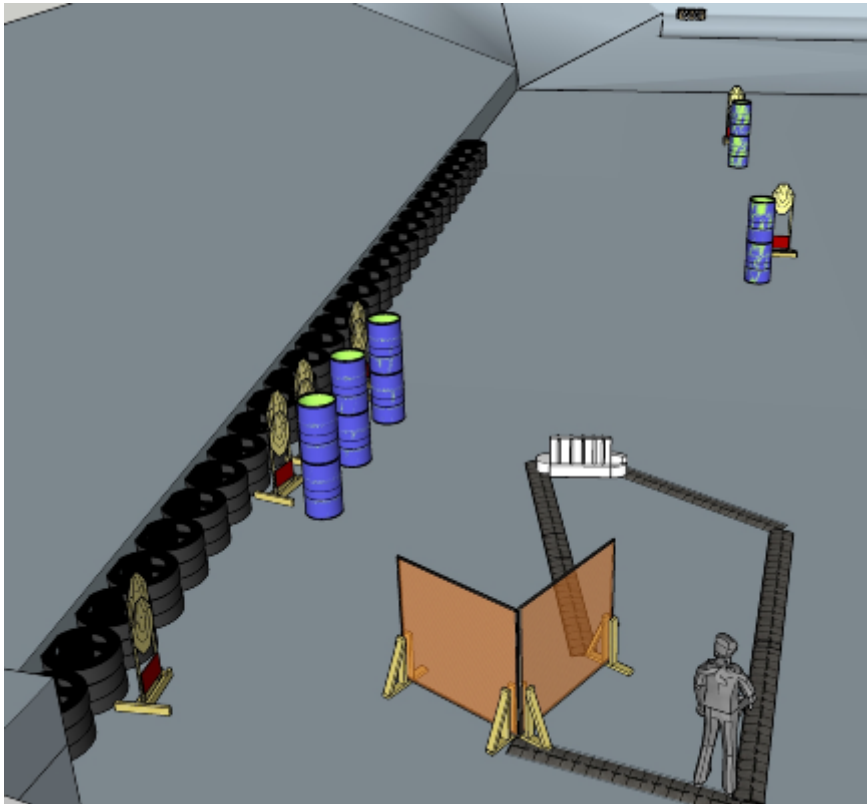


# 1. Santas house visits



CoF	Comstock - Long	Points	130 p
Targets	13 paper, 2 no-shoot, Total 13 targets	Min rounds	26
Firearm	Rifle	Match-%	25.00%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline
Starting position	Heels touching in right corner as demonstrated by RO
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: color, end of building, right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

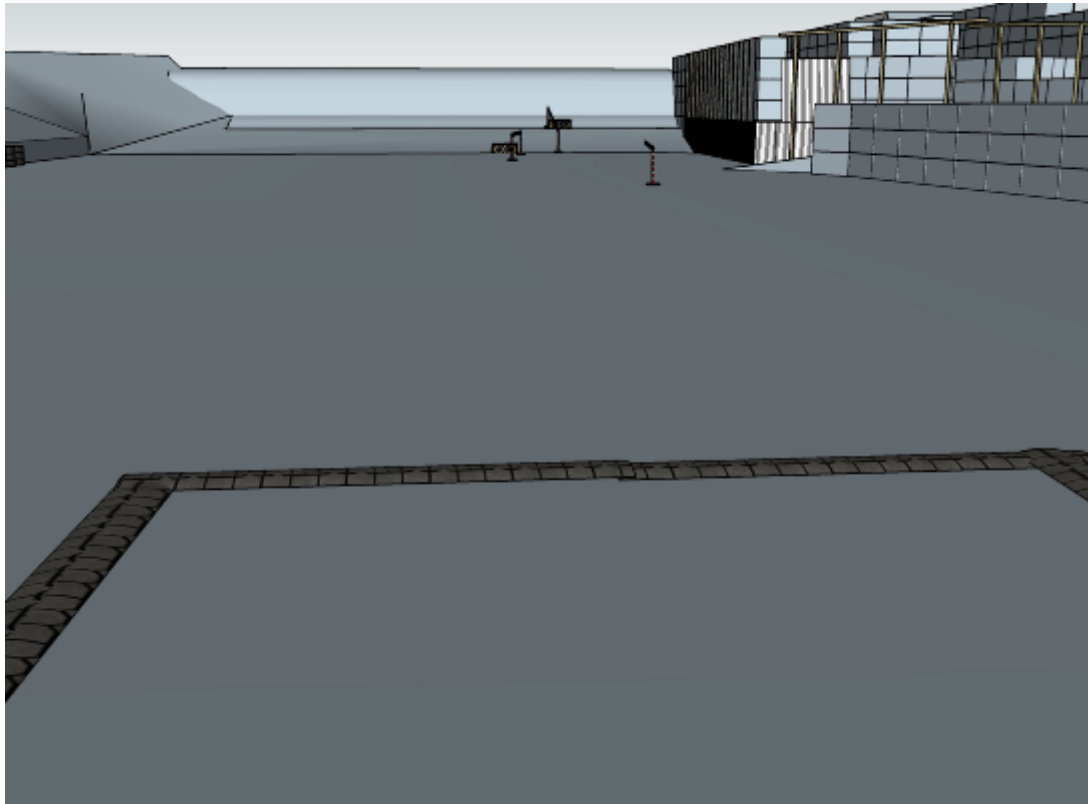
## 2. What are those



CoF	Comstock - Short	Points	40 p
Targets	3 paper, 2 plates, Total 5 targets	Min rounds	8
Firearm	Rifle	Match-%	7.69%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	In front of door, facing uprange as demonstrated by RO, Rifle and first mag on opposite barrels
Firearm ready condition	3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

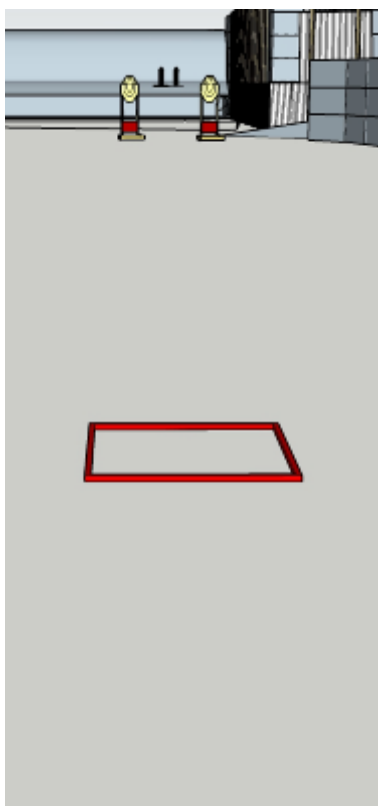
### 3. What's that, over there



CoF	Comstock - Medium	Points	60 p
Targets	6 paper, 4 no-shoot, Total 6 targets	Min rounds	12
Firearm	Rifle	Match-%	11.54%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity
Starting position	Standing anywhere i demarcated area, facing downrange
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

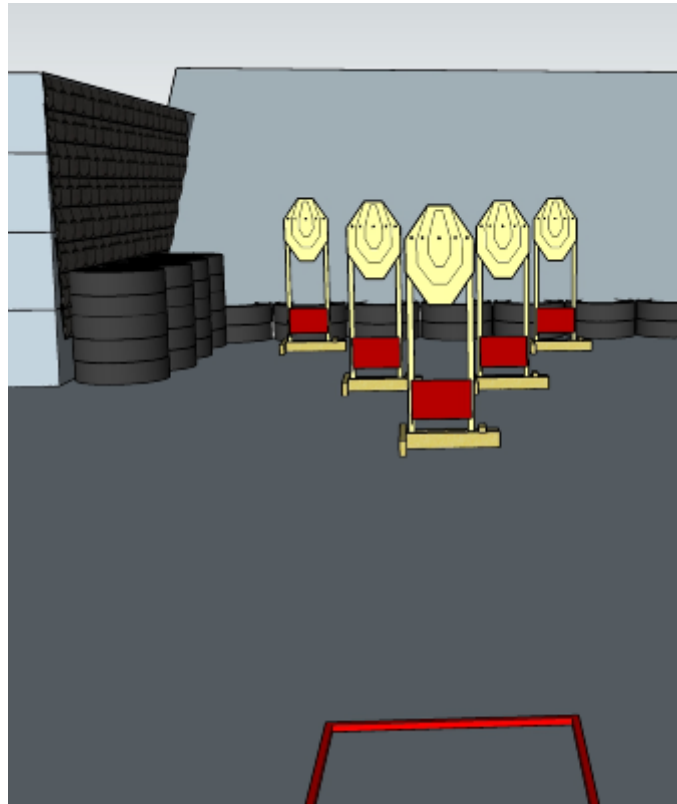
## 4. Reindeer on a sled



CoF	Comstock - Short	Points	30 p
Targets	2 paper, 2 plates, Total 4 targets	Min rounds	6
Firearm	Rifle	Match-%	5.77%

Procedure	On start signal engage all targets as they become visible within the demarcated area. All shots must be fired from within square.
Starting position	In box, facing downrange, buttstock on hip
Firearm ready condition	2
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

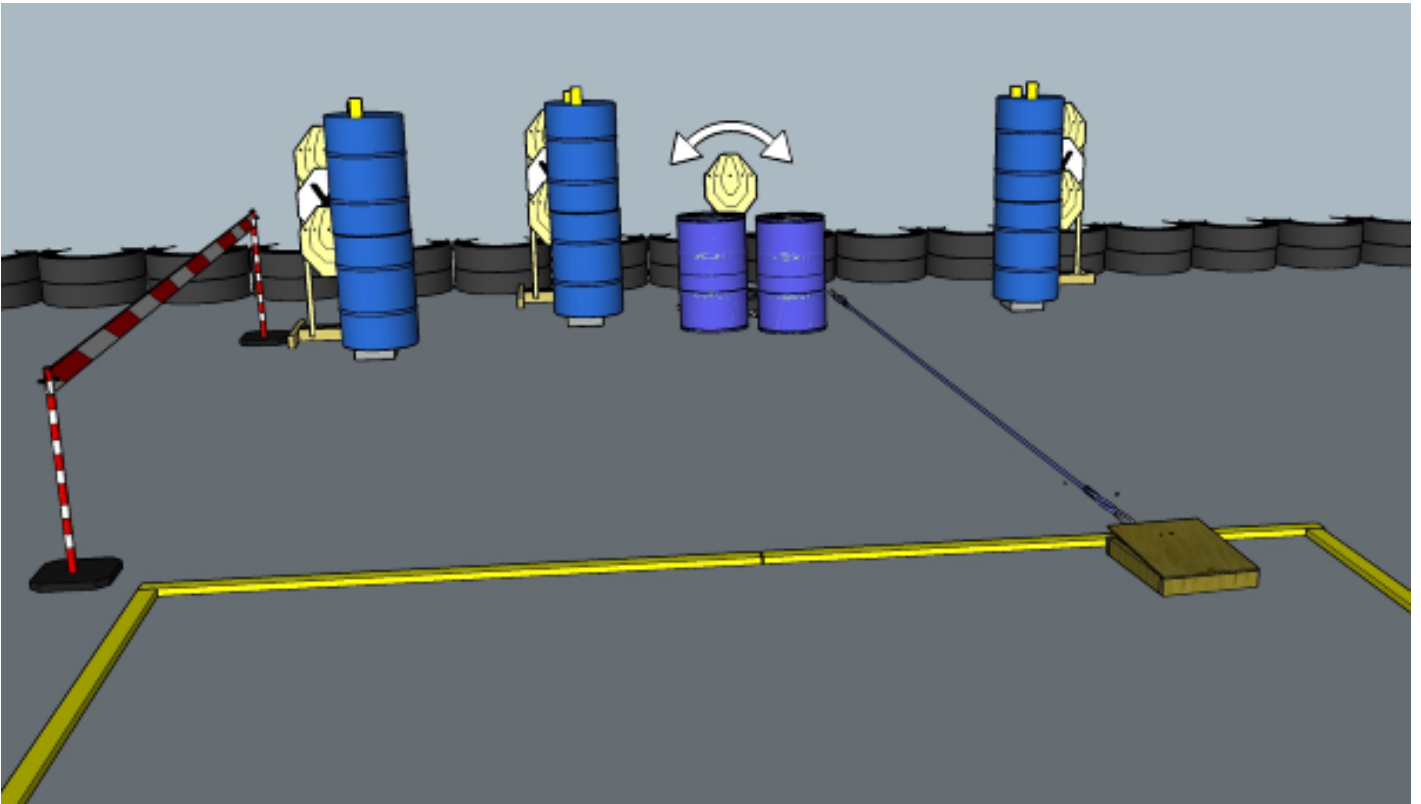
## 5. Xmas tree



CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	9.62%

Procedure	On start signal engage all targets as they become visible within the demarcated area. All shots must be fired from within box.
Starting position	In box, facing downrange. Buttstock on hip
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

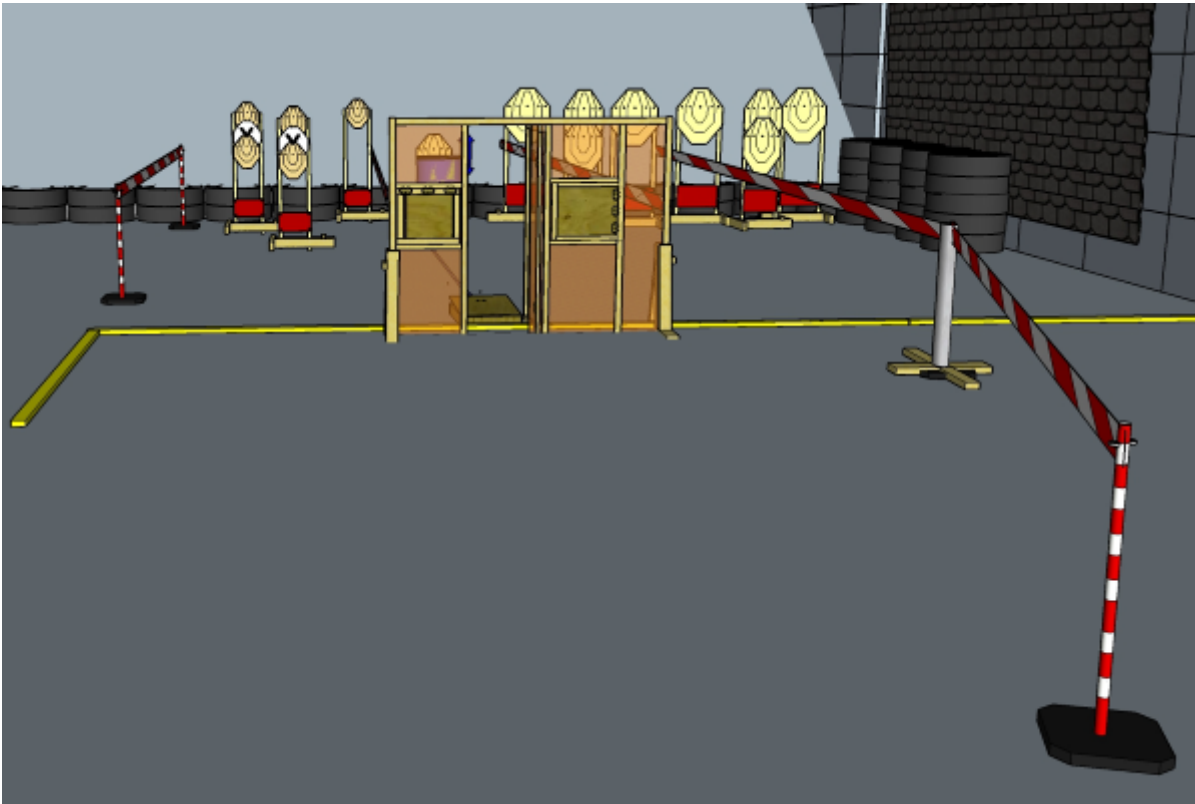
## 6. Hide and seek



CoF	Comstock - Medium	Points	70 p
Targets	7 paper, Total 7 targets	Min rounds	14
Firearm	Rifle	Match-%	13.46%

Procedure	On start signal engage all targets as they become visible within the demarcated area.
Starting position	Standing anywhere, facing downrange. Buttstock on hip
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

## 7. ALL the presents



CoF	Comstock - Long	Points	140 p
Targets	14 paper, 2 no-shoot, Total 14 targets	Min rounds	28
Firearm	Rifle	Match-%	26.92%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity
Starting position	Anywhere. Buttstock on hip
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	