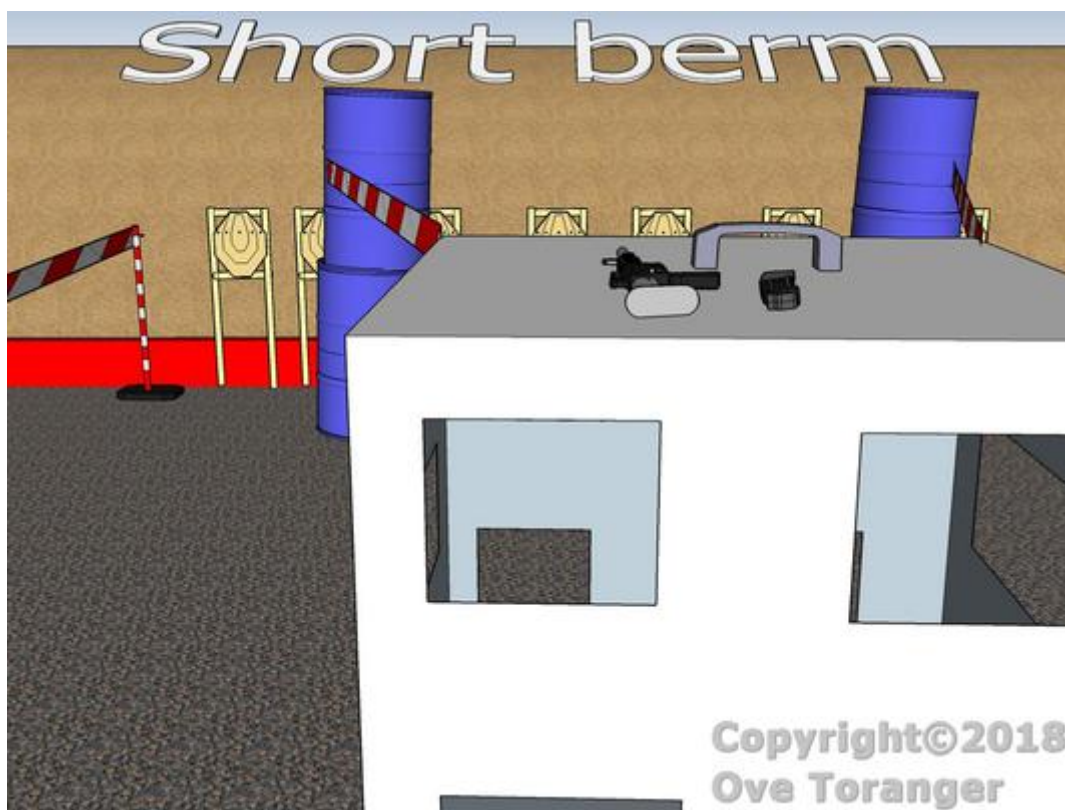


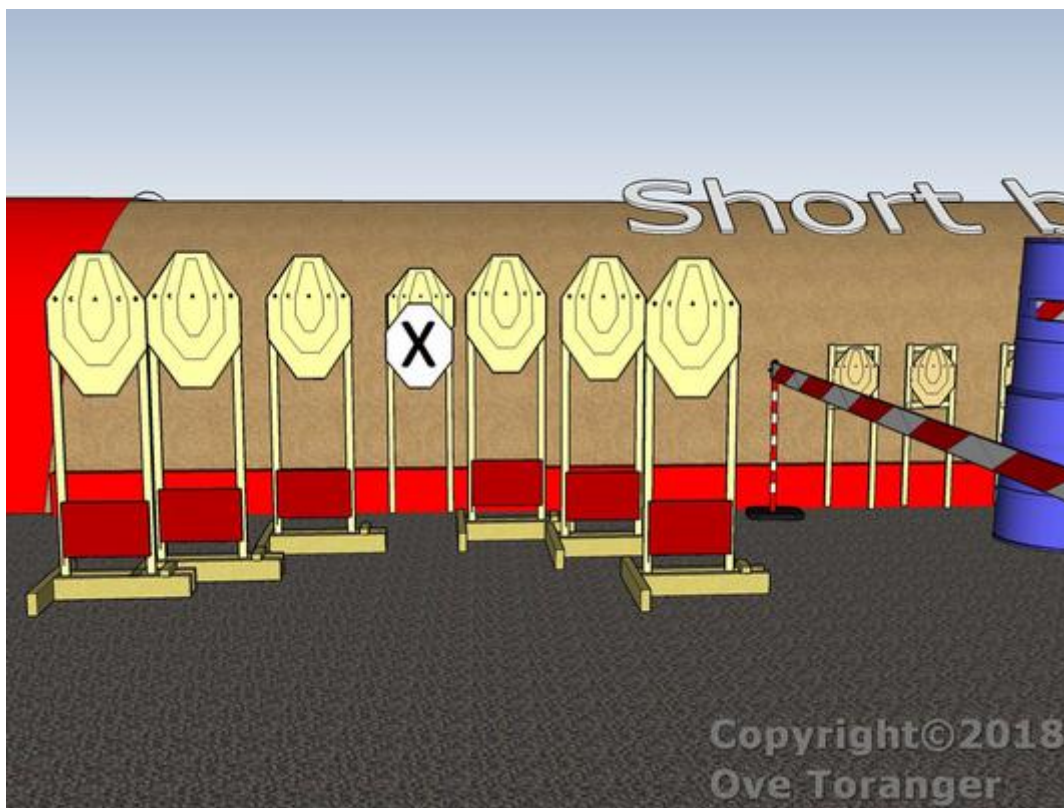
# 1. Look, see, shoot



CoF	Comstock - Medium	Points	70 p
Targets	7 paper, Total 7 targets	Min rounds	14
Firearm	Rifle	Match-%	8.97%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline. HOTRANGE with stage 2
Starting position	Standing behind plastic container. Rifle and 1st mag on plastic container
Firearm ready condition	3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: tape, end of building, right: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	

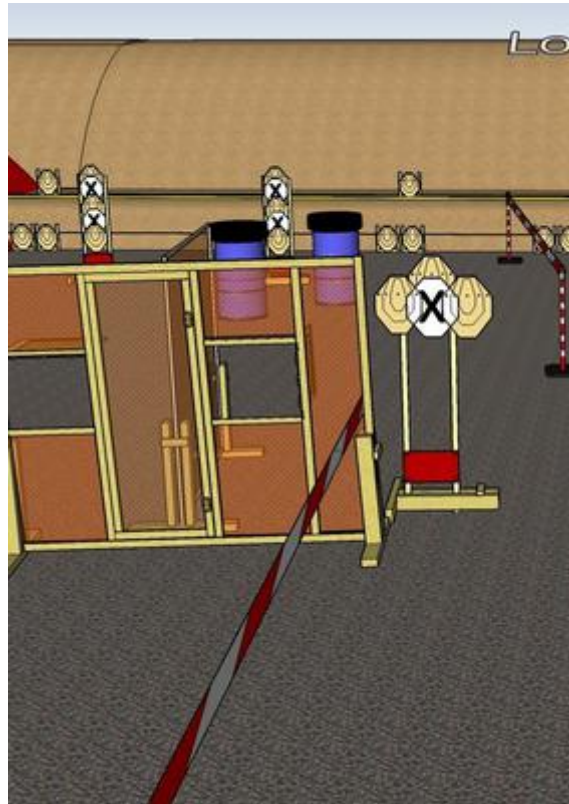
## 2. Schnell Feuer



CoF	Comstock - Medium	Points	70 p
Targets	7 paper, 1 no-shoot, Total 7 targets	Min rounds	14
Firearm	Rifle	Match-%	8.97%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline. HOTRANGE with stage 1. All shots must be fired from within start-box.
Starting position	Standing in box. Riflebutt touching hip
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: tape, end of building, right: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	

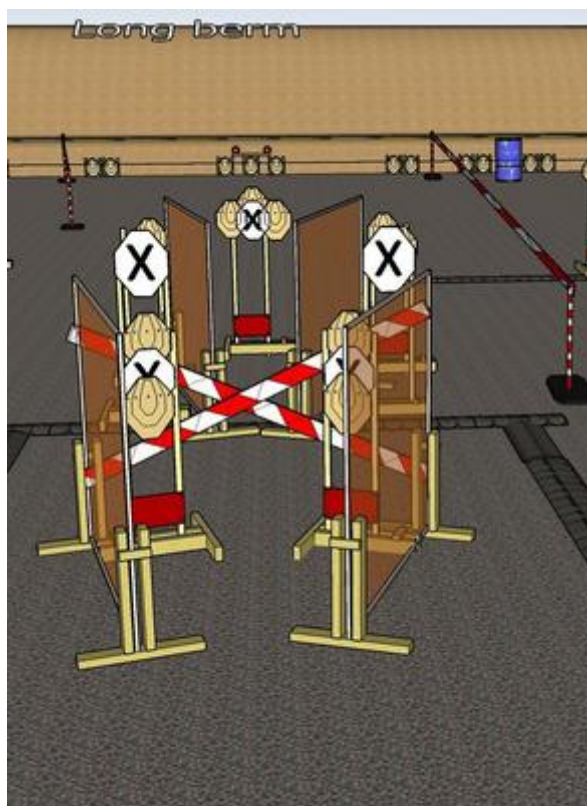
### 3. Outside, inside, side to side



CoF	Comstock - Long	Points	150 p
Targets	15 paper, 5 no-shoot, Total 15 targets	Min rounds	30
Firearm	Rifle	Match-%	19.23%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Left foot touching bottom of LEFT dual-color stick
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: tape, end of building, right: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	

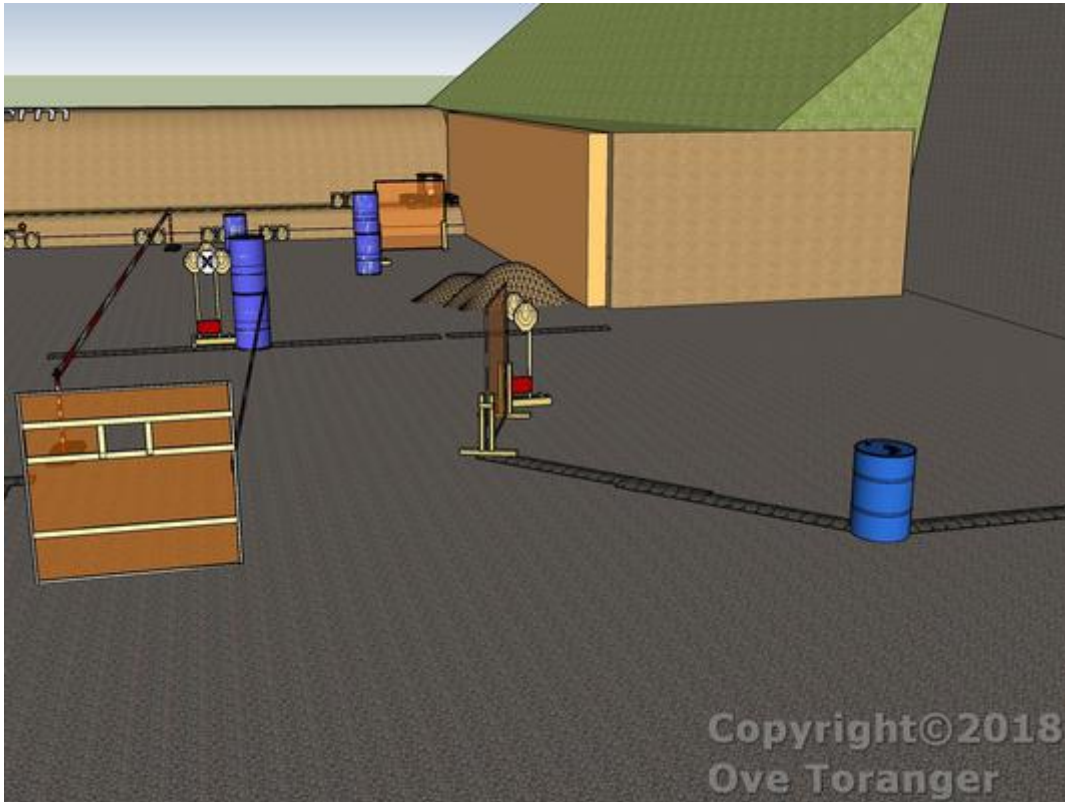
## 4. V shapes



CoF	Comstock - Long	Points	190 p
Targets	18 paper, 2 frangible, 5 no-shoot, Total 20 targets	Min rounds	38
Firearm	Rifle	Match-%	24.36%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Anywhere in stage. Riflebutt touching hip
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

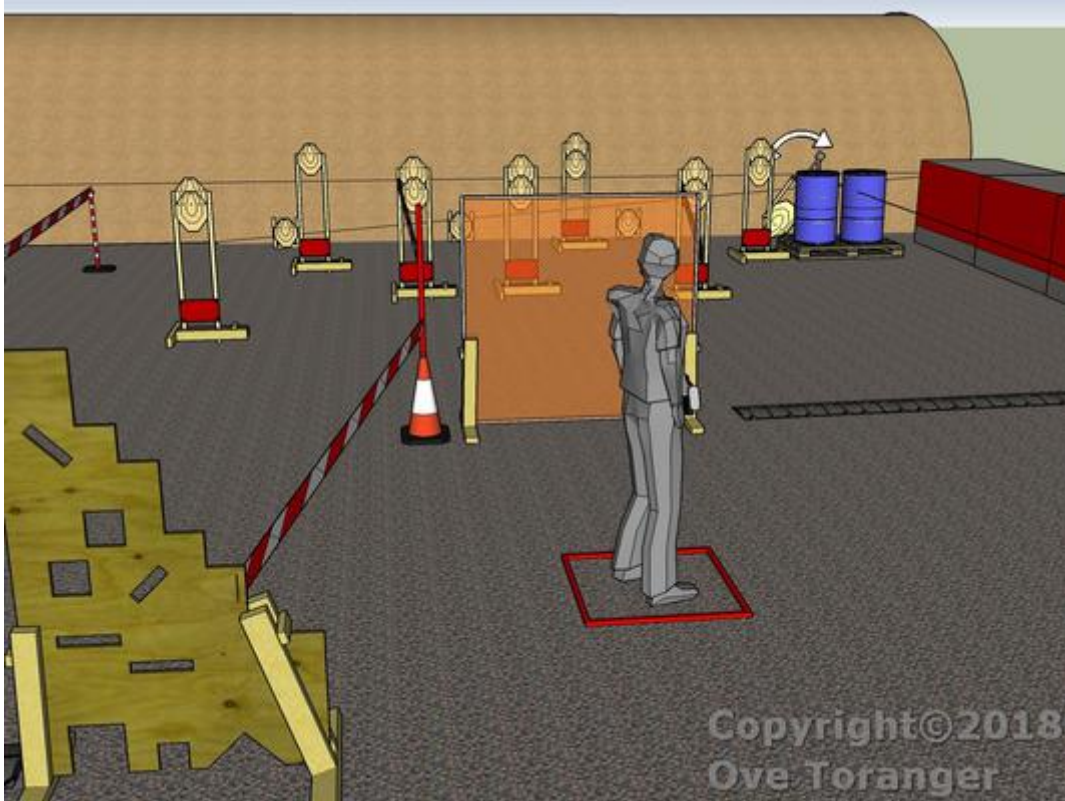
## 5. Just DO IT, or don't



CoF	Comstock - Long	Points	130 p
Targets	12 paper, 1 disappearing/bonus, 1 no-shoot, Total 13 targets	Min rounds	24
Firearm	Rifle	Match-%	16.67%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline. 1 (!) frangible .223 round in AR-magazine on barrel can be used for popper (scores as 10 bonus points). Can only be shot from this position/with this mag/with this bullet !
Starting position	Behind barrel (right side)
Firearm ready condition	3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

## 6. Back and forth



CoF	Comstock - Long	Points	170 p
Targets	17 paper, Total 17 targets	Min rounds	34
Firearm	Rifle	Match-%	21.79%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline. All shots from behind VTAC wall MUST be shot THROUGH apertures
Starting position	Riflebutt touching hip
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	