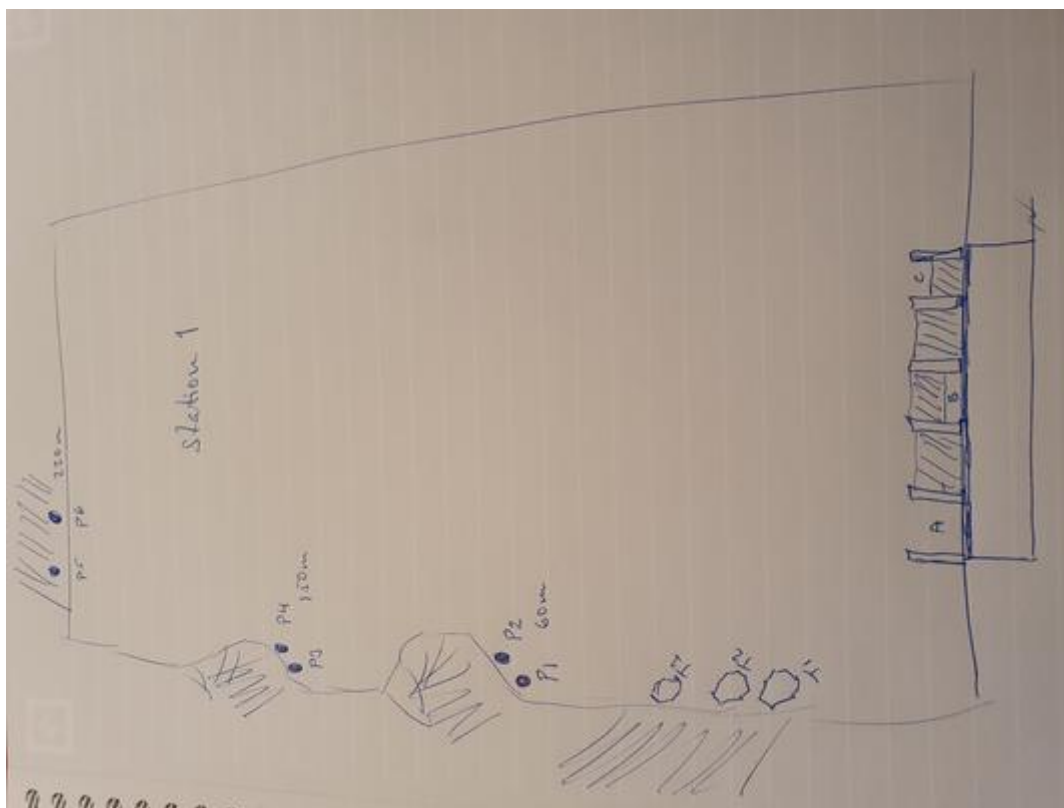


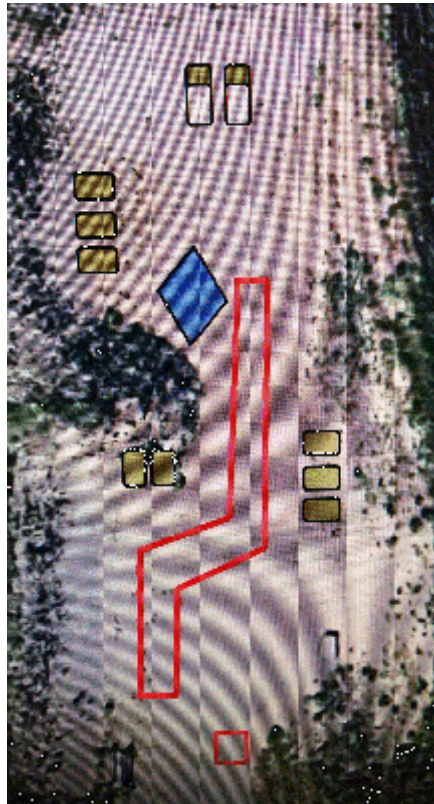
1. A1:200m "Leif 1"



CoF	Comstock - Long	Points	210 p
Targets	3 paper, 18 plates, (with 18 10p), Total 21 targets	Min rounds	24
Firearm	Rifle	Match-%	38.18%

Procedure	From position "A" T1 and P1-P6 must be shot. From position "B" T2 and P7-P12 must be shot. From position "C" T3 and P11-P18 must be shot.
Starting position	Standing at X with heel touching mark.
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	Same flashtargets are shot three times from three different positions.

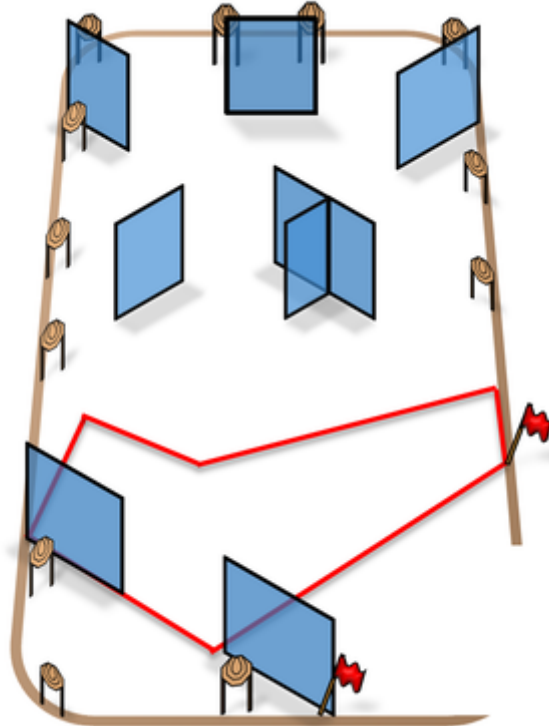
2. A2: IPSC1 "Jonatan"



CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 2 no-shoot, Total 10 targets	Min rounds	20
Firearm	Rifle	Match-%	18.18%

Procedure	On signal engage all targets from within areas. T1+T2 must be shot from area "A".		
Starting position	Standing relaxed in area A		
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			

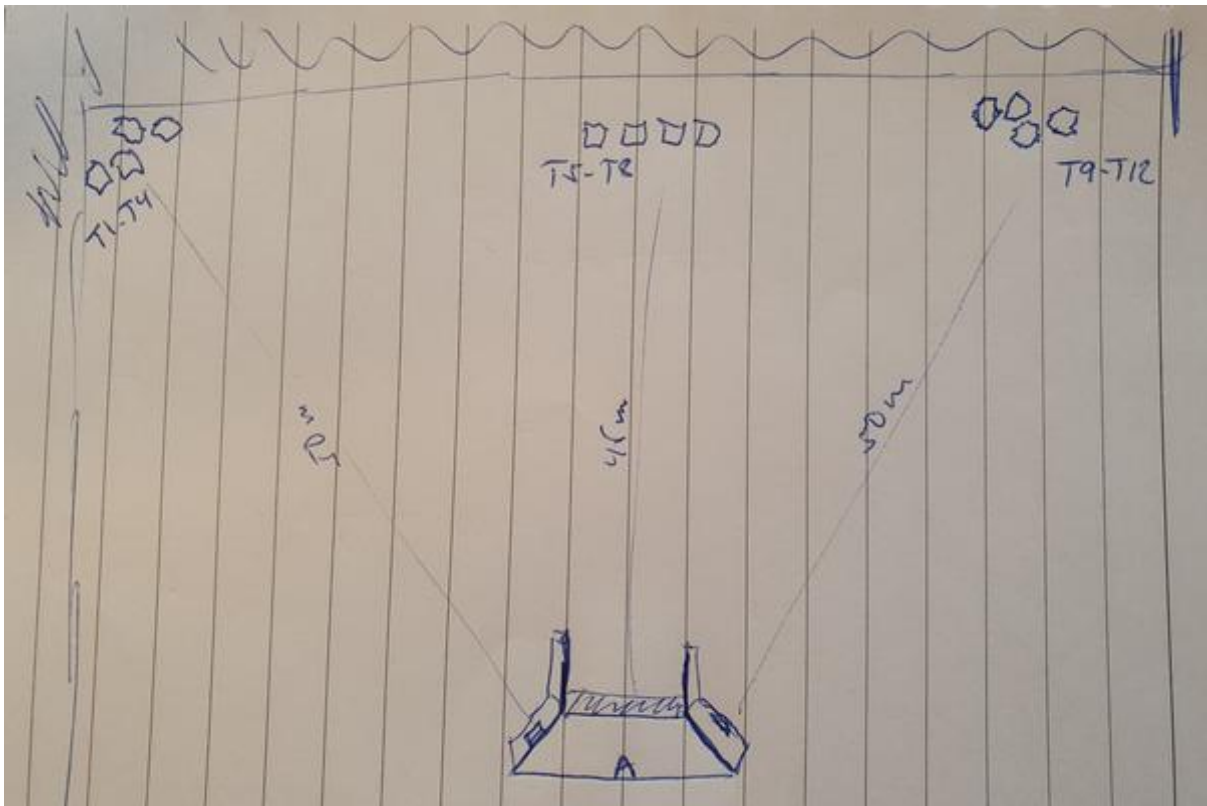
3. A3:IPSC2 "Nicola"



CoF	Comstock - Long	Points	120 p
Targets	12 paper, Total 12 targets	Min rounds	24
Firearm	Rifle	Match-%	21.82%

Procedure	On signal engage targets from within area.
Starting position	Standing in area
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	

4. C:50m "Leif 2"



CoF	Comstock - Long	Points	120 p
Targets	12 paper, Total 12 targets	Min rounds	24
Firearm	Rifle	Match-%	21.82%
Procedure	On signal engage all targets from within area. T1-T4 must be shot through low opening in left wall. T5-T8 must be shot through opening in center wall. T9-T12 must be shot through high opening in right wall.		
Starting position	Standing relaxed at "A" with heel touching mark.		
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			