## 1. Alleyways

No Image

| CoF | Comstock - Short | Points | 50 p |
| :---: | :--- | :---: | :---: |
| Targets | 3 paper, 4 popper, 1 no-shoot, Total 7 targets | Min rounds | 10 |
| Firearm | Action Air | Match-\% | $5.05 \%$ |


|  |  |
| :--- | :--- |
| Procedure | Standing on the marks, facing down range, arms hanging naturally by your side. On start signal engage all targets as <br> they become visible. All poppers must fall |
| Starting position <br> Firearm ready <br> condition <br> Start on <br> Stop on | Gudible signal loaded \& holstered <br> Penalties |
| As per current edition of rules |  |
| Safety angles | L/R |
| Setup notes |  |

## 2. Four Corners

## No Image

| CoF | Comstock - Medium | Points | 110 p |
| :---: | :--- | :---: | :---: |
| Targets | 10 paper, 2 popper, 2 no-shoot, Total 12 targets | Min rounds | 22 |
| Firearm | Action Air | Match-\% | $11.11 \%$ |


|  |  |
| :--- | :--- |
| Procedure | Standing on the marks, facing down range, arms hanging naturally by your side. On start signal engage all targets as <br> they become visible . All poppers must fall. |
| Starting position <br> Firearm ready <br> condition <br> Start on <br> Stop on | Chamber and magwell empty. |
| Penalies | Last shot |
| As per current edition of rules |  |
| Safety angles | L/R |
| Setup notes |  |

## 3. Going Dutch

## No Image



## 4. El Presidente

## No Image

| CoF | Comstock - Short | Points | 60 p |
| :---: | :--- | :---: | :---: |
| Targets | 3 paper, Total 3 targets | Min rounds | 12 |
| Firearm | Action Air | Match- $\%$ | $6.06 \%$ |


|  |  |
| :--- | :--- |
| Procedure | Standing in the box, facing up range. Hands above shoulders in the surrender pose. On start signal turn and engage <br> targets. Two shots on each target, reload re-engage targets with two shots on each target. Remain in the box whilst <br> shooting. |
| Starting position <br> Firearm ready <br> condition <br> Start on <br> Stop on | Audible signal |
| Penalties | Last shot per current edition of rules |
| Safety angles | L/R |
| Setup notes |  |

## 5. Aces and Eights

## No Image

| CoF | Comstock - Short | Points | 50 p |
| :---: | :--- | :---: | :---: |
| Targets | 4 paper, 2 popper, 4 no-shoot, Total 6 targets | Min rounds | 10 |
| Firearm | Action Air | Match- $\%$ | $5.05 \%$ |


|  |  |
| :--- | :--- |
| Procedure | Seated with back touching chair, Elbows on the marks, cards and money in both hands. On start signal engage all <br> targets as they become visible Poppers must be shot while seated. All Poppers must fall. |
| Starting position <br> Firearm ready <br> condition <br> Start on <br> Stop on | Gudible signal loaded \& holstered <br> Penalties |
| As per current edition of rules |  |
| Safety angles | L/R |
| Setup notes |  |

## 6. Mind your head

## No Image

| CoF | Comstock - Medium | Points | 120 p |
| :---: | :--- | :---: | :---: |
| Targets | 10 paper, 4 popper, 4 no-shoot, Total 14 targets | Min rounds | 24 |
| Firearm | Action Air | Match- $\%$ | $12.12 \%$ |


| Procedure | Standing on the marks, facing down range, arms hanging naturally by your side. On start signal engage all targets as <br> they become visible Rear targets must be engaged through the apertures. Cooper tunnel penalties apply Timed to the <br> last shot, all poppers must fall. |
| :--- | :--- |
| Starting position <br> Firearm ready <br> condition <br> Start on <br> Stop on | Chamber empty |
| Penalties | Audible signal |
| As per current edition of rules |  |
| Safety angles | L/R |
| Setup notes |  |

## 7. Two is too slow

## No Image

| CoF | Comstock - Short | Points | 35 p |
| :---: | :--- | :---: | :---: |
| Targets | 2 paper, 3 popper, Total 5 targets | Min rounds | 7 |
| Firearm | Action Air | Match-\% | $3.54 \%$ |


| Procedure |  |
| :--- | :--- |
|  | Standing in the box, facing down range, arms hanging naturally by your side. On start signal engage all targets as they <br> become visible Remain in the box while shooting. All poppers must fall. |
| Starting position <br> Firearm ready <br> condition <br> Start on <br> Stop on | Audible signal loaded \& holstered |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes |  |

## 8. Point Break

## No Image

| CoF | Comstock - Medium | Points | 70 p |
| :---: | :--- | :---: | :---: |
| Targets | 4 paper, 6 popper, 4 no-shoot, Total 10 targets | Min rounds | 14 |
| Firearm | Action Air | Match- $\%$ | $7.07 \%$ |


|  |  |
| :--- | :--- |
| Procedure | Standing on the marks, facing down range with hands on the marks. On start signal engage all targets as they become <br> visible Strong hand side shot with strong hand only, Weak hand side shot with the weak hand only. Both sides shot <br> unsupported. All poppers must fall. |
| Starting position <br> Firearm ready <br> condition <br> Start on <br> Stop on | Gudible signal loaded \& holstered <br> Penalties |
| As per current edition of rules |  |
| Safety angles | L/R |
| Setup notes |  |

## 9. Legs 11

No Image

| CoF | Comstock - Medium | Points | 110 p |
| :---: | :--- | :---: | :---: |
| Targets | 8 paper, 6 popper, 4 no-shoot, Total 14 targets | Min rounds | 22 |
| Firearm | Action Air | Match- $\%$ | $11.11 \%$ |


|  |  |
| :--- | :--- |
| Procedure | Standing on either marks, facing down range, arms hanging naturally by your side. On start signal engage all targets <br> as they become visible through the apertures. All poppers must fall. |
| Starting position <br> Firearm ready <br> condition <br> Start on <br> Stop on | Chamber empty |
| Penalties | Audible signal |
| Sast shot per current edition of rules |  |
| Satety angles | L/R |
| Setup notes |  |

## 10. Like a pro

## No Image

| CoF | Comstock - Short | Points | 35 p |
| :---: | :--- | :---: | :---: |
| Targets | 1 paper, 5 popper, 1 no-shoot, Total 6 targets | Min rounds | 7 |
| Firearm | Action Air | Match-\% | $3.54 \%$ |


| Procedure | Standing in the box, facing down range, arms hanging naturally by your side. Holding bobber rope in weak hand, <br> bobber is activated by pulling rope. On start signal pull the rope and engage all targets as they become visible Remain <br> in the box while shooting. All poppers must fall. |
| :--- | :--- |
| Starting position <br> Firearm ready <br> condition <br> Start on <br> Stop on | Audible signal |
| Penalties | Last shot per current edition of rules |
| Safety angles | L/R |
| Setup notes |  |

## 11. $3 \times 3 \times 3$

No Image

| CoF | Comstock - Short | Points | 45 p |
| :---: | :--- | :---: | :---: |
| Targets | 3 paper, 3 popper, 3 no-shoot, Total 6 targets | Min rounds | 9 |
| Firearm | Action Air | Match- $\%$ | $4.55 \%$ |


|  |  |
| :--- | :--- |
| Procedure | Standing on the platform, facing down range, arms hanging naturally by your side On start signal engage 1st array of <br> target and popper, reload and engage 2nd array, reload and engage final array. Shooter is unsupported throughout. All <br> poppers must fall. |
| Starting position <br> Firearm ready <br> condition <br> Start on <br> Stop on | Audible signal |
| Penalties | Last shot |
| As per current edition of rules |  |
| Safety angles holstered | L/R |
| Setup notes |  |

## 12. Mind the gap

## No Image

| CoF <br> Targets <br> Firearm | Comstock - Long | Points | 145 p |
| :---: | :---: | :---: | :---: |
|  | 8 paper, 13 popper, 1 no-shoot, Total 21 targets | Min rounds | 29 |
|  | Action Air | Match-\% | 14.65\% |
| Procedure | Standing on the marks, facing down range, arms hanging naturally by your side. On start signal engage all targets as they become visible All poppers must fall. |  |  |
|  |  |  |  |
| Starting position <br> Firearm ready condition | Gun holstered |  |  |
|  | Chamber and magwell empty. |  |  |
| Start on | Audible signal |  |  |
| Stop on | Last shot |  |  |
| Penalties | As per current edition of rules |  |  |
| Safety angles | L/R |  |  |
| Setup notes |  |  |  |

