

# 1. Too long

No image

CoF	Comstock - Long	Points	160 p
Targets	11 paper, 7 popper, 3 plates, Total 21 targets	Min rounds	32
Firearm	Handgun	Match-%	18.82%

Procedure	On signal engage all targets from within designated area. Popper 7 will activate target 5, which will be visible at rest.
Starting position	Gun loaded & holstered, standing inside box A
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L 90 degrees, R red and white ribbon
Setup notes	

## 2. Confusion

No image

CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	14.12%

Procedure	On signal engage all targets from within designated area. Popper 1 will release swinger 1, 2 and 3. Popper 2 will release target 10 and 11.
Starting position	Gun loaded & holstered, hands touching wall
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90 degrees
Setup notes	

### 3. Rough terrain

No image

CoF	Comstock - Medium	Points	100 p
Targets	10 paper, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	11.76%

Procedure	On signal engage all targets from within designated area. Pull handle to release target 5. Slider will release target 8. Targets will be visible at rest.
Starting position	Gun loaded & holstered, hands touching wall
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R red and white ribbon
Setup notes	

## 4. Boxes

No image

CoF	Comstock - Long	Points	155 p
Targets	14 paper, 3 popper, Total 17 targets	Min rounds	31
Firearm	Handgun	Match-%	18.24%

Procedure	On signal engage all targets from within designated area.
Starting position	Gun unloaded, gun on barrel (magazines to be used in belt)
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L red/white ribbon R 90 degrees
Setup notes	

## 5. Maze Runner

No image

CoF	Comstock - Long	Points	155 p
Targets	14 paper, 3 popper, Total 17 targets	Min rounds	31
Firearm	Handgun	Match-%	18.24%

Procedure	On signal engage all targets within designated area. Hatch 1 will show target 1. Hatch 2 will show targets 12, 13 and 14.
Starting position	Gun loaded & holstered, hands on pallet
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R red/white ribbon
Setup notes	

## 6. In the shadows

No image

CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 popper, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	18.82%

Procedure	On signal engage all targets from within designated area. Popper 1 will release swinger 1. Popper 2 will release swinger 2. All targets visible at rest.
Starting position	Gun unloaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R red/white ribbon
Setup notes	