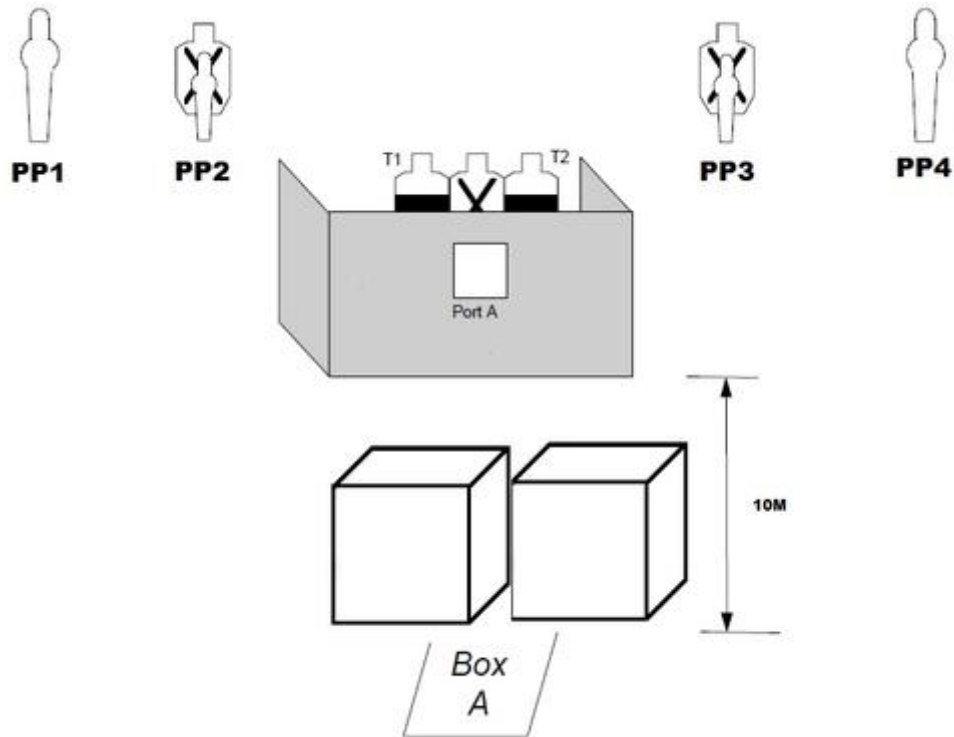


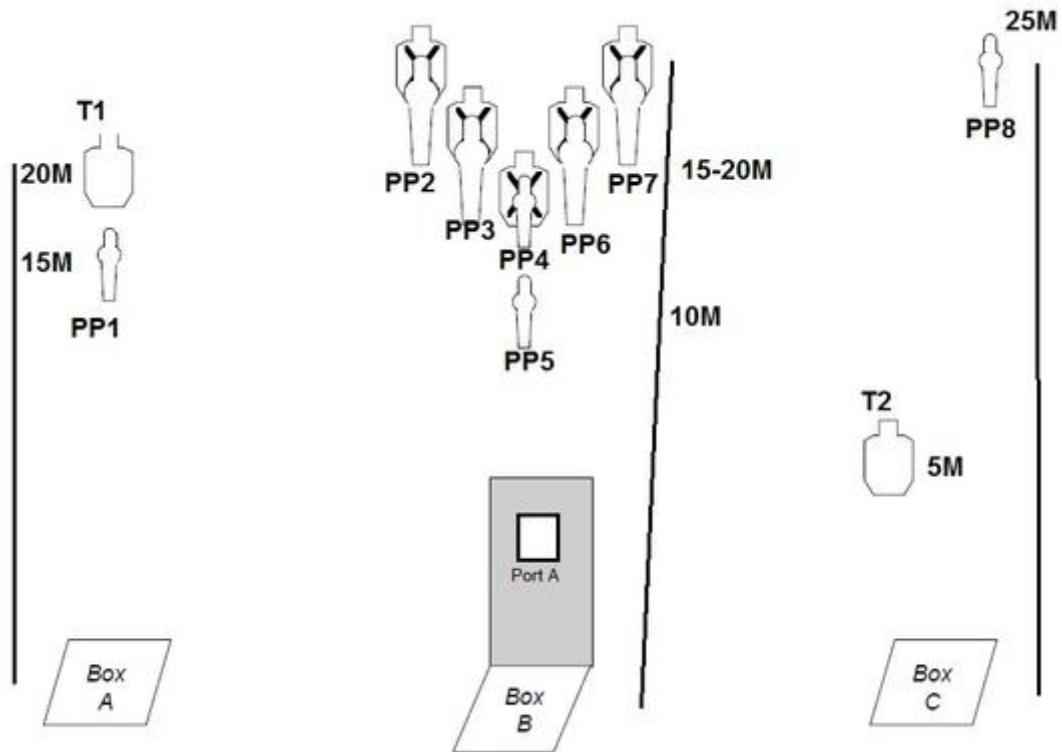
# 1. Cubbyhole



CoF	Comstock - Short	Points	40 p
Targets	2 paper, 4 popper, 3 no-shoot, Total 6 targets	Min rounds	8
Firearm	Handgun	Match-%	18.18%

Procedure	On signal, engage steel (PP1, PP2, PP3, PP4) from Box A ONLY, and engage other targets as they are visible.
Starting position	Loaded and Holstered, standing in Box A, both hands flat on top of barrier
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules (Procedural. -10 No-shoot hit. -10 Miss. -10)
Safety angles	L/R
Setup notes	Set steel at least 20m from Box A, with surfaces facinide walls and removable g Box A. T1, T2, and the associated no-shoot are mounted close to the ground. From Box A, only the no-shoot is visible through Port A.

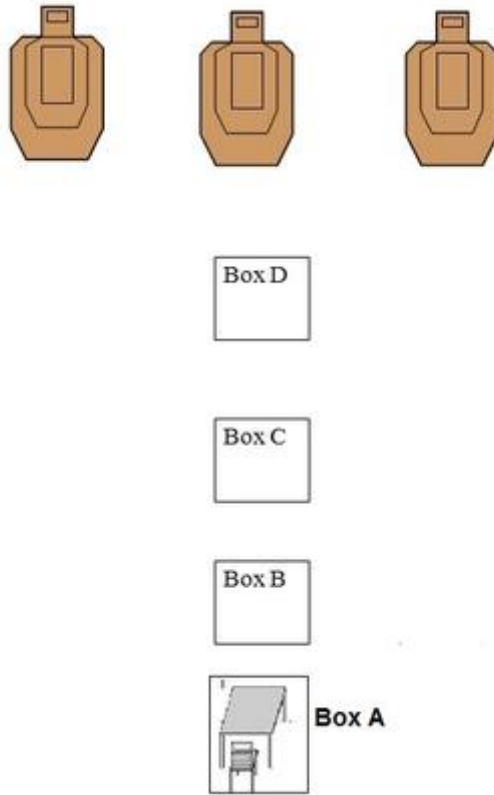
## 2. Merrill's Madness Modified



CoF	Comstock - Short	Points	60 p
Targets	2 paper, 8 popper, Total 10 targets	Min rounds	12
Firearm	Handgun	Match-%	27.27%

Procedure	On signal, move box-to-box in order A-B-C or C-B-A engaging each target. From Box A only, engage T1, PP1 From Box B only, engage PP2-PP7, through Port A only. From Box C only, engage T2, and PP8. All targets must be engaged from a box.
Starting position	Gun loaded & holstered. Standing in Box A or Box C facing targets, hands clasped behind neck.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules (Procedural. -10 No-shoot hit. -10 Miss. -10)
Safety angles	L/R
Setup notes	Setup as per plan, Box A,B, and C approx 5 -10 m apart depending on space

### 3. Advancing Fire 2



CoF	Comstock - Medium	Points	120 p
Targets	3 paper, Total 3 targets	Min rounds	24
Firearm	Handgun	Match-%	54.55%

Procedure	On Signal, From Box A, engage T1-3 with 2 hits each, From chair. (Penalty if using table to brace) From Box B, engage T1-3 with 2 hits each, From Box C, engage T1-3 with 2 hits each, STRONG HAND ONLY From Box D, engage T1-3 with 2 hits each, WEAK HAND ONLY
Starting position	Gun on table empty, Hands behind neck
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules (Procedural. -10 No-shoot hit. -10 Miss. -10)
Safety angles	L/R
Setup notes	Box D at least 5m from T1-3, each subsequent box 5-10m spaced