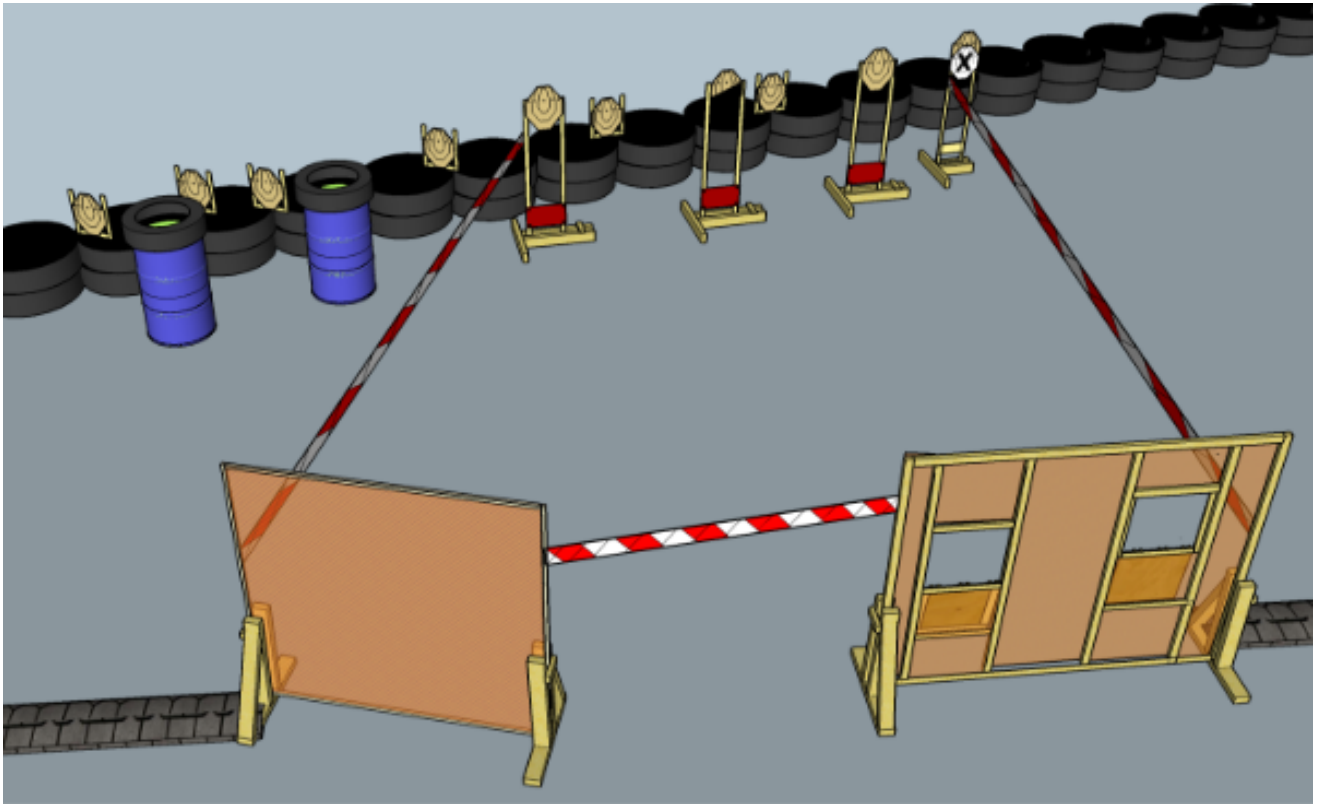


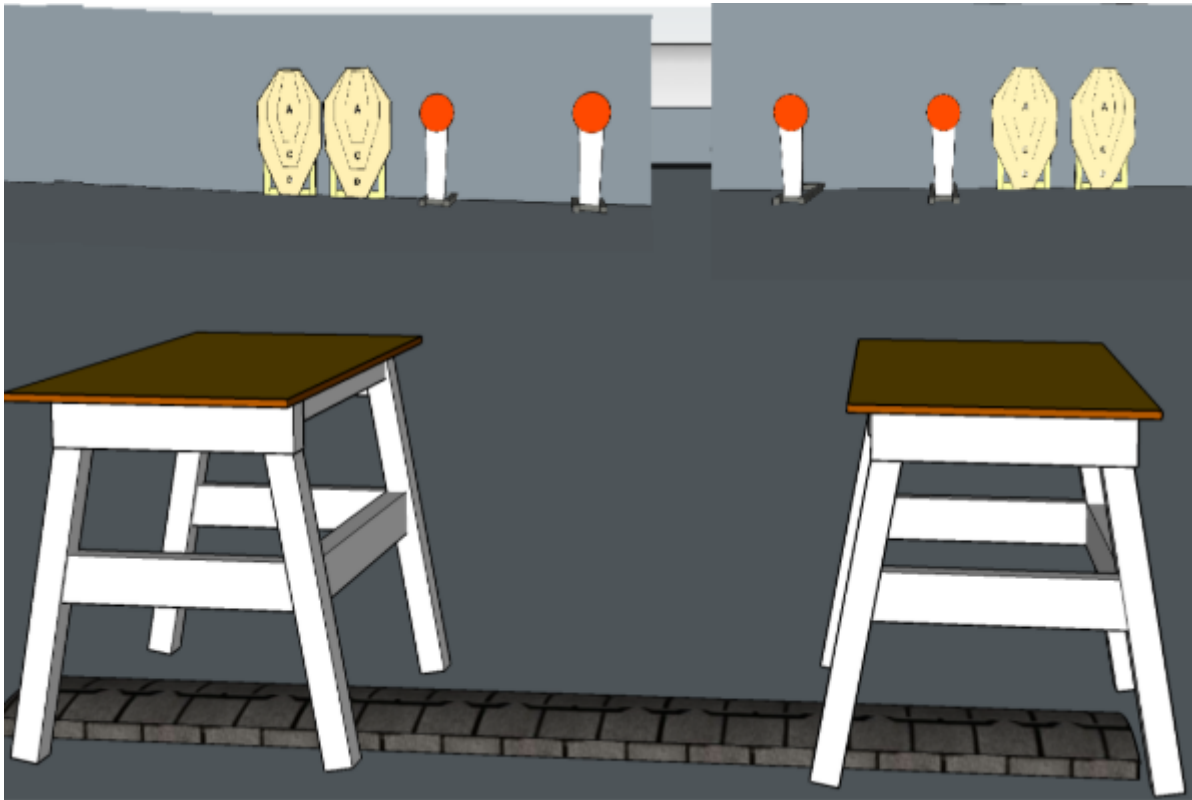
# 1. Reindeer and sleigh



CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 1 no-shoot, Total 10 targets	Min rounds	20
Firearm	Rifle	Match-%	19.61%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity		
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			

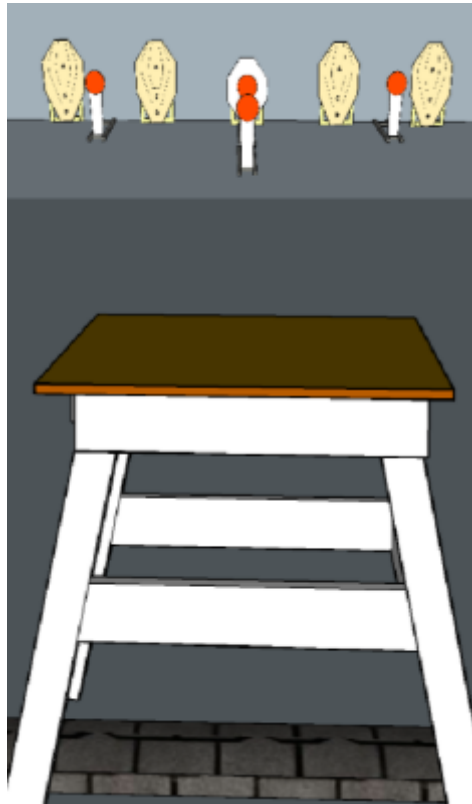
## 2. Share it equally



CoF	Comstock - Medium	Points	60 p
Targets	4 paper, 4 popper, Total 8 targets	Min rounds	12
Firearm	Rifle	Match-%	11.76%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. 2 paper and 2 poppers left side engaged from left table and vice versa
Starting position	1 meter 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	Left corner of building, mark on wall close to road, top of berm
Setup notes	

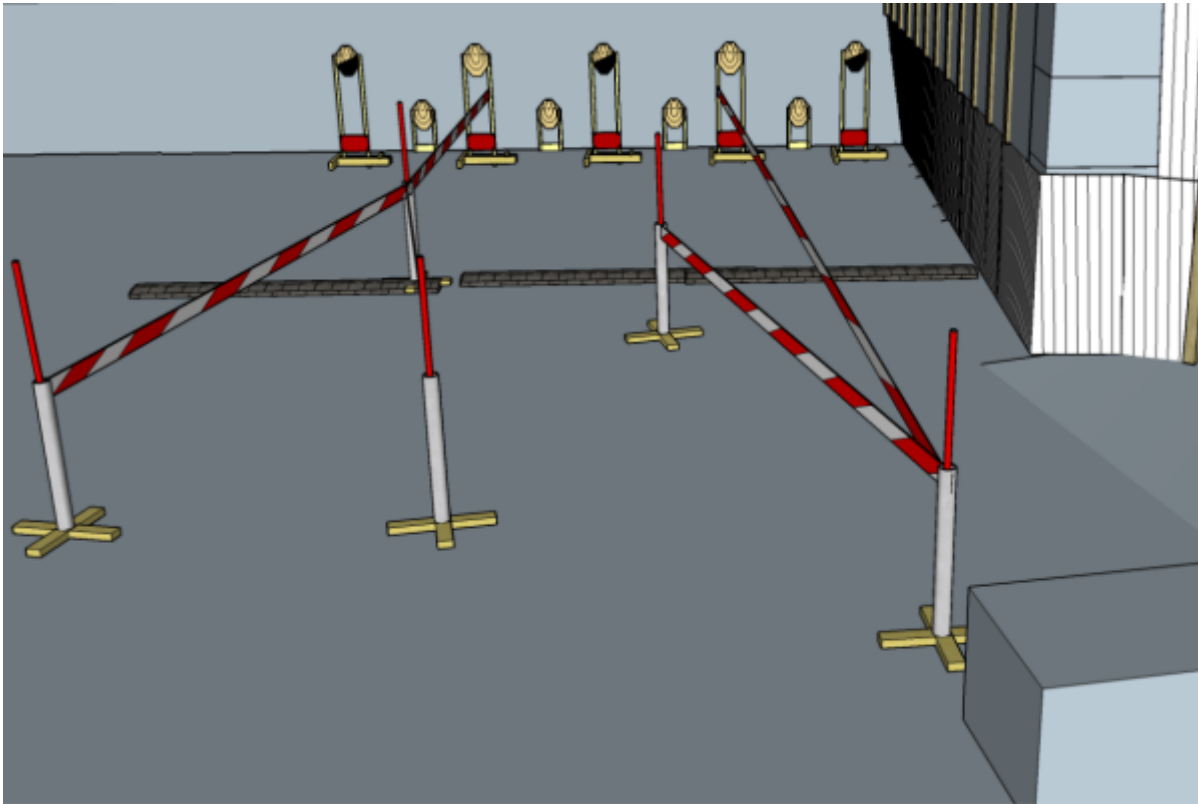
### 3. Don't get on the naughty list



CoF	Comstock - Medium	Points	60 p
Targets	4 paper, 4 popper, 1 no-shoot, Total 8 targets	Min rounds	12
Firearm	Rifle	Match-%	11.76%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity		
Starting position	Standing 1m behind table		
Firearm ready condition	1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Left corner of building, mark on wall close to road, top of berm		
Setup notes			

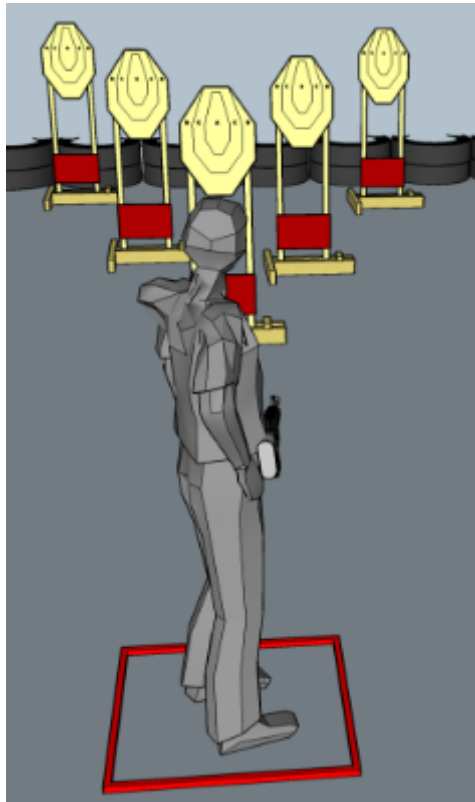
## 4. Beware of the naughty ones



CoF	Comstock - Medium	Points	90 p
Targets	9 paper, Total 9 targets	Min rounds	18
Firearm	Rifle	Match-%	17.65%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity
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: box on ground, right: mark on wall, vertical: top of berm (logs), horizontal when reloading
Setup notes	

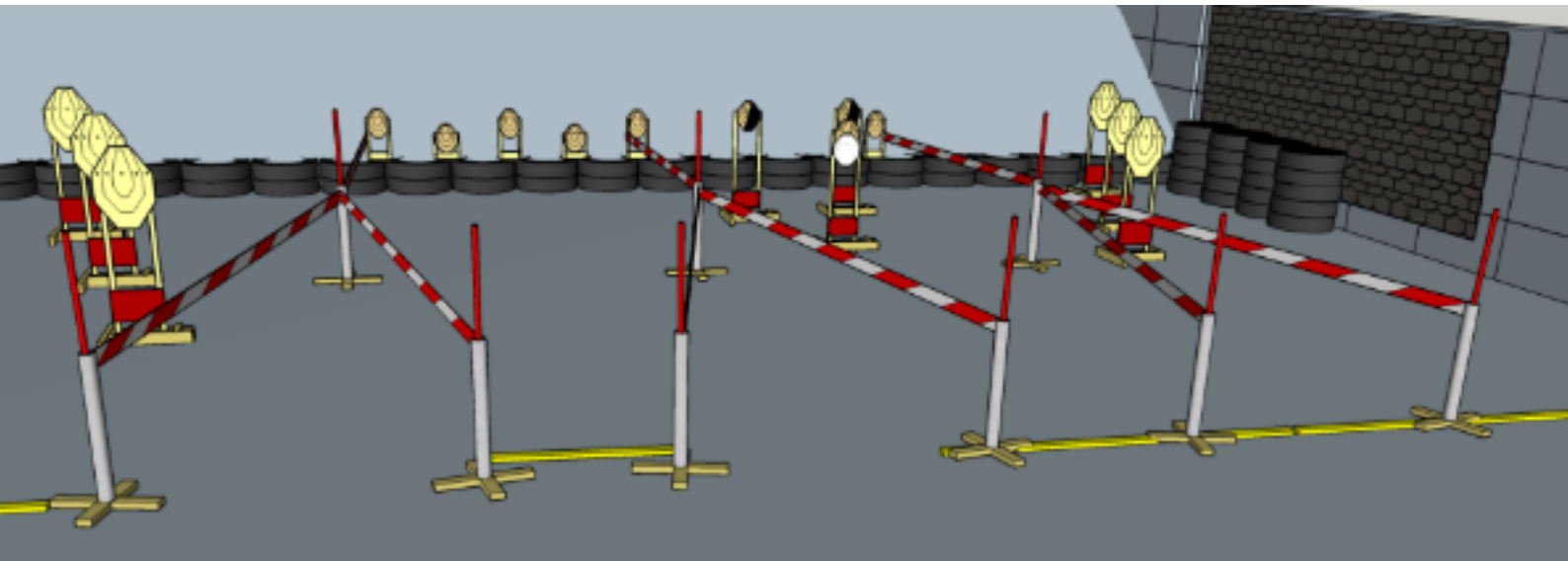
## 5. Which elf wraps up fastest



CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	9.80%

Procedure	On start signal engage all targets within the demarcated area. All shots must be fired from within box		
Starting position	Standing in box		
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, horizontal when reloading		
Setup notes			

## 6. Santa visits even with no chimney



CoF	Comstock - Long	Points	150 p
Targets	15 paper, 1 no-shoot, Total 15 targets	Min rounds	30
Firearm	Rifle	Match-%	29.41%

Procedure	On start signal engage all targets within the demarcated area. Red/white tape = walls extending up/down to infinity
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/right: 90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	