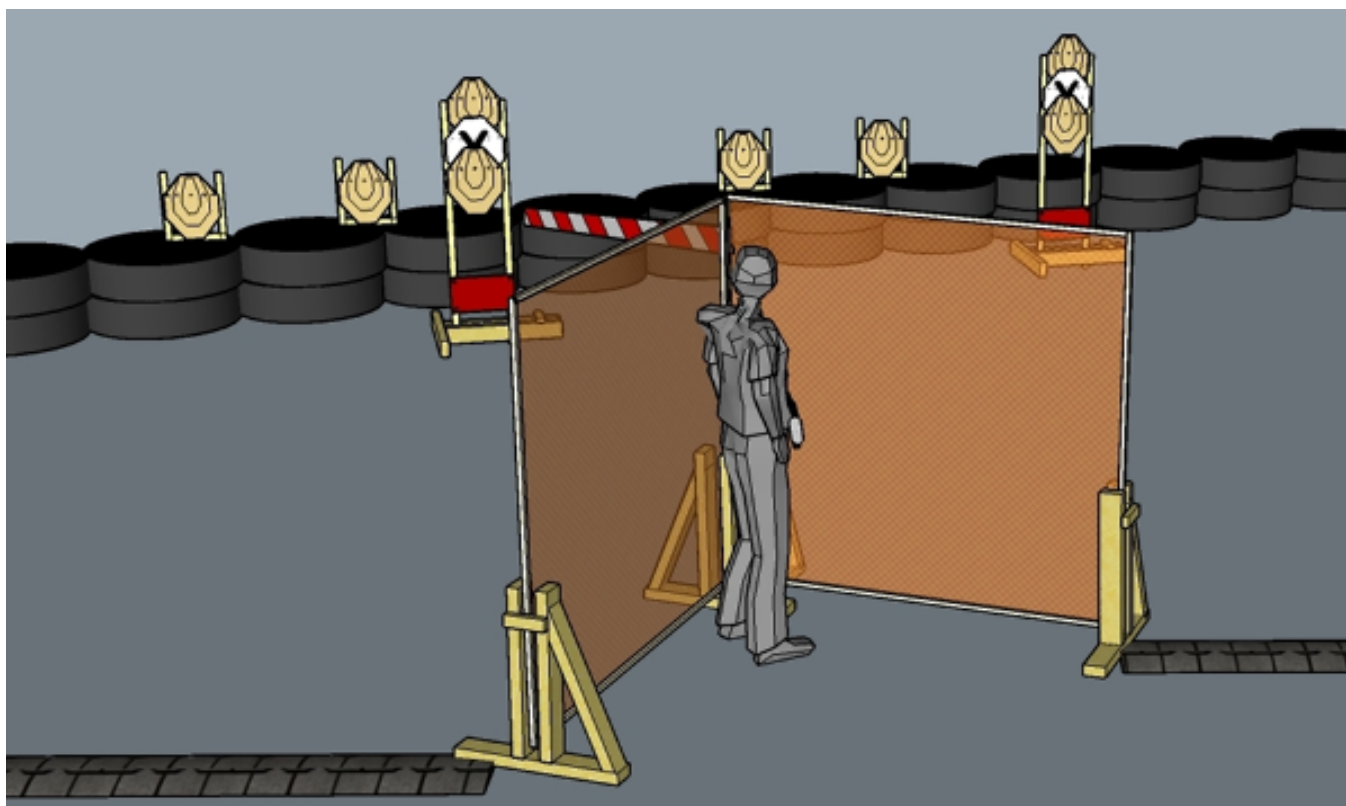


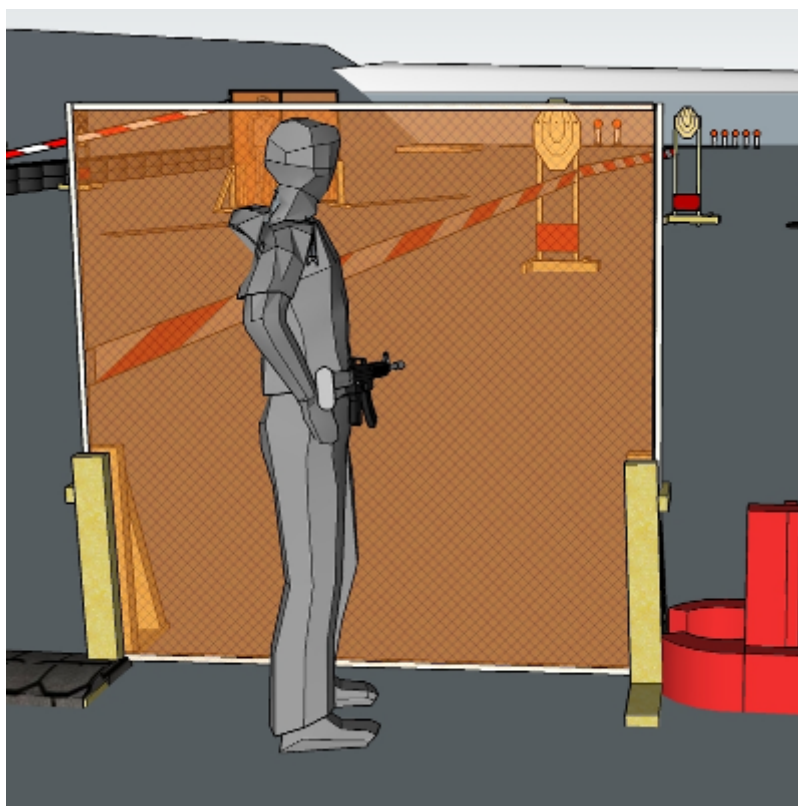
1. Treetop and down



| | | | |
|---------|--------------------------------------|------------|--------|
| 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 | |

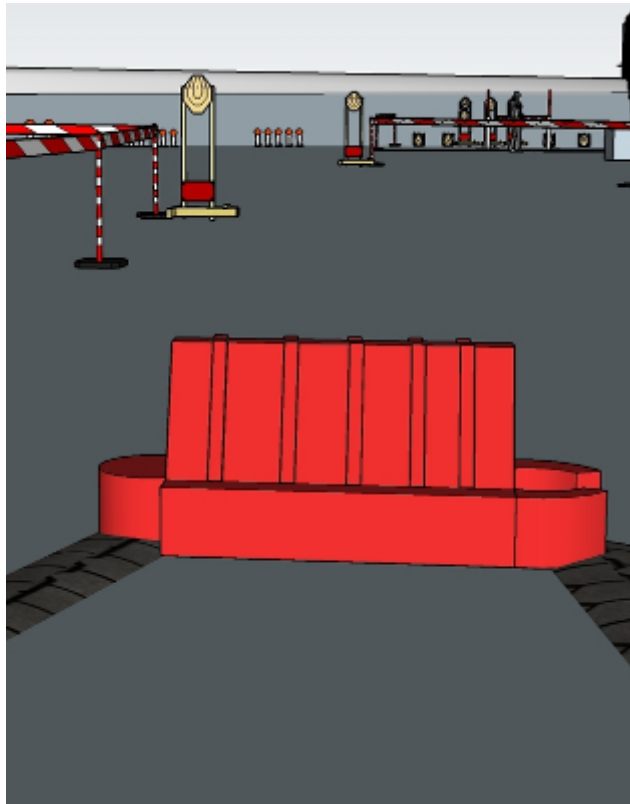
2. Elves factory



| | | | |
|---------|------------------------------------|------------|--------|
| 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 | |

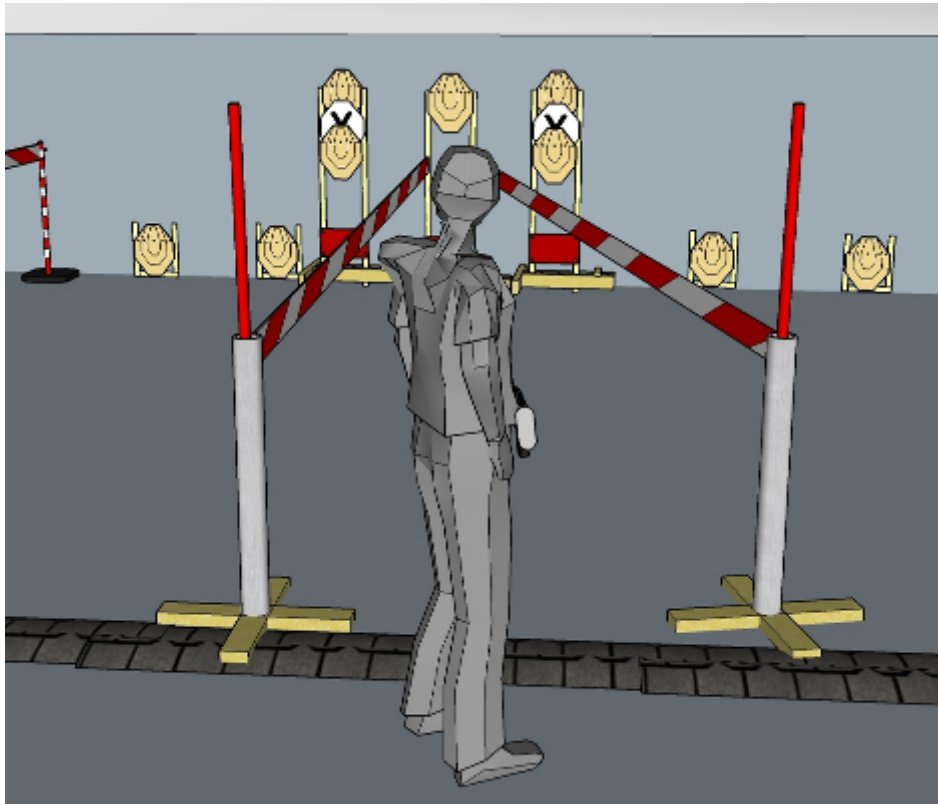
3. Prepping the reindeer



| | | | |
|---------|------------------------------------|------------|-------|
| 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 | |

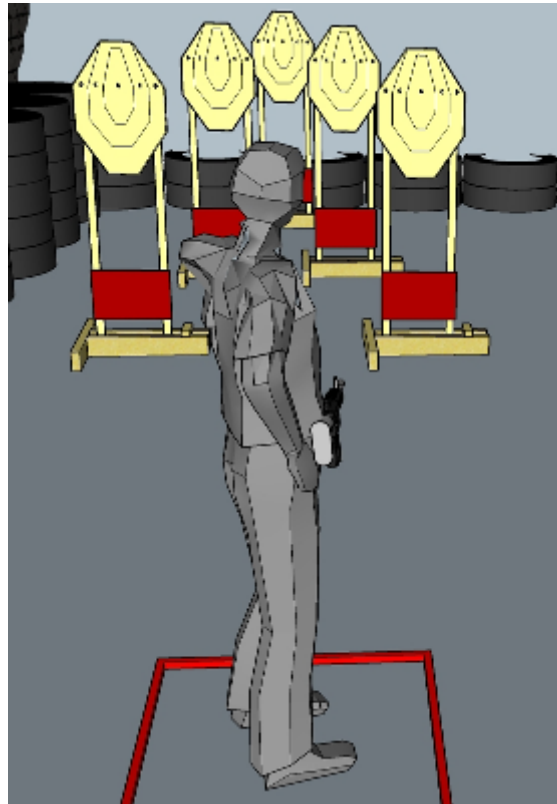
4. Putting up the tree



| | | | |
|---------|--------------------------|------------|--------|
| 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 | |

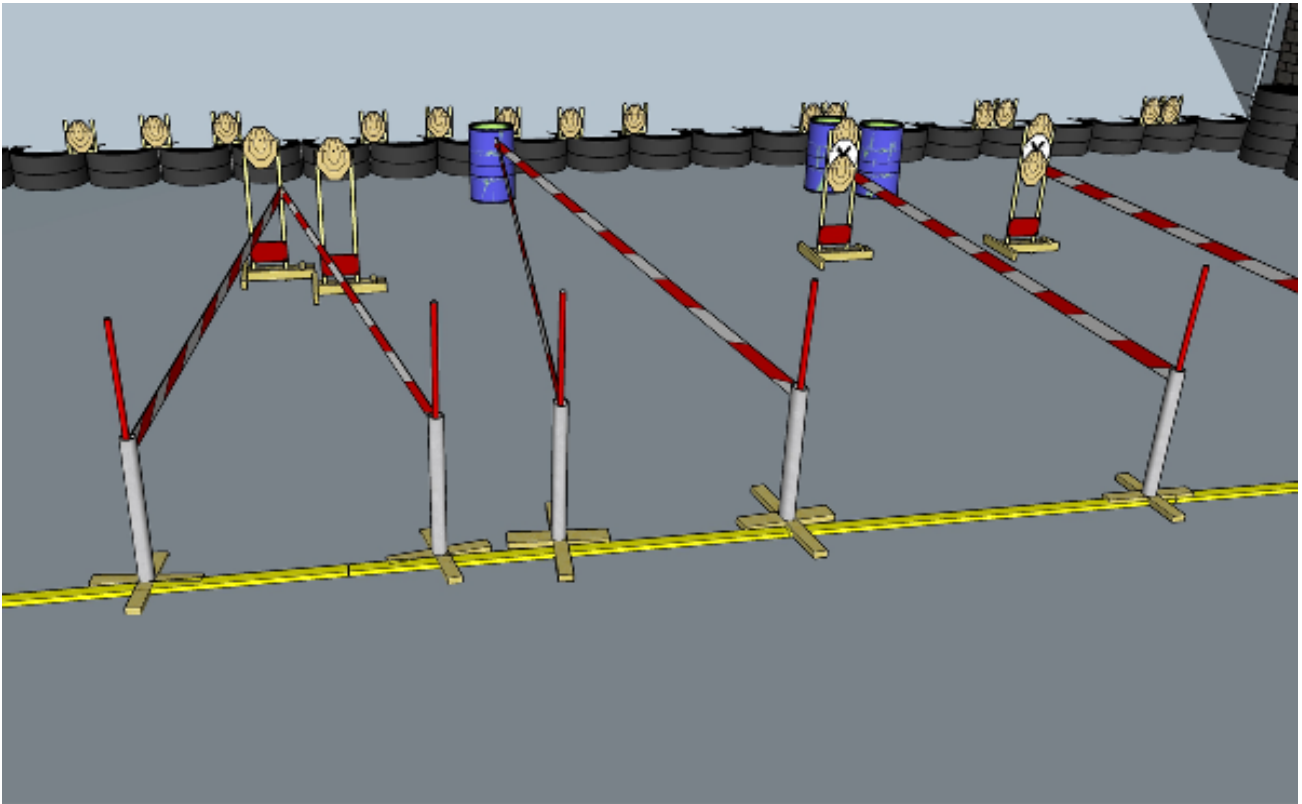
5. Oh Christmas Tree



| | | | |
|---------|--------------------------|------------|-------|
| 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 | |