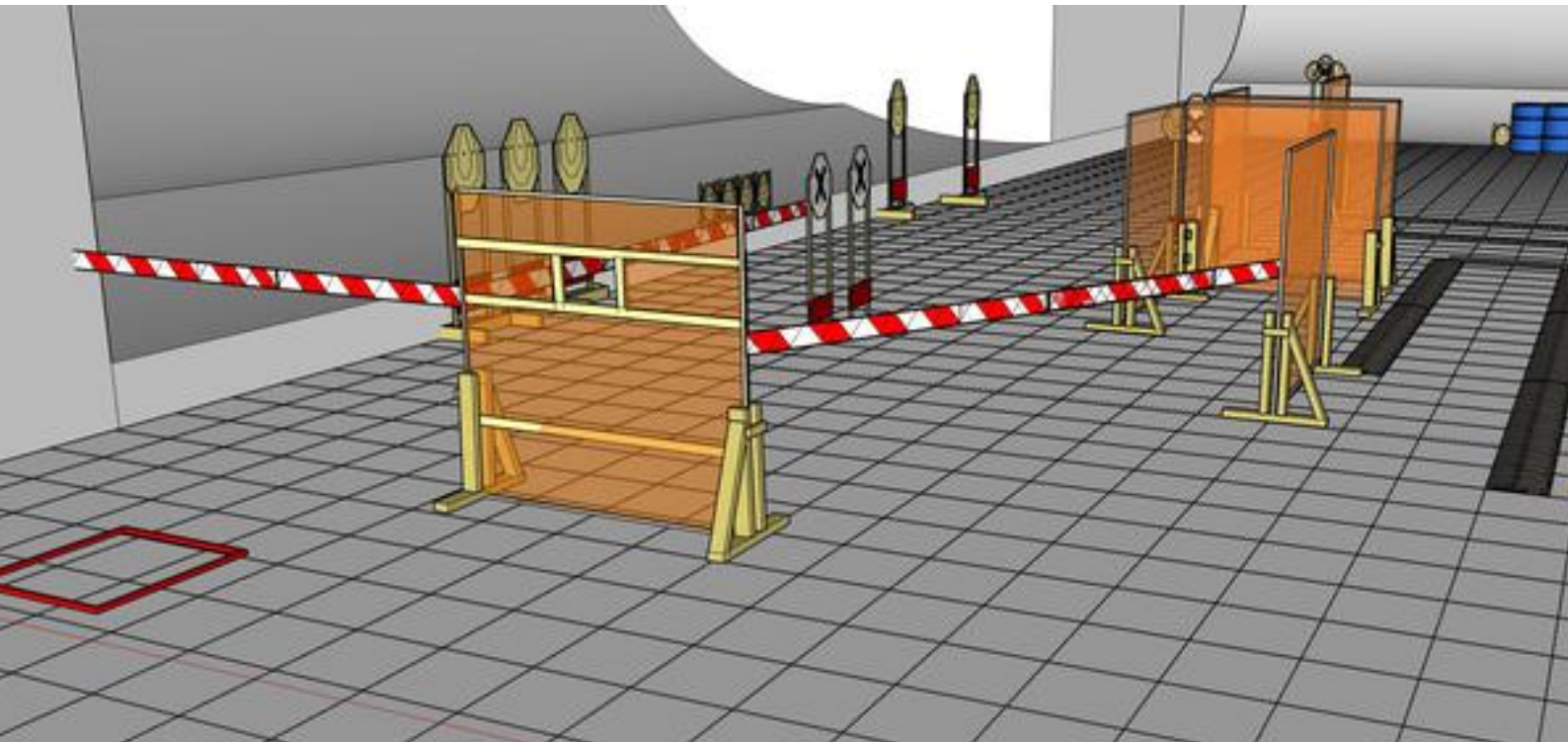


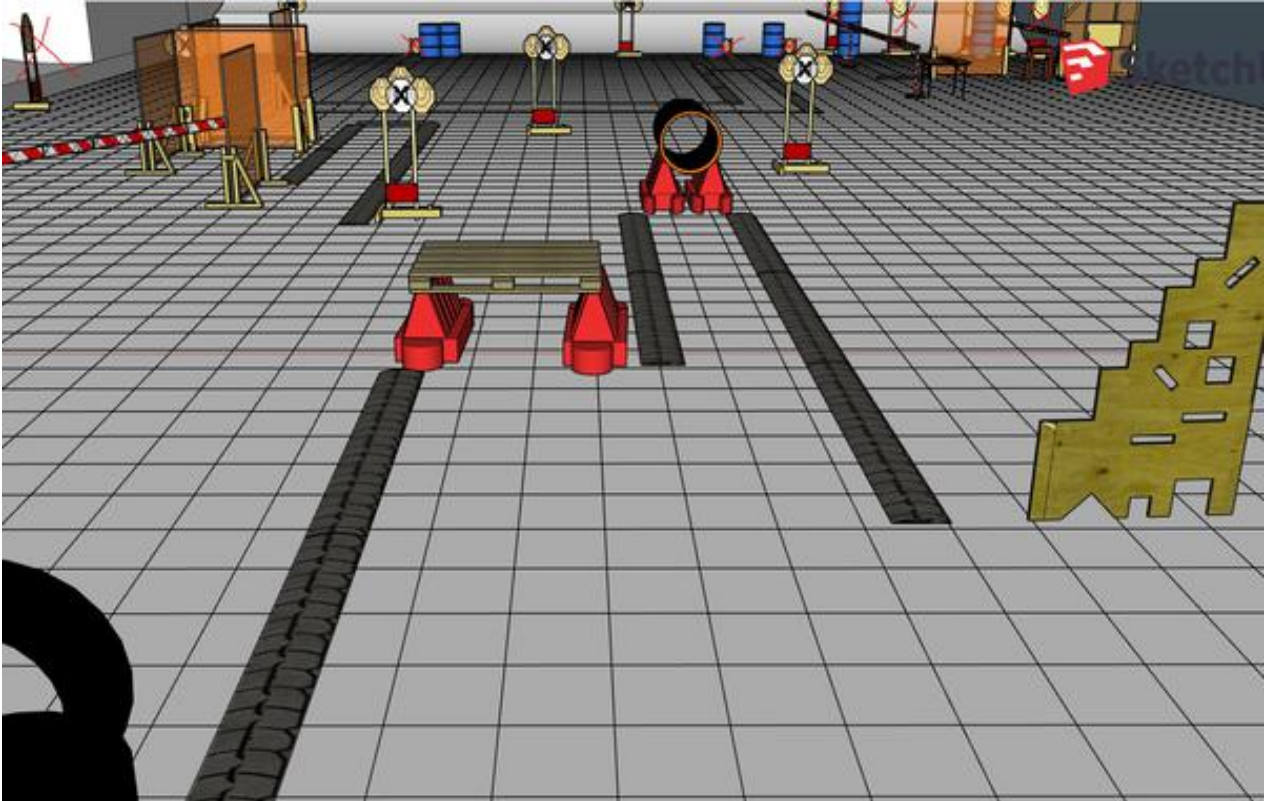
# 1. Here comes Santa



|         |  |            |        |
|---------|--|------------|--------|
| CoF     | Comstock - Long                        | Points     | 150 p  |
| Targets | 15 paper, 4 no-shoot, Total 15 targets | Min rounds | 30     |
| Firearm | Rifle                                  | Match-%    | 35.71% |

|                         |  |
|-------------------------|--|
| Procedure               | On signal, engage all targets as they become visible within the demarked area. Tiretreads on ground=faultline. Red/white tape=walls extending up/down to infinity. |
| Starting position       | Standing in box. Gun horizontal at hip-level.  |
| Firearm ready condition | Option 1.  |
| Start on                | Audible signal   |
| Stop on                 | Last shot  |
| Penalties               | As per current edition of rules  |
| Safety angles           | Left: End of concrete blocks. Right: Orange marker on wall. Up: Top of berm.   |
| Setup notes             |  |

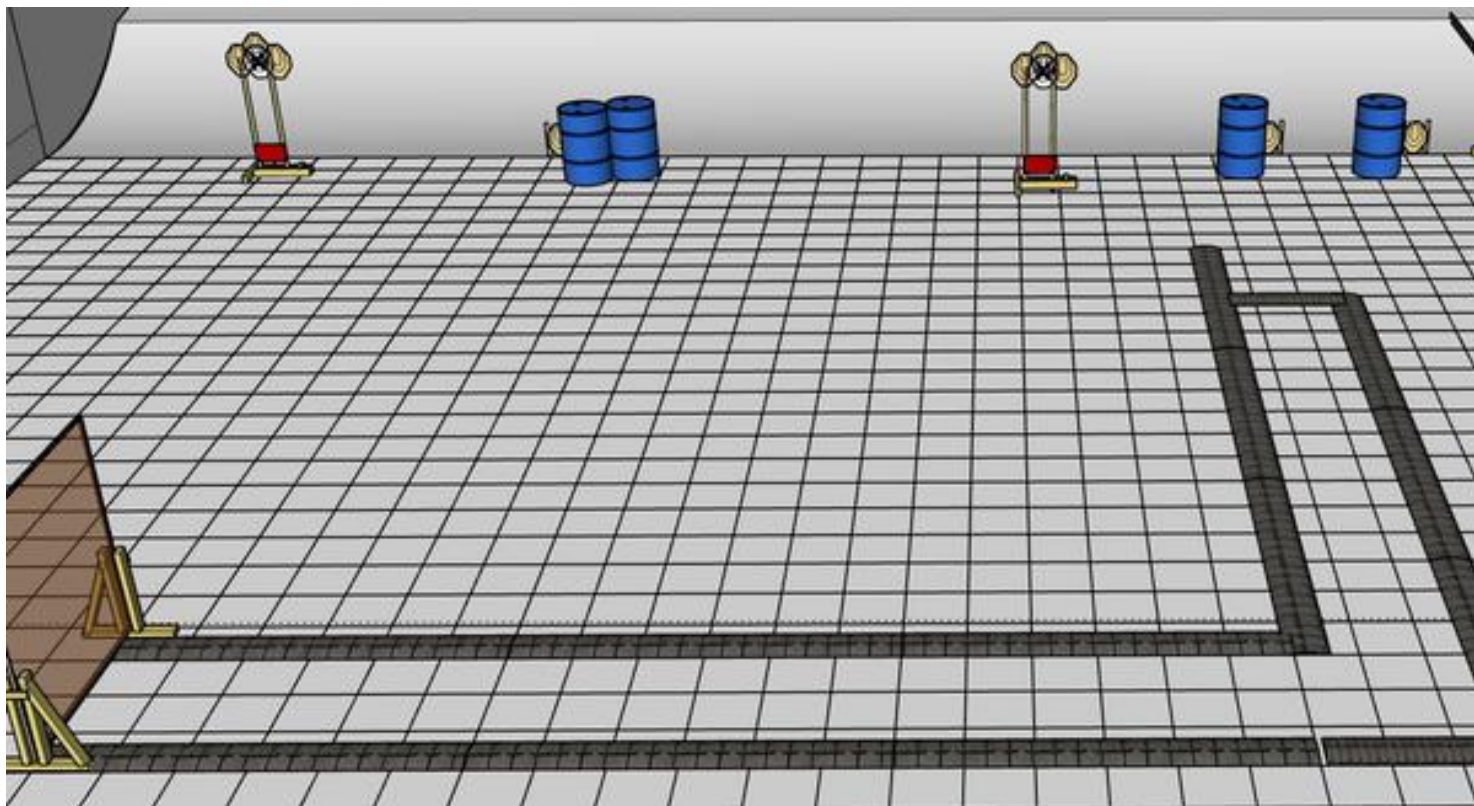
## 2. Too much christmas pudding



|         |  |            |        |
|---------|--|------------|--------|
| CoF     | Comstock - Long                        | Points     | 120 p  |
| Targets | 12 paper, 4 no-shoot, Total 12 targets | Min rounds | 24     |
| Firearm | Rifle                                  | Match-%    | 28.57% |

|                         |  |
|-------------------------|--|
| Procedure               | On signal, engage all targets as they become visible within the demarked area. Tiretreads on ground=faultline. All shots must be shot thru apertures. One target array from each aperture. Each shot fired on wrong target array will receive one penalty. |
| Starting position       | Standing anywhere. Gun horizontal at hip-level.  |
| Firearm ready condition | Option 1.  |
| Start on                | Audible signal   |
| Stop on                 | Last shot  |
| Penalties               | As per current edition of rules  |
| Safety angles           | Left: End of concrete blocks. Right: Orange marker on wall. Up: Top of berm.   |
| Setup notes             |  |

### 3. Merry christmas

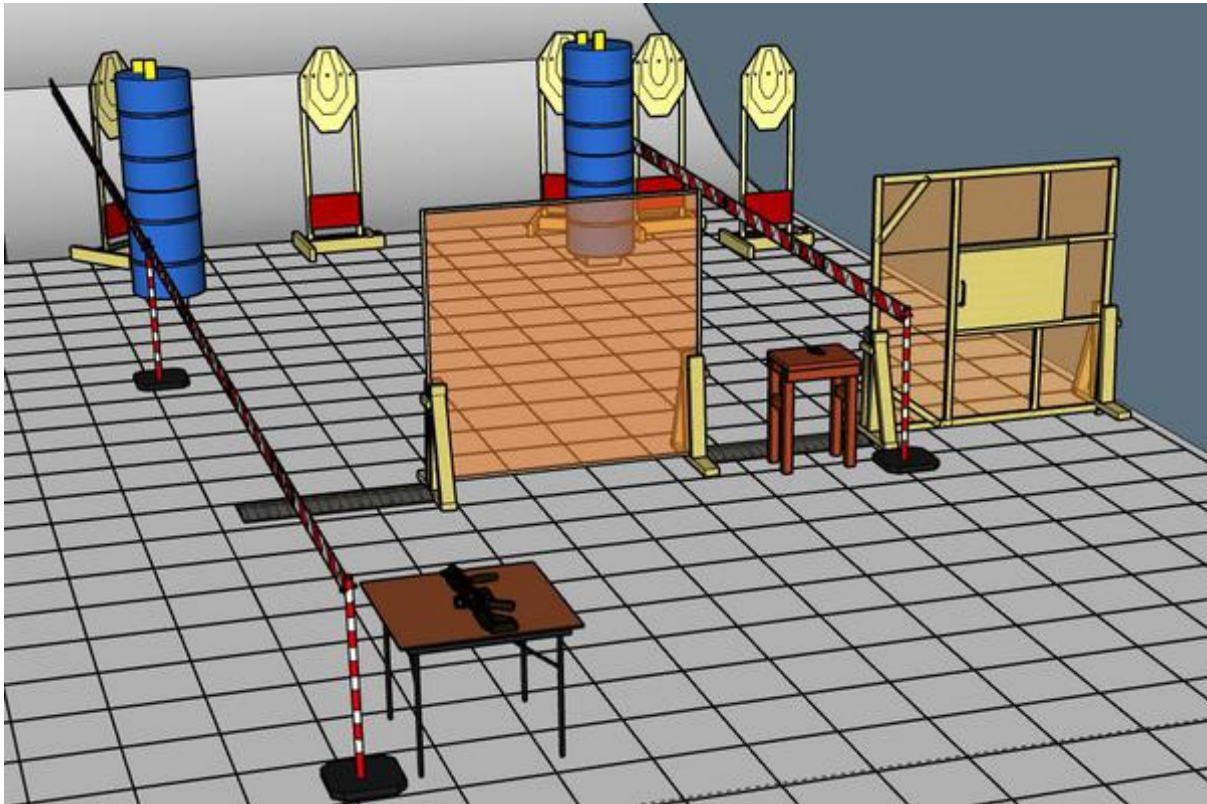


|         |  |            |        |
|---------|--|------------|--------|
| CoF     | Comstock - Medium                      | Points     | 100 p  |
| Targets | 10 paper, 2 no-shoot, Total 10 targets | Min rounds | 20     |
| Firearm | Rifle                                  | Match-%    | 23.81% |

|                         |  |
|-------------------------|--|
| Procedure               | On signal, engage all targets as they become visible within the demarked area. Tiretreads on ground=faultline. Red/white tape=walls extending up/down to infinity. |
| Starting position       | Standing in corner. Heels touching marks as demonstrated by RO. Gun horizontal at hip-level.   |
| Firearm ready condition | Option 1.  |
| Start on                | Audible signal   |
| Stop on                 | Last shot  |
| Penalties               | As per current edition of rules  |
| Safety angles           | Left: 90, Right: 90, Up: Top of berm.  |
| Setup notes             |  |



## 4. Raindeer in the garden



|         |                          |            |        |
|---------|--------------------------|------------|--------|
| CoF     | Comstock - Short         | Points     | 50 p   |
| Targets | 5 paper, Total 5 targets | Min rounds | 10     |
| Firearm | Rifle                    | Match-%    | 11.90% |

|                         |   |
|-------------------------|---|
| Procedure               | On signal, engage all targets as they become visible within the demarked area. Tiretreads on ground=faultline.<br>Red/white tape=walls extending up/down to infinity. |
| Starting position       | Standing relaxed anywhere.  |
| Firearm ready condition | Option 1.   |
| Start on                | Audible signal  |
| Stop on                 | Last shot   |
| Penalties               | As per current edition of rules   |
| Safety angles           | Left: 90, Right: 90, Up: Top of berm.   |
| Setup notes             |   |