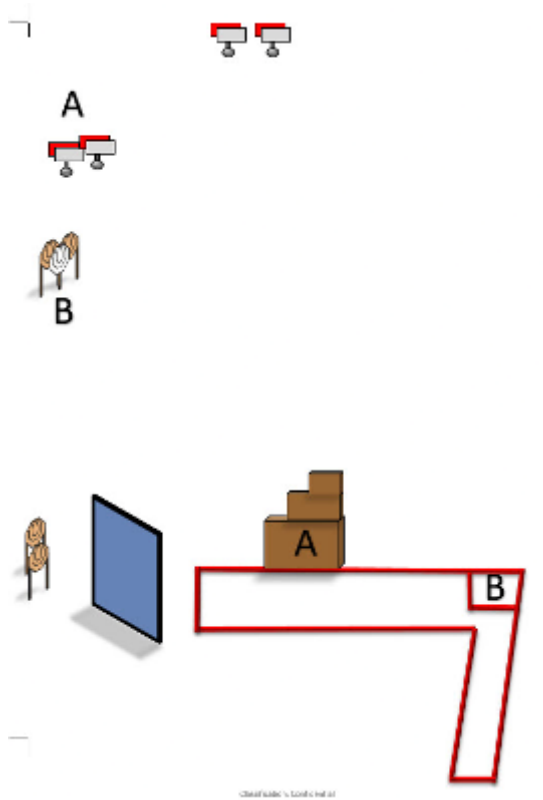


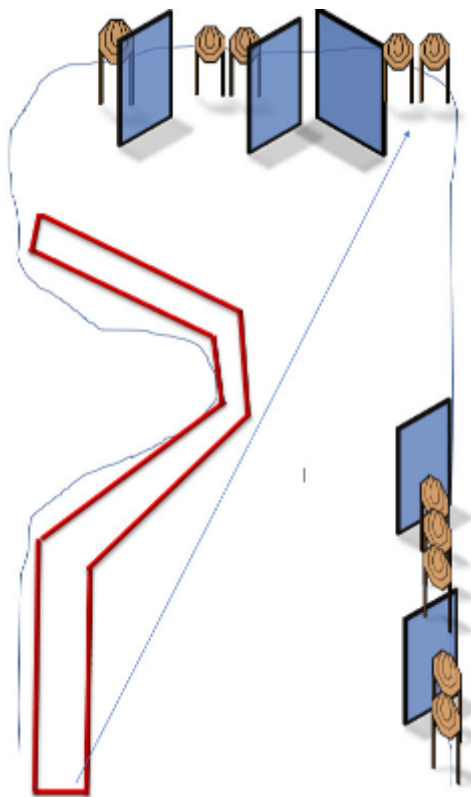
1. 200m



CoF	Comstock - Medium	Points	80 p
Targets	4 paper, 4 plates, (with 4 10p), Total 8 targets	Min rounds	12
Firearm	Rifle	Match-%	19.05%

Procedure	Flash targets A are to be shot from top of wall or in a hole in the wall, targets B are to be shot from box B
Starting position	Standing
Firearm ready condition	Option 2
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

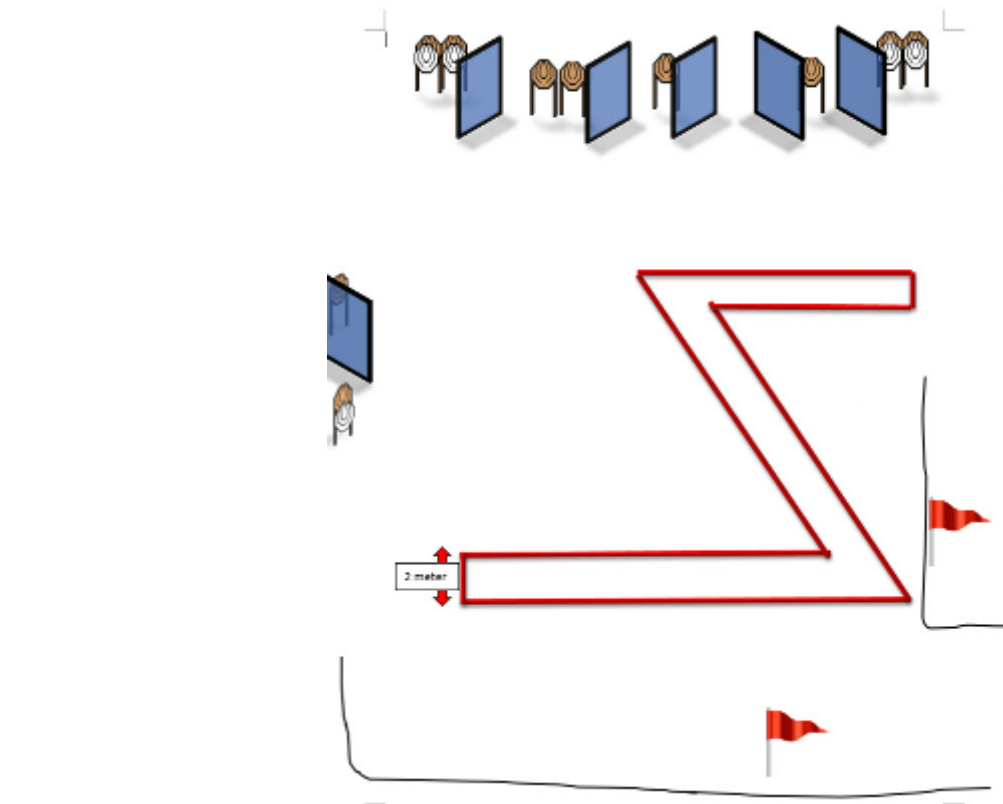
2. IPSC Bay 1



CoF	Comstock - Medium	Points	100 p
Targets	10 paper, Total 10 targets	Min rounds	20
Firearm	Rifle	Match-%	23.81%

Procedure	Byggnotis: Översta högra målen ska bara gå att skjuta från längst ner i arean.		
Starting position	Standing		
Firearm ready condition	Option 1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

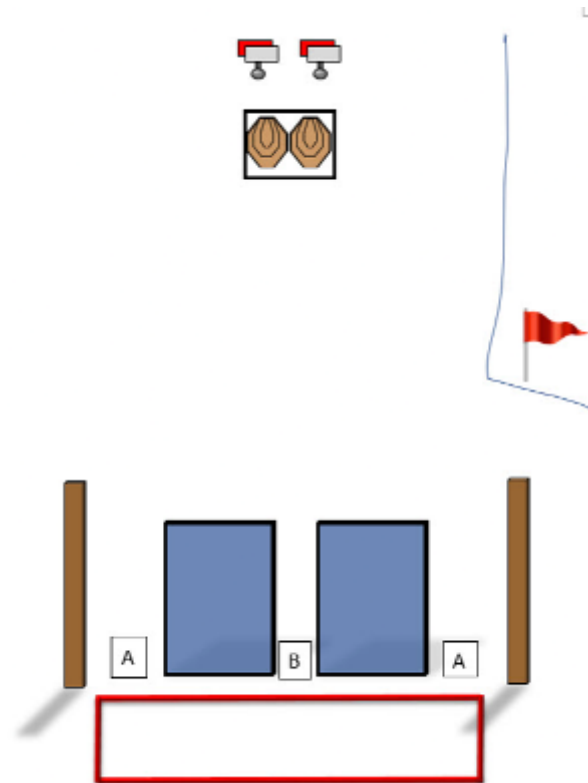
3. B3 75m



CoF	Comstock - Medium	Points	100 p
Targets	10 paper, Total 10 targets	Min rounds	20
Firearm	Rifle	Match-%	23.81%

Procedure	
Starting position	Standing
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Flags to the left and right
Setup notes	

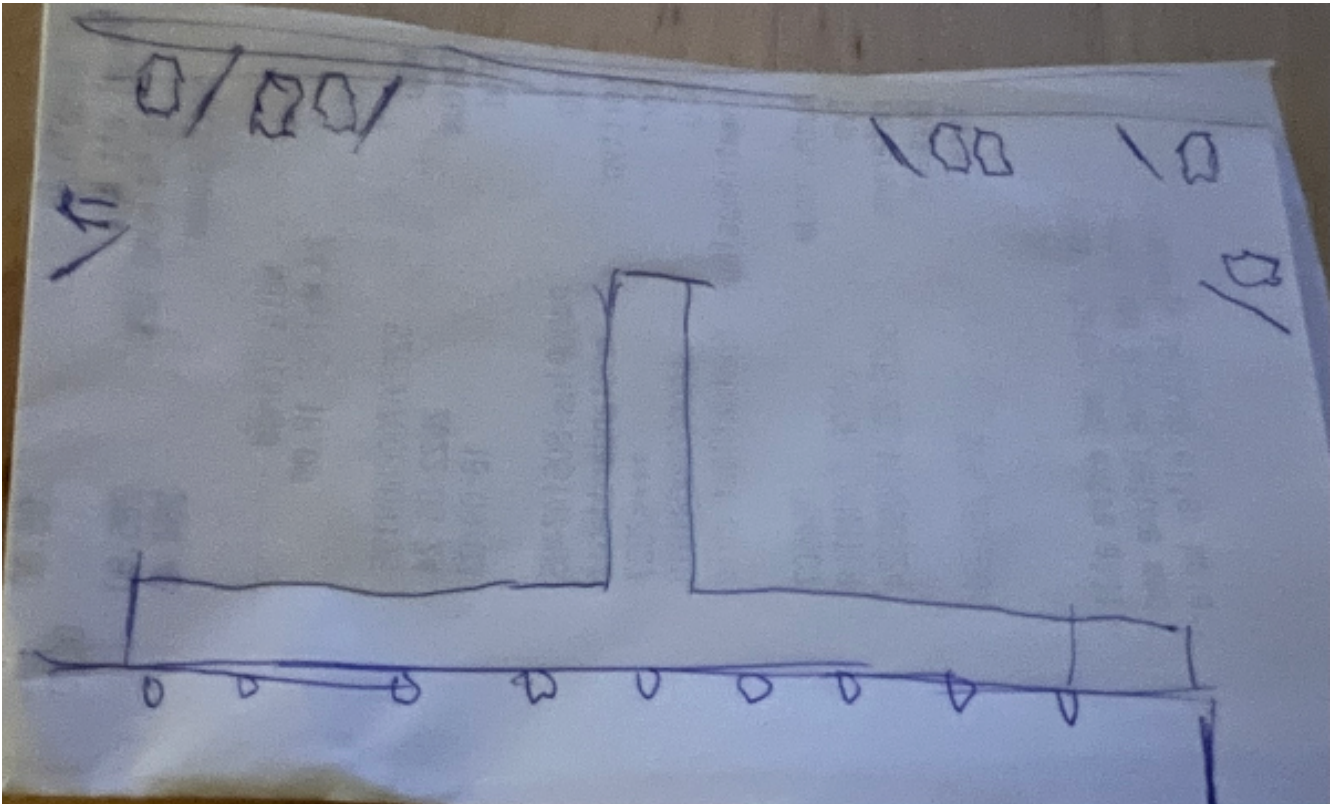
4. 100m



CoF	Comstock - Short	Points	60 p
Targets	2 paper, 4 plates, (with 4 10p), Total 6 targets	Min rounds	8
Firearm	Rifle	Match-%	14.29%

Procedure	Flash targets are to be shot från positions A (both), no support allowed, and paper targets from B.
Starting position	Standing, from either position A.
Firearm ready condition	Option 3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

5. 50m



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Rifle	Match-%	19.05%

Procedure	
Starting position	Standing
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	