

## 11. ULTIMATE SOLAR

No image

CoF	Comstock - Short	Points	45 p
Targets	3 paper, 3 popper, 1 no-shoot, Total 6 targets	Min rounds	9
Firearm	Handgun	Match-%	5.92%

Procedure	On the audible start signal engage targets whilst remaining within the designated area.
Starting position	Shooter starts seated back against the backrest . Gun unloaded and placed flat on the table all magazines to be placed flat on the table.
Firearm ready condition	Gun unloaded
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 12. SPARTAN ARMS

No image

CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 popper, 1 no-shoot, Total 6 targets	Min rounds	10
Firearm	Handgun	Match-%	6.58%

Procedure	On the audible start signal engage targets whilst remaining within the designated area. P1 and P2 Activates mover S1 which remains visible
Starting position	Shooter starts anywhere in the designated area
Firearm ready condition	Loaded
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 13. ZINIA INTERNET

No image

CoF	Comstock - Medium	Points	115 p
Targets	8 paper, 1 popper, 6 plates, 4 no-shoot, Total 15 targets	Min rounds	23
Firearm	Handgun	Match-%	15.13%

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

## 14. Skippy Skip Rental & GEARBOX CONNE

No image

CoF	Comstock - Long	Points	135 p
Targets	9 paper, 2 popper, 7 plates, 2 no-shoot, Total 18 targets	Min rounds	27
Firearm	Handgun	Match-%	17.76%

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

## 15. AD TACTICAL & 480BC SUPPLIES

No image

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 1 popper, 3 plates, 1 no-shoot, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	7.89%

Procedure	On the audible start signal engage targets from within the designated area. P1 Activates mover S1 which remains visible.
Starting position	Shooter starts anywhere in the designated area. Gun is unloaded and placed flat on the table facing down range all magazines to be placed flat on the table
Firearm ready condition	Unloaded
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 16. PIZZA DEL FORNO

No image

CoF	Comstock - Medium	Points	65 p
Targets	5 paper, 3 plates, 1 no-shoot, Total 8 targets	Min rounds	13
Firearm	Handgun	Match-%	8.55%

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

## 17. CENTURY 21 –JHB EAST

No image

CoF	Comstock - Long	Points	140 p
Targets	12 paper, 1 popper, 3 plates, 7 no-shoot, Total 16 targets	Min rounds	28
Firearm	Handgun	Match-%	18.42%

Procedure	On the audible start signal engage targets from within the designated area. P1 Activates bobber B1 which remains visible
Starting position	Shooter starts with any part of one foot touching X within the designated area
Firearm ready condition	Loaded
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 18. SA BLOCK AFRIMAT

No image

CoF	Comstock - Long	Points	150 p
Targets	14 paper, 2 popper, 13 no-shoot, Total 16 targets	Min rounds	30
Firearm	Handgun	Match-%	19.74%

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