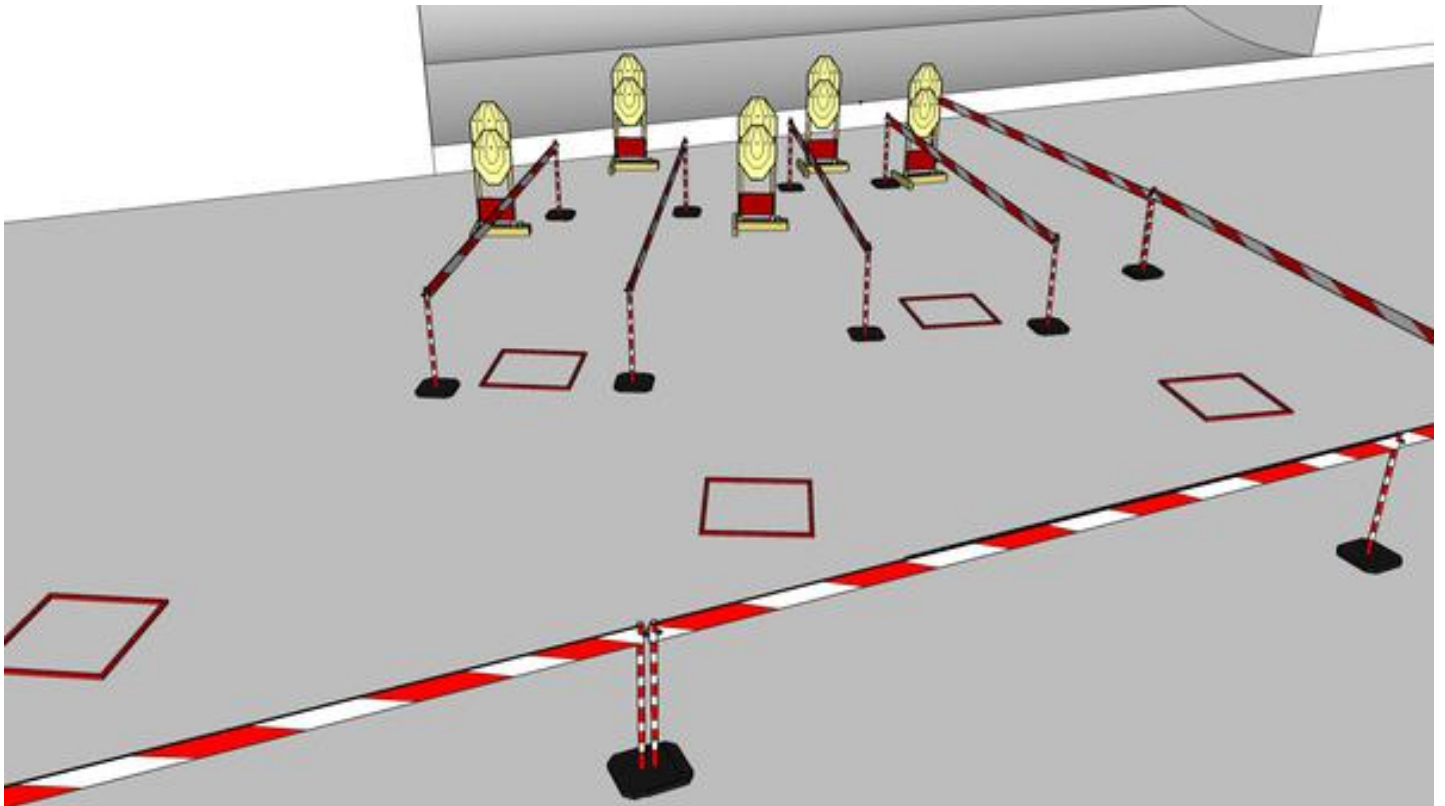


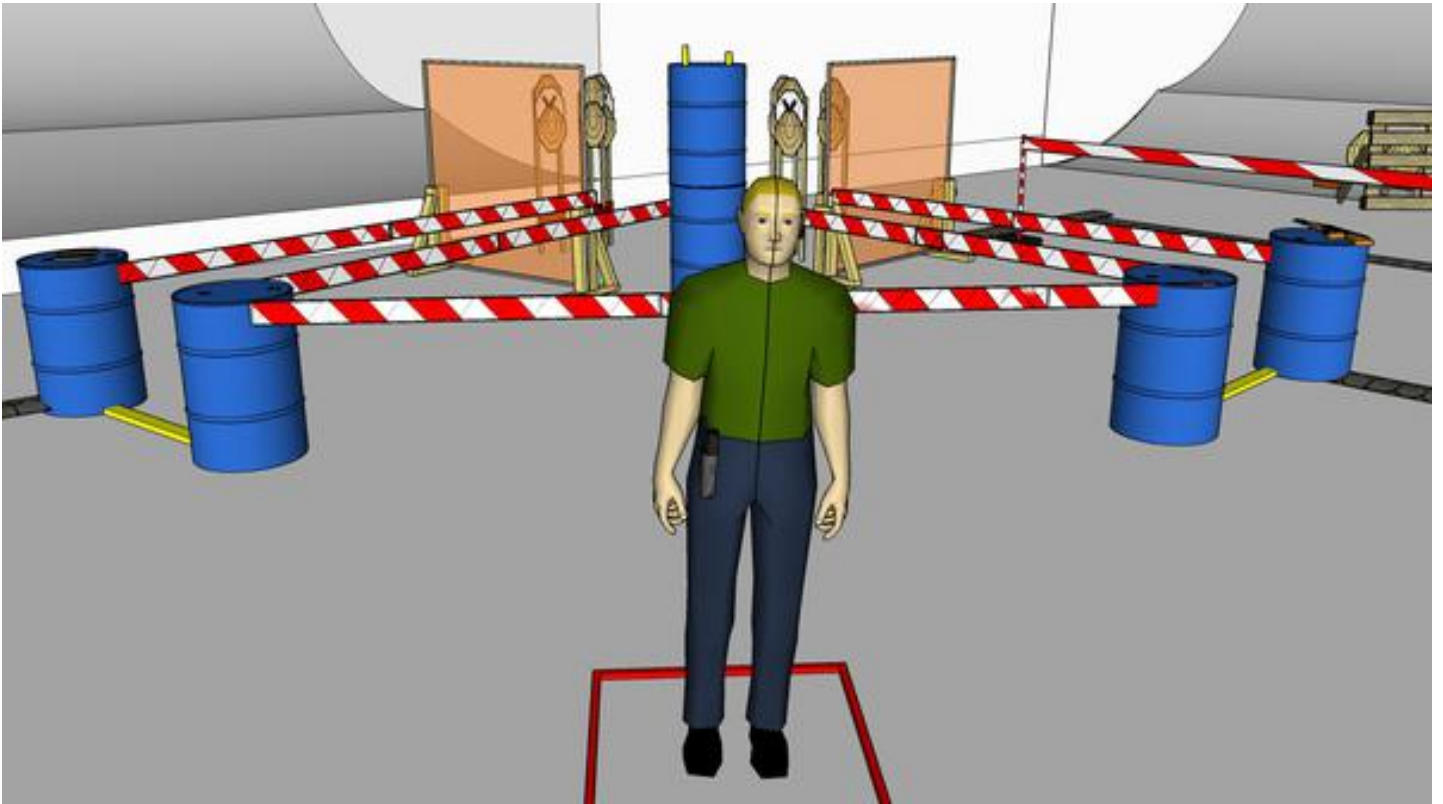
# 1. Boxing day



CoF	Comstock - Medium	Points	100 p
Targets	10 paper, Total 10 targets	Min rounds	20
Firearm	Rifle	Match-%	13.25%

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 boxes
Starting position	Riflebutt on hip
Firearm ready condition	2
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: stick, end of building, right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

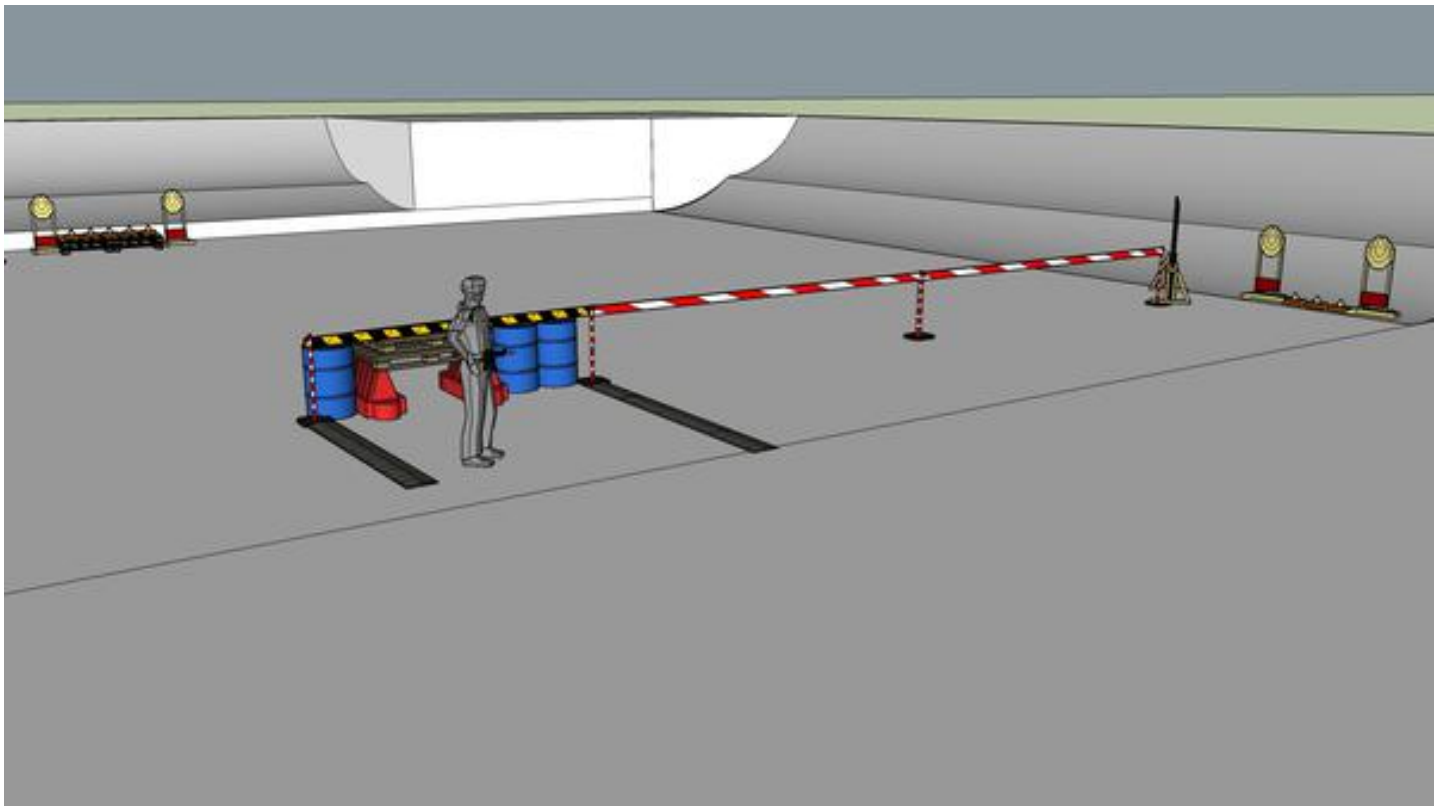
## 2. Like a Christmas tree



CoF	Comstock - Long	Points	120 p
Targets	12 paper, 3 no-shoot, Total 12 targets	Min rounds	24
Firearm	Rifle	Match-%	15.89%

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	Facing uprange in startbox, rifle on 1 barrel, mags to be used on other as demonstrated by RO
Firearm ready condition	3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: stick, end of building, right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

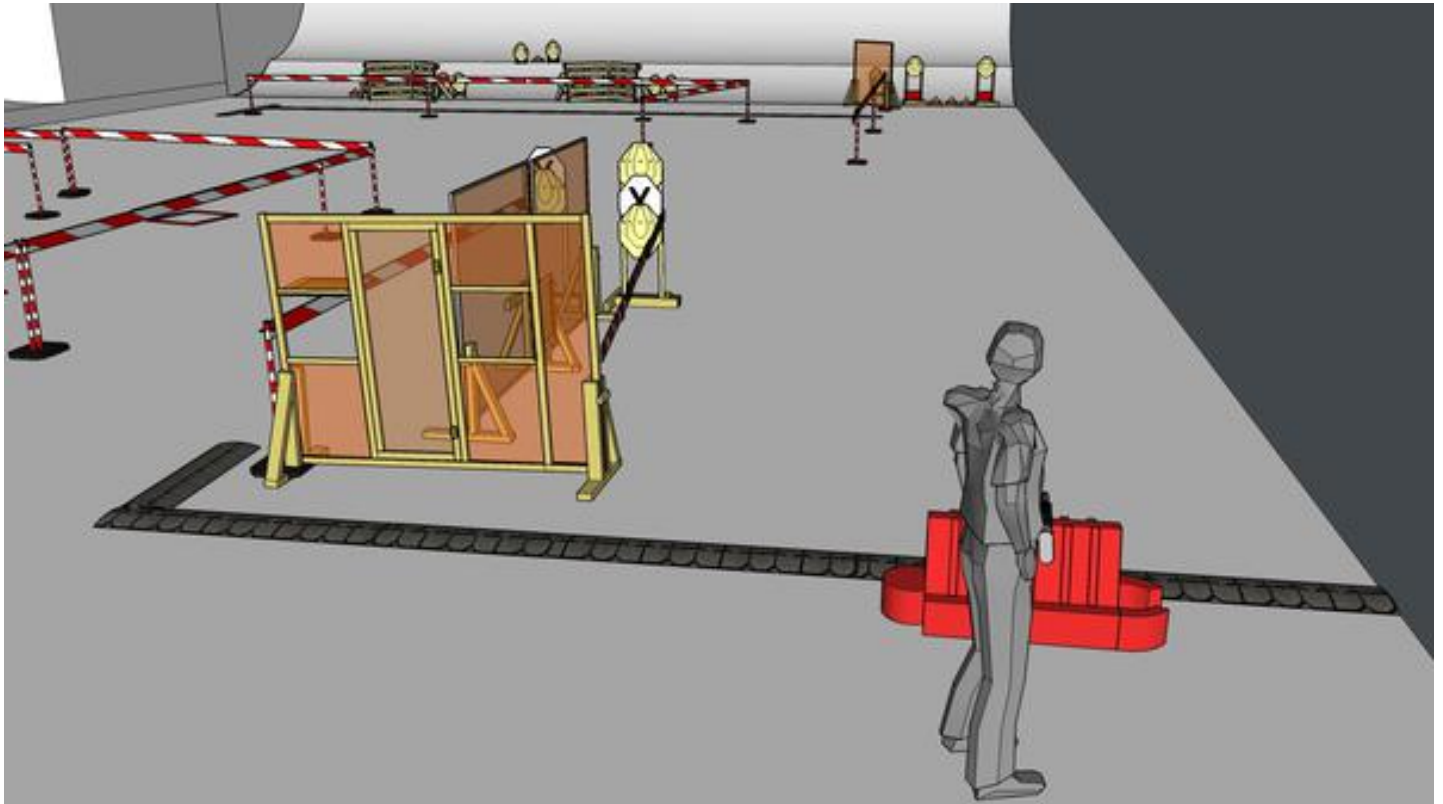
### 3. Up, down and around



CoF	Comstock - Medium	Points	70 p
Targets	4 paper, 6 frangible, Total 10 targets	Min rounds	14
Firearm	Rifle	Match-%	9.27%

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. Yellow/black tape = Shooting allowed UNDER tape.
Starting position	Riflebutt on hip facing downrange
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: stick, end of building, right: 90deg when facing shortberm, along fence when facing longberm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

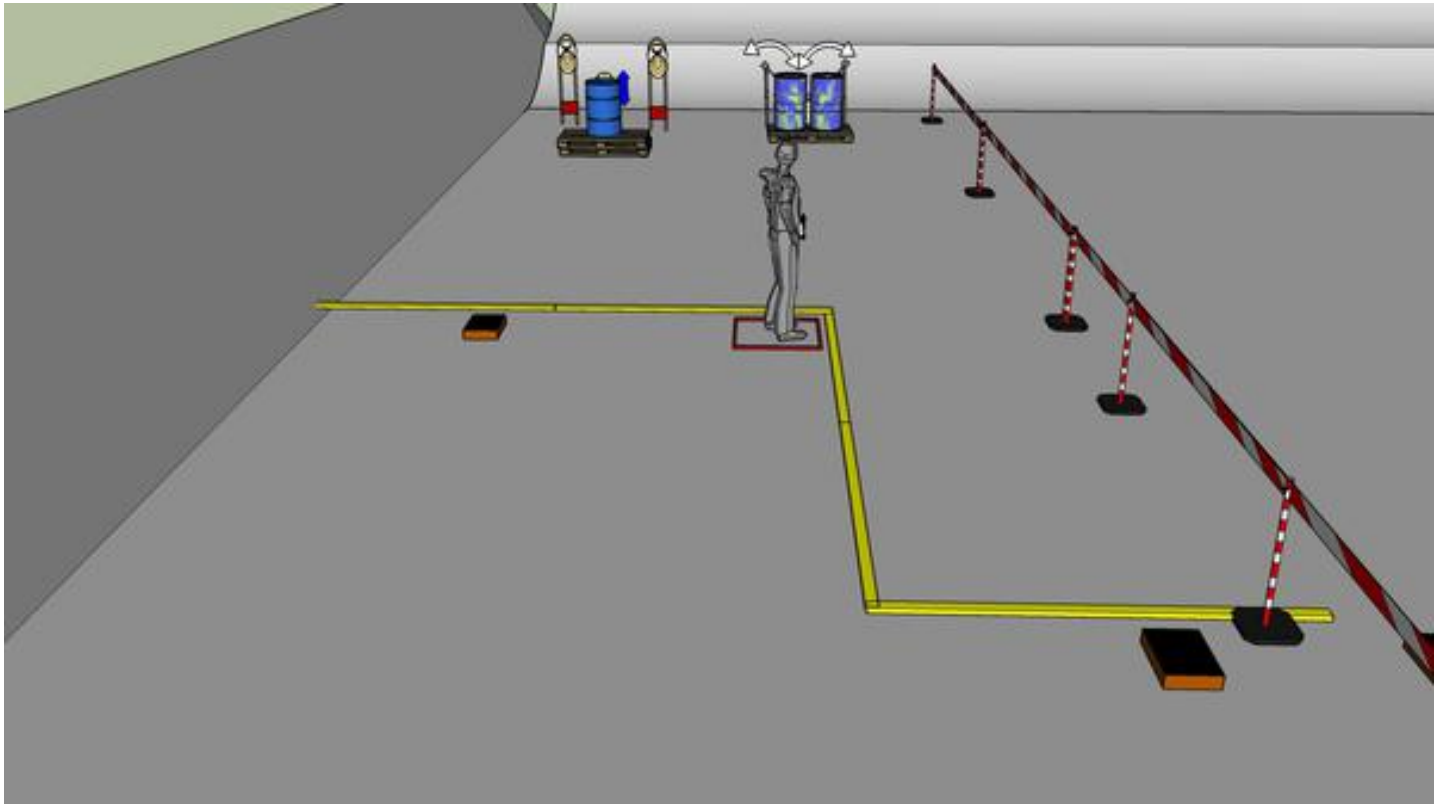
## 4. Santas package deliveries



CoF	Comstock - Long	Points	195 p
Targets	17 paper, 5 frangible, 2 no-shoot, Total 22 targets	Min rounds	39
Firearm	Rifle	Match-%	25.83%

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	Riflebutt on hip facing downrange
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: stick, end of building, right: along fence when facing long berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

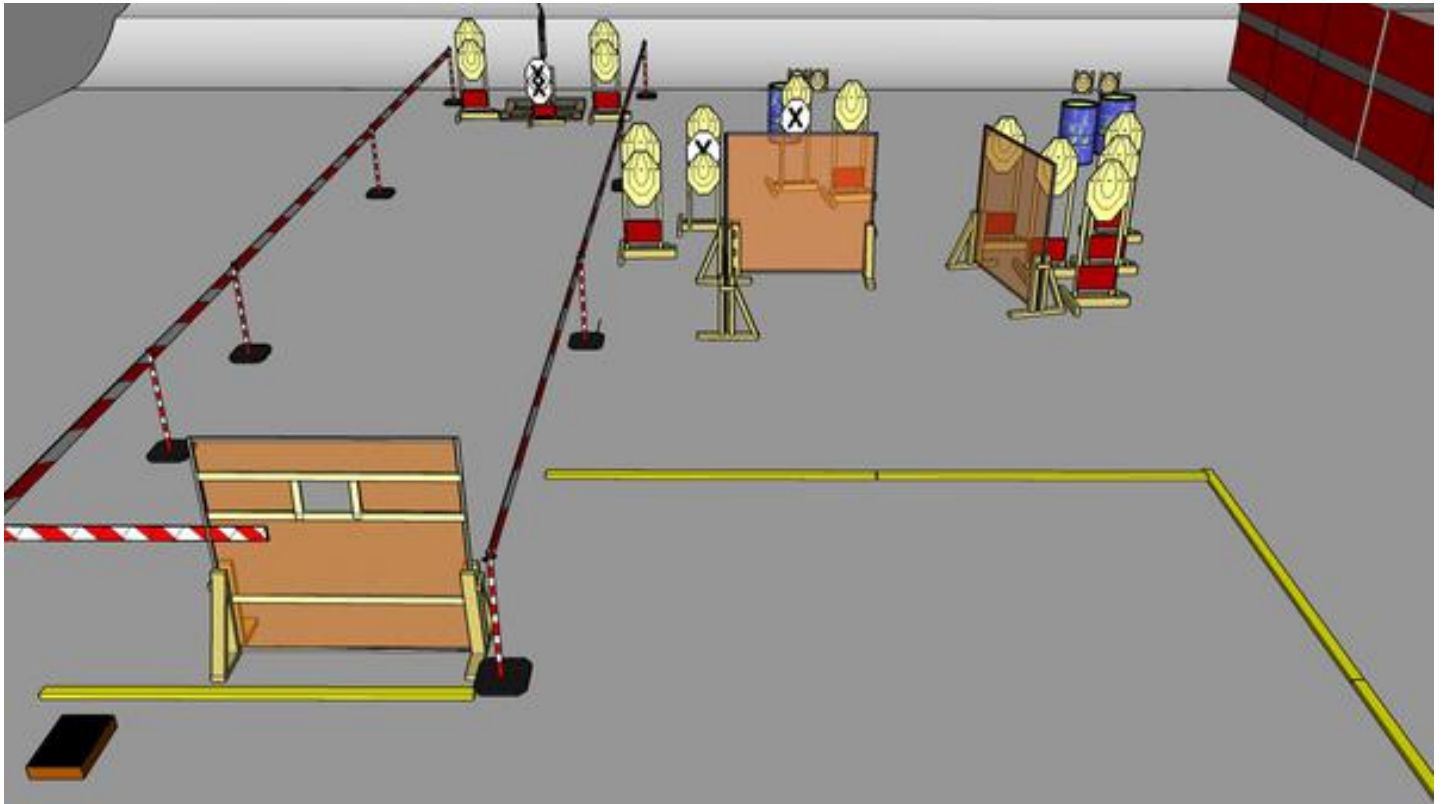
## 5. Up, down, swing it all around, step



CoF	Comstock - Medium	Points	70 p
Targets	7 paper, 2 no-shoot, Total 7 targets	Min rounds	14
Firearm	Rifle	Match-%	9.27%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Swinger and bobber will show parts of A-zone when at rest.
Starting position	Riflebutt on hip
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Lef/right: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	

## 6. Dashing for the tree



CoF	Comstock - Long	Points	200 p
Targets	20 paper, 4 no-shoot, Total 20 targets	Min rounds	40
Firearm	Rifle	Match-%	26.49%

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