# 1. Swingpopp

## No image

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 1 popper, 1 plates, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	18.18%

Procedure	Engage all targets as they become visible, from within designated area
Starting position	Heels touching mark
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2.

## No image

CoF	Comstock - Medium	Points	110 p
Targets	11 paper, Total 11 targets	Min rounds	22
Firearm	Handgun	Match-%	33.33%

Procedure	Engage all targets as they become visible, from within designated area
Starting position	Heels touching mark
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

#### 3. Horseshoe

## No image

CoF	Comstock - Long	Points	160 p
Targets	16 paper, 1 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	48.48%

Procedure	Engage all targets as they become visible
Starting position	Anywhere
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R red flag
Setup notes	