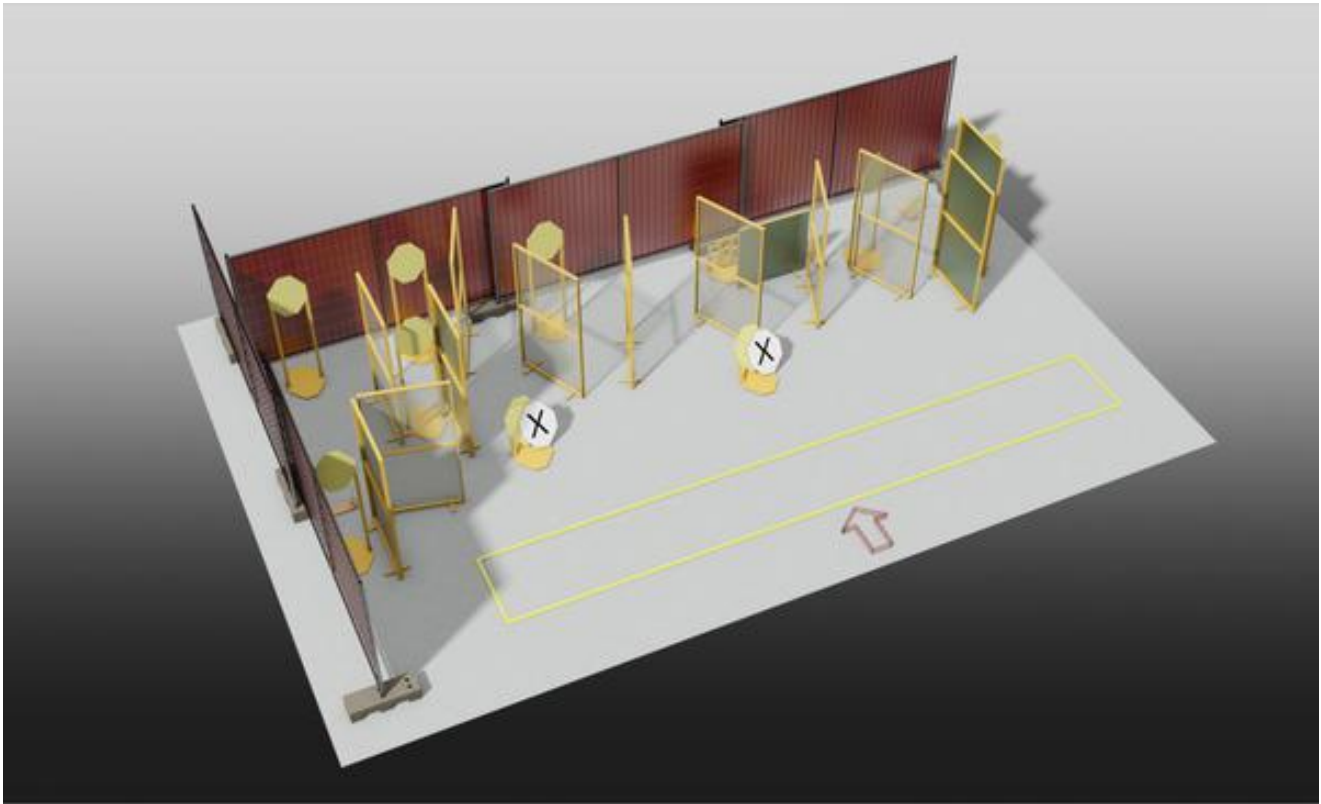


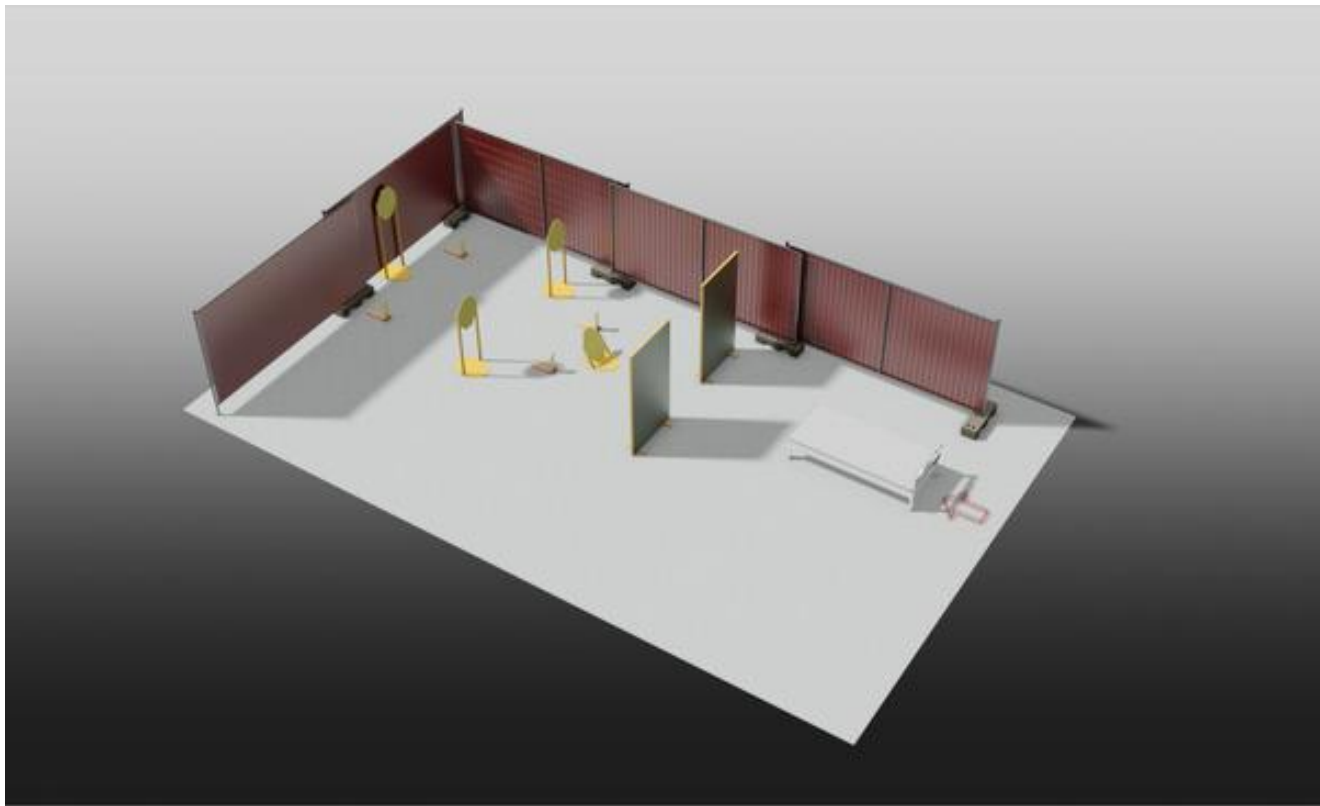
# 1. Lateral movement only



CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, 2 no-shoot, Total 14 targets	Min rounds	24
Firearm	Action Air	Match-%	5.17%

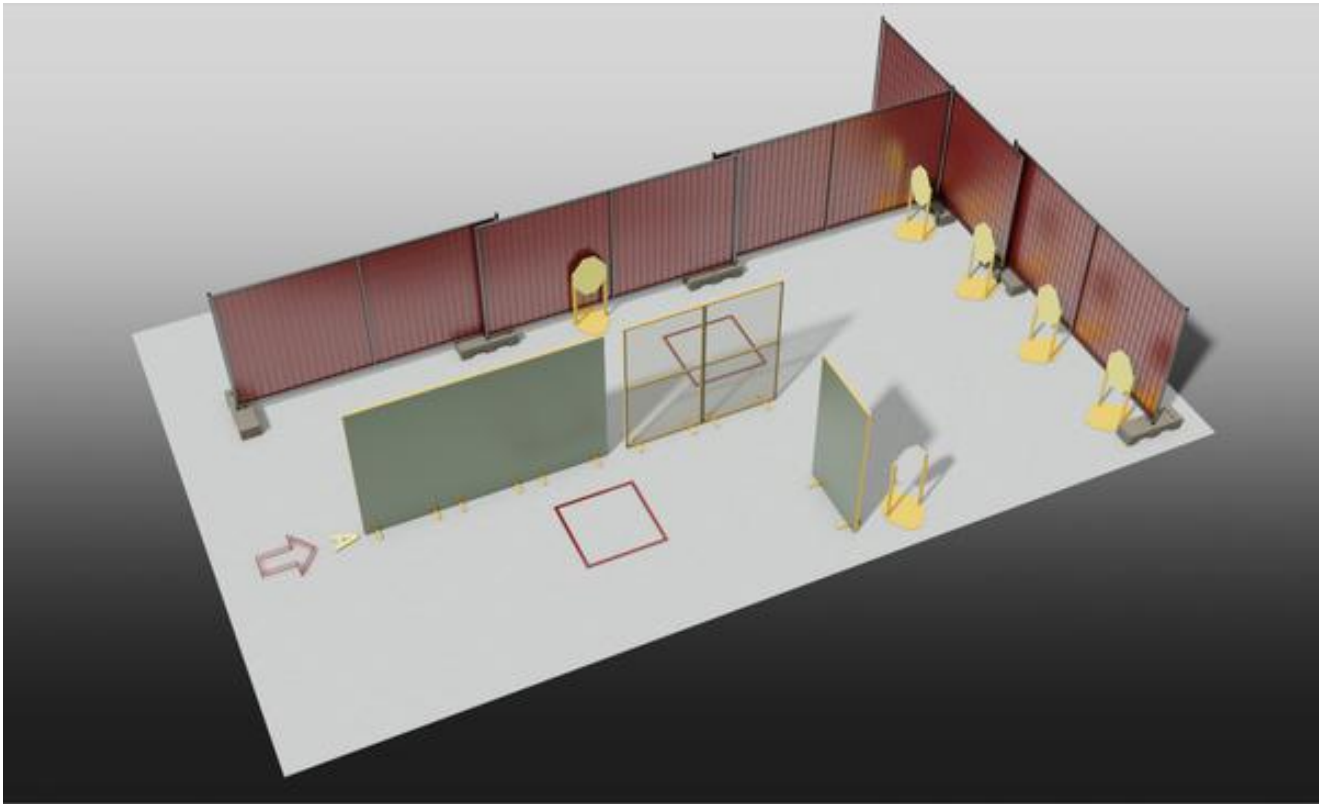
Procedure	Standing relaxed at the marker, facing downrange. On the audible signal shoot all targets as they become visible. All steel must fall. The popper will activate the moving target as demonstrated. The moving target is a non-disappearing target.
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 2. Sleep well



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, Total 8 targets	Min rounds	12
Firearm	Action Air	Match-%	2.59%
Procedure	Lying on your back on the bed both arms relaxed beside your body. On the audible signal shoot all targets as they become visible, lying on the bed. All steel must fall.		
Starting position	Gun loaded with all magazines in front of the bed		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

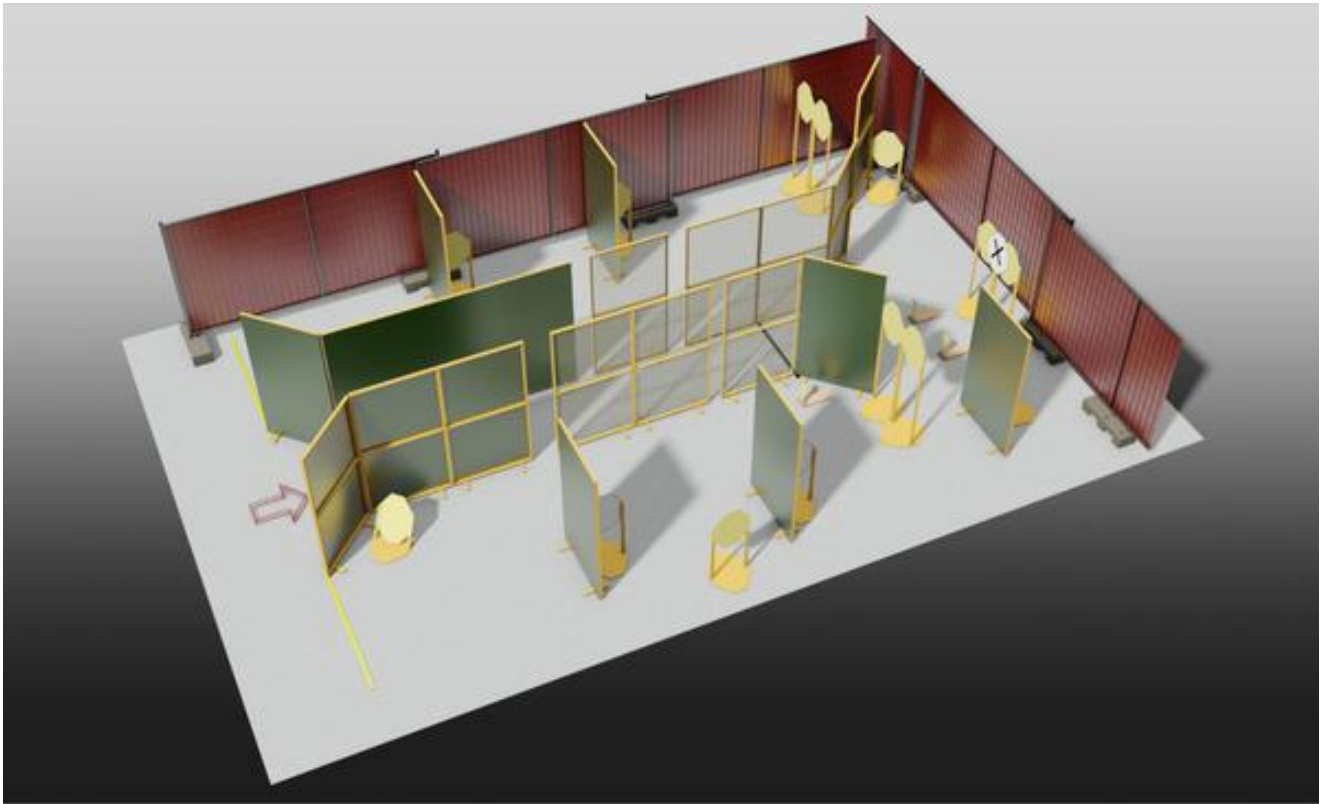
### 3. Only two positions



CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Action Air	Match-%	2.59%

Procedure	Standing relaxed at the marker, facing downrange. On the audible signal shoot all targets as they become visible from within the two shooting boxes. All steel must fall.
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

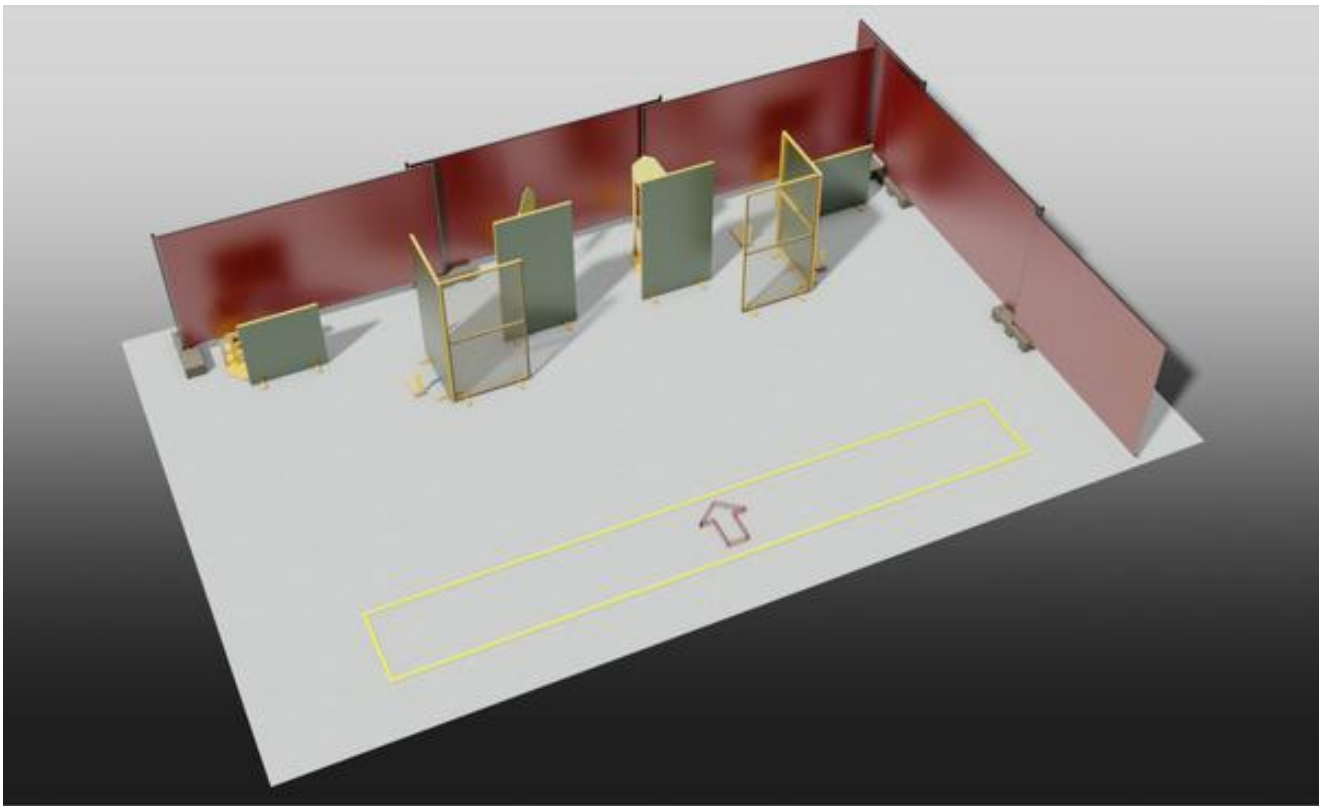
## 4. Down the Hallway



CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 1 no-shoot, Total 18 targets	Min rounds	32
Firearm	Action Air	Match-%	6.90%

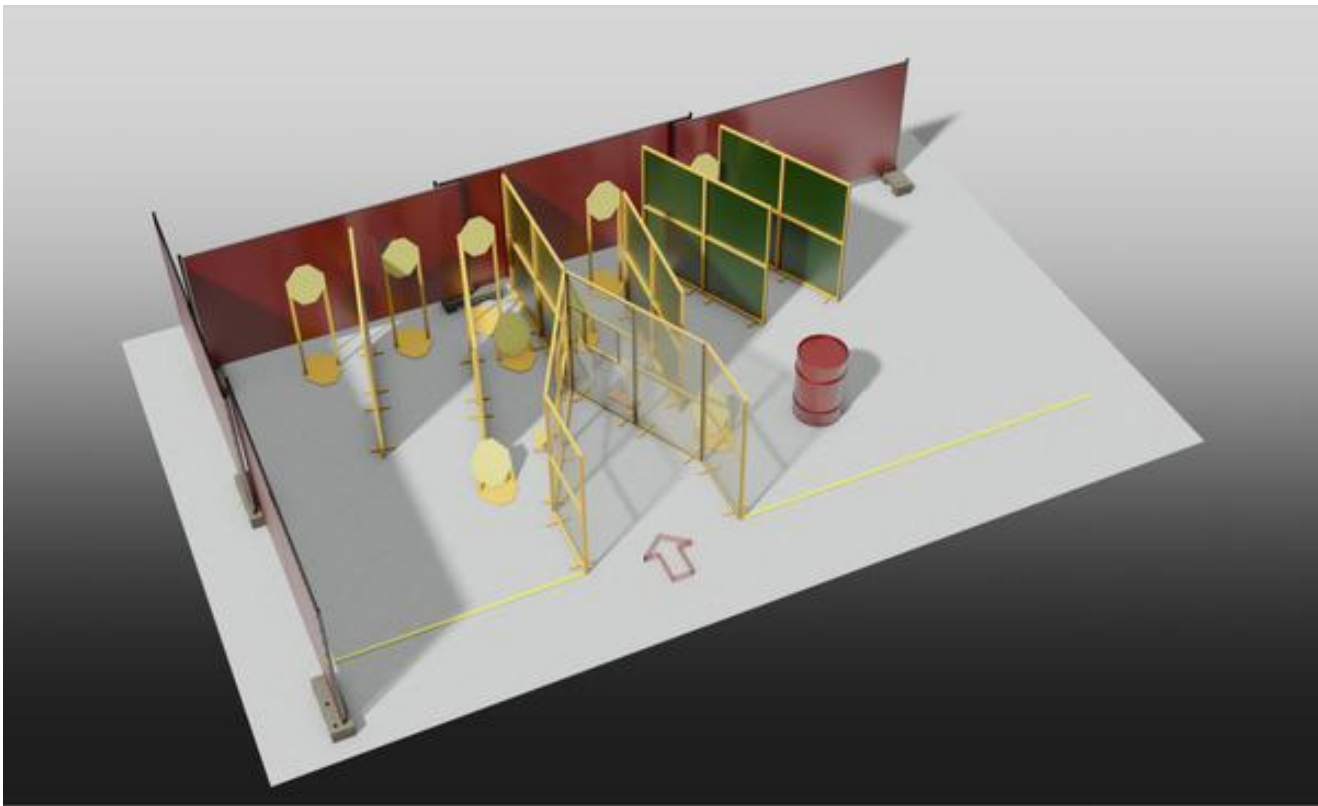
Procedure	Standing relaxed at the marker, facing downrange. On the audible signal shoot all targets as they become visible. All steel must fall.		
Starting position	Gun loaded & holstered		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

## 5. Choosing sides



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, Total 8 targets	Min rounds	12
Firearm	Action Air	Match-%	2.59%
Procedure	Standing relaxed anywhere in the demarcated area, facing downrange. At the signal shoot all targets as they become visible. All steel must fall. The moving targets will be activated by poppers as demonstrated. The moving targets are non-disappearing targets.		
Starting position	Gun unloaded & holstered		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

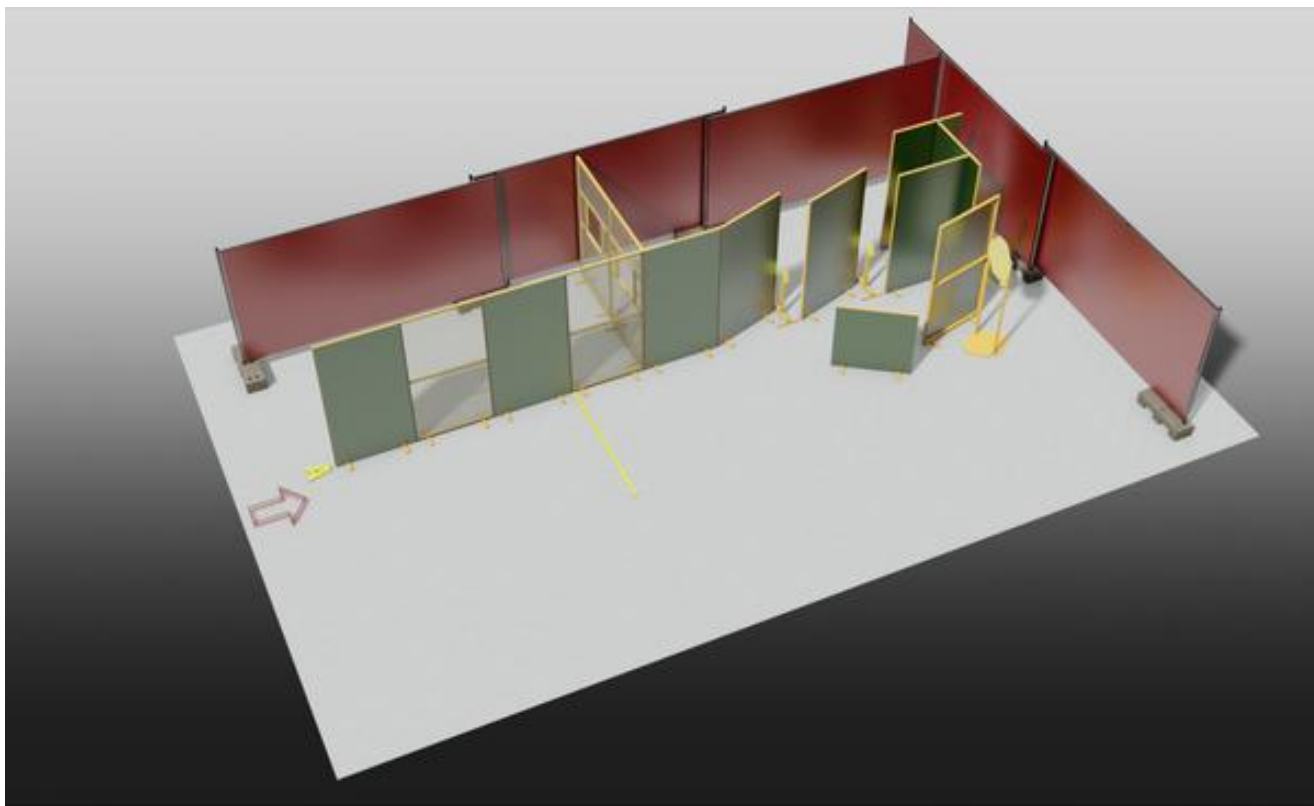
## 6. In the Corner



CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, 1 no-shoot, Total 14 targets	Min rounds	24
Firearm	Action Air	Match-%	5.17%

Procedure	Standing relaxed at the marker, facing downrange. On the audible signal shoot all targets as they become visible. All steel must fall.
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

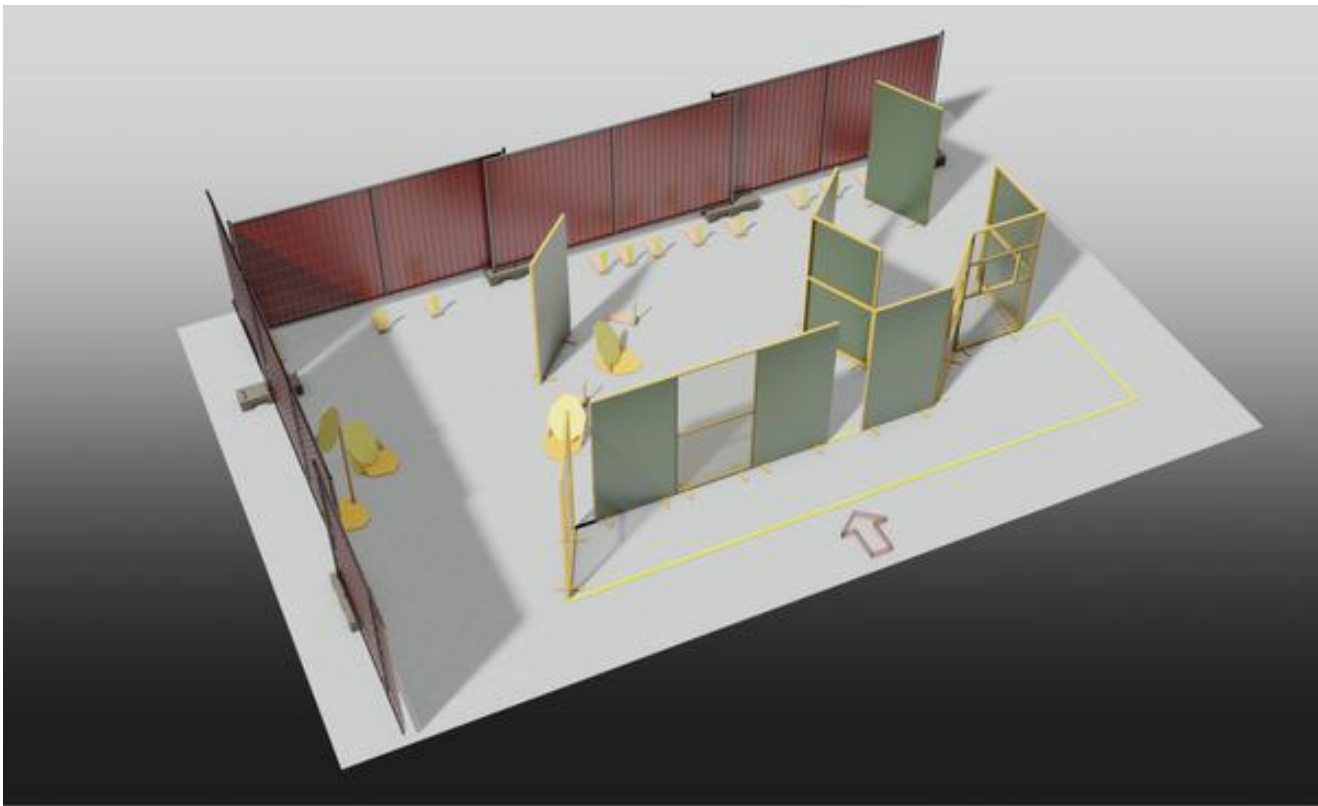
## 7. Up and Down



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

Procedure	Standing relaxed at the marker, facing downrange. On the audible signal shoot all targets as they become visible. All steel must fall. The moving target will be activated by the popper as demonstrated. The moving target will remain visible.
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

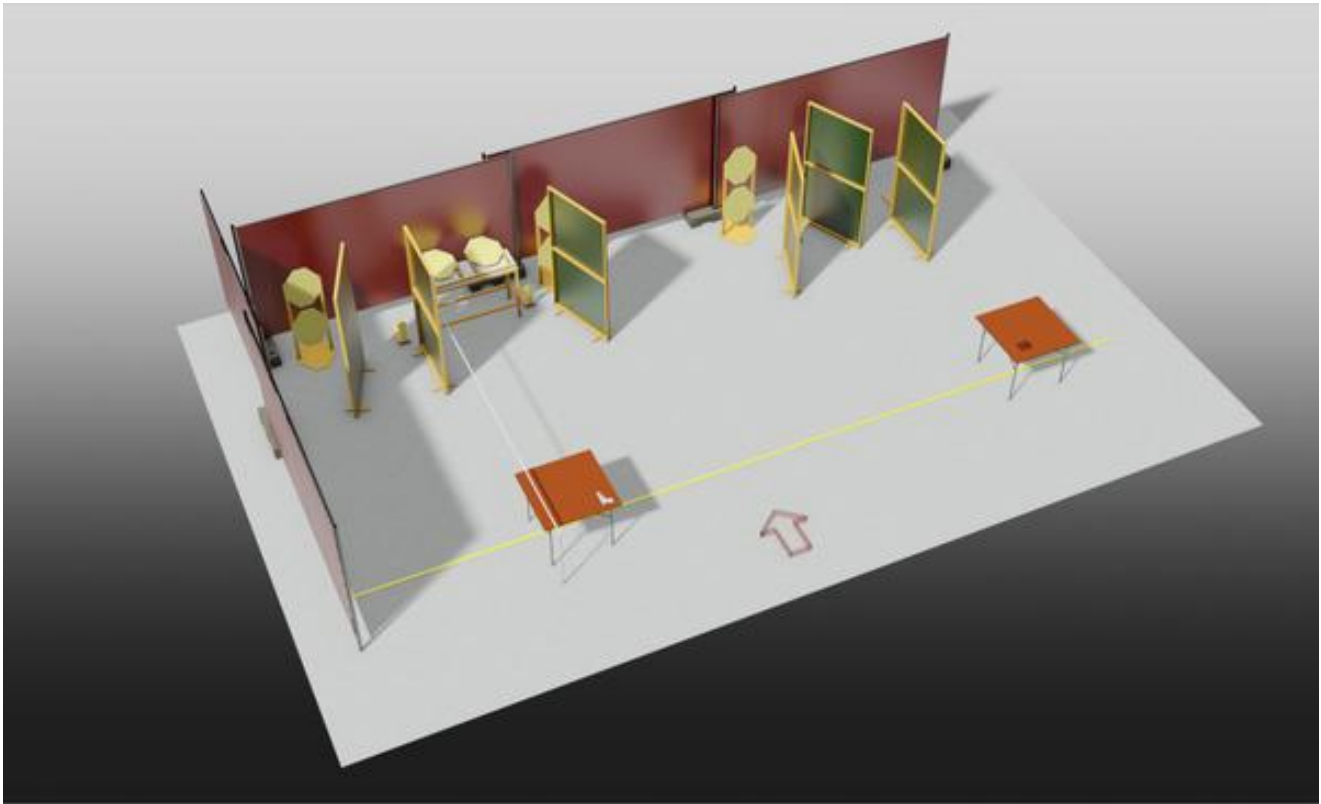
## 8. Poppers Galore



CoF	Comstock - Medium	Points	120 p
Targets	5 paper, 14 popper, Total 19 targets	Min rounds	24
Firearm	Action Air	Match-%	5.17%
Procedure	Standing relaxed at the marker, facing downrange. On the audible signal shoot all targets as they become visible. All steel must fall.		
Starting position	Gun loaded & holstered		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			



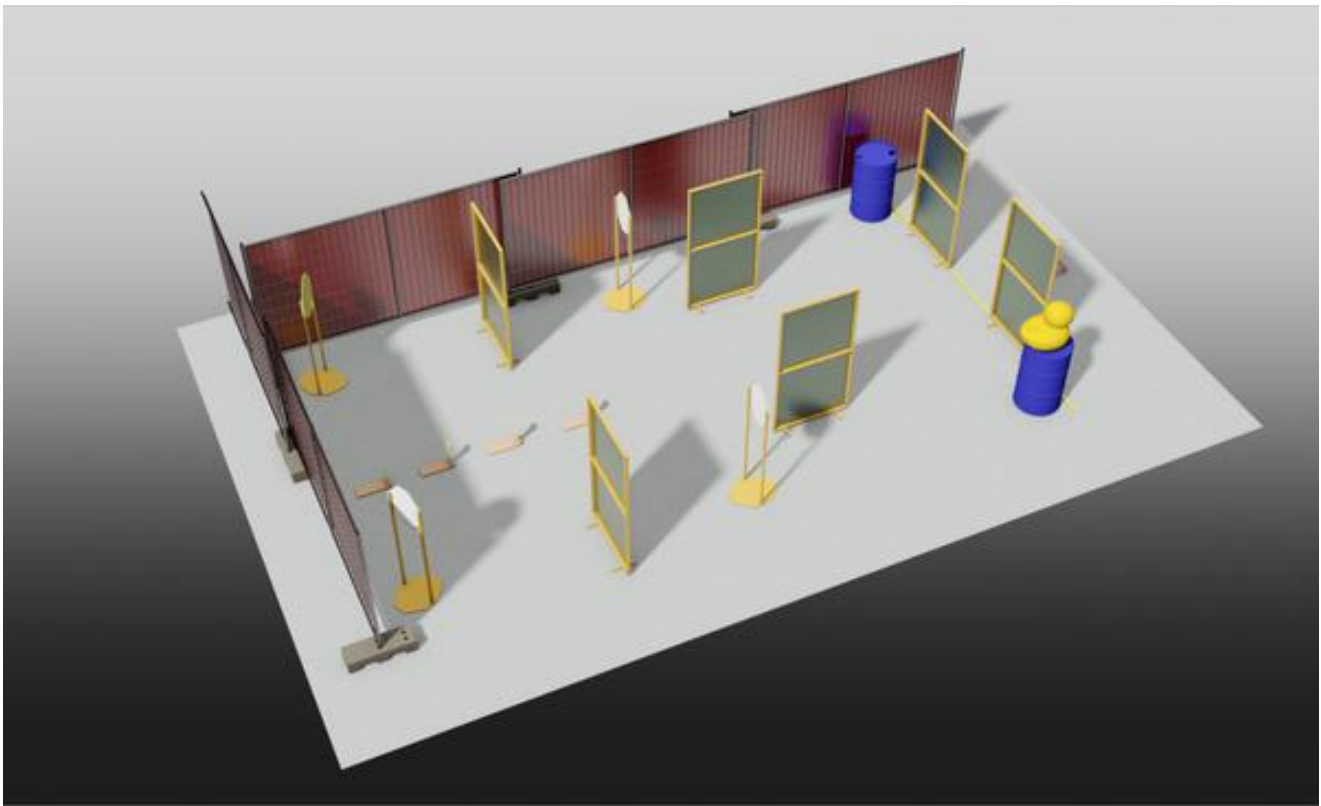
## 9. Pull to Show



CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, Total 14 targets	Min rounds	24
Firearm	Action Air	Match-%	5.17%

Procedure	Gun unloaded at the mark on one of the tables, all magazines to be used at the mark on the other table. Standing relaxed at the mark, facing downrange. On the audible signal shoot all targets as they become visible. All steel must fall.		
Starting position	Gun unloaded with magazines to be used on the tables		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

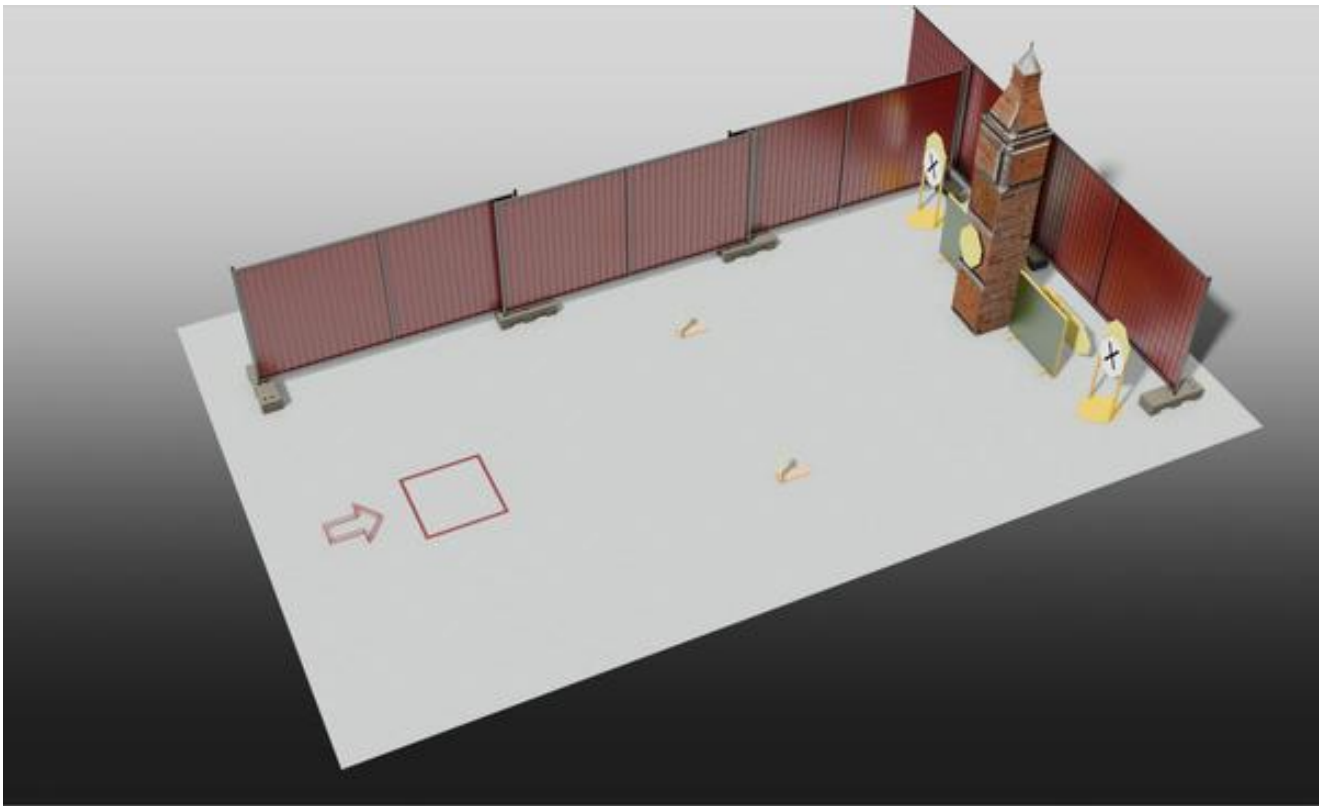
# 10. Return of the Duck



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

Procedure	Standing relaxed at the mark, facing downrange. On the audible signal shoot all targets as they become visible. All steel must fall. The duck must be moved from one table to the other table before the last shot is fired. It is not allowed to throw the duck or be rude to the Duck.
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

# 11. Ben is Back



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 2 no-shoot, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	2.59%

Procedure	Standing relaxed in the box, facing downrange. On the audible signal shoot all targets as they become visible from within the box. All steel must fall. The poppers will activate the moving targets as demonstrated. The moving targets are non-disappearing targets.
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

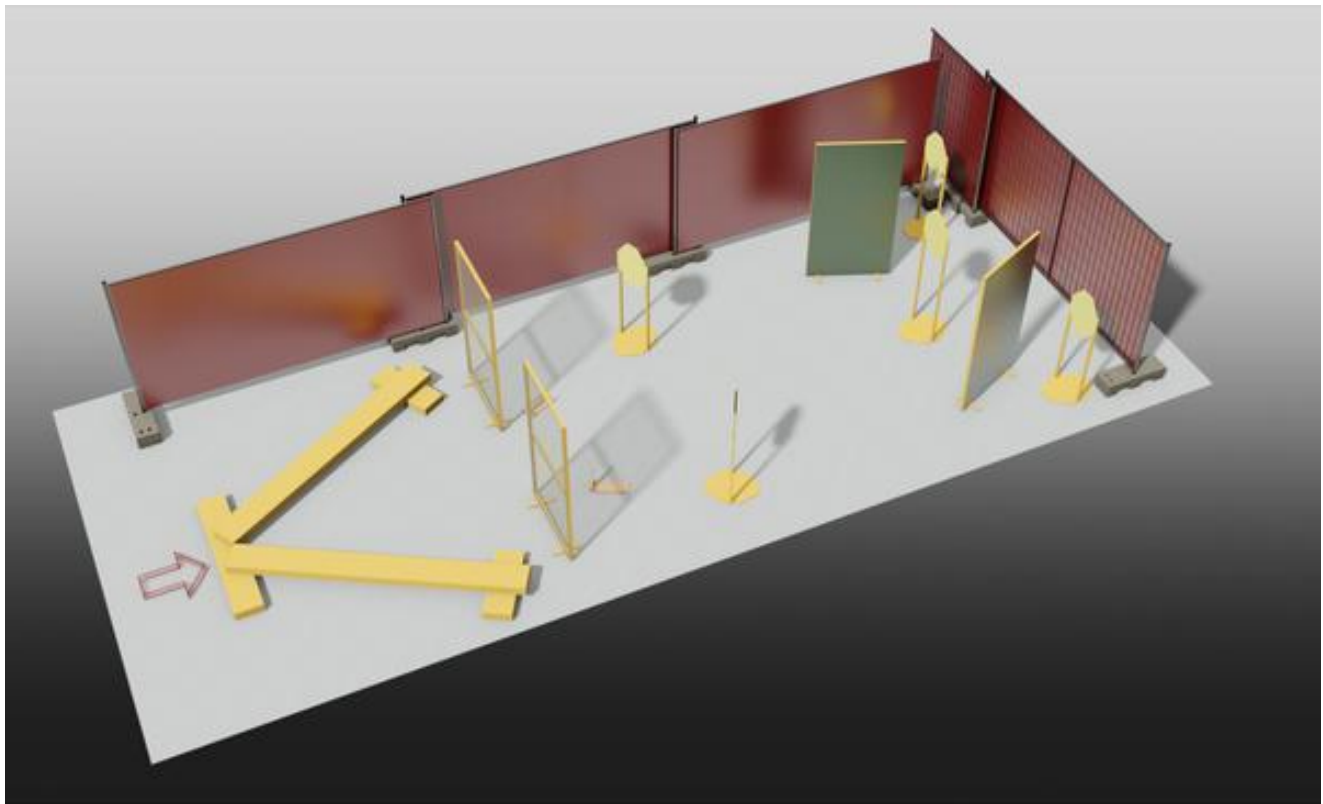
## 12. How low do you go



CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, Total 18 targets	Min rounds	32
Firearm	Action Air	Match-%	6.90%

Procedure	Standing relaxed at the mark, facing downrange. On the audible signal shoot all targets as they become visible. All steel must fall.
Starting position	Gun unloaded on one of the barrels, all magazines on the other barrel
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

### 13. Stay on the "V"



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	2.59%

Procedure	Standing relaxed on the mark, facing downrange. On the audible signal shoot all targets as they become visible. All steel must fall. Shooter must stay within the demarcated area.		
Starting position	Gun loaded & holstered		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

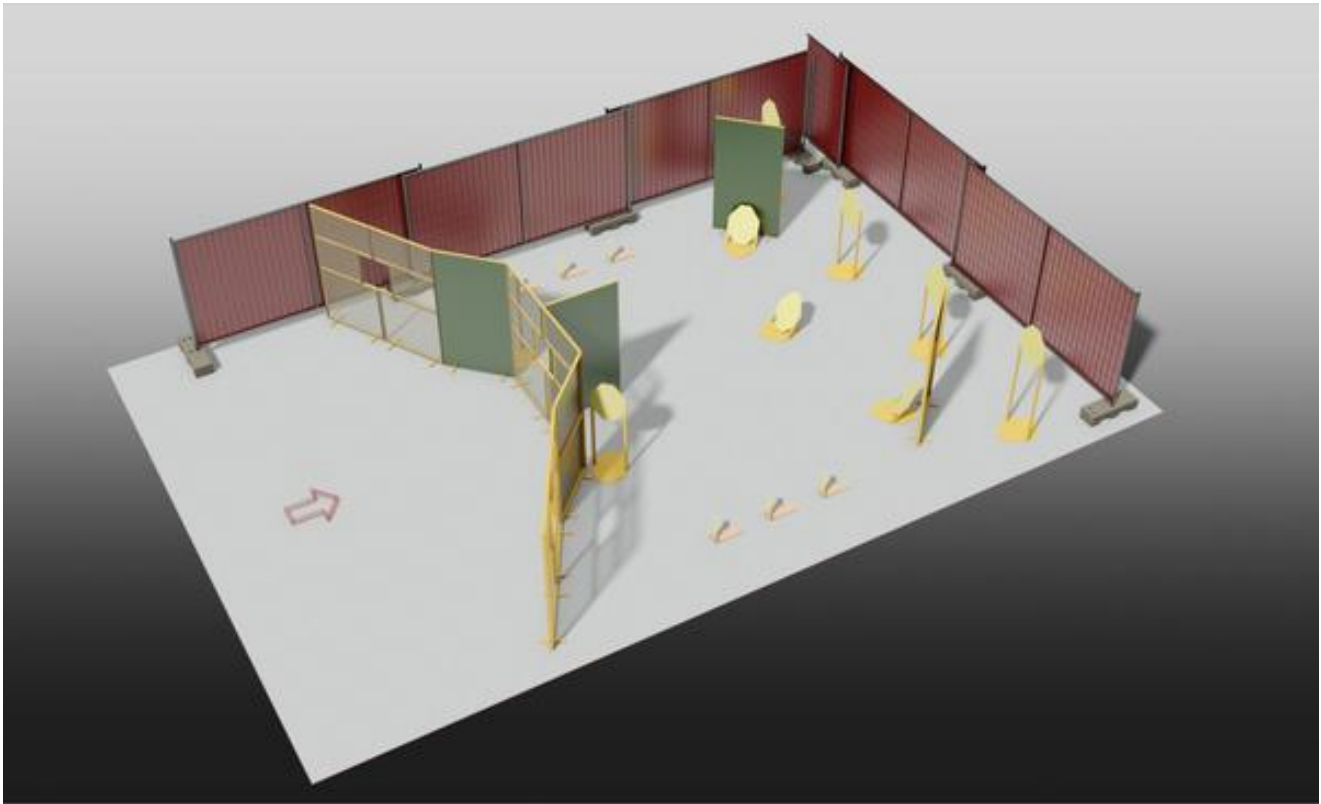
## 14. Hole in the Wall



CoF	Comstock - Medium	Points	120 p
Targets	9 paper, 6 popper, 2 no-shoot, Total 15 targets	Min rounds	24
Firearm	Action Air	Match-%	5.17%

Procedure	Standing relaxed anywhere in the demarcated area, facing downrange. On the audible signal shoot all targets as they become visible. All steel must fall. The popper will activate the moving target as demonstrated. The moving target is a non-disappearing target.
Starting position	Gun unloaded with all magazines to be used at the table
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

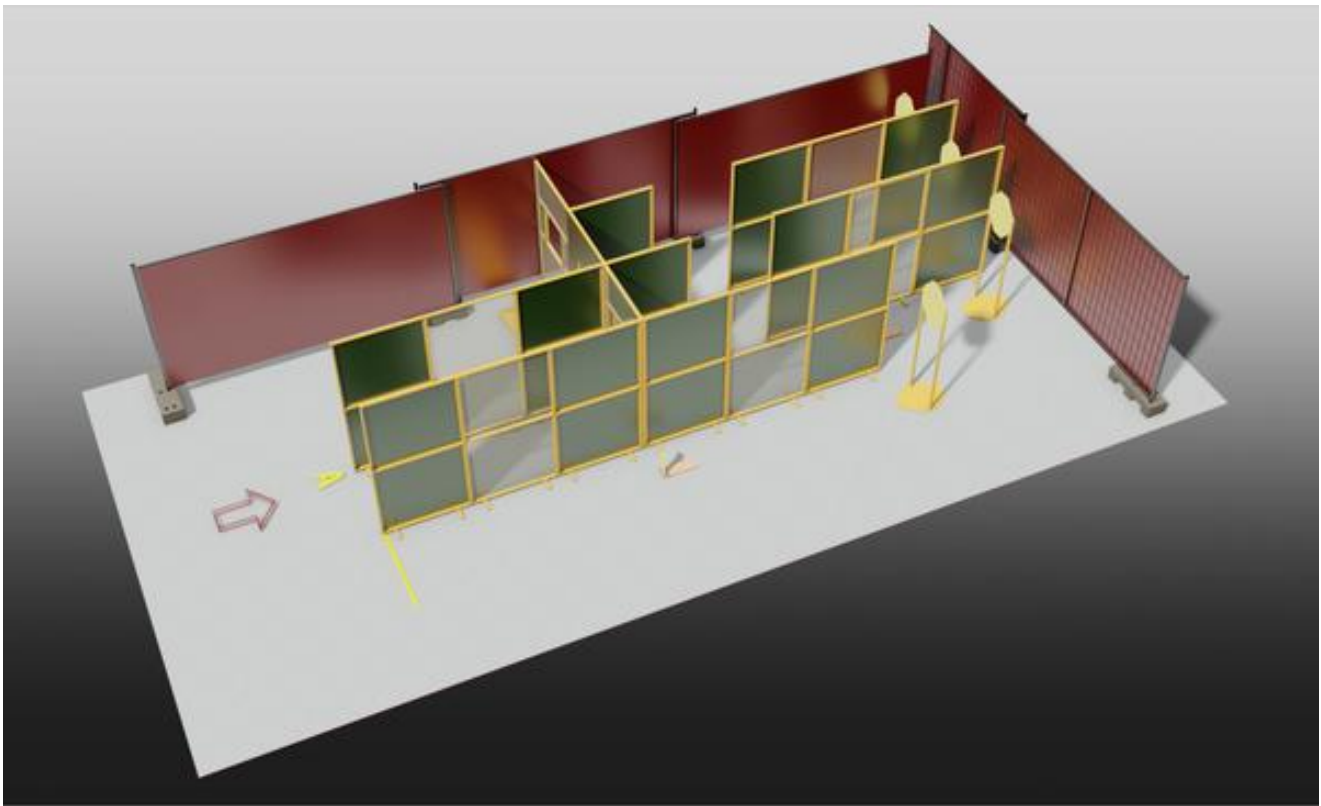
## 15. Sliding panels



CoF	Comstock - Medium	Points	120 p
Targets	9 paper, 6 popper, Total 15 targets	Min rounds	24
Firearm	Action Air	Match-%	5.17%

Procedure	Standing relaxed anywhere in the demarcated area, facing downrange. On the audible signal shoot all targets as they become visible. All steel must fall.		
Starting position	Gun loaded & holstered		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

# 16. Use the Seesaw

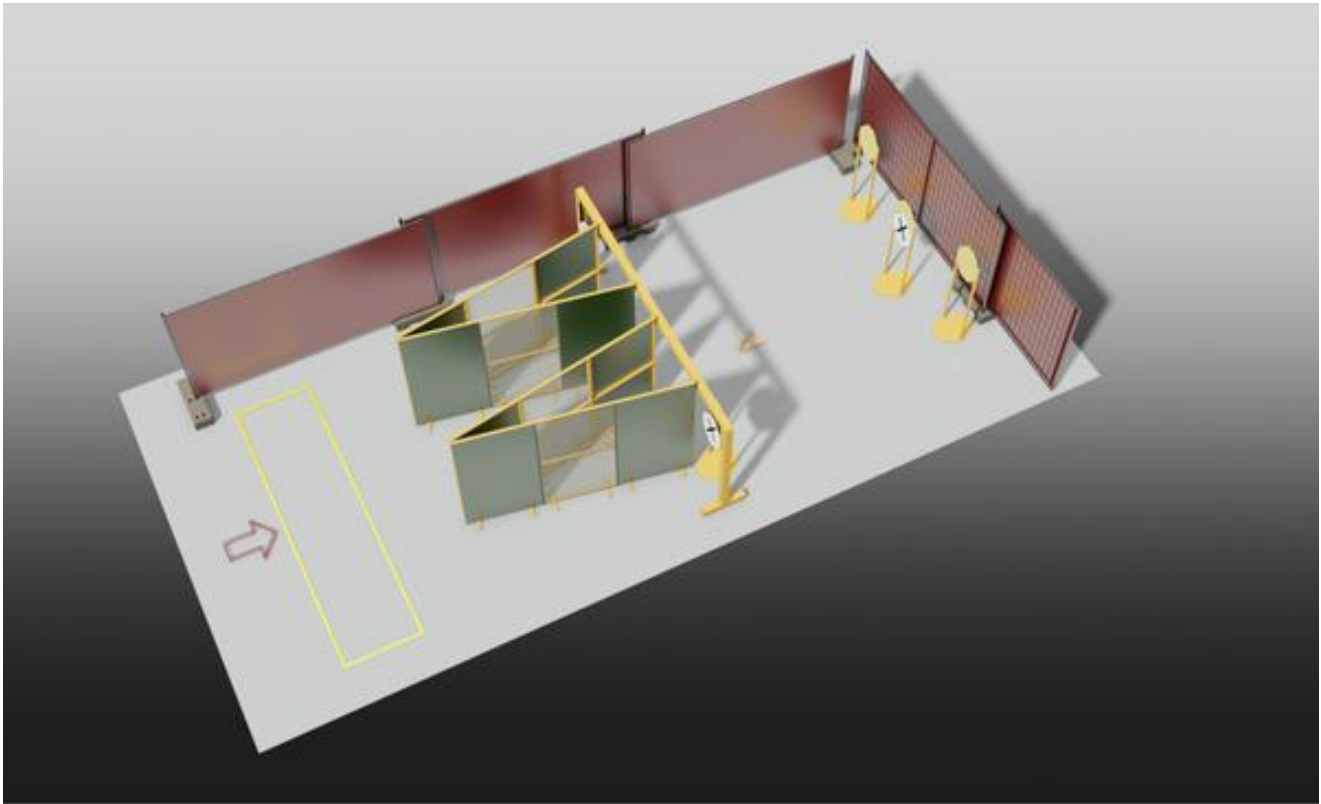


CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, Total 8 targets	Min rounds	12
Firearm	Action Air	Match-%	2.59%

Procedure	Standing relaxed at the mark, facing downrange. On the audible signal shoot all targets as they become visible. All steel must fall. The seesaw must be turned over at least once between two shots fired.
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	



# 17. The Mover



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 2 no-shoot, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	2.59%

Procedure	Standing relaxed at the marker, facing downrange. On the audible signal shoot all targets as they become visible. All steel must fall. The popper will activate the moving target as demonstrated. The moving target is a non-disappearing target.
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

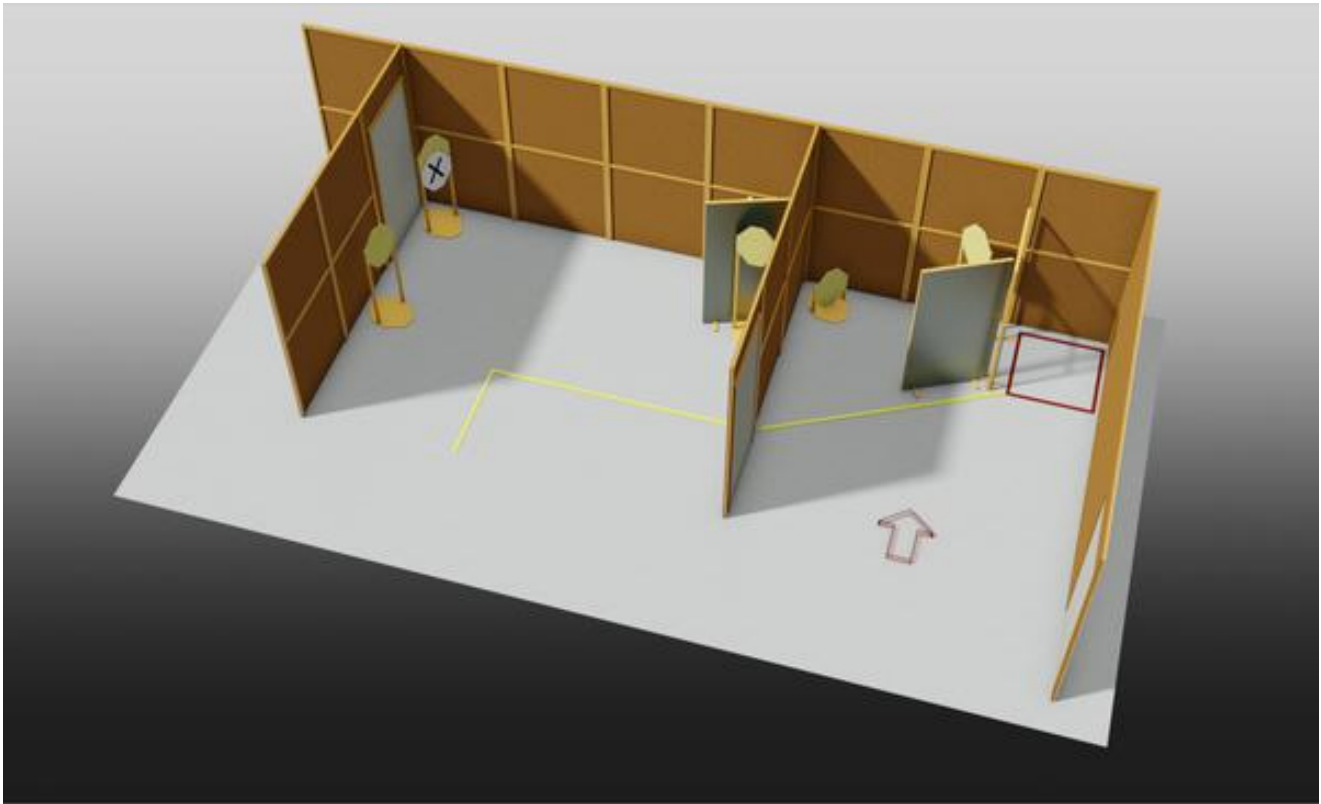
# 18. Dinner is served



CoF	Comstock - Long	Points	160 p
Targets	13 paper, 6 popper, Total 19 targets	Min rounds	32
Firearm	Action Air	Match-%	6.90%

Procedure	Sitting relaxed on the chair; holding a magazine in each hand as demonstrated. On the audible signal shoot all targets as they become visible. All steel must fall. The popper will activate the moving target as demonstrated. The moving target is a non-disappearing target.
Starting position	Gun unloaded at the barrell, all magazines to be used at the table
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 19. Behind closed doors



CoF	Comstock - Short	Points	60 p
Targets	6 paper, 1 no-shoot, Total 6 targets	Min rounds	12
Firearm	Action Air	Match-%	2.59%

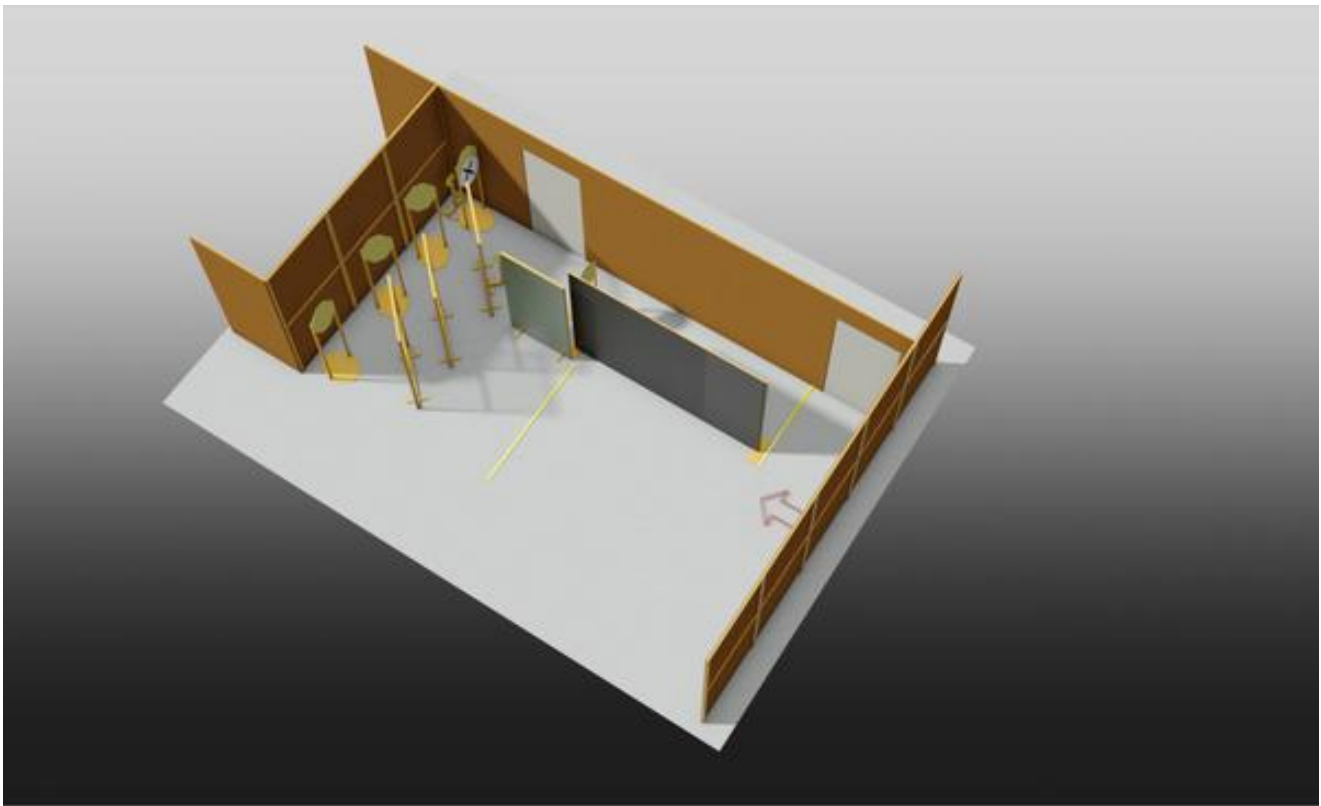
Procedure	Standing relaxed at the marker, facing uprange. On the audible signal shoot all targets as they become visible. All steel must fall.		
Starting position	Gun unloaded & holstered		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

## 20. Hide and Seek



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, 1 no-shoot, Total 8 targets	Min rounds	12
Firearm	Action Air	Match-%	2.59%
Procedure	Standing relaxed at the mark, facing downrange. On the audible signal shoot all targets as they become visible. All steel must fall.		
Starting position	Gun loaded & holstered		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

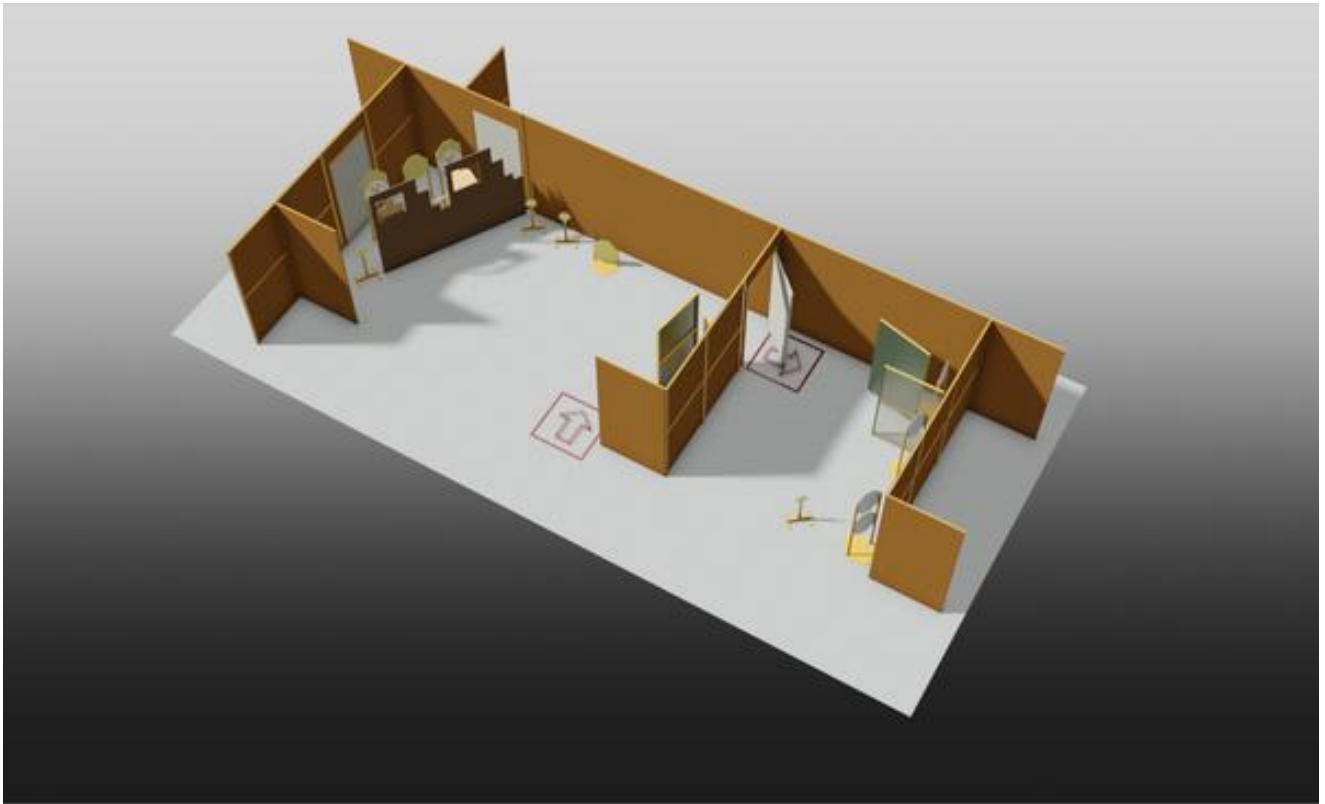
## 21. Tactical views



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 1 no-shoot, Total 7 targets	Min rounds	12
Firearm	Action Air	Match-%	2.59%

Procedure	Standing relaxed anywhere in the demarcated area, facing downrange. On the audible signal shoot all targets as they become visible. All steel must fall.
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

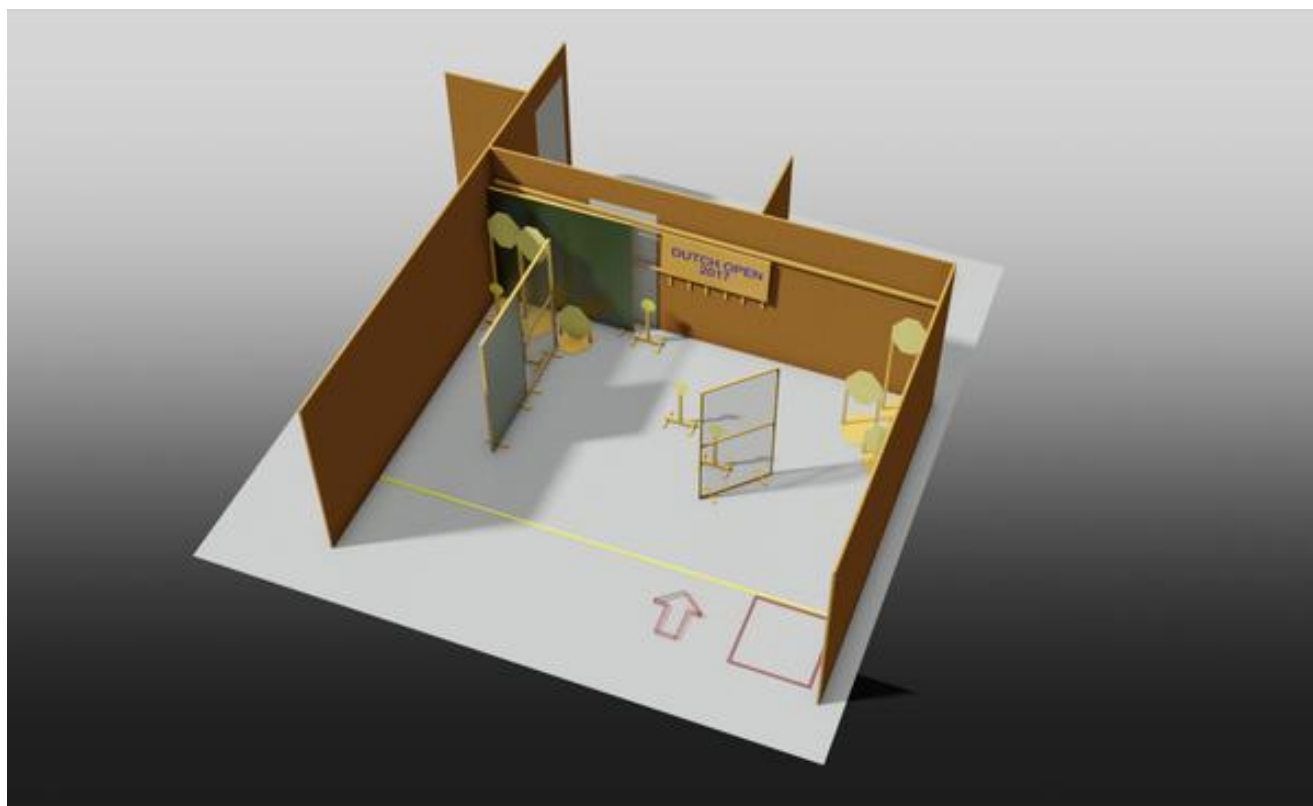
## 22. Red light district



CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, 3 no-shoot, Total 14 targets	Min rounds	24
Firearm	Action Air	Match-%	5.17%

Procedure	Standing relaxed at the marker, facing downrange. On the audible signal shoot all targets as they become visible. The popper will activate the moving target as demonstrated. The moving target is a non-disappearing target.		
Starting position	Gun unloaded & holstered		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

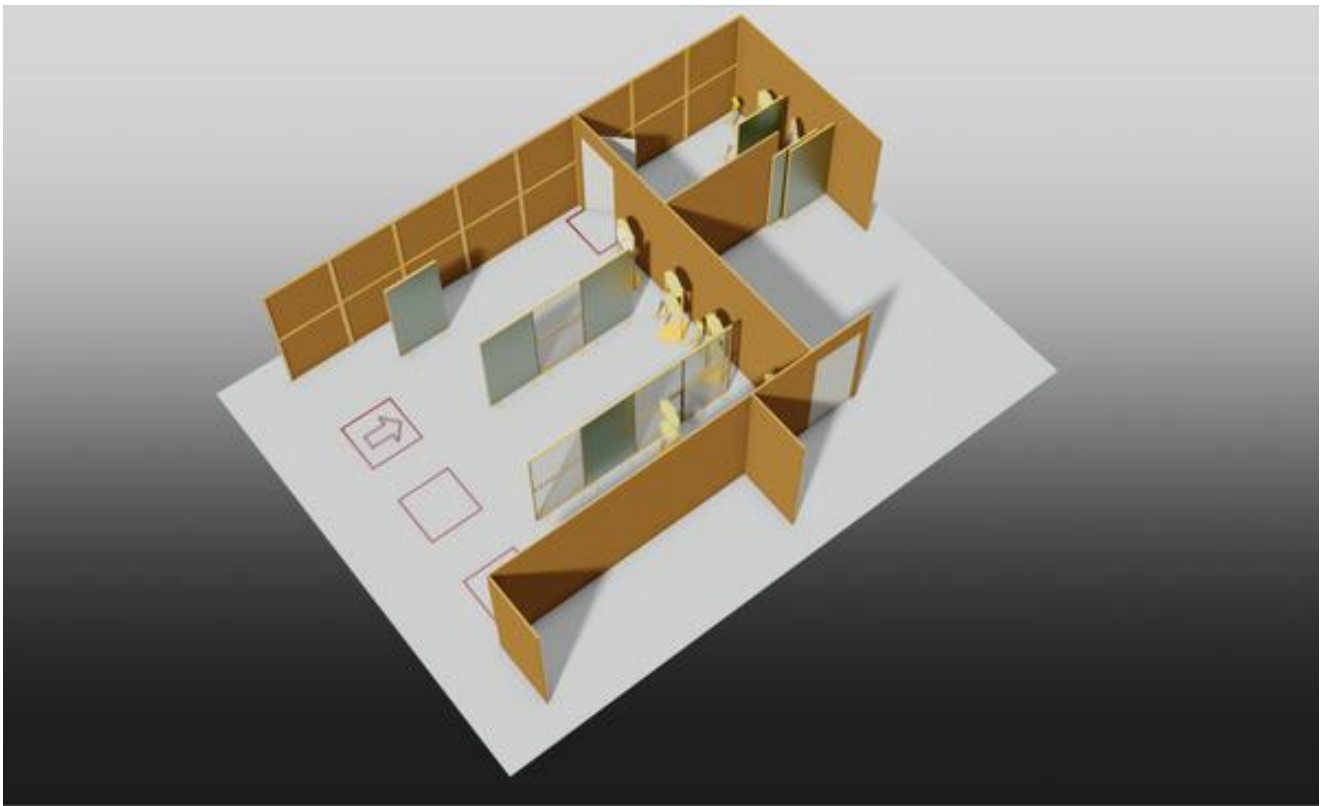
## 23. Hit it when you see it



CoF	Comstock - Medium	Points	120 p
Targets	9 paper, 6 popper, 3 no-shoot, Total 15 targets	Min rounds	24
Firearm	Action Air	Match-%	5.17%

Procedure	Standing relaxed at the mark, facing downrange. On the audible signal shoot all targets as they become visible. All steel must fall. The popper will activate the moving target as demonstrated. The moving target is a non-disappearing target.
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 24. Spot the Crocodile



CoF	Comstock - Long	Points	160 p
Targets	12 paper, 8 popper, 2 no-shoot, Total 20 targets	Min rounds	32
Firearm	Action Air	Match-%	6.90%

Procedure	Standing relaxed at the mark in the middle box, facing downrange. On the audible signal shoot all targets as they become visible from within the boxes only. All steel must fall. Watch for the Crocodiles!		
Starting position	Gun loaded & holstered		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			