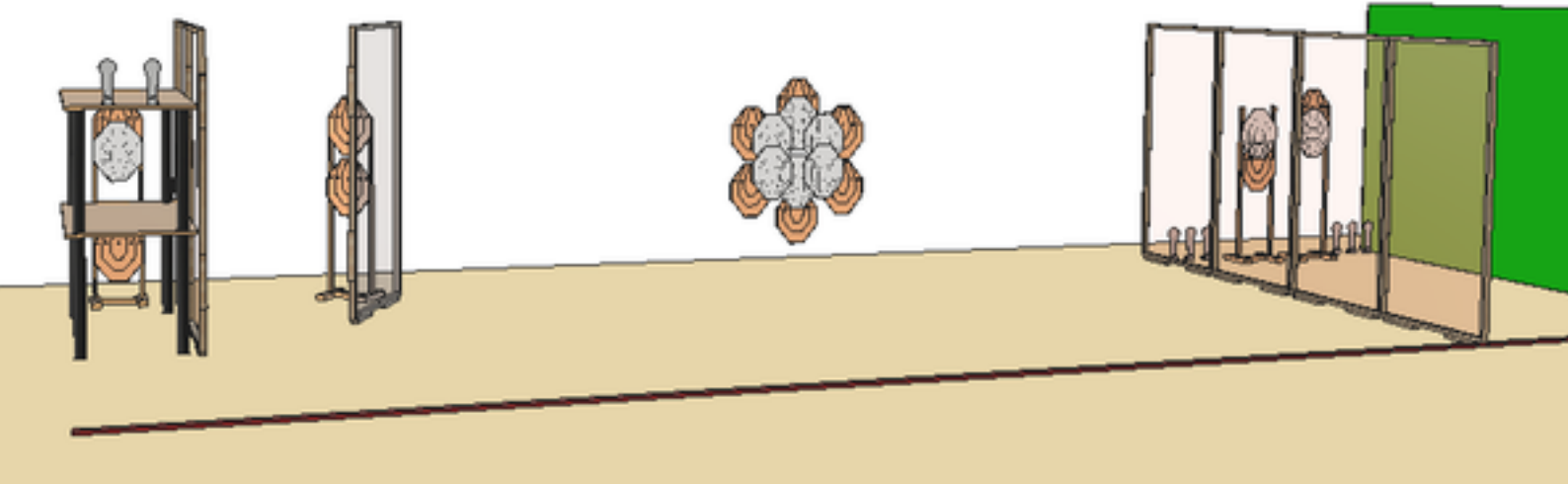


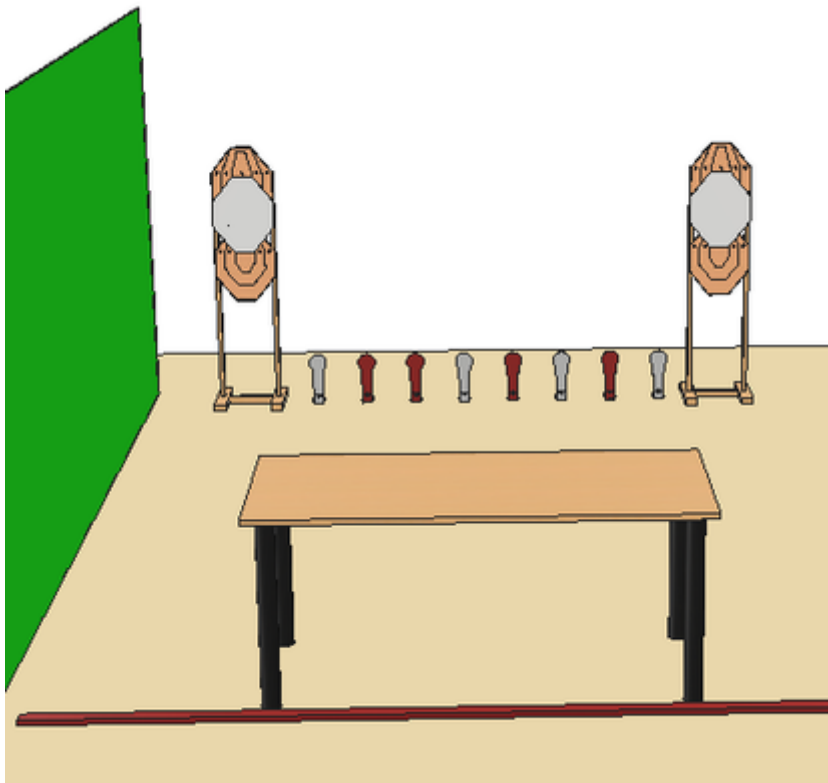
1. Circle of No-shoots



CoF	Comstock - Long	Points	160 p
Targets	12 paper, 8 popper, 9 no-shoot, Total 20 targets	Min rounds	32
Firearm	Action Air	Match-%	25.40%

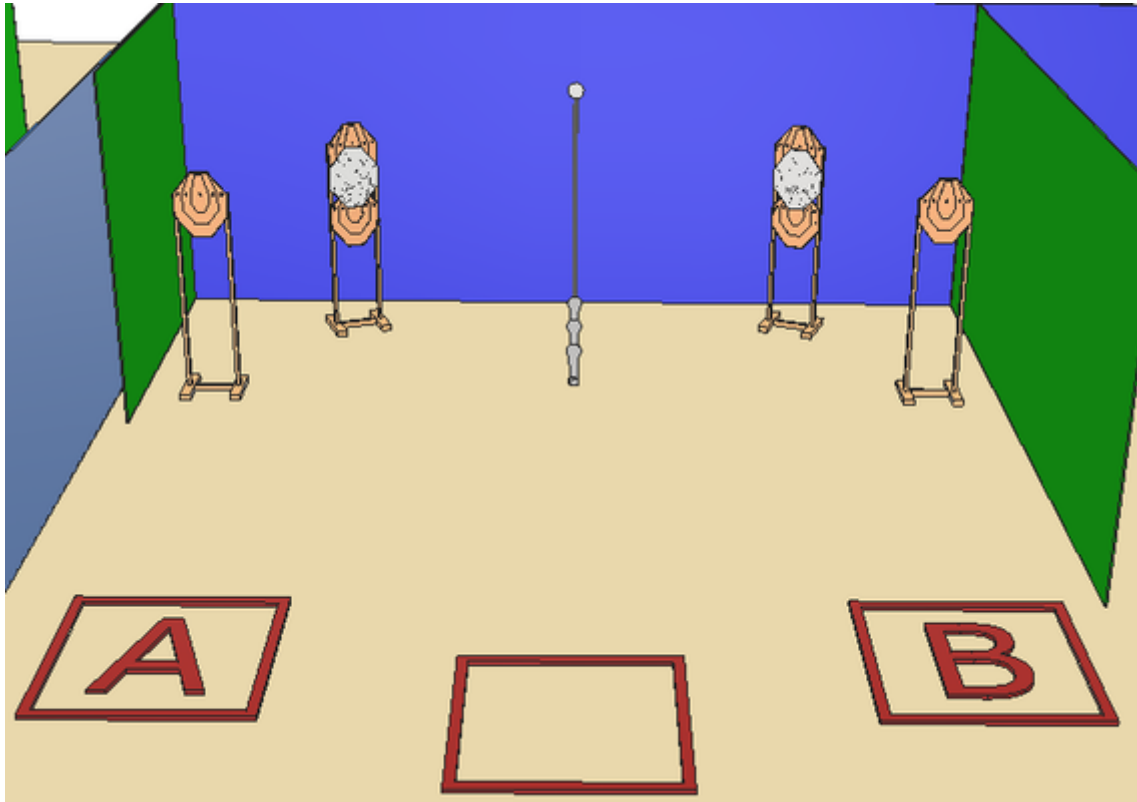
Procedure	On audible signal engage all targets as they become visible from within the demarcated area.
Starting position	Standing relaxed behind the fault line, facing downrange. Gun fully loaded
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. Mind the hostages



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, 6 no-shoot, Total 8 targets	Min rounds	12
Firearm	Action Air	Match-%	9.52%
Procedure	Standing at the table facing uprange in surrender position. At start engage all targets. each RED popper shot down will result in a 10 point penalty.		
Starting position	Gun unloaded on 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			

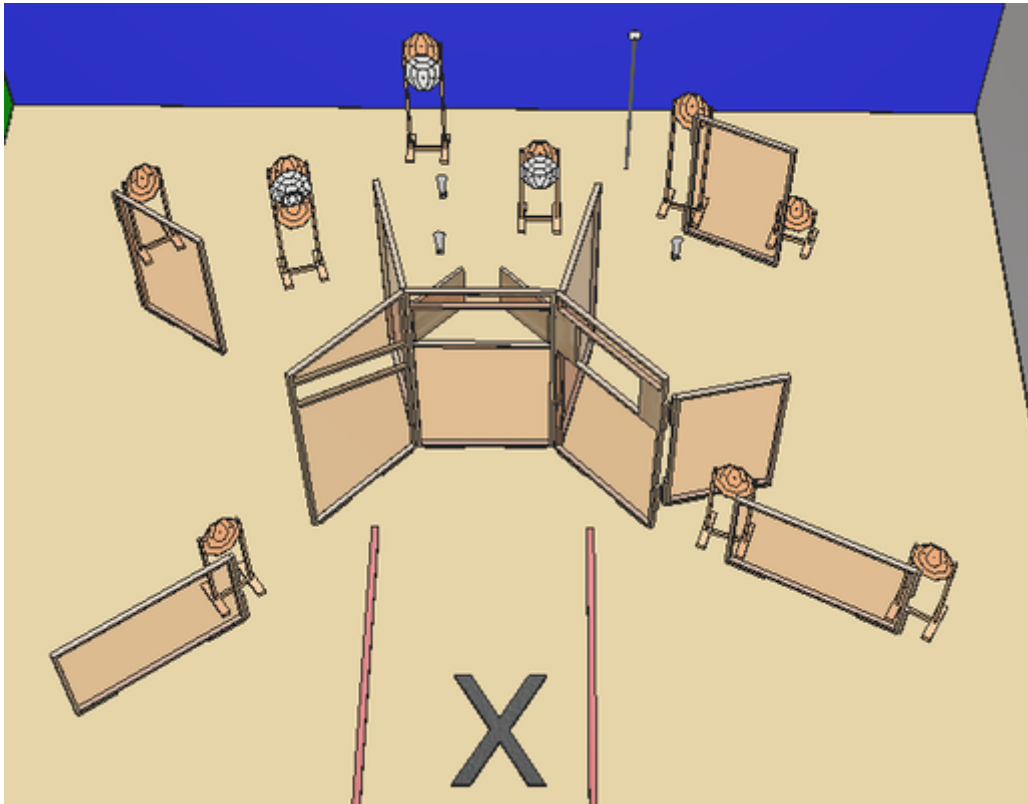
3. ABC



CoF	Comstock - Medium	Points	80 p
Targets	6 paper, 3 popper, 1 plates, Total 10 targets	Min rounds	16
Firearm	Action Air	Match-%	12.70%

Procedure	Standing in any of the 3 boxes. At start signal engage all targets from within the 3 boxes. From box A engage the 3 RIGHT targets From box B engage the 3 LEFT targets From box C engage the middle targets. The stopplate can be shot from any box. Firing a shot outside a box will result in a procedural penalty.
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	

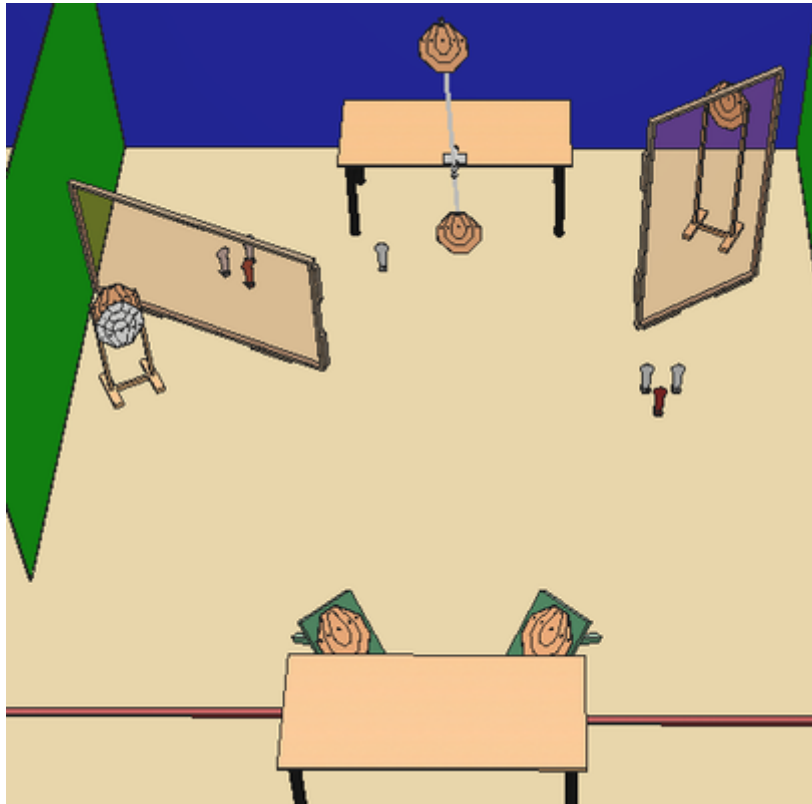
4. doors and windows



CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 3 popper, 1 plates, 3 no-shoot, Total 14 targets	Min rounds	24
Firearm	Action Air	Match-%	19.05%

Procedure	Standing relaxed on the X. Gun loaded, NOT chambered. Engage all targets as they become visible from within the demarcated area.		
Starting position	Gun loaded, NOT chambered		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

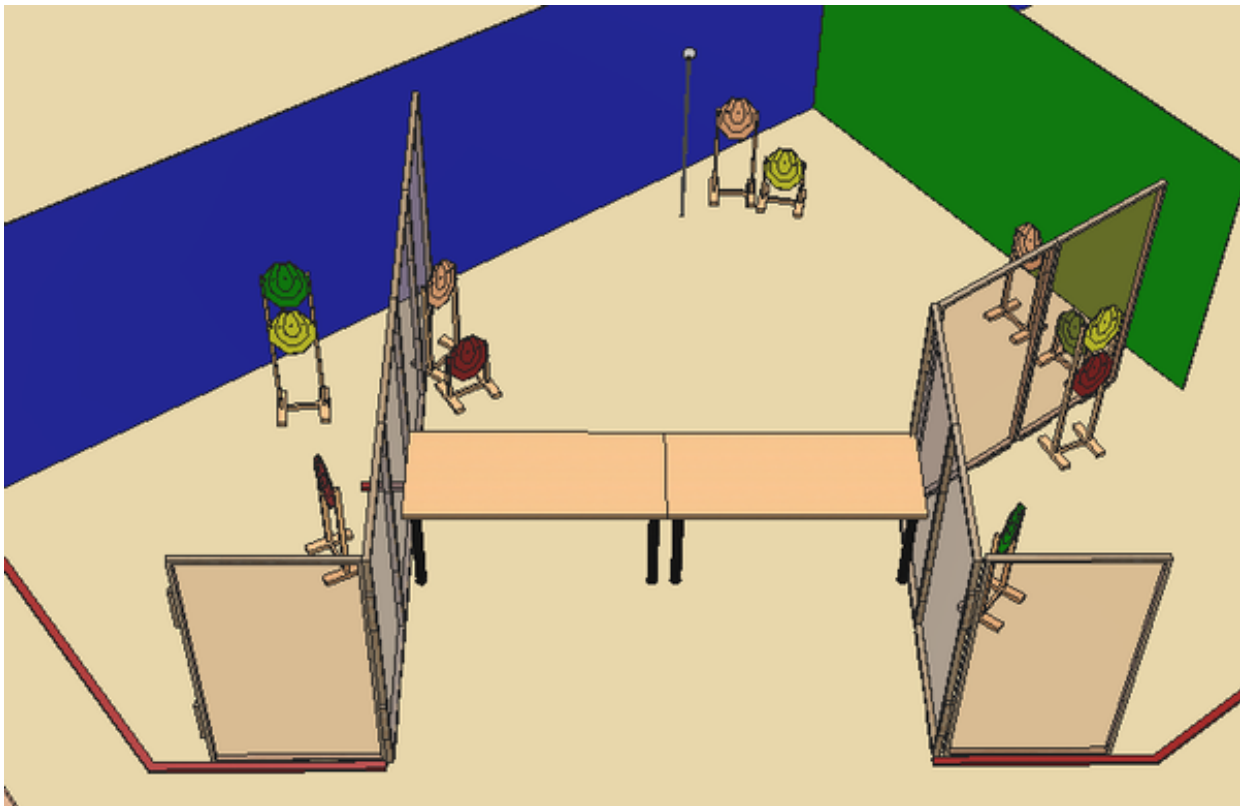
5. Boppedibobbob



CoF	Comstock - Medium	Points	85 p
Targets	6 paper, 5 popper, 2 no-shoot, Total 11 targets	Min rounds	17
Firearm	Action Air	Match-%	13.49%

Procedure	Standing at the table, gun and all magazines on the table. At signal engage all targets from behind the fault line. Shooting the popper will engage the bopper. For every RED popper shot down, a procedural penalty will be given.
Starting position	Gun unloaded and all magazines on the table.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules. 1 PT for each red popper.
Safety angles	L/R
Setup notes	

6. Are you colorblind?



CoF	Comstock - Long	Points	125 p
Targets	12 paper, 1 plates, Total 13 targets	Min rounds	25
Firearm	Action Air	Match-%	19.84%
Procedure	Standing relaxe facing downrange anywhere in the demarcated area. On start signal engage all targets as the become visible. When engaging a color, all the targets of this color must be shot before shooting the next color. Once another color has been shot, going back to the first color is not allowed. Targets with no color can be shot at any time.		
Starting position	Gun loaded & holstered		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules. 1PT for each shot fired at a wrong color.		
Safety angles	L/R		
Setup notes			