#### 1. Rhomboid



CoF	Comstock - Medium	Points	70 p
Targets	6 paper, 2 popper, Total 8 targets	Min rounds	14
Firearm	Handgun	Match-%	13.59%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity, tirethreads on ground = faultline. Steel must fall to score
Starting position	In V of wall as demonstrated by RO
Firearm ready condition	1, loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Color on wall, R: 90deg when facing berm/wooden box, V: top of berm
Setup notes	

### 2. Right angles



CoF	Comstock - Medium	Points	70 p
Targets	6 paper, 2 popper, 1 no-shoot, Total 8 targets	Min rounds	14
Firearm	Handgun	Match-%	13.59%
Procedure	On start signal engage all targets as they become visible within the	e demarcated area.	Red/white tape = walls

On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity, tirethreads on ground = faultline. Steel must fall to score

Starting position	Anywhere in demarcated area
Firearm ready condition	1, loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Color on wall, R: 90deg when facing berm/wooden box, V: top of berm
Setup notes	

# 3. Weighed down



CoF	Comstock - Long	Points	130 p
Targets	12 paper, 2 popper, 4 no-shoot, Total 14 targets	Min rounds	26
Firearm	Handgun	Match-%	25.24%
Procedure	On start signal engage all targets as they become visible within the extending up/down to infinity, tirethreads on ground = faultline. Ste through/standing inside door opening MUST PICKUP AND HOLD	el must fall to score	AFTER passing
Starting position	Anywhere in demarcated area		
Firearm ready condition	1, loaded and holstered		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L: Wooden box on ground, R: Wall when facing berm to end of wa	ll/road start, V: Top	of berm
Setup notes			

### 4. Small and big



CoF	Comstock - Short	Points	50 p
Targets	3 paper, 2 popper, 2 plates, 6 no-shoot, Total 7 targets	Min rounds	10
Firearm	Handgun	Match-%	9.71%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity, tirethreads on ground = faultline. Steel must fall to score
Starting position	Anywhere in demarcated area
Firearm ready condition	1, loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Wooden box on ground, R: Wall when facing berm to end of wall/road start, V: Top of berm
Setup notes	

#### 5. Peek-a-boo



CoFComstock - MediumPoints65 pTargets6 paper, 1 popper, 1 no-shoot, Total 7 targetsMin rounds13FirearmHandgunMatch-%12.62%ProcedureProcedureOn start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity, tirethreads on ground = faultline. Steel must fall to scoreStarting positionAnywhereFirearm ready condition3, UNLOADED and holstered (mag inserted)Start onAudible signalStop onLast shotPenaltiesAs per current edition of rulesStafty anglesL/R: 90deg when facing berm, vertical: top of berm				
Firearm   Handgun   Match-%   12.62%     Procedure   On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity, tirethreads on ground = faultline. Steel must fall to score     Starting position   Anywhere     Firearm ready condition   3, UNLOADED and holstered (mag inserted)     Audible signal   Last shot     Penalties   As per current edition of rules	CoF	Comstock - Medium	Points	65 p
Procedure   On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity, tirethreads on ground = faultline. Steel must fall to score     Starting position   Anywhere     Firearm ready condition   3, UNLOADED and holstered (mag inserted)     Start on   Audible signal     Stop on   Last shot     Penalties   As per current edition of rules	Targets	6 paper, 1 popper, 1 no-shoot, Total 7 targets	Min rounds	13
Procedure   extending up/down to infinity, tirethreads on ground = faultline. Steel must fall to score     Starting position   Anywhere     Firearm ready condition   3, UNLOADED and holstered (mag inserted)     Start on   Audible signal     Stop on   Last shot     Penalties   As per current edition of rules	Firearm	Handgun	Match-%	12.62%
Procedure   extending up/down to infinity, tirethreads on ground = faultline. Steel must fall to score     Starting position   Anywhere     Firearm ready condition   3, UNLOADED and holstered (mag inserted)     Start on   Audible signal     Stop on   Last shot     Penalties   As per current edition of rules				
Firearm ready condition   3, UNLOADED and holstered (mag inserted)     Start on   Audible signal     Stop on   Last shot     Penalties   As per current edition of rules	Procedure			-
3, UNLOADED and holstered (mag inserted)     Start on     Audible signal     Stop on     Last shot     Penalties     As per current edition of rules		Anywhere		
Stop on Last shot   Penalties As per current edition of rules	-	3, UNLOADED and holstered (mag inserted)		
Penalties As per current edition of rules	Start on	Audible signal		
	Stop on	Last shot		
Safety angles L/R: 90deg when facing berm, vertical: top of berm	Penalties	As per current edition of rules		
	Safety angles	L/R: 90deg when facing berm, vertical: top of berm		
Setup notes Shoot'n Score It https://shootnscoreit.com 2025-07-17 01:25	Setup notes			

# 6. The long way round



CoF	Comstock - Long	Points	130 p
Targets	11 paper, 4 popper, 1 no-shoot, Total 15 targets	Min rounds	26
Firearm	Handgun	Match-%	25.24%
Procedure	On start signal engage all targets as they become visible within the extending up/down to infinity, tirethreads on ground = faultline. Ste		-
Starting position	Anywhere		
Firearm ready condition	1, loaded and holstered		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R: 90deg when facing berm, vertical: top of berm		
Setup notes			