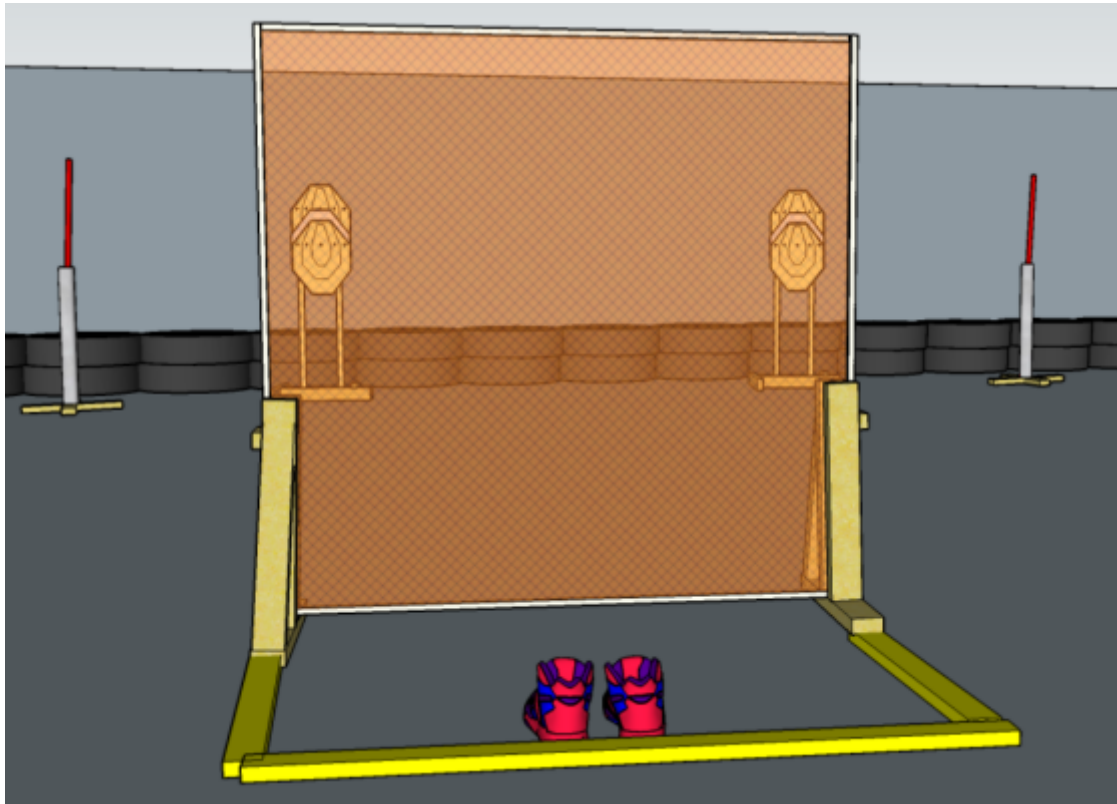


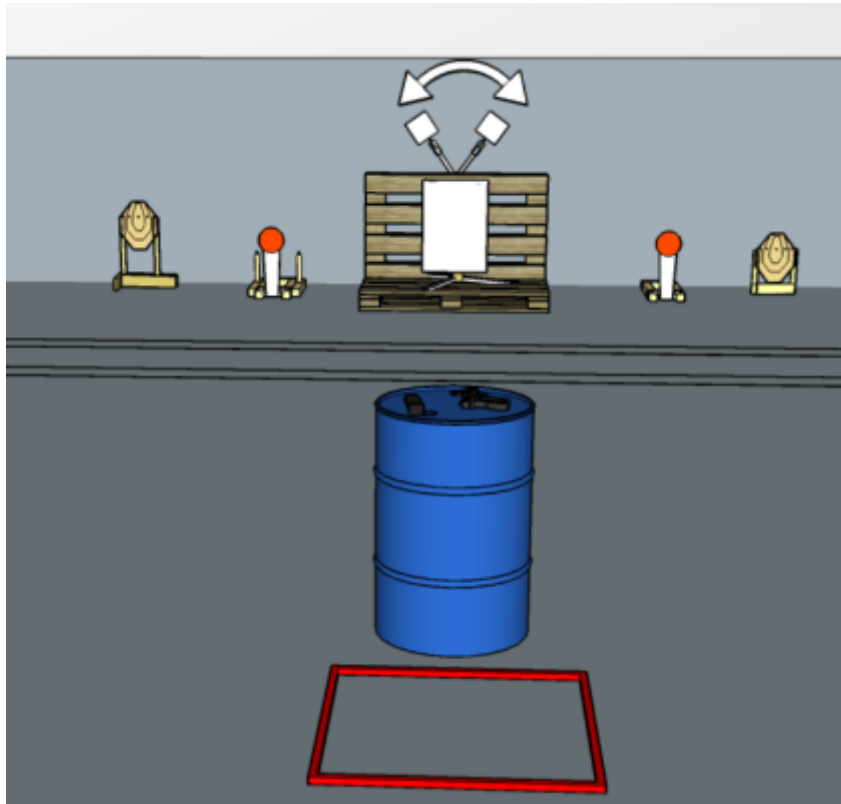
# 1. Peek-and-shoot



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 T1/T2, perform a mandatory reload, 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	

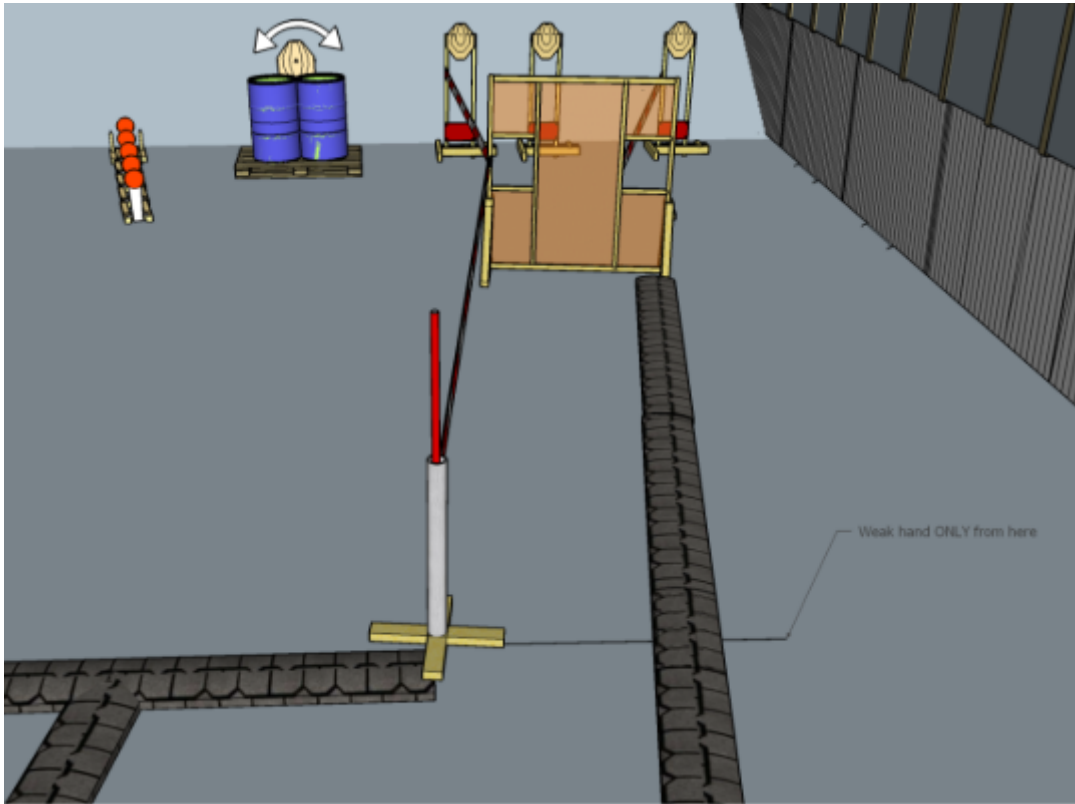
## 2. Dingaling



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 SHOTS must be fired from box. ALL magazines to be used and handgun on barrel
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, gun empty and 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	