

1. ULTIMATE SOLAR

No image

CoF	Comstock - Short	Points	45 p
Targets	2 paper, 1 disappearing/bonus, 3 popper, 2 no-shoot, Total 6 targets	Min rounds	7
Firearm	Handgun	Match-%	5.52%

Procedure	On the audible start signal engage targets. P1 Activates flipper F1 which moves instantly after P1 is struck. F1 disappears.
Starting position	Shooter starts anywhere
Firearm ready condition	Loaded and Holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. SPARTAN ARMS

No image

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 1 disappearing/bonus, 2 popper, Total 7 targets	Min rounds	10
Firearm	Handgun	Match-%	7.36%

Procedure	On the audible start signal engage targets. P1 Activates flipper F1 which moves instantly after P1 is struck. F1 disappears.
Starting position	Shooter starts anywhere in the designated area
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. ZINIA INTERNET

No image

CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 2 popper, 2 plates, 2 no-shoot, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	14.72%

Procedure	On the audible start signal engage targets. P1 Activates S1 which remains visible.
Starting position	Shooter starts anywhere in the designated area
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

4. GEARBOX CONNEXION

No image

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 2 popper, 2 plates, 3 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	19.63%

Procedure	On the audible start signal engage targets. P1 Activates mover B1 which remains visible.
Starting position	Shooter starts anywhere in the designated area.
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

5. AD TACTICAL

No image

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 2 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	9.82%

Procedure	On the audible start signal engage targets
Starting position	Shooter starts anywhere in the designated area
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

6. PIZZA DEL FORNO

No image

CoF	Comstock - Medium	Points	80 p
Targets	6 paper, 2 popper, 2 plates, Total 10 targets	Min rounds	16
Firearm	Handgun	Match-%	9.82%

Procedure	On the audible start signal engage targets
Starting position	Shooter starts anywhere in the designated area.
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

7. CENTURY 21 - JHB EAST

No image

CoF	Comstock - Medium	Points	110 p
Targets	9 paper, 1 popper, 3 plates, Total 13 targets	Min rounds	22
Firearm	Handgun	Match-%	13.50%

Procedure	On the audible start signal engage targets. P1 Activates S1 which remains visible.
Starting position	Shooter starts anywhere in the designated area. Gun is unloaded and holstered hands on head fingers interlaced when ready.
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

8. SA BLOCK AFRIMAT

No image

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 1 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	19.63%

Procedure	On the audible start signal engage targets. P1 Activates S1 which which remains visible.
Starting position	Shooter starts anywhere in the designated area.
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	