1. Peek-and-shoot



CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	27.59%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. On signal engage target T3/T4, or T3/T4 and T1/T2 in reversed order.
Starting position	Heels touching, RO demonstrates
Firearm ready condition	Gun loaded & holstered. Standing relaxed facing downrange
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: RED staff right: RED staff, vertical: top of berm, horizontal when reloading
Setup notes	

2. Dingaling



CoF	Comstock - Short	Points	40 p
Targets	2 paper, 2 popper, 2 plates, Total 6 targets	Min rounds	8
Firearm	Handgun	Match-%	27.59%
Procedure	On start signal engage all targets within the demarcated area. ALL be used and handgun on barrel	. SHOTS must be fir	ed from box. ALL magazines to
Starting position	In box, behind barrel		
Firearm ready condition	3, unloaded		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		

Safety angles Left: box on ground, right: mark on wall, vertical: top of berm (logs), horizontal when reloading

Setup notes

3. Ding-ding-ding weak



CoF	Comstock - Medium	Points	65 p
Targets	4 paper, 5 popper, Total 9 targets	Min rounds	13
Firearm	Handgun	Match-%	44.83%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. ALL shots fired after border must be WEAK HAND ONLY
Starting position	Anywhere in demarcated area
Firearm ready condition	2, chamber empty, magazine inserted, gun holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: box on ground, right: mark on wall, vertical: top of berm (logs), horizontal when reloading
Setup notes	