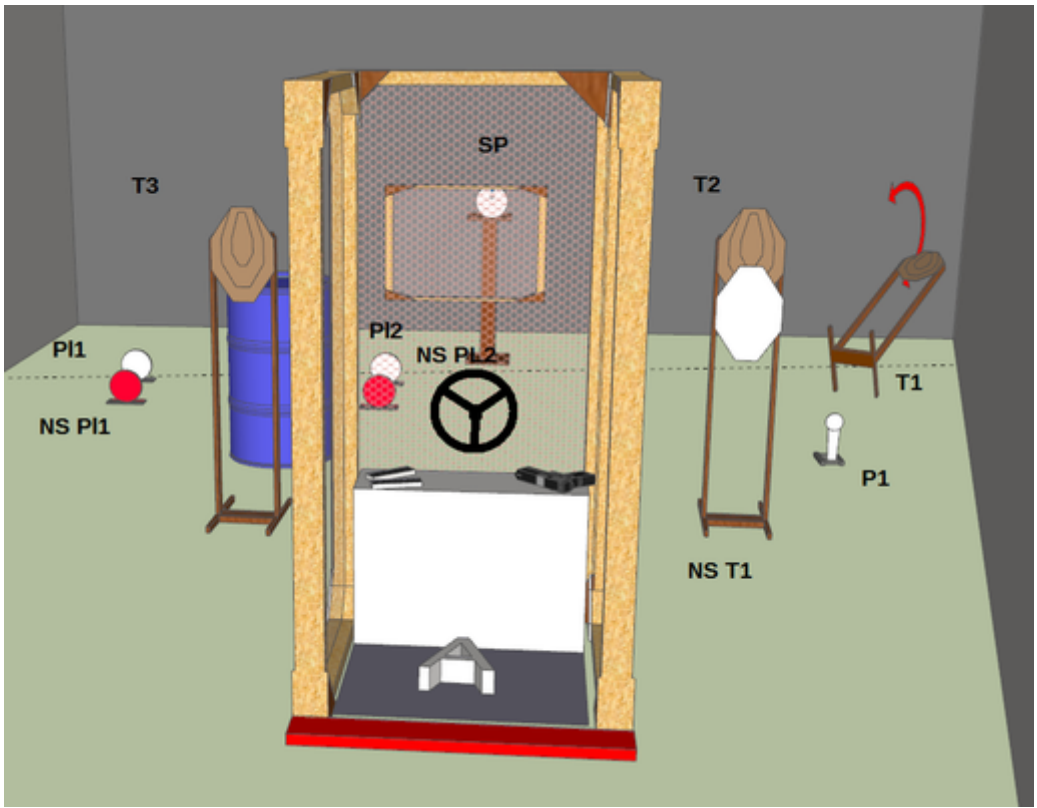
2. Stage 2



| | | | |
|---------|---|------------|--------|
| CoF | Comstock - Medium | Points | 105 p |
| Targets | 5 paper, 11 popper, 32 no-shoot, Total 16 targets | Min rounds | 21 |
| Firearm | Action Air | Match-% | 10.10% |

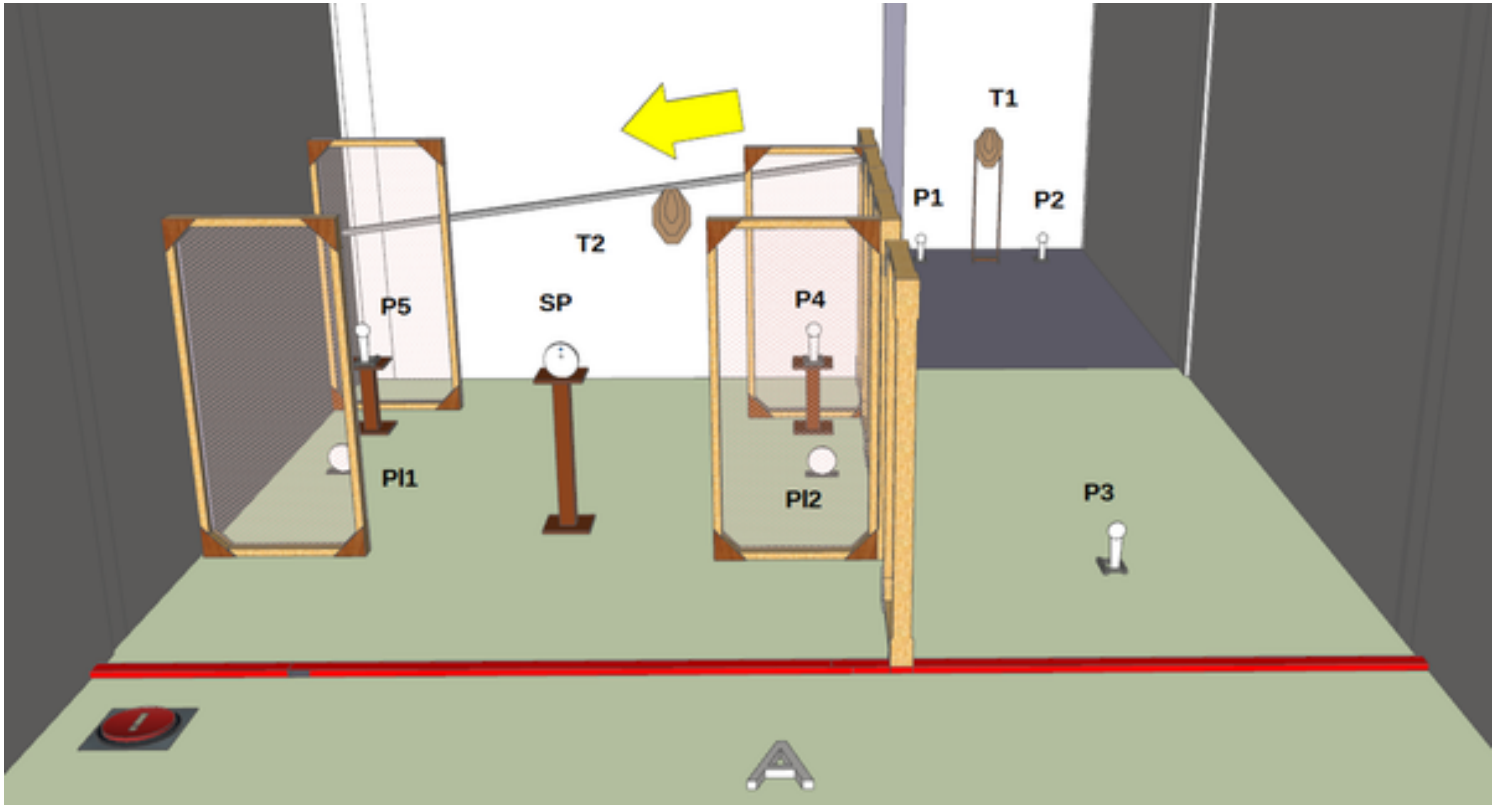
| | |
|-------------------------|---|
| Procedure | After start signal engage all targets when visible within designated area A. |
| Starting position | Standing anywhere in the area |
| Firearm ready condition | |
| Start on | Audible signal |
| Stop on | Last shot to stop plate |
| Penalties | |
| Safety angles | |
| Setup notes | Popper P1 Activates the swinging target T1 and popper P2 activates the swinging target T2. Both targets remain visible in the end |

3. Stage 3



| | | | |
|-------------------------|--|------------|-------|
| CoF | Comstock - Short | Points | 45 p |
| Targets | 3 paper, 3 popper, 32 no-shoot, Total 6 targets | Min rounds | 9 |
| Firearm | Action Air | Match-% | 4.33% |
| Procedure | After start signal engage all targets when visible while sitting on the chair, through the hatch. | | |
| Starting position | Sitting on the chair behind the table, both hands on the driving wheel | | |
| Firearm ready condition | Unloaded, gun and all magazines on the table | | |
| Start on | Audible signal | | |
| Stop on | Last shot to stop plate | | |
| Penalties | | | |
| Safety angles | | | |
| Setup notes | Turning the wheel opens the hatch. Popper P1 activates the rising target T1. The target remains visible in the end | | |

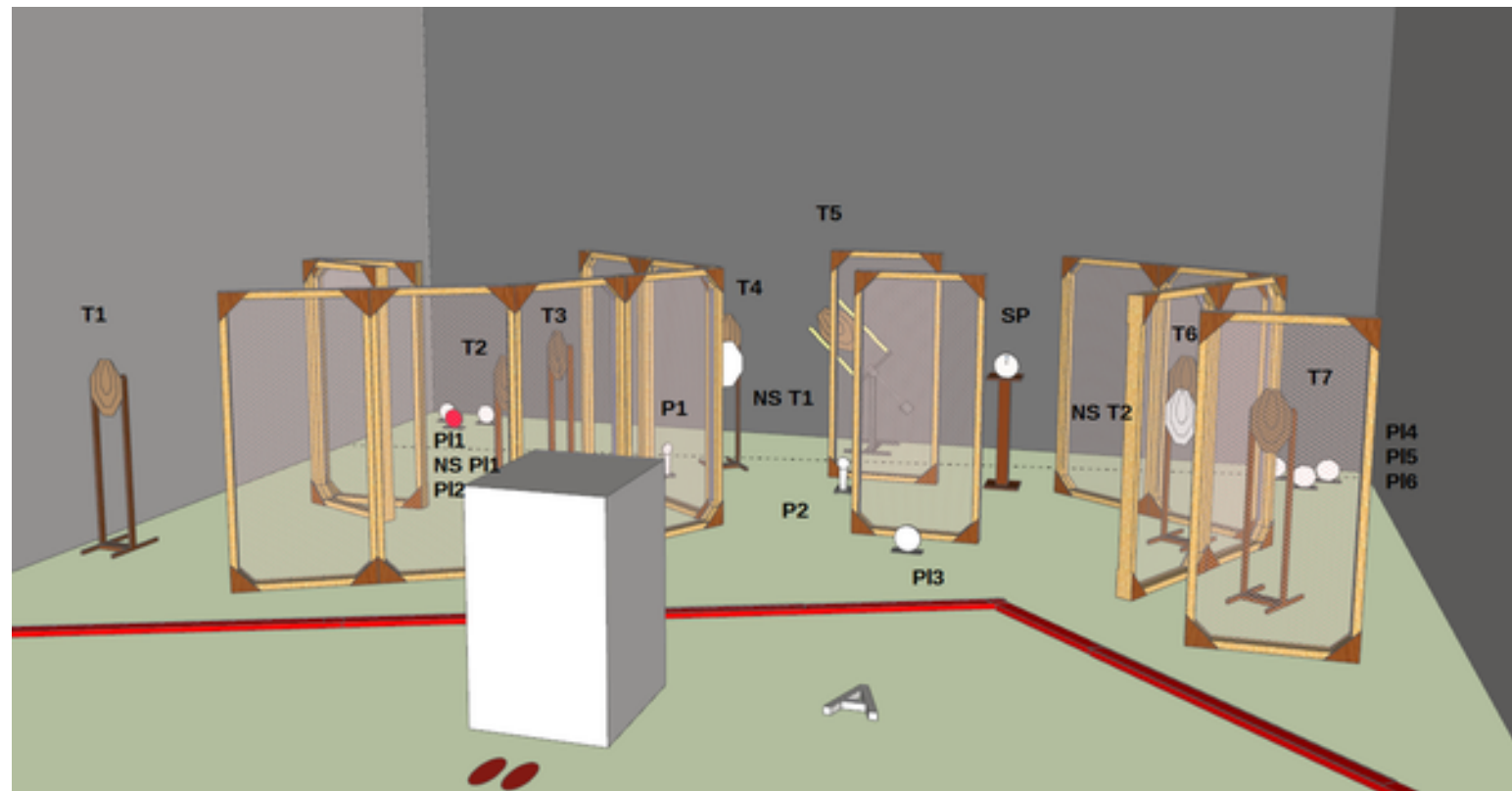
4. Stage 4



| | | | |
|---------|---|------------|-------|
| CoF | Comstock - Short | Points | 55 p |
| Targets | 2 paper, 7 popper, 32 no-shoot, Total 9 targets | Min rounds | 11 |
| Firearm | Action Air | Match-% | 5.29% |

| | |
|-------------------------|--|
| Procedure | After start signal engage all targets when visible within designated area A |
| Starting position | Standing anywhere in the area |
| Firearm ready condition | |
| Start on | Audible signal |
| Stop on | Last shot to stop plate |
| Penalties | |
| Safety angles | |
| Setup notes | Pushing press button activates the moving target T2. The target remains visible in the end |

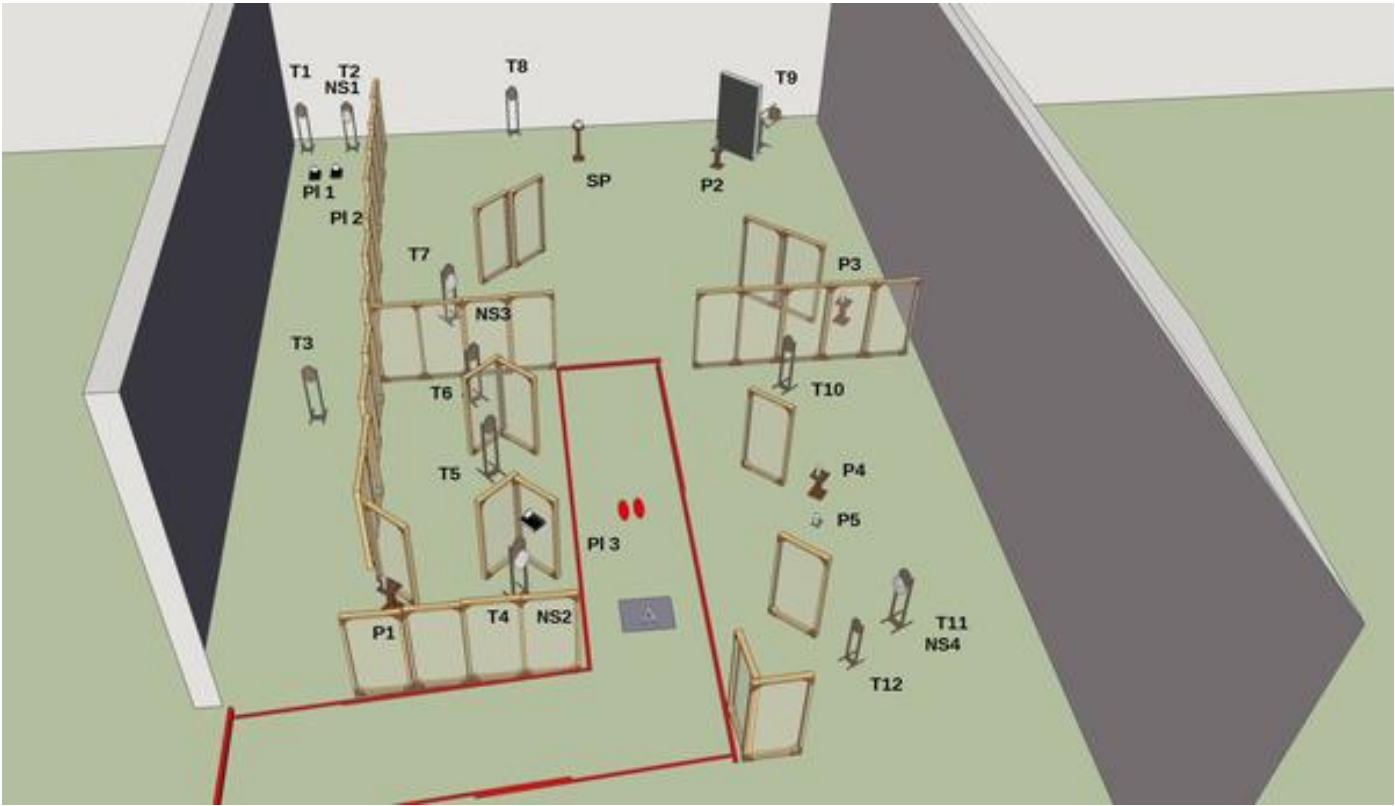
5. Stage 5



| | | | |
|---------|--|------------|--------|
| CoF | Comstock - Medium | Points | 110 p |
| Targets | 7 paper, 8 popper, 32 no-shoot, Total 15 targets | Min rounds | 22 |
| Firearm | Action Air | Match-% | 10.58% |

| | |
|-------------------------|--|
| Procedure | After start signal engage all targets when visible within designated area A |
| Starting position | Standing on the marks, hands above shoulders, facing uprange |
| Firearm ready condition | Gun holstered, magazine inserted, chamber empty |
| Start on | Audible signal |
| Stop on | Last shot to stop plate |
| Penalties | |
| Safety angles | |
| Setup notes | Popper 2 activates the swinging target T5. The target remains visible in the end |

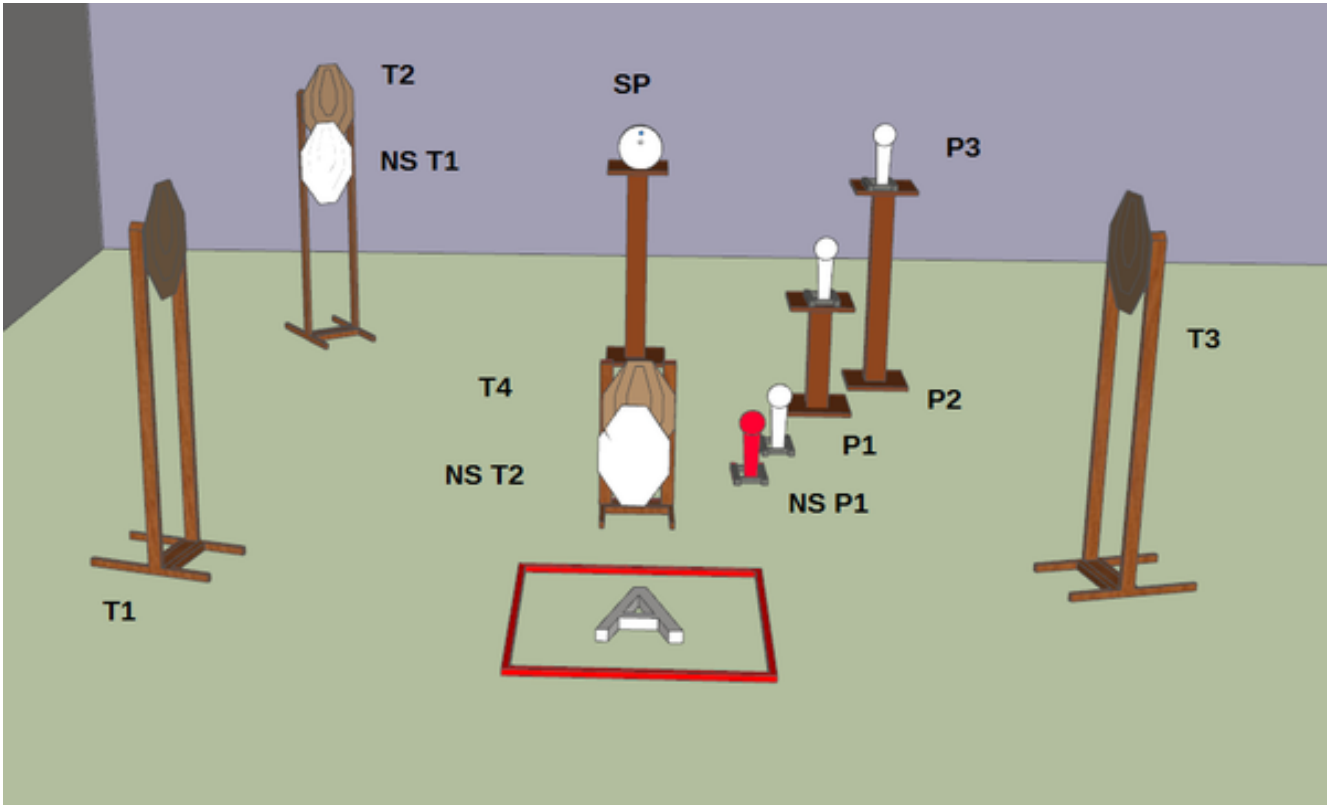
6. Stage 6



| | | | |
|---------|---|------------|--------|
| CoF | Comstock - Long | Points | 160 p |
| Targets | 12 paper, 8 popper, 32 no-shoot, Total 20 targets | Min rounds | 32 |
| Firearm | Action Air | Match-% | 15.38% |

| | |
|-------------------------|--|
| Procedure | After start signal engage all targets when visible within designated area A |
| Starting position | Standing on the marks |
| Firearm ready condition | |
| Start on | Audible signal |
| Stop on | Last shot to stop plate |
| Penalties | |
| Safety angles | |
| Setup notes | Popper 2 activates the swinging target T9. The target remains visible in the end |

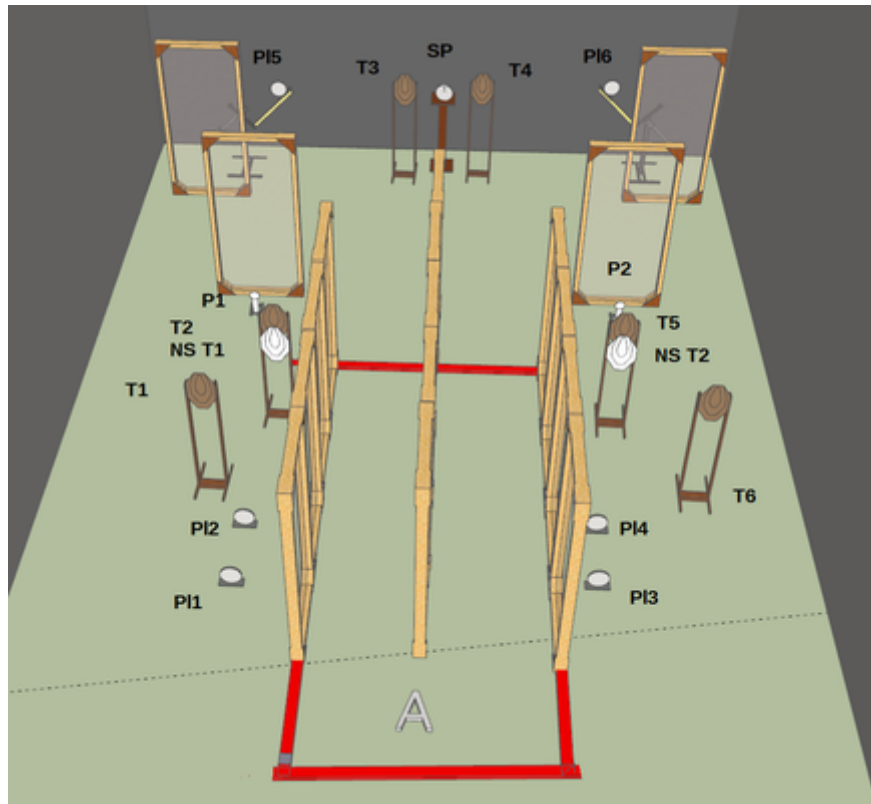
7. Stage 7



| | | | |
|---------|---|------------|-------|
| CoF | Comstock - Short | Points | 55 p |
| Targets | 4 paper, 3 popper, 32 no-shoot, Total 7 targets | Min rounds | 11 |
| Firearm | Action Air | Match-% | 5.29% |

| | |
|-------------------------|---|
| Procedure | After start signal engage all targets when visible within designated area A |
| Starting position | Standing in area A |
| Firearm ready condition | |
| Start on | Audible signal |
| Stop on | Last shot to stop plate |
| Penalties | |
| Safety angles | |
| Setup notes | |

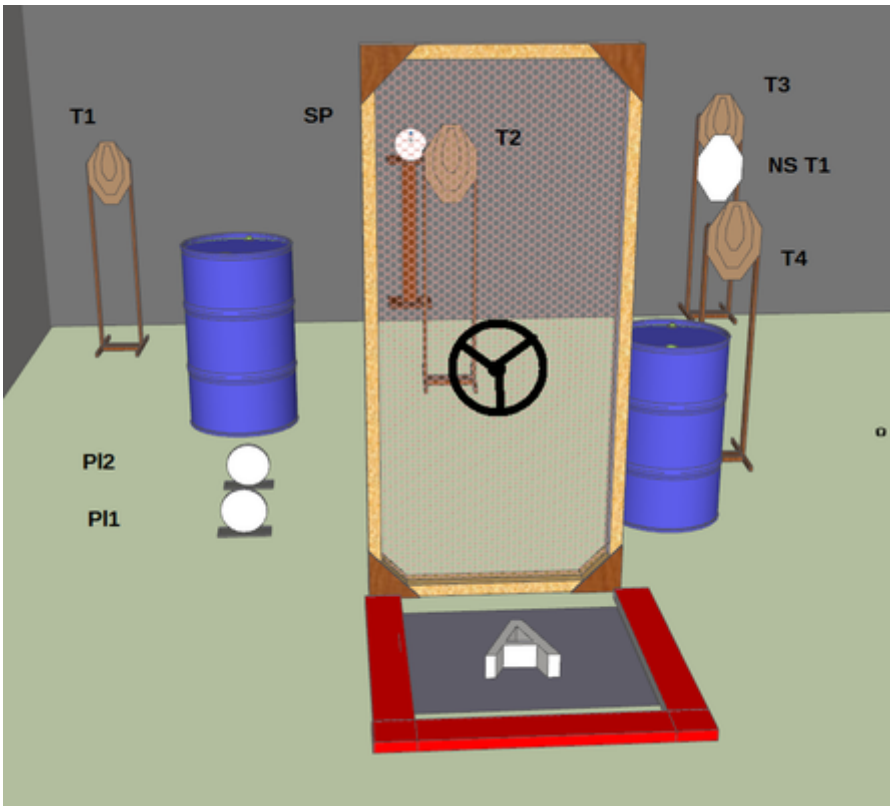
8. Stage 8



| | | | |
|---------|--|------------|-------|
| CoF | Comstock - Medium | Points | 100 p |
| Targets | 6 paper, 8 popper, 32 no-shoot, Total 14 targets | Min rounds | 20 |
| Firearm | Action Air | Match-% | 9.62% |

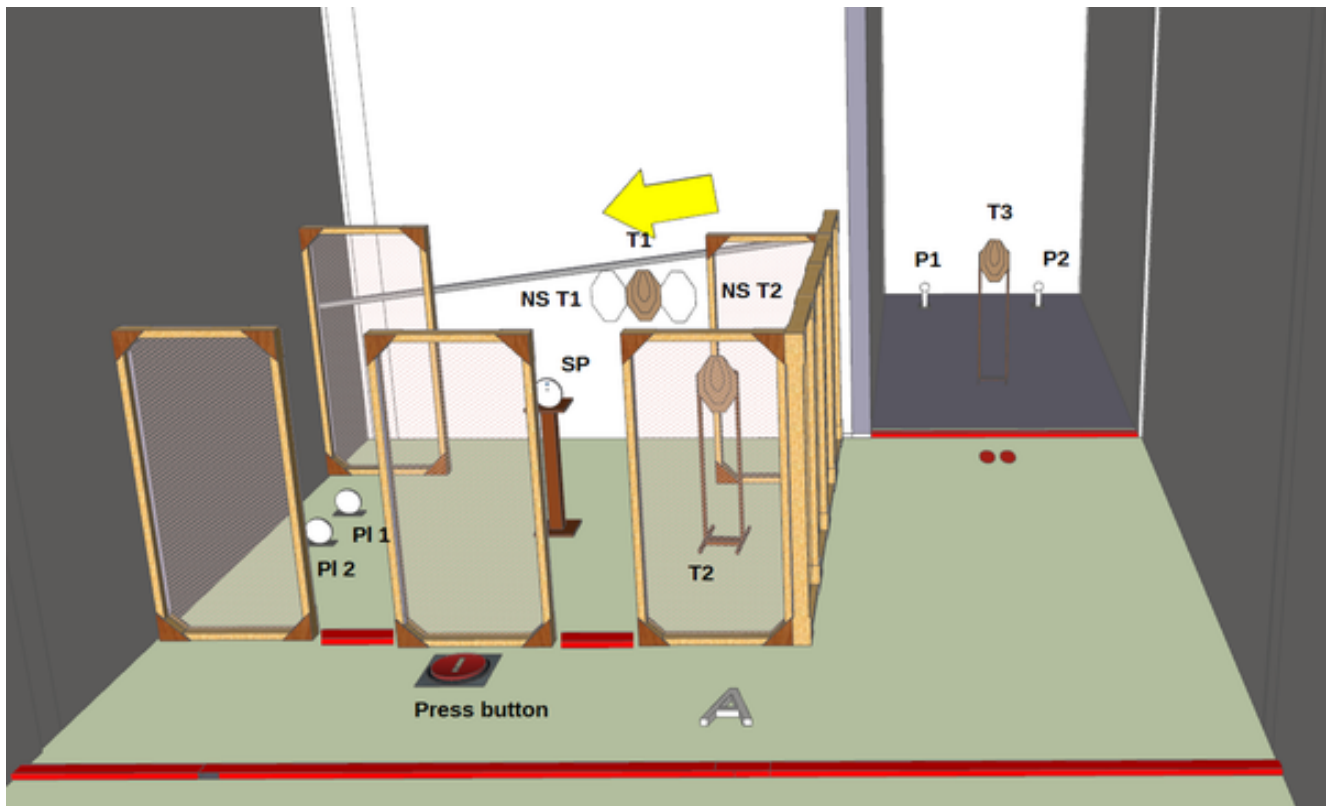
| | |
|-------------------------|--|
| Procedure | After start signal engage all targets when visible within designated area A |
| Starting position | Standing in the area A |
| Firearm ready condition | |
| Start on | Audible signal |
| Stop on | Last shot to stop plate |
| Penalties | |
| Safety angles | |
| Setup notes | Popper 1 activates the swinging plate 5 and popper 2 activates the swinging plate 6. Both plates remain visible in the end |

9. Stage 9



| | | | |
|-------------------------|--|------------|-------|
| CoF | Comstock - Short | Points | 50 p |
| Targets | 4 paper, 2 popper, 32 no-shoot, Total 6 targets | Min rounds | 10 |
| Firearm | Action Air | Match-% | 4.81% |
| Procedure | After start signal engage all targets when visible within designated area A. All shots must be fired with one hand holding the driving wheel | | |
| Starting position | Standing in the area A | | |
| Firearm ready condition | | | |
| Start on | Audible signal | | |
| Stop on | Last shot to stop plate | | |
| Penalties | | | |
| Safety angles | | | |
| Setup notes | | | |

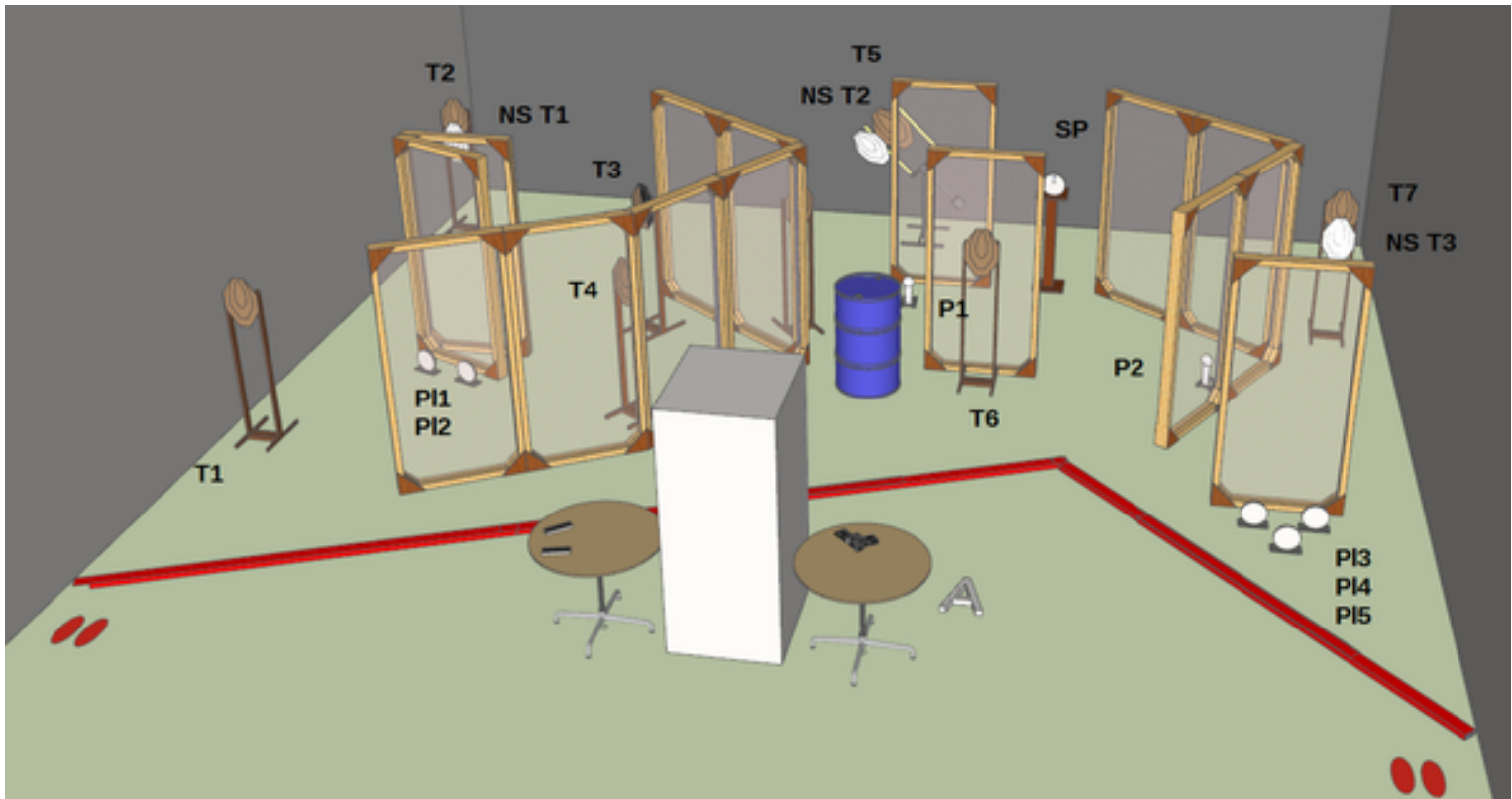
10. Stage 10



| | | | |
|---------|---|------------|-------|
| CoF | Comstock - Short | Points | 50 p |
| Targets | 3 paper, 4 popper, 32 no-shoot, Total 7 targets | Min rounds | 10 |
| Firearm | Action Air | Match-% | 4.81% |

| | |
|-------------------------|--|
| Procedure | After start signal engage all targets when visible within designated area A |
| Starting position | Standing on the marks |
| Firearm ready condition | |
| Start on | Audible signal |
| Stop on | Last shot to stop plate |
| Penalties | |
| Safety angles | |
| Setup notes | Pushing the press button activates the moving target T1. The target remains visible in the end |

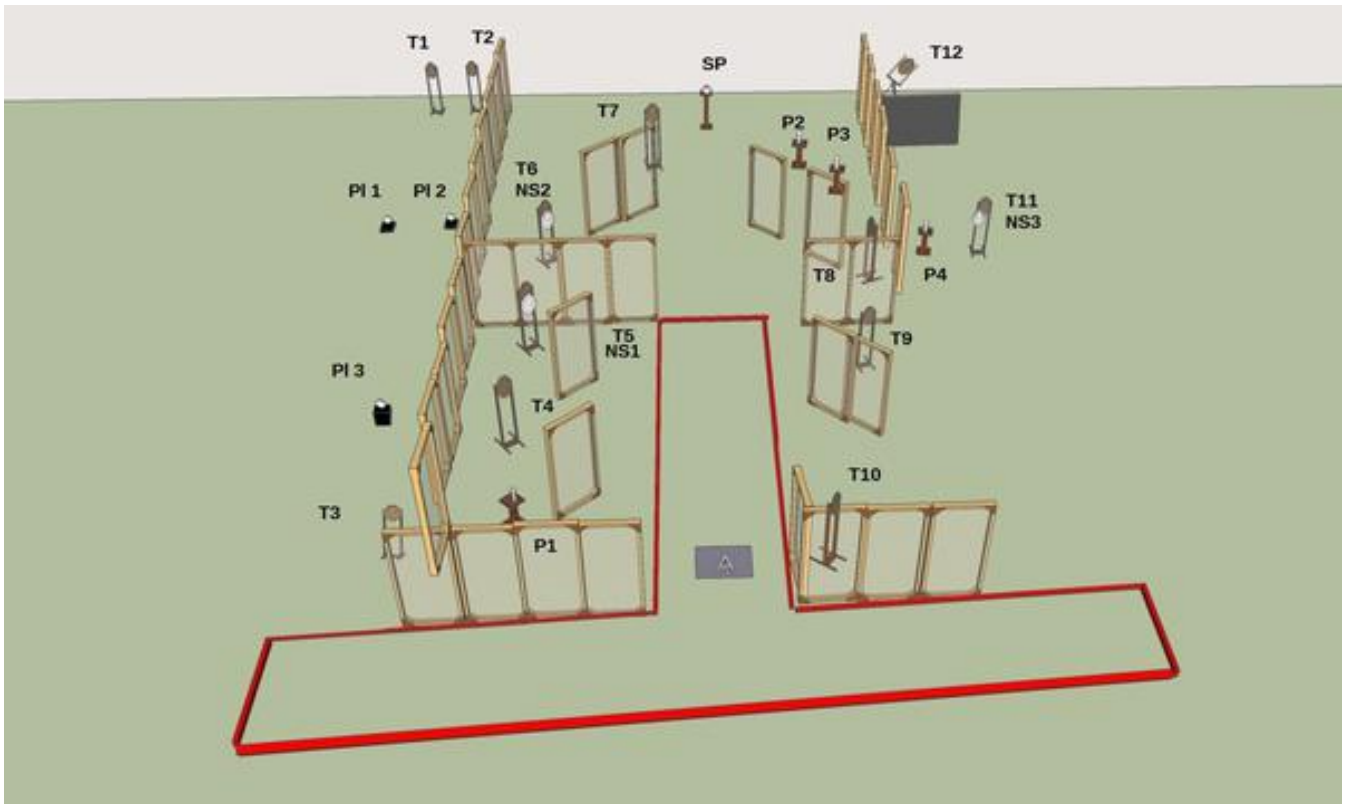
11. Stage 11



| | | | |
|---------|--|------------|--------|
| CoF | Comstock - Medium | Points | 105 p |
| Targets | 7 paper, 7 popper, 32 no-shoot, Total 14 targets | Min rounds | 21 |
| Firearm | Action Air | Match-% | 10.10% |

| | |
|-------------------------|---|
| Procedure | After start signal engage all targets when visible within designated area A |
| Starting position | Standing on the marks |
| Firearm ready condition | Unloaded, gun and all magazines on the tables. The magazines must be on the other table and the gun |
| Start on | Audible signal |
| Stop on | Last shot to stop plate |
| Penalties | |
| Safety angles | |
| Setup notes | Popper 1 activates the swinging target T1. The target remains visible in the end |

12. Stage 12



| | | | |
|---------|---|------------|--------|
| CoF | Comstock - Long | Points | 155 p |
| Targets | 12 paper, 7 popper, 32 no-shoot, Total 19 targets | Min rounds | 31 |
| Firearm | Action Air | Match-% | 14.90% |

| | |
|-------------------------|---|
| Procedure | After start signal engage all targets when visible within designated area A |
| Starting position | Standing anywhere in the area A |
| Firearm ready condition | |
| Start on | Audible signal |
| Stop on | Last shot to stop plate |
| Penalties | |
| Safety angles | |
| Setup notes | Popper 4 activates the swinging target T12. The target remains visible in the end |