

1. Bunker

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|---------|----------------------------|------------|-------|
| CoF | Unlimited - Medium | Points | 110 p |
| Targets | 11 paper, Total 11 targets | Min rounds | 22 |
| Firearm | Handgun, Rifle | Match-% | 8.63% |

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| Procedure | Story: entering into enemy's command centre, clean it up. During the procedure your rifle jams, finish the job with pistol..... Procedure: After starting signal shoot all paper targets with two rounds each. After rifle shooting, rifle can hang with sling safety on or put into special table. |
| Starting position | One foot touching marked area. |
| Firearm ready condition | Rifle loaded. Pistol - mag inserted, chamber empty. |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

2. Cannon fodder

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|---------|---------------------------------------|------------|--------|
| CoF | Unlimited - Long | Points | 190 p |
| Targets | 14 paper, 10 plates, Total 24 targets | Min rounds | 38 |
| Firearm | Rifle | Match-% | 14.90% |

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| Procedure | Storyline: you are resting on side of CV90 after aggressive battle and you see another group of enemy's fighters coming over open field again. You have to repeat the procedure to eliminate that cannon fodder. Procedure: After starting signal shoot all paper targets with minimum two rounds, metal must fall to score. Shooting areas marked with boxes. Two areas on corners for throwing the grenades, one into each area. Grenades have to be thrown before last shot and from shooting areas (shooting boxes). |
| Starting position | Sitting on marked area, feet of the ground |
| Firearm ready condition | Rifle loaded |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules. If grenade is not thrown -20 points per grenade. If grenade doesn't fly over the marked line -10 points per grenade. |
| Safety angles | L/R |
| Setup notes | |

3. Hi, Venus! HiMars!

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|---------|----------------------------|------------|--------|
| CoF | Unlimited - Long | Points | 160 p |
| Targets | 16 paper, Total 16 targets | Min rounds | 32 |
| Firearm | Rifle | Match-% | 12.55% |

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| Procedure | Storyline: enemy's command center on occupied city has just got greetings from Himars. Make sure that there's no one breathing and if needed eliminate the threat. . Procedure: After starting signal shoot all paper targets with minimum two rounds each. |
| Starting position | Marked area |
| Firearm ready condition | Rifle loaded |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

4. Santa brings gifts down a chimney

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|---------|----------------------------|------------|--------|
| CoF | Unlimited - Long | Points | 140 p |
| Targets | 14 paper, Total 14 targets | Min rounds | 28 |
| Firearm | Rifle | Match-% | 10.98% |

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| Procedure | <p>Story: You attack enemy's bunker system, you have no more grenades left, but from first contact you luckily found three enemy's grenades and will make a good use for them. . Procedure: shoot all paper targets with minimum two round each. After shooting targets 1-2 take three grenades from table with you and put them down a chimney before entering into every of three bunkers. While taking grenades from table you may rest your rifle on marked area on tyres.</p> |
| Starting position | Marked area |
| Firearm ready condition | Rifle loaded |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules. If you don't take grenades with you -30 points penalty, if you don't put grenade into bunker's chimney -10 points per grenade. |
| Safety angles | L/R |
| Setup notes | |

5. Parade

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|---------|-----------------------------|------------|--------|
| CoF | Unlimited - Long | Points | 150 p |
| Targets | 30 plates, Total 30 targets | Min rounds | 30 |
| Firearm | Rifle | Match-% | 11.76% |

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| Procedure | Storyline: Enemy is having a small parade in "liberated" village close to your country's border. Obviously you are not invited to the parade, but you are still going to salute the "liberators" - three squads are nicely in line... Procedure: After starting signal shoot all metal targets, metal has to fall to score. Mandatory mag change before last shot. |
| Starting position | Marked area |
| Firearm ready condition | Rifle loaded |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

6. Practice day

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|---------|----------------------------|------------|-------|
| CoF | Unlimited - Medium | Points | 120 p |
| Targets | 12 paper, Total 12 targets | Min rounds | 24 |
| Firearm | Handgun | Match-% | 9.41% |

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| Procedure | Storyline: you are having a break from battles and just having a training day on range. Procedure: after starting signal shoot all paper targets with minimum two rounds each. Mandatory mag change before last shot. |
| Starting position | Marked area, pistol in strong hand, barrel down, hands down. |
| Firearm ready condition | Magazine inserted, chamber empty. |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

7. Elementary school memories

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|---------|-------------------------------------|------------|-------|
| CoF | Unlimited - Long | Points | 125 p |
| Targets | 8 paper, 9 plates, Total 17 targets | Min rounds | 25 |
| Firearm | Handgun | Match-% | 9.80% |

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| Procedure | Storyline: you are patrolling the area and step into your childhood's elementary school only having a pistol with you. Surprisingly you find out that enemy has set up a command centre there - clean the rooms. |
| Starting position | Behind the table where your pistol is laying. |
| Firearm ready condition | Pistol, mag inserted, chamber empty. Pistol laying on table on marked area. |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

8. Two or three...

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|---------|-------------------------------------|------------|-------|
| CoF | Unlimited - Medium | Points | 90 p |
| Targets | 6 paper, 6 plates, Total 12 targets | Min rounds | 18 |
| Firearm | Handgun | Match-% | 7.06% |

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| Procedure | <p>Storyline: you are in contact with enemy but your rifle jams, you immediately take your pistol into play. Distance is markable, you have to decide should you maneuver closer, or making sharp hits from longer distance..... Procedure: you are aiming the enemy with your main rifle. After the starting signal take a pistol from holster and shoot all paper targets with minimum two rounds each, steel must fall to score. Your rifle remains with you on all the stage.</p> |
| Starting position | on shooting area (box) A, aiming with main rifle. |
| Firearm ready condition | Pistol loaded |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

9. Overwatch

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|---------|---|------------|-------|
| CoF | Unlimited - Medium | Points | 95 p |
| Targets | 5 paper, 7 plates, . Optional targets 2x10pTotal 12 targets | Min rounds | 15 |
| Firearm | Rifle | Match-% | 7.45% |

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| Procedure | <p>Storyline: You are out of ammo, but you have noticed an enemy's sniper on position overwatching enemy's fighters. Sniper goes away from position to do some business in bushes. Now there's your chance to take over the position and give some "overwatch"..... Procedure: after starting signal hit enemy's snipers head with "mammoth bone" (head must fall) and shoot all paper targets with two rounds each from area A, then move to area B and shoot all steel targets. Two yellow targets are 10p bonus targets.</p> |
| Starting position | Feet touching marked area. |
| Firearm ready condition | Rifle loaded, safety on. Rifle on snipers position on area A. |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules. -20 points penalty if enemy's snipers head doesn't fall. |
| Safety angles | L/R |
| Setup notes | |

10. Overwatch continues

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|---------|---|------------|-------|
| CoF | Unlimited - Medium | Points | 95 p |
| Targets | 5 paper, 8 plates, . Optional targets 1x10pTotal 13 targets | Min rounds | 17 |
| Firearm | Rifle | Match-% | 7.45% |

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|-------------------------|---|
| Procedure | <p>Storyline: enemy has figured out that there's something wrong with their overwatch as they are getting shot from behind. They to come and take a look, but your task is that they won't look at anything anymore.....</p> <p>Procedure: After start signal shoot all paper targets with minimum two rounds each from area A, then move to area B and shoot all steel targets, steel must fall to score. Yellow target is a 10p bonus target.</p> |
| Starting position | Marked area, rifle is on strong hand, barrel up, left hand is holding a "stick" |
| Firearm ready condition | Rifle - mag inserted, chamber empty. |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |