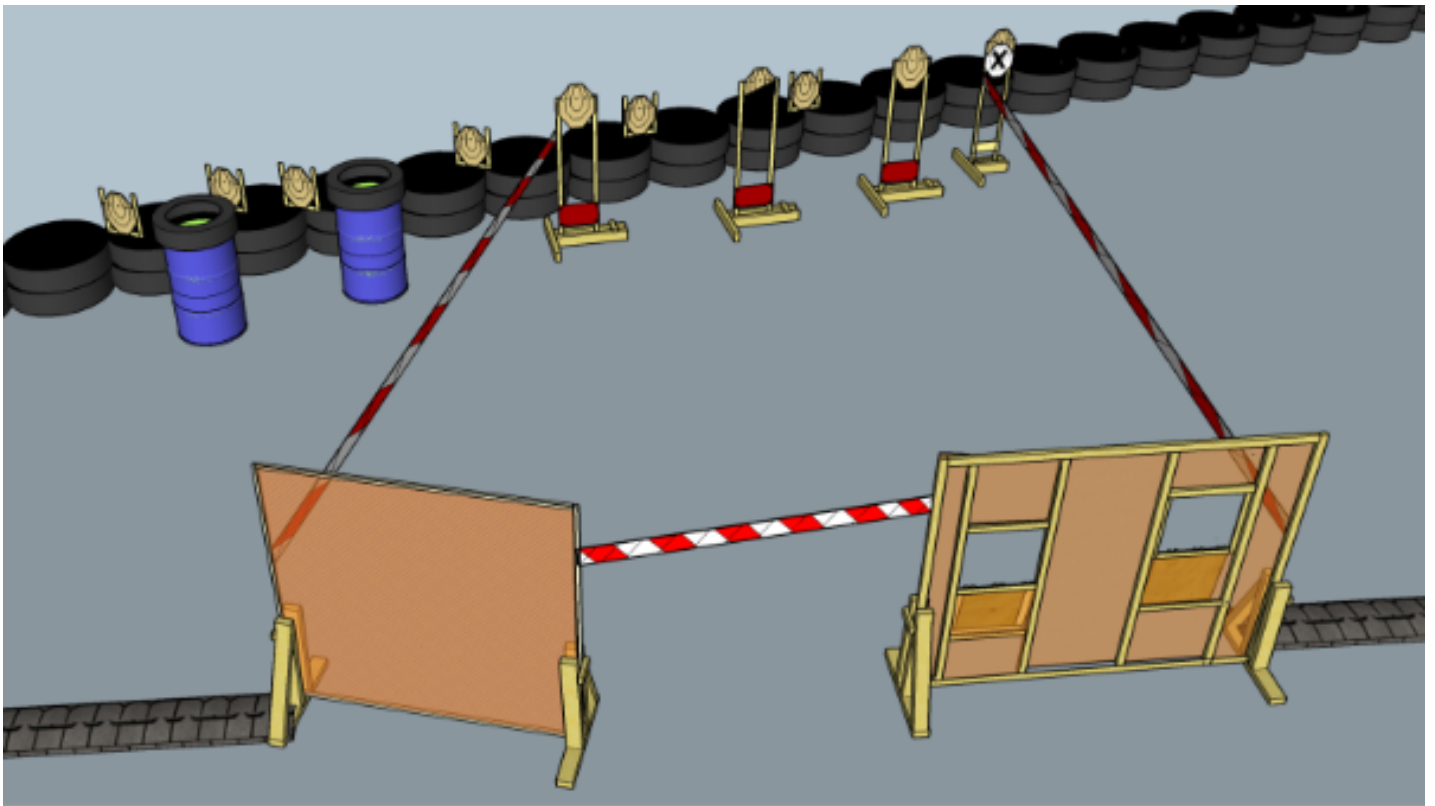


# 1. Big leftovers



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	

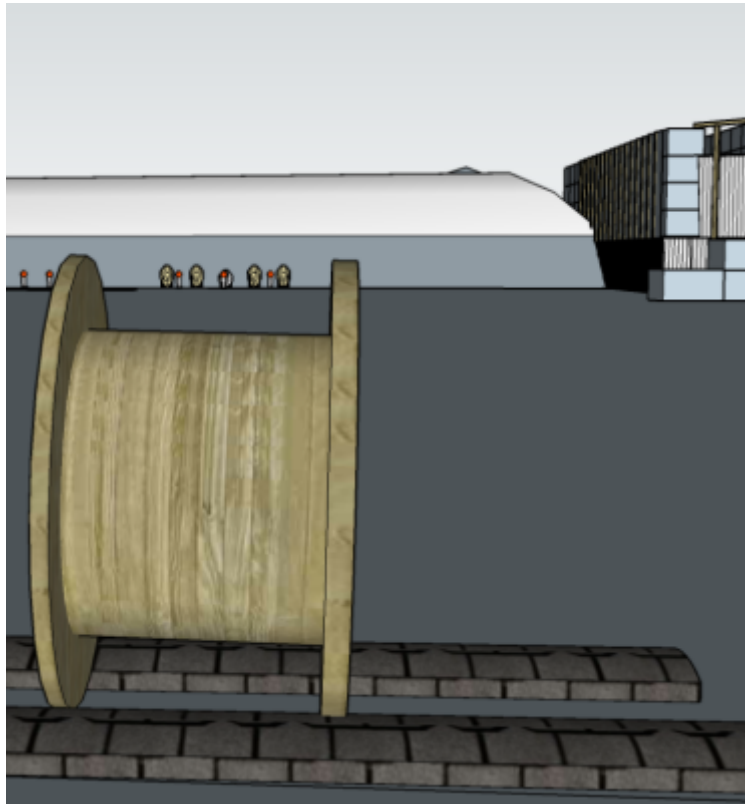
## 2. Split'em equally



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	