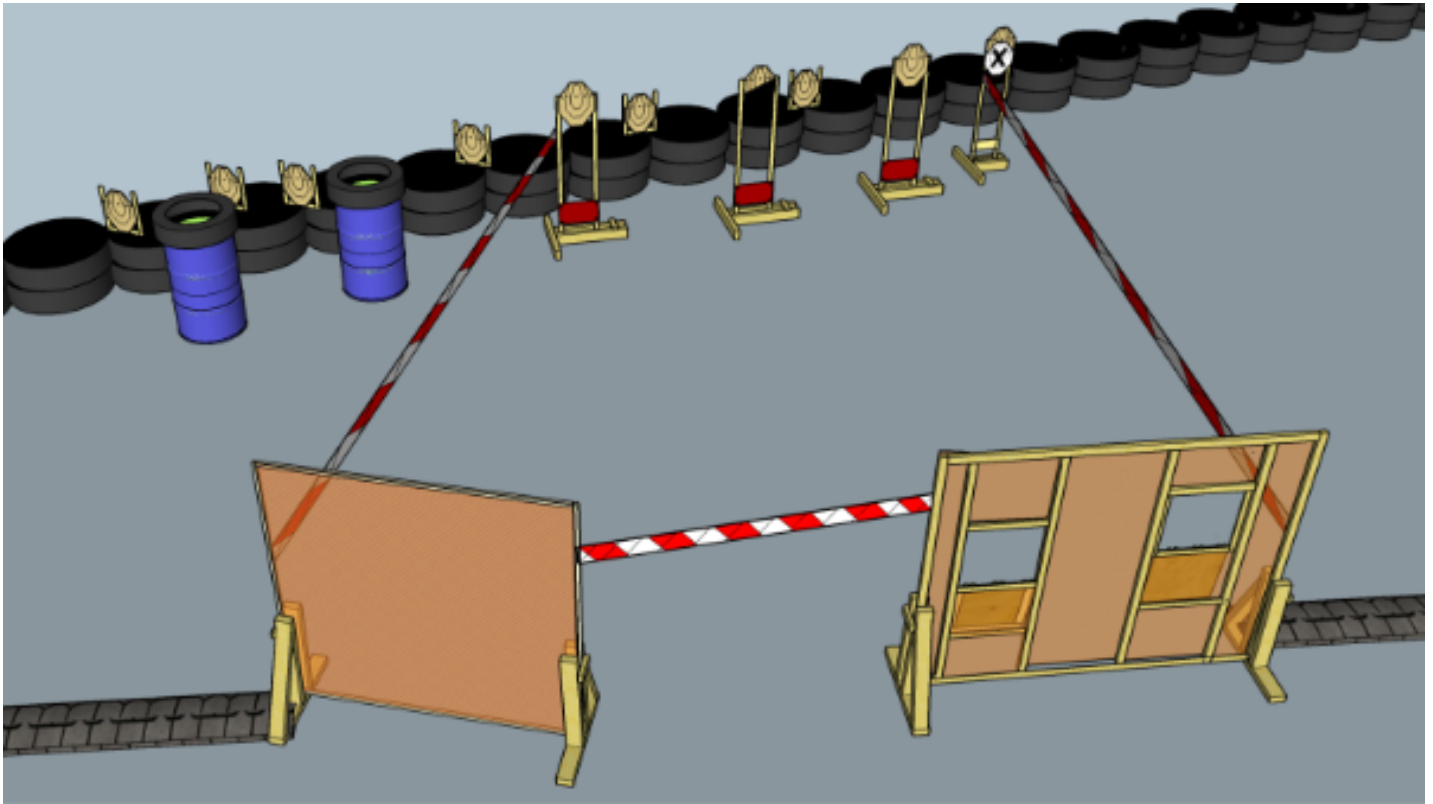


1. Big leftovers



CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 1 no-shoot, Total 10 targets	Min rounds	20
Firearm	Rifle	Match-%	45.45%

Procedure	On start signal engage all targets within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Anywhere in demarcated area
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: mark, end of building, right: box on ground/90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

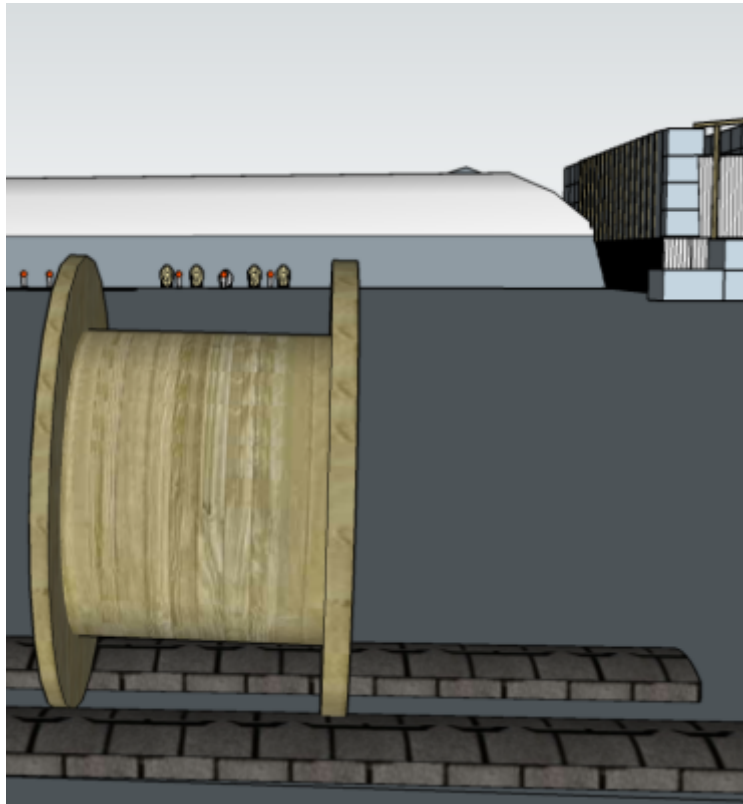
2. Split'em equally



CoF	Comstock - Medium	Points	60 p
Targets	4 paper, 4 popper, Total 8 targets	Min rounds	12
Firearm	Rifle	Match-%	27.27%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. Left 2 paper, 2 poppers must be shot from LEFT table and vice versa. HOTRANGE WITH STAGE 3
Starting position	1m behind, center of tables
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Corner of house, mark on wall closest to road
Setup notes	

3. Don't roll away now



CoF	Comstock - Medium	Points	60 p
Targets	4 paper, 4 popper, 1 no-shoot, Total 8 targets	Min rounds	12
Firearm	Rifle	Match-%	27.27%

Procedure	On start signal engage all targets within the demarcated area. All shots must be fired with rifle (or part of rifle) resting on cableroller. HOTRANGE WITH STAGE 2
Starting position	1m behind cable roller
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Corner of house, mark on wall closest to road
Setup notes	