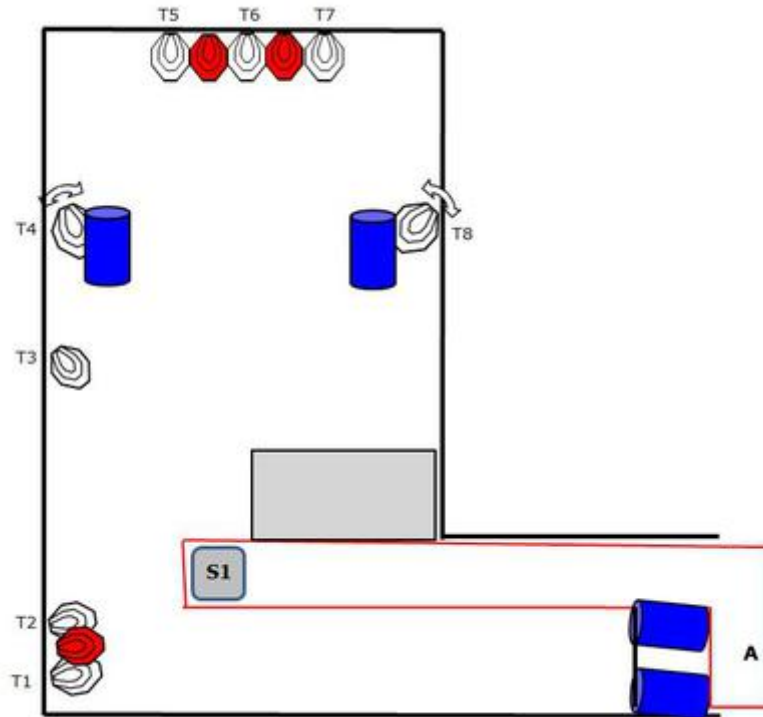


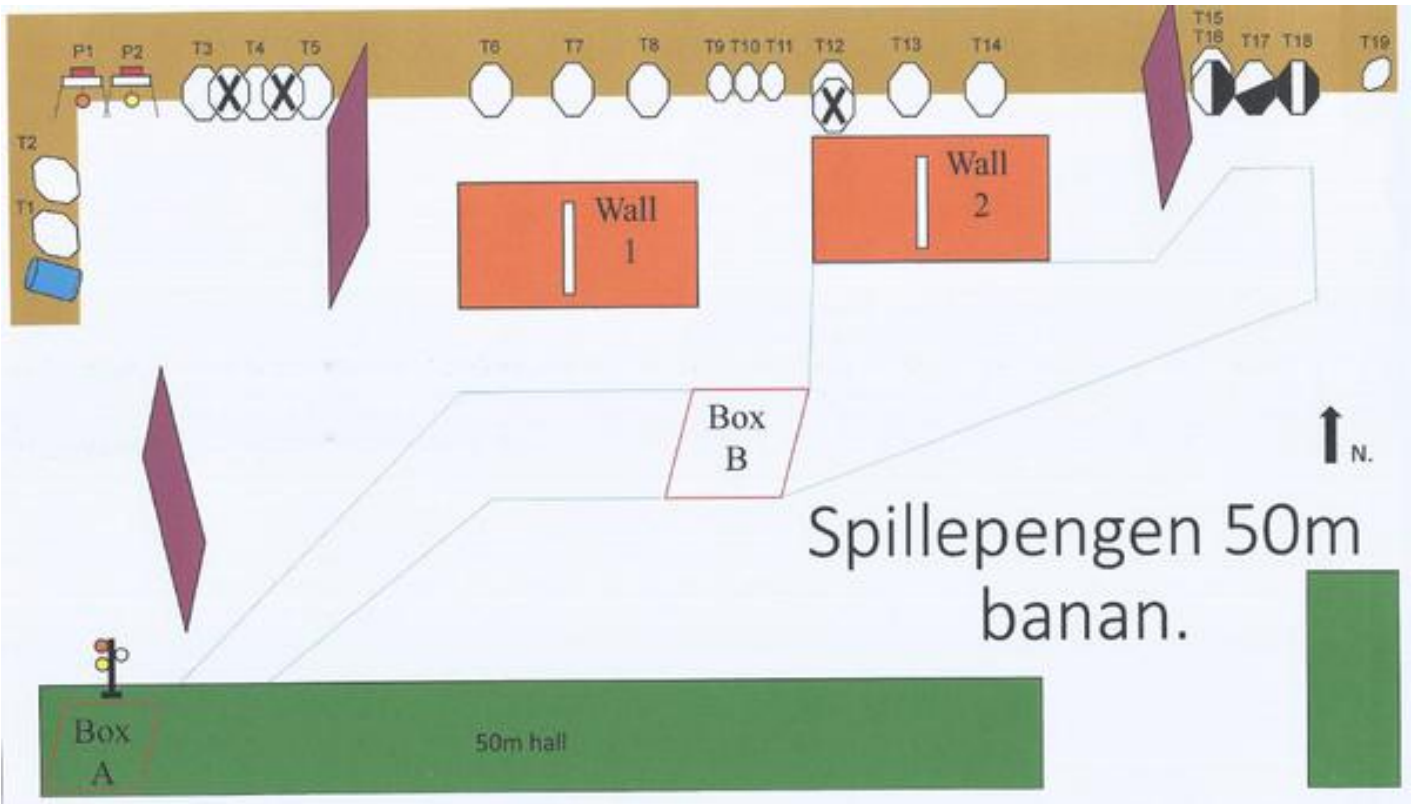
1. IPSC bay 2: "Design by Leif"



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 3 no-shoot, Total 8 targets	Min rounds	16
Firearm	Rifle	Match-%	20.51%

Procedure	On signal, fre style and order. T1-T2 is only visible from A between the barrels. Stepping on S1 releases swinger T4 and T8.
Starting position	Standing in area A. Rifle in option 1.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Stompbox S1 releases Swinger T4 and T8.

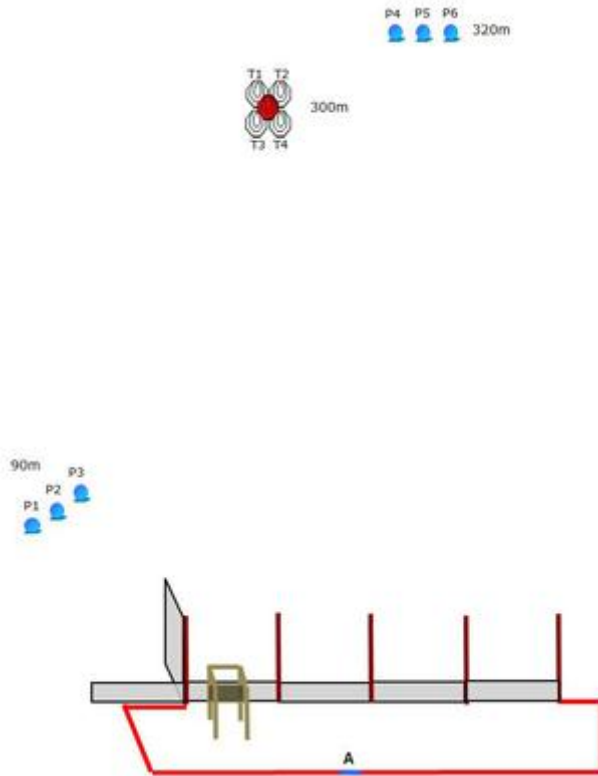
2. C-50m: "Design by Timm"



CoF	Comstock - Long	Points	210 p
Targets	19 paper, 2 plates, 3 no-shoot, (with 2 10p), Total 21 targets	Min rounds	40
Firearm	Rifle	Match-%	53.85%

Procedure	On signal, engage targets P1-P2 and T19 through the bucket tree from anywhere in box A. Proceed to area B, and in any order or freestyle engage targets as they become visible. However, note that T6-T8 must be shot through the aperture in wall 1. In area B, engage targets T9-T11 sitting on the ground. An mandatory magazine switch, must be done before leaving the area B. Failing to do it, will cause a procedural for each shot. Proceed from area B, and in any order or freestyle engage targets as they become visible. However, note that T12-T14 must be shot through the aperture in wall 2.
Starting position	Standing in area A. Rifle in option 1.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. B1-300m: "Design by Bosse"



CoF	Comstock - Medium	Points	100 p
Targets	4 paper, 6 plates, 1 no-shoot, (with 6 10p), Total 10 targets	Min rounds	14
Firearm	Rifle	Match-%	25.64%

Procedure	On signal, Free style and order from within area. P1-P3 is only visible in left position.
Starting position	Standing with heels at mark A. Option 1.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	