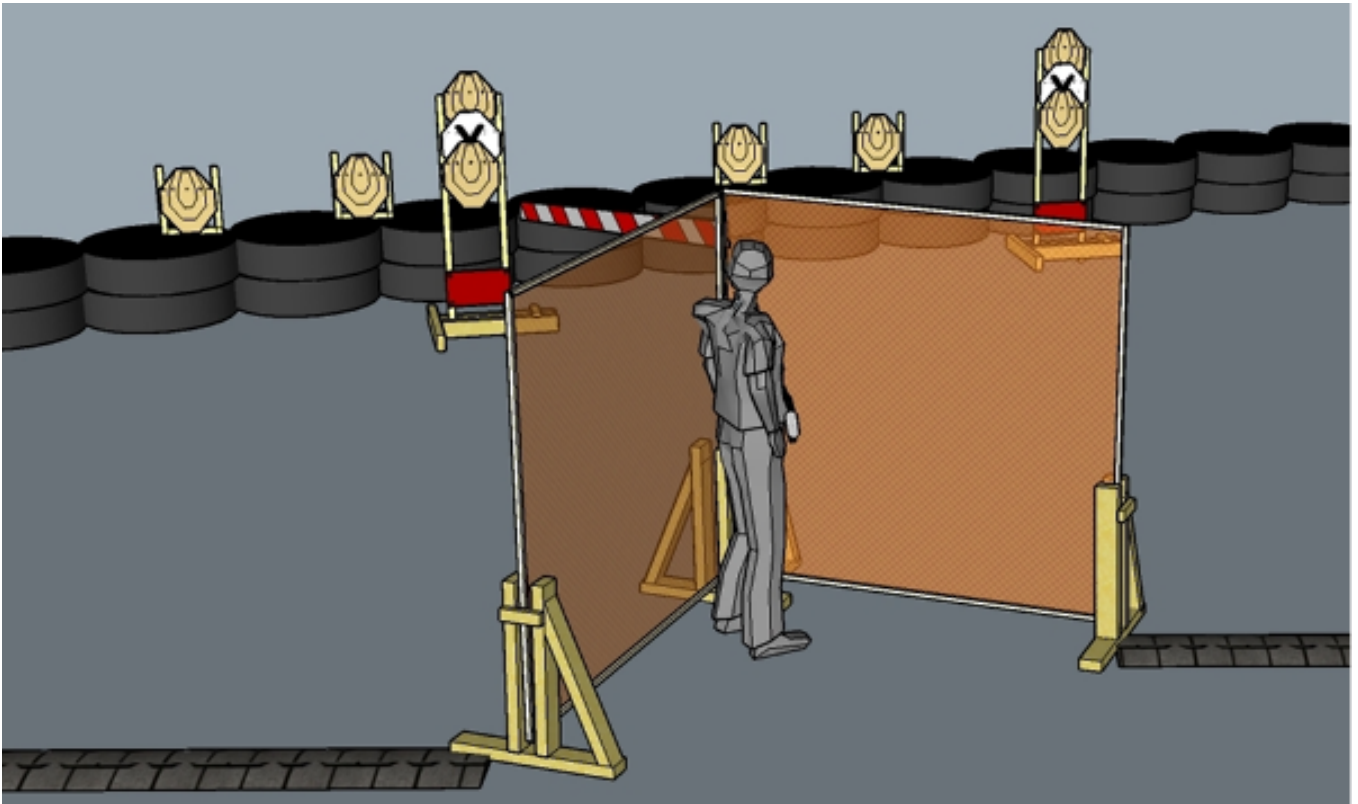


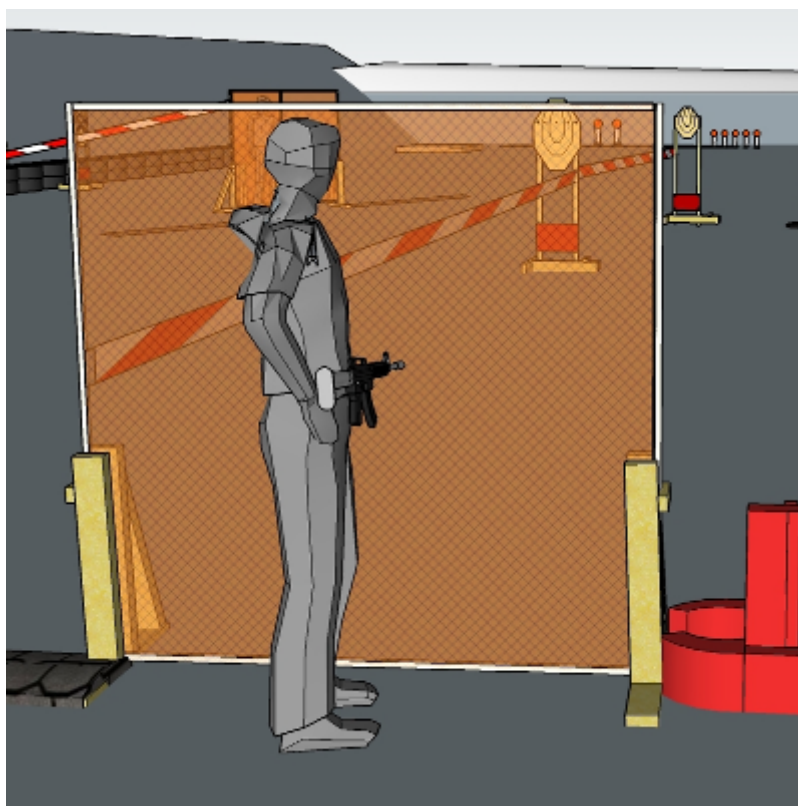
1. Treetop and down



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 2 no-shoot, Total 8 targets	Min rounds	16
Firearm	Rifle	Match-%	15.38%

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 Red/white tape = walls extending up/down to infinity
Starting position	In tip of wall-V, barrel touching wall
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Color on wall, R: 90deg when facing berm/wooden box, V: top of berm
Setup notes	

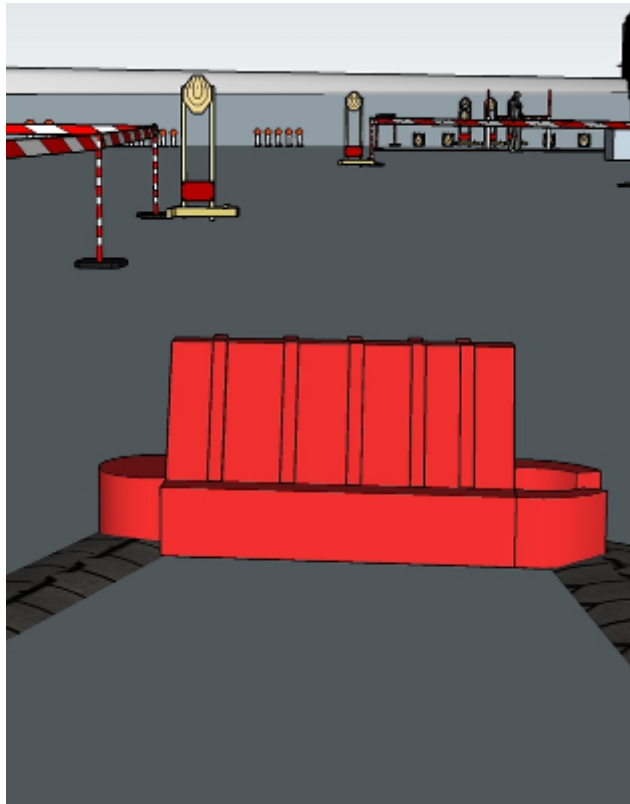
2. Elves factory



CoF	Comstock - Medium	Points	55 p
Targets	2 paper, 7 popper, Total 9 targets	Min rounds	11
Firearm	Rifle	Match-%	10.58%

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 Red/white tape = walls extending up/down to infinity. Steel must fall to score
Starting position	In center of wall, barrel touching wall
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: End of stage 1, R: Wall when facing berm to end of wall/road start, V: Top of berm
Setup notes	

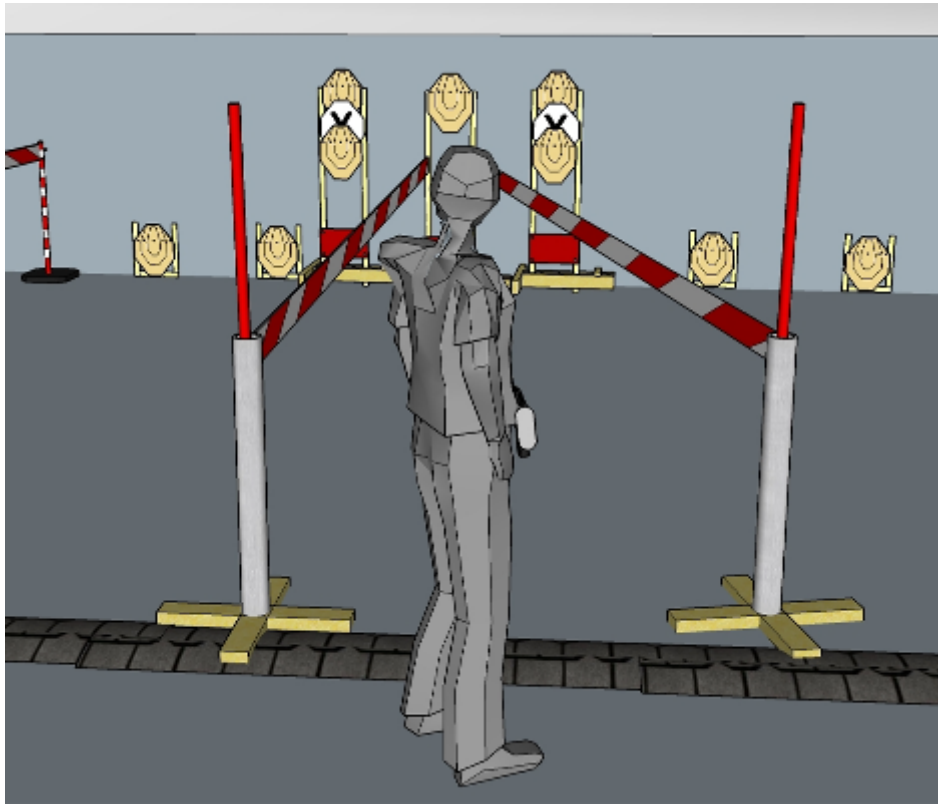
3. Prepping the reindeer



CoF	Comstock - Short	Points	45 p
Targets	2 paper, 5 popper, Total 7 targets	Min rounds	9
Firearm	Rifle	Match-%	8.65%

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 Red/white tape = walls extending up/down to infinity. Steel must fall to score
Starting position	Standing behind plastic barrier
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Same as stage 2
Setup notes	

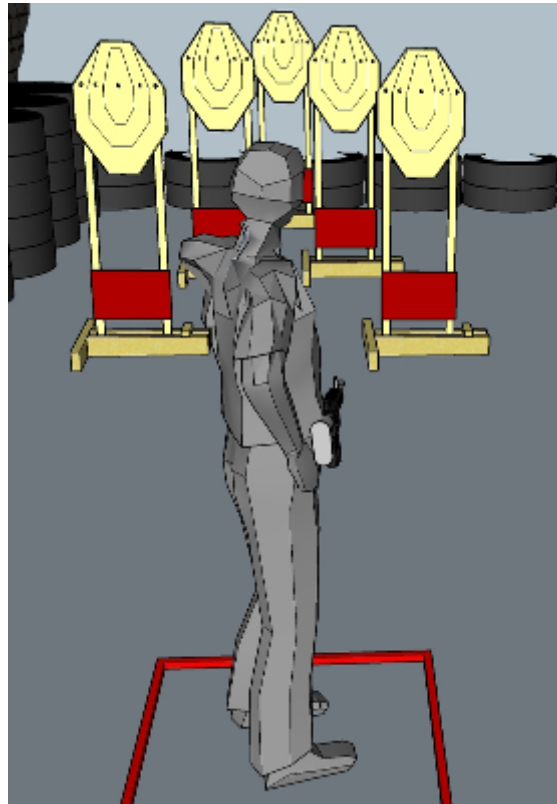
4. Putting up the tree



CoF	Comstock - Medium	Points	90 p
Targets	9 paper, Total 9 targets	Min rounds	18
Firearm	Rifle	Match-%	17.31%

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. Red/white tape = walls extending up/down to infinity
Starting position	Standing at "foot of tree", middle
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Box on left, wall (90 deg) on right, top of berm as usual
Setup notes	

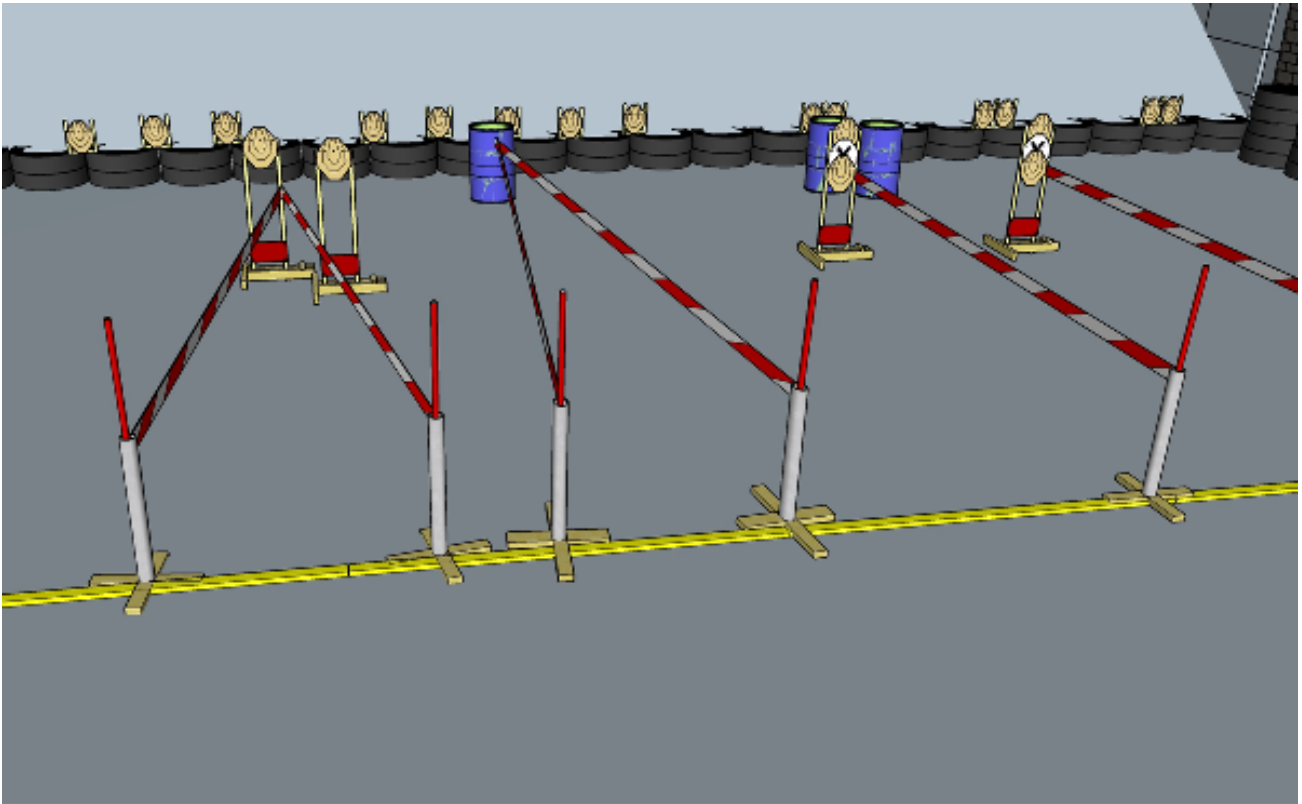
5. Oh Christmas Tree



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
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R: 90deg when facing berm, vertical: top of berm
Setup notes	

6. Santa delivering ALL the packages



CoF	Comstock - Long	Points	200 p
Targets	20 paper, 2 no-shoot, Total 20 targets	Min rounds	40
Firearm	Rifle	Match-%	38.46%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. OPTION 2 FOR START (mag in, no rack)
Starting position	Anywhere
Firearm ready condition	2
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	