

# 1. One

No image

CoF	Comstock - Long	Points	140 p
Targets	14 paper, 3 no-shoot, Total 14 targets	Min rounds	28
Firearm	Rifle	Match-%	41.18%

Procedure	Standing erect in area A with firearm held in both hands, stock touching the competitor at hip level, and muzzle pointing downrange with the fingers outside the trigger guard. Engage targets as they become visible.
Starting position	1. Firearm an chamber loaded with safeties engaged.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left ribbon on pole / Right ribbon on pole Stage 1 LC. 28sk. 7T. 7MT. 3NST. På ovenfor haglebane. 11T og 7MT 4 target arrays. Start fra bak støtte for 100m stå/kne. a). 2x2T + 1MT (4T+1MT 10sk). Rett frem venstre side fra støtte. Bak Hardcover, slik at de ikke synes når andre arrays beskytes, og andre arrays ikke synes når disse beskytes. NS mellom blinkene på hvert stativ). b). 2 popere, 4T og 1 NST (2P + 4T 10sk). På voll til 300m bane. (100m hold). c). 4x1MT i dekk (4MT 8sk). Nede i grøft. d).2x1MT i dekk/stativ (2MT 4
Setup notes	

## 2. Two

No image

CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 3 no-shoot, Total 10 targets	Min rounds	20
Firearm	Rifle	Match-%	29.41%

Procedure	Standing erect in are A with firearm held in both hands, stock touching the competitor at hip level, and muzzle pointing downrange with the fingers outside the trigger guard. Engage targets as they become visible.
Starting position	1. Firearm an chamber loaded with safeties engaged.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left ribbon on pole / Right ribbon on pole Stage 2 MC. 20sk. 2T. 8MT. 1NST. 2NSMT Plass foran 200m blinker. 3T og 10MT. 2 target arrays. a). 1x2T med 1NST mellom i stativ + 3MT m1NSMT i dekk/stativ bak liggende tønne? (2T + 3MT 10sk). (1x2 plasseres på halvdistanse frem til skråning der alle MT er, med NS i fra litt over midt på hver blink). b). 5x1MT + 1NSMT i dekk/stativ bak tønne/r. (5MT 10sk). Sett tønner/HC såpass på avstand fra blinkene, til at der blir min 10m til de. (Helst mye mer). poenget er at de ikke skal være synlig fra
Setup notes	

# 3. Three

No image

CoF	Comstock - Short	Points	50 p
Targets	5 paper, 2 no-shoot, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	14.71%

Procedure	Hotrange. Standing erect in area A with firearm held in both hands, stock touching the competitor at hip level, and muzzle pointing downrange with the fingers outside the trigger guard. Engage targets as they become visible.
Starting position	1. Firearm an chamber loaded with safeties engaged.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left ribbon on pole / Right ribbon on pole. Stage 3 SC. 10sk. Hotrange. 5MT 2NSMT. (5MT 10sk). 7MT. a). 2x2MT + 1MT i dekk. 2NSMT. 1x2 på stativ med NS i midt. Begge blinkene settes tett sammen for at midtplassert NS skal dekke mest mulig (Min 30% rest av A er flott). den andre 1x2 bygges identisk. Stage bygges helt bake på grusbane, Midt, til venstre side. Blinkene plasseres halveis frem, men litt bak start stage 4. Stage 3 scores mens stage 4 skytes. To ROer bytter på annenhver skytter. RO som skal ta neste skytter scorer stage 3. 2 si
Setup notes	

## 4. Four

No image

CoF	Comstock - Short	Points	50 p
Targets	5 paper, 2 no-shoot, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	14.71%

Procedure	Hotrange. Standing erect in area A with firearm held in both hands, stock touching the competitor at hip level, and muzzle pointing downrange with the fingers outside the trigger guard. Engage targets as they become visible.
Starting position	1. Firearm an chamber loaded with safeties engaged.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left ribbon on pole / Right ribbon on pole Stage 4 SC. Hotrange. 2T. 1NST. 3MT. 1NSMT. (2T+3MT 10sk). 3T 4MT. 1x2T. 1NST. 1x2MT +1MT. 2NSMT. NS
Setup notes	som for stage 3. Ved hjelp av tønner/HC (Helst tønner) bygges 2 slots, som skytter må passere sidelengs, for å kunne skyte på 1x2MT +1x1MT. De blinkene som blir igjen 1x2T + 1NST. Disse blinkene skal være synlig fra startposisjon, helst til venstre for Stage 3. Helt fremme i venstre hjørne av grusbana. (Men ikke synlig fra skyteposisjoner foran de to andre blinkene).