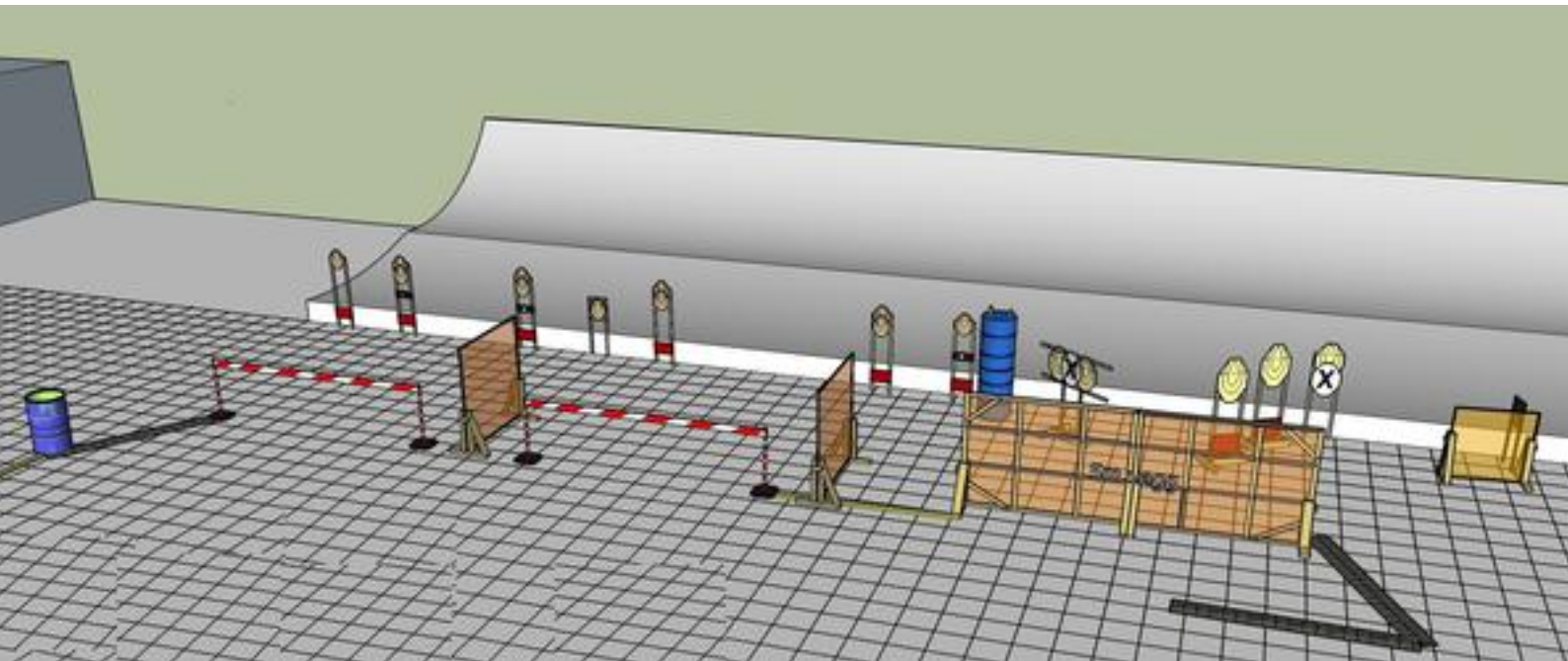


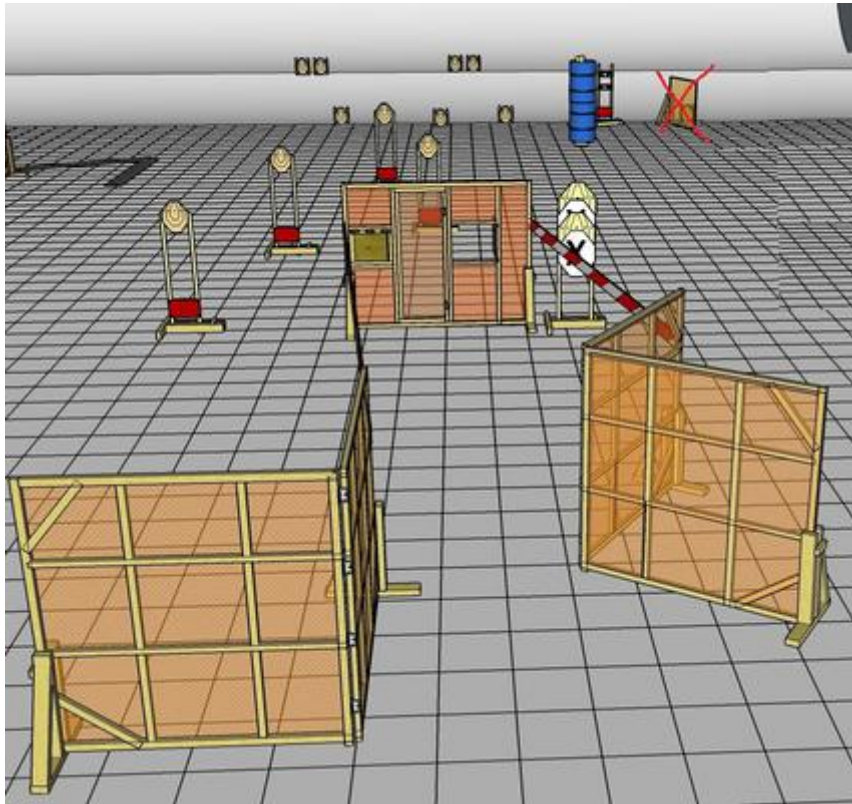
# 1. Go-stop-go-stop



CoF	Comstock - Long	Points	185 p
Targets	17 paper, 3 frangible, 2 no-shoot, Total 20 targets	Min rounds	37
Firearm	Rifle	Match-%	29.13%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity.
Starting position	Heels touching faultline (marks), rifle hip level
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: end of building, right: 90deg when facing berm, vertical: top of berm +2m
Setup notes	

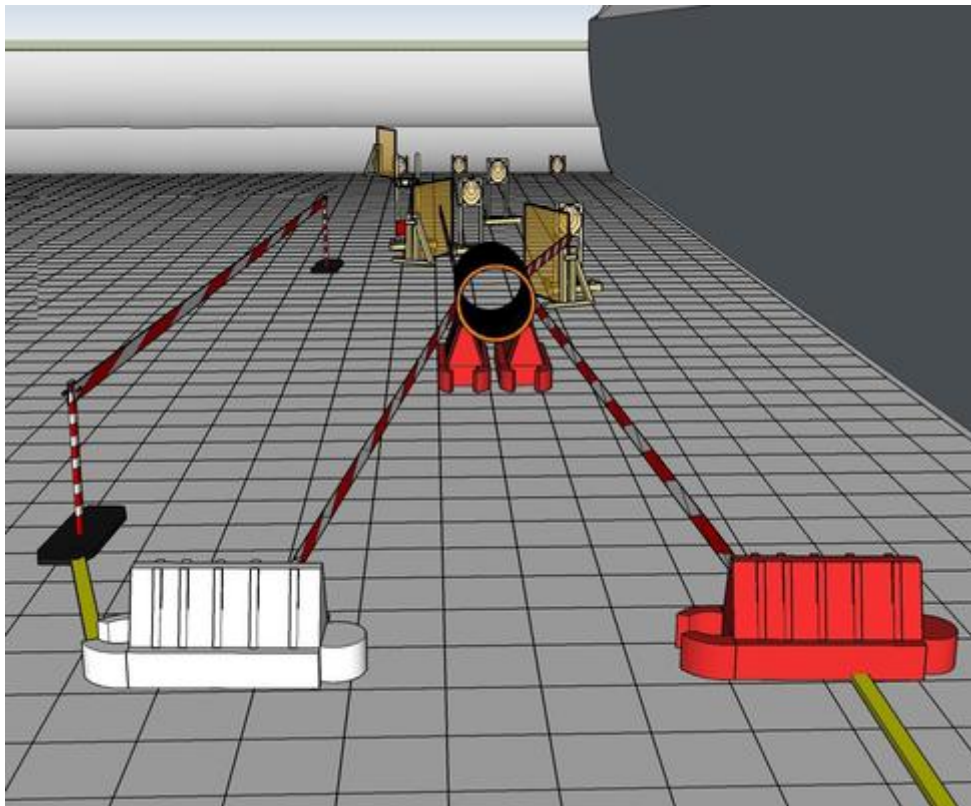
## 2. Outside, inside



CoF	Comstock - Long	Points	140 p
Targets	13 paper, 2 frangible, 2 no-shoot, Total 15 targets	Min rounds	28
Firearm	Rifle	Match-%	22.05%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity.
Starting position	Standing on start-mark, ca. center of stage
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)
Setup notes	

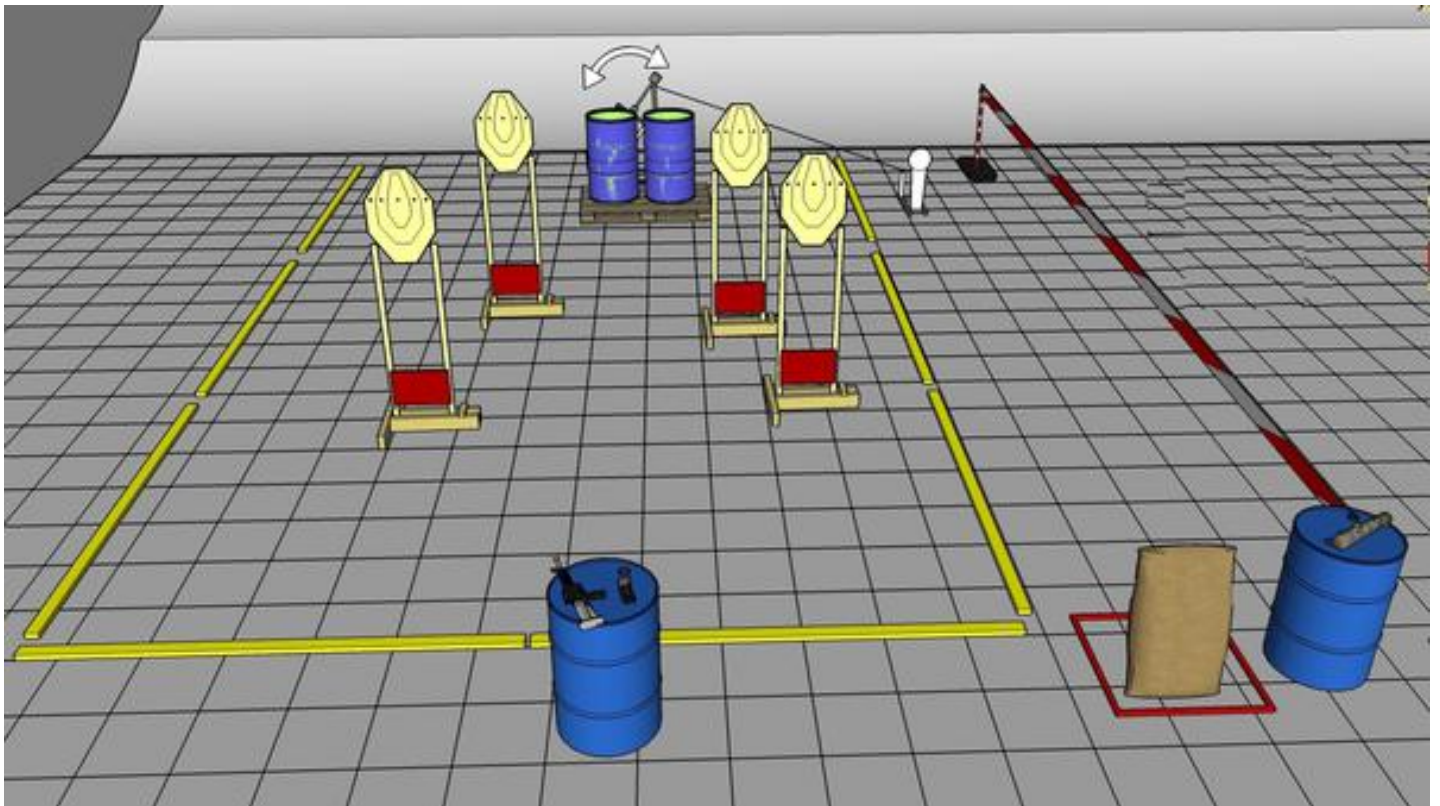
### 3. Up, down, up, through



CoF	Comstock - Medium	Points	65 p
Targets	6 paper, 1 frangible, Total 7 targets	Min rounds	13
Firearm	Rifle	Match-%	10.24%

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 barrel MUST be shot through aperture
Starting position	Heels touching starting mark, ca. center of stage
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: 90deg when facing berm (towards berm), right: ca. middle of fence, vertical: top of berm (logs)
Setup notes	

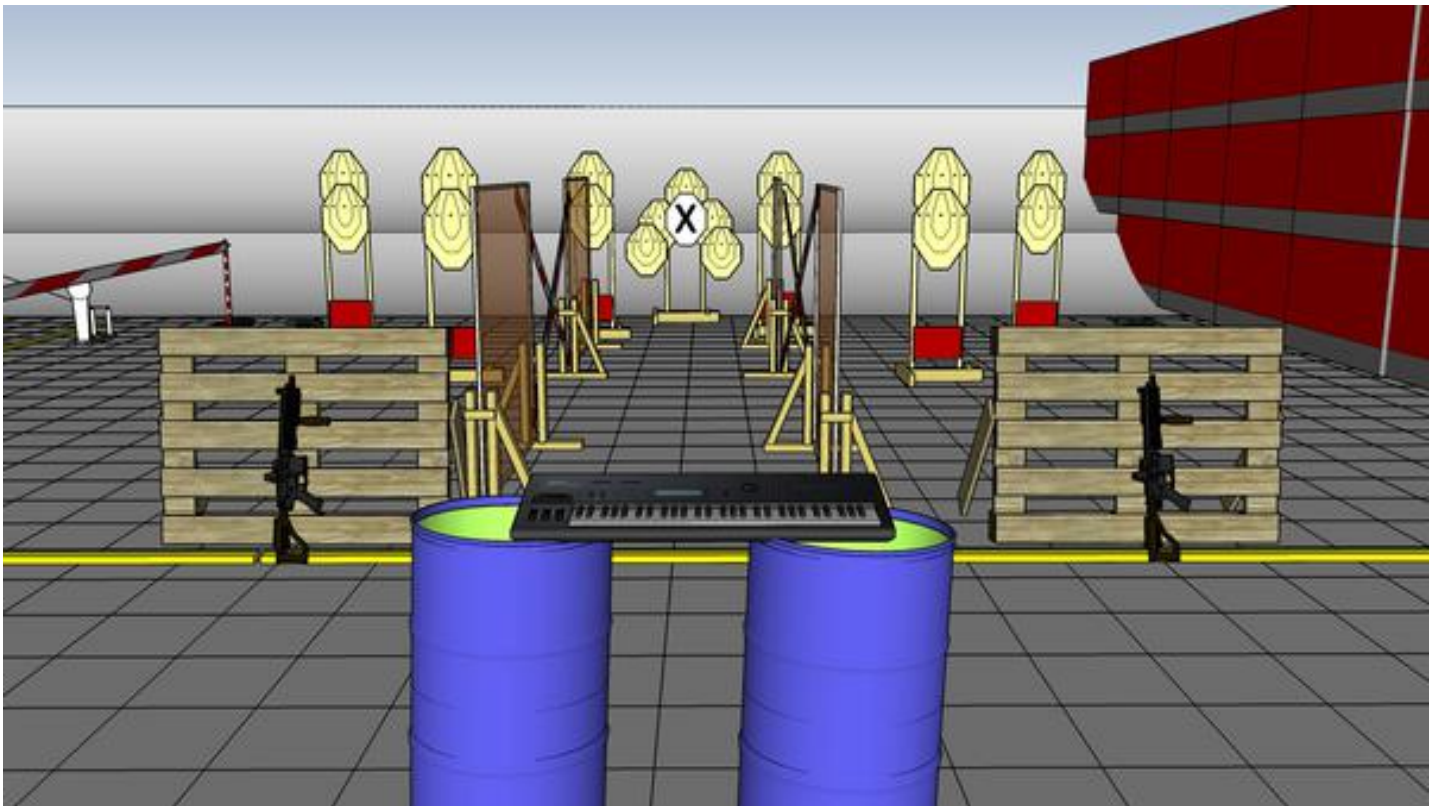
## 4. Weihnachtsmann Sack



CoF	Comstock - Medium	Points	75 p
Targets	5 paper, 2 disappearing/bonus, 1 popper, Total 8 targets	Min rounds	15
Firearm	Rifle	Match-%	11.81%

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. Popper must fall to release swinger. Either by throwing log from square (1 throw only) or by walking forward and hitting with sack. All shots towards targets MUST be shot from behind barrel
Starting position	Standing erect in square, hands by the 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
Setup notes	

## 5. Arbre de Noël



CoF	Comstock - Long	Points	170 p
Targets	17 paper, 1 no-shoot, Total 17 targets	Min rounds	34
Firearm	Rifle	Match-%	26.77%

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. 1st mag to be used on one side/pallet, rifle on other side/pallet, butt on ground
Starting position	Both hands playing the keyboard (preferrably Christmas song)
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
Setup notes	