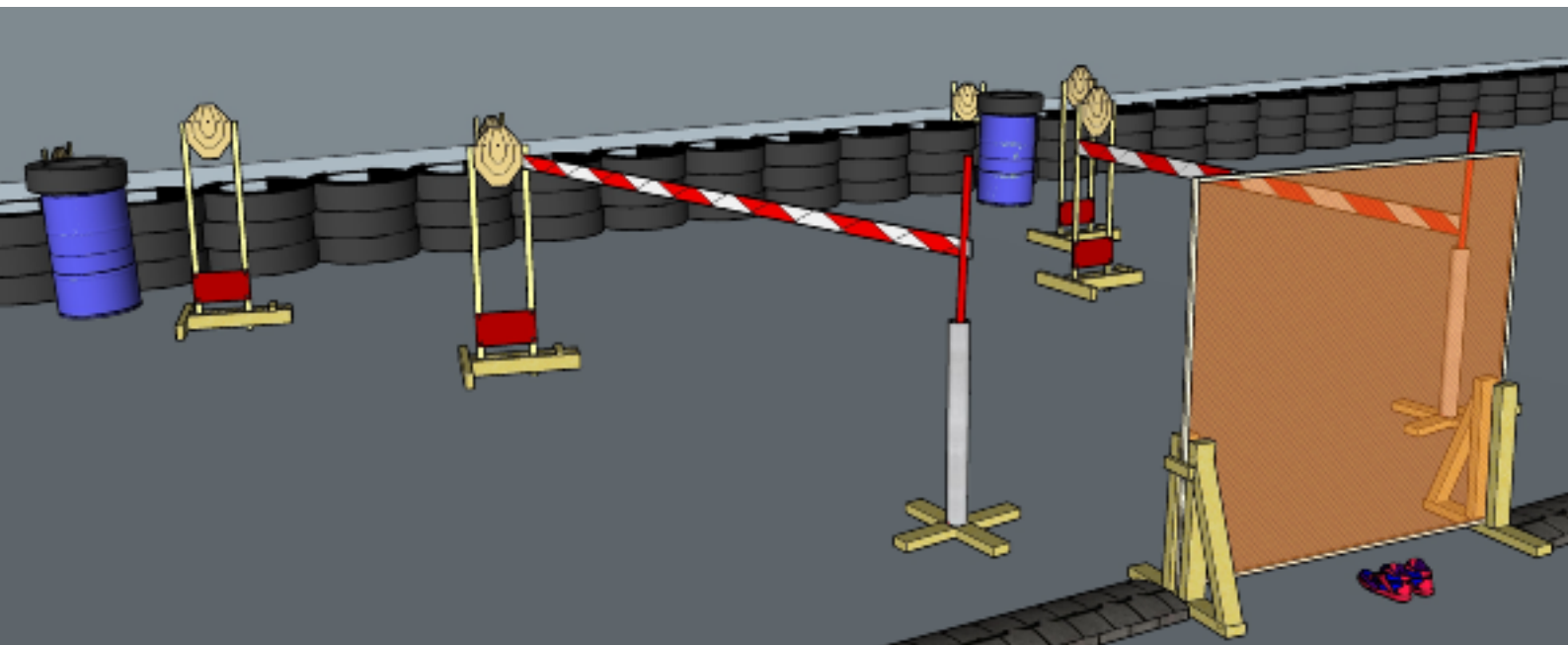


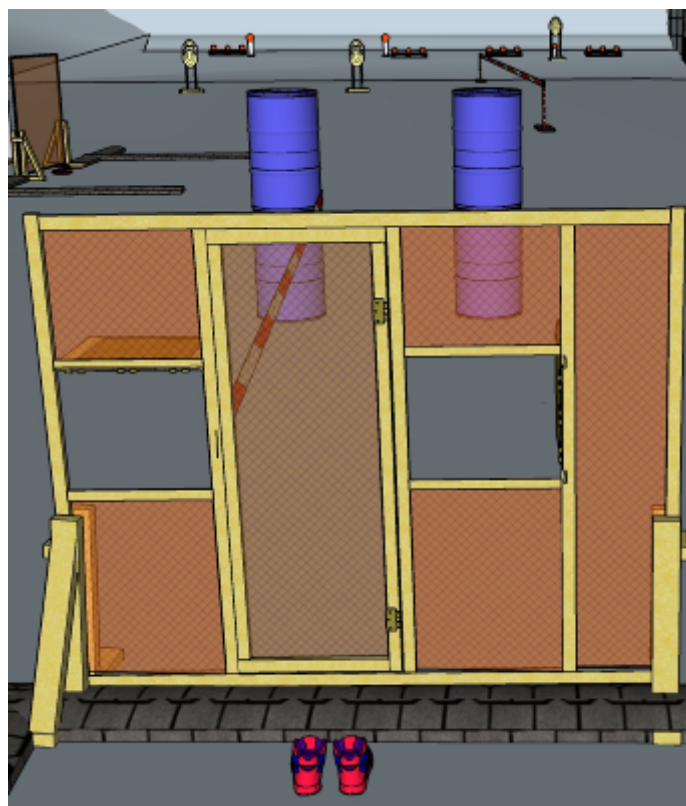
1. He sees you when you're good'n'bad



CoF	Comstock - Medium	Points	70 p
Targets	7 paper, Total 7 targets	Min rounds	14
Firearm	Rifle	Match-%	18.18%

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 center of 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, but 20 degrees over horizontal when reloading
Setup notes	

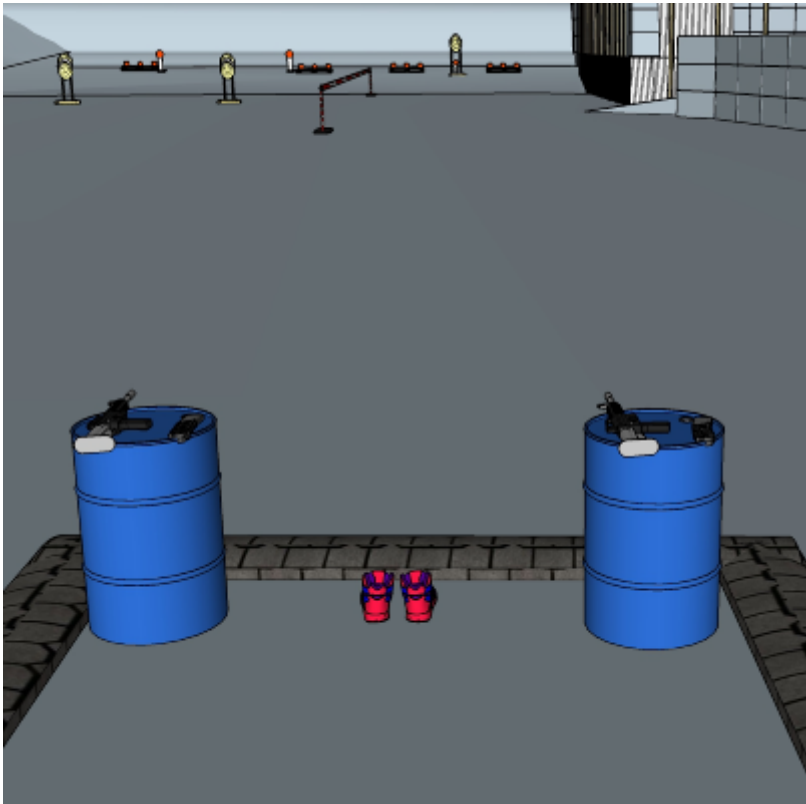
2. Santa gets 'em all



CoF	Comstock - Medium	Points	80 p
Targets	4 paper, 2 popper, 6 plates, 2 no-shoot, Total 12 targets	Min rounds	16
Firearm	Rifle	Match-%	20.78%

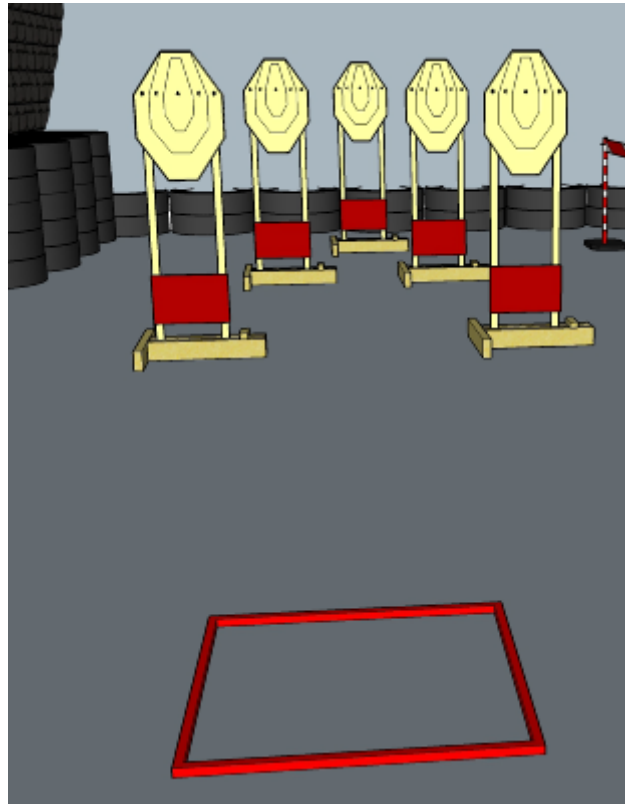
Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline		
Starting position	In front of (closed) door		
Firearm ready condition	1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L: Wooden box on ground, R: Wall when facing berm to end of wall/road start, V: Top of berm, 20 degrees over horizontal when reloading		
Setup notes			

3. Coal for the bad boys and girls



CoF	Comstock - Short	Points	45 p
Targets	1 paper, 1 popper, 6 plates, Total 8 targets	Min rounds	9
Firearm	Rifle	Match-%	11.69%
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	Rifle and magazine on opposite barrels, standing in center		
Firearm ready condition	3		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L: Wooden box on ground, R: Wall when facing berm to end of wall/road start, V: Top of berm, 20 degrees over horizontal when reloading		
Setup notes			

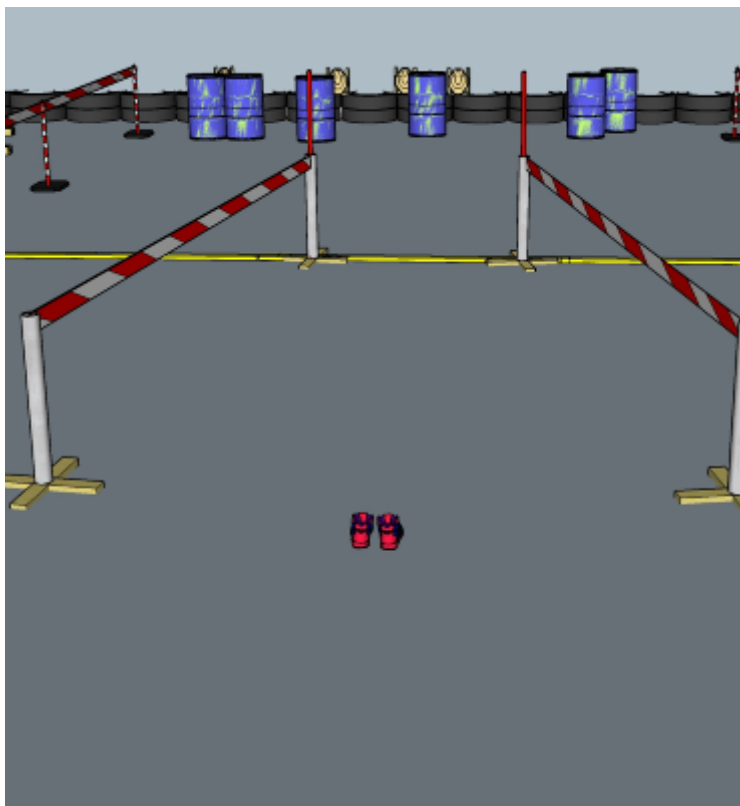
4. Finishing the tree, almost XMas



CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	12.99%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. 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	L/R: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading		
Setup notes			

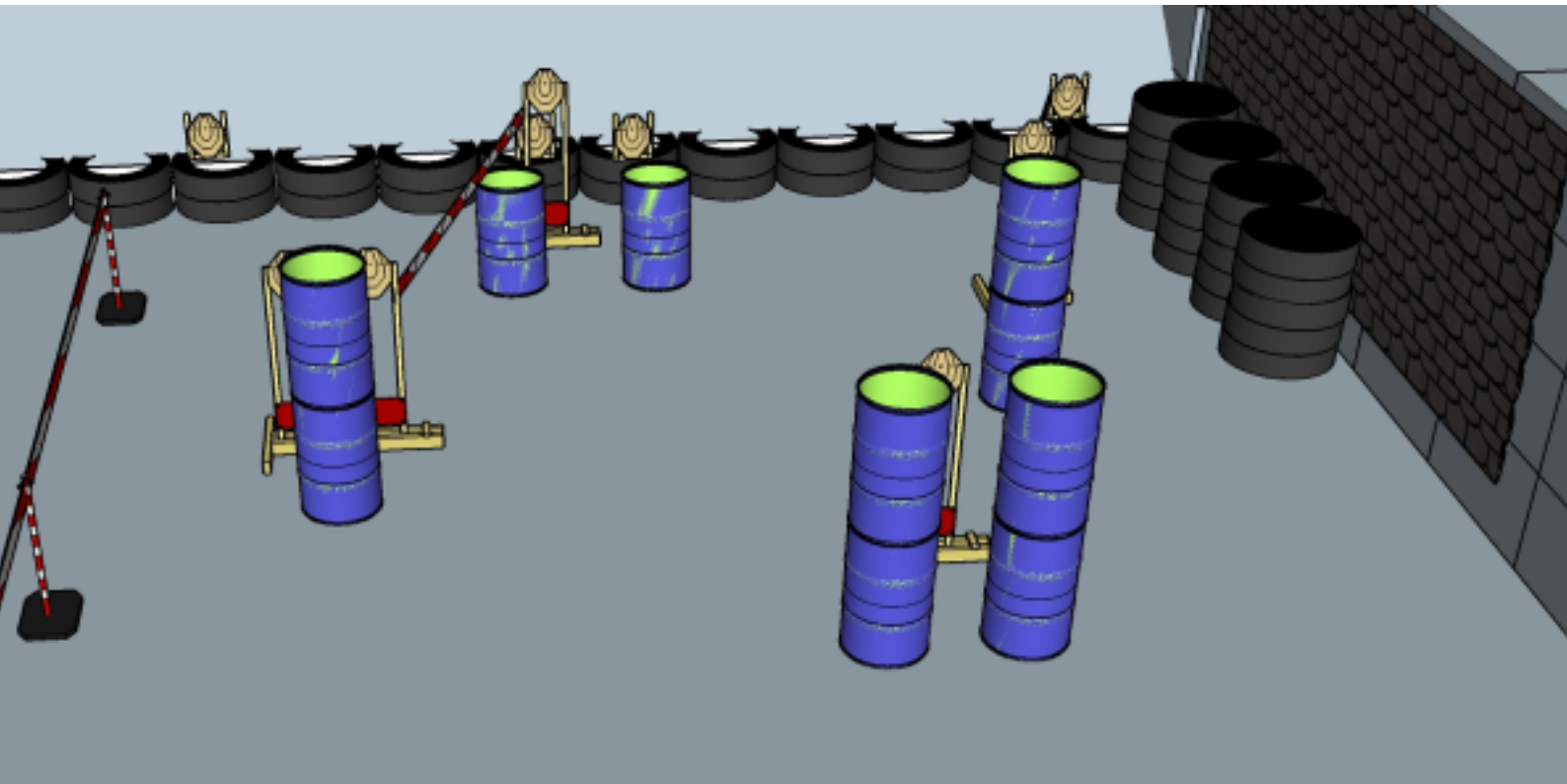
5. The elves are hiding



CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	12.99%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Shooting allowed UNDER black/yellow tape !		
Starting position	In center of arrow, in line with back tubes		
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, but max 20 degrees over horizontal when reloading		
Setup notes			

6. Santa remembers EVERYONE



CoF	Comstock - Medium	Points	90 p
Targets	9 paper, Total 9 targets	Min rounds	18
Firearm	Rifle	Match-%	23.38%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity.
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	L/R: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	