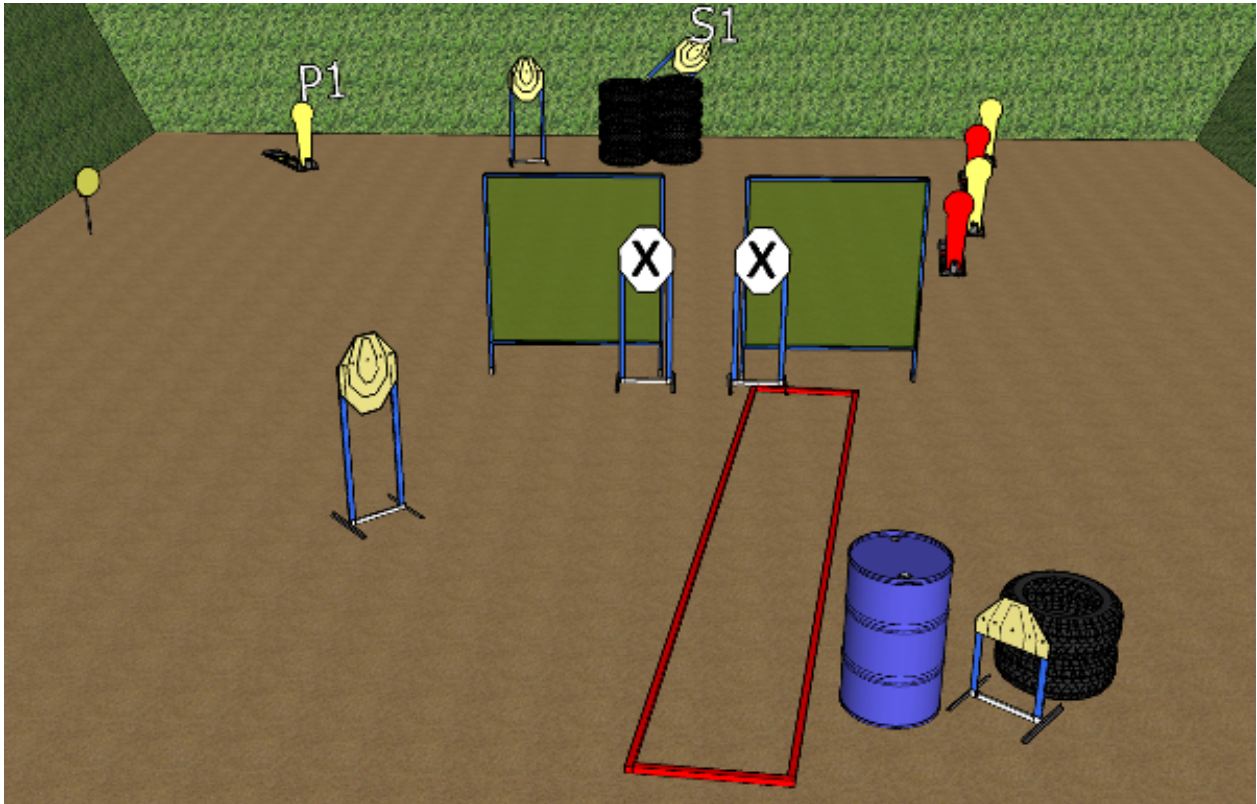


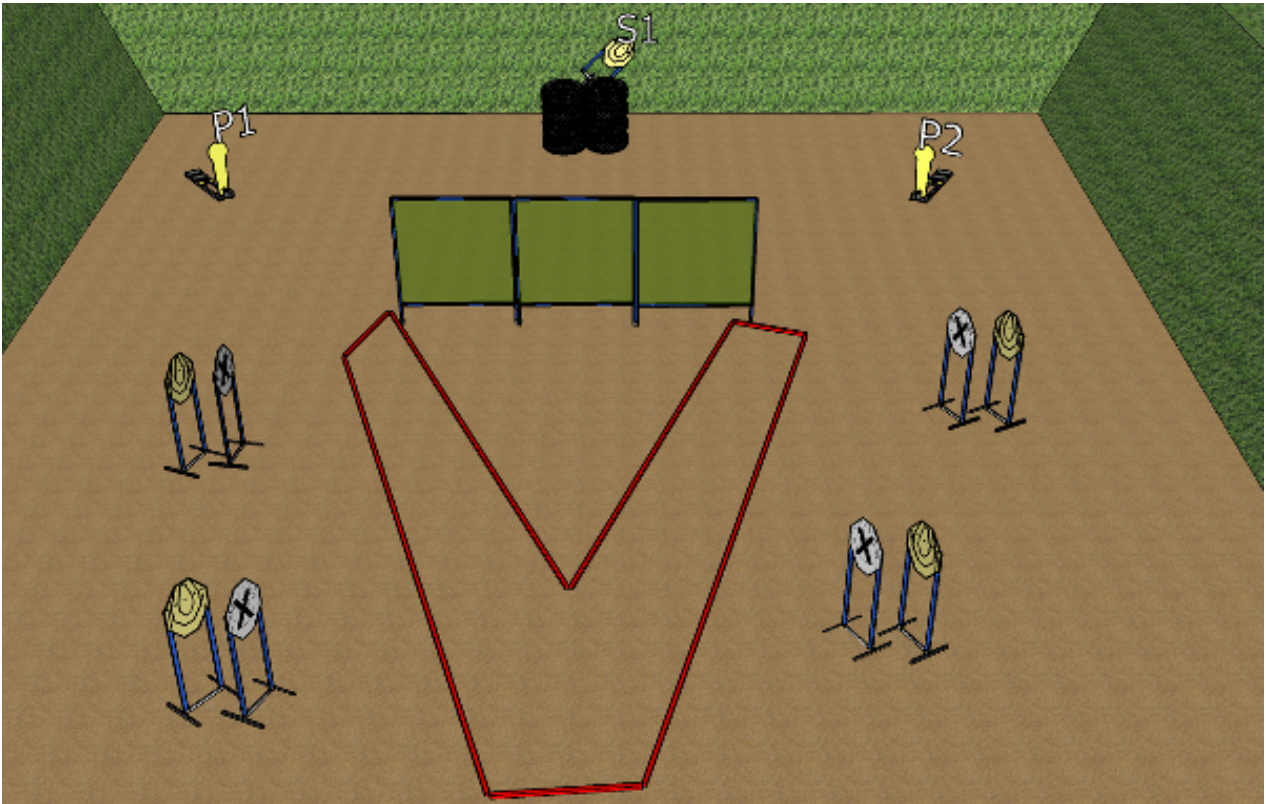
1. ULTIMATE SOLAR



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 3 popper, 1 plates, 4 no-shoot, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	6.86%

Procedure	On the audible start signal engage targets. P1 Activates S1 which remains visible.
Starting position	Anywhere
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	

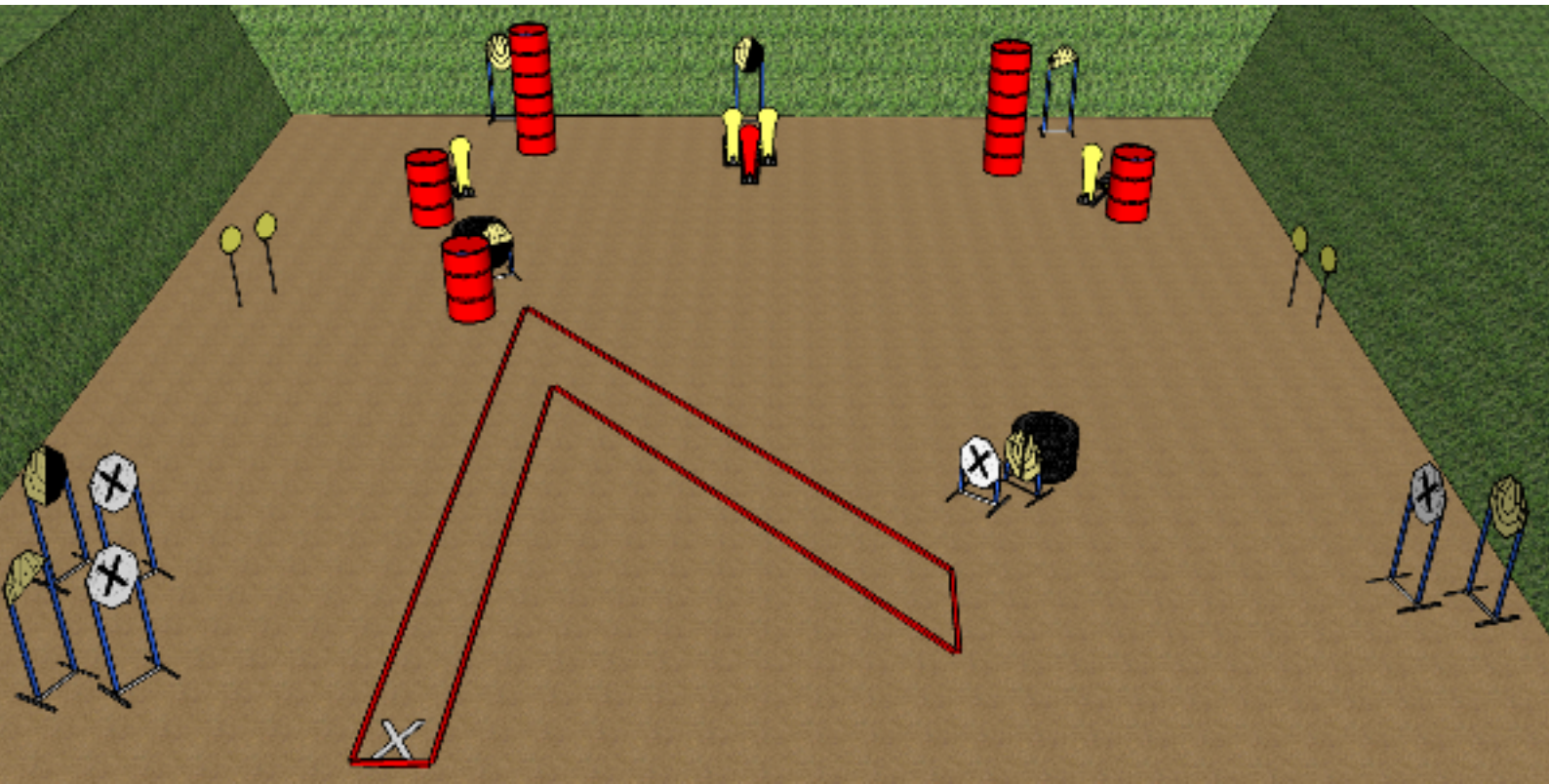
2. RMS



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 4 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	6.86%

Procedure	On the audible start signal engage targets. P1 Activates S1 which remains visible
Starting position	Anywhere
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	

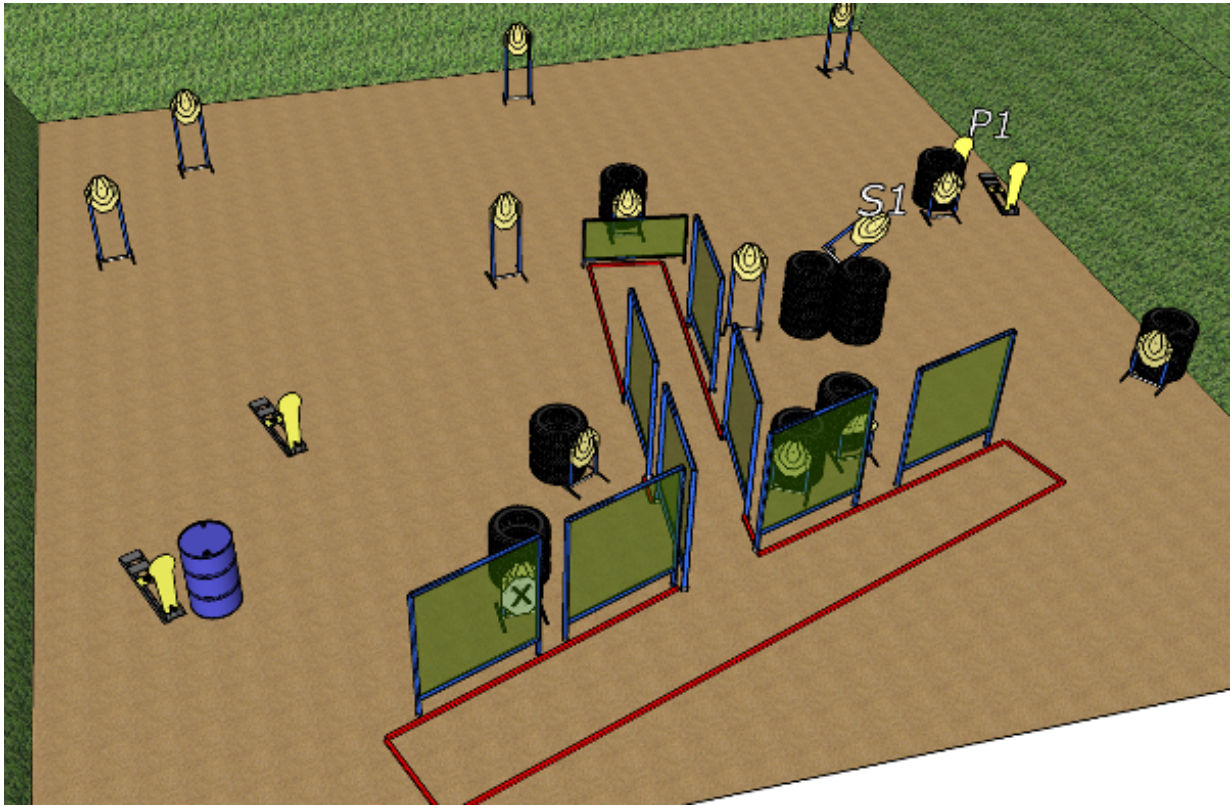
3. ZINIA INTERNET



CoF	Comstock - Medium	Points	120 p
Targets	8 paper, 4 popper, 4 plates, 5 no-shoot, Total 16 targets	Min rounds	24
Firearm	Handgun	Match-%	13.71%

Procedure	On the audible start signal engage targets.
Starting position	Shooter starts at X in the designated area heels of both feet touching the fault line.
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	

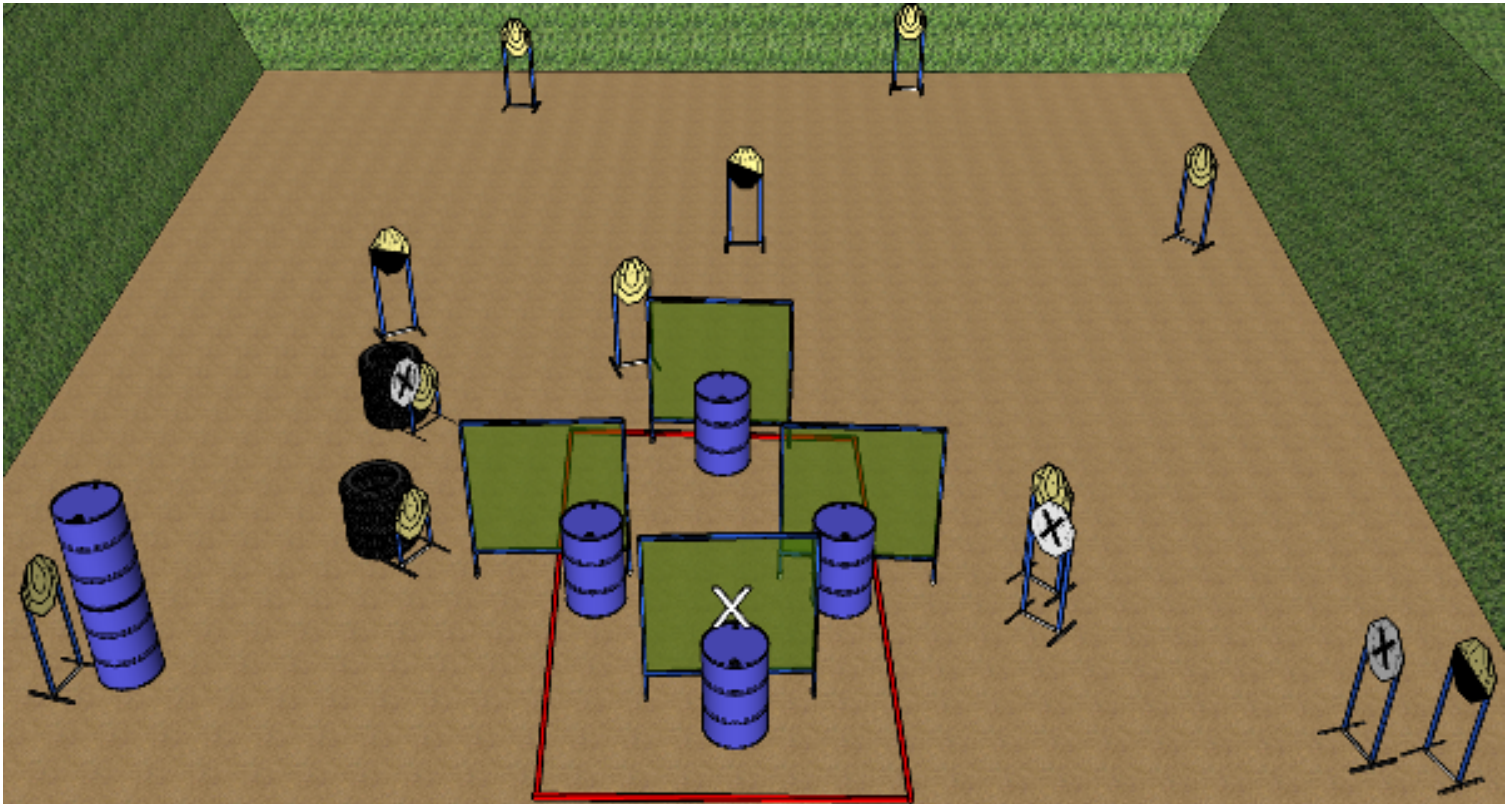
4. GEARBOX CONNEXION & SKIPPY SKIP REN



CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 1 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	18.29%

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	Unloaded
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

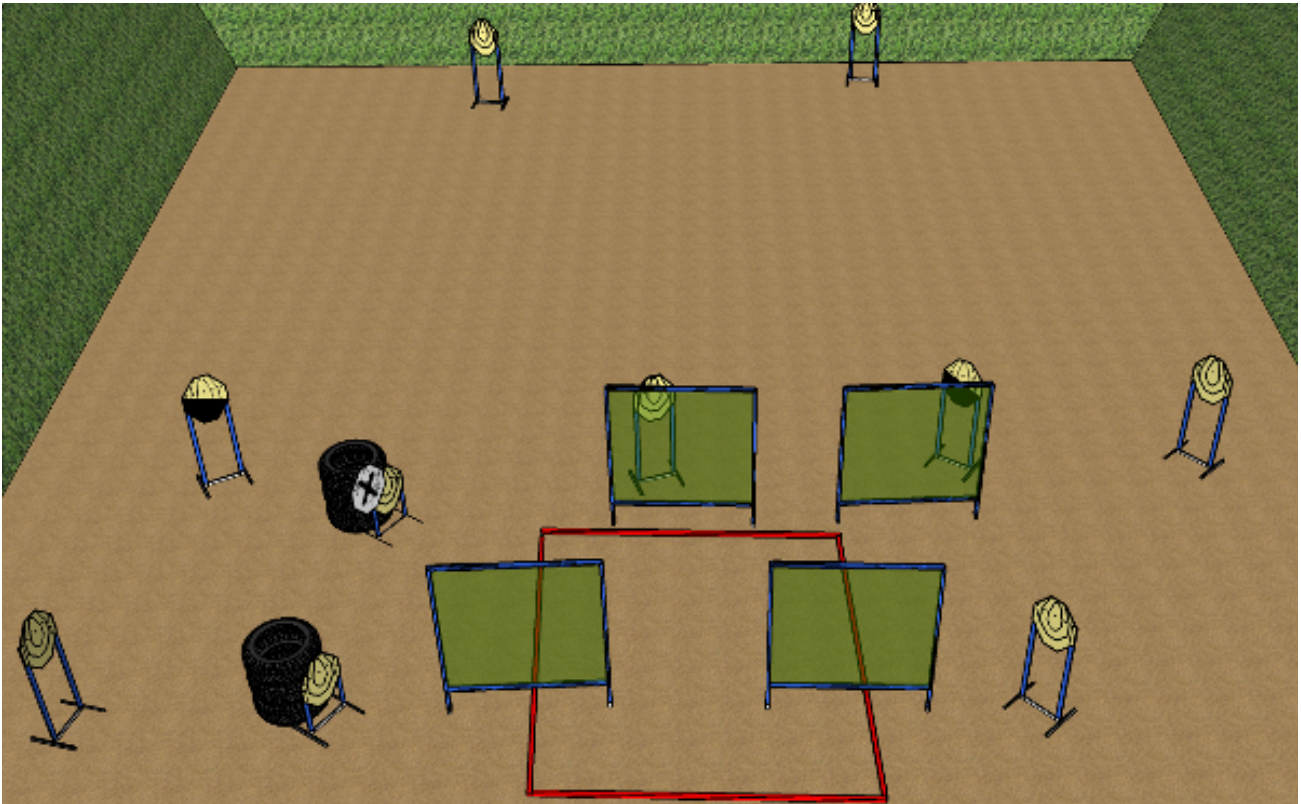
5. AD TACTICAL & 480BC SUPPLIES



CoF	Comstock - Medium	Points	110 p
Targets	11 paper, 3 no-shoot, Total 11 targets	Min rounds	22
Firearm	Handgun	Match-%	12.57%

Procedure	On the audible start signal engage targets.
Starting position	Shooter starts anywhere in the designated area. Gun is loaded and placed flat on drum X pointing down range. All remaining spare magazines will be placed on any or all of the other three drums.
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	

6. GEARBOX CONNEXION



CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 1 no-shoot, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	11.43%

Procedure	On the audible start signal engage targets.
Starting position	Anywhere
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	

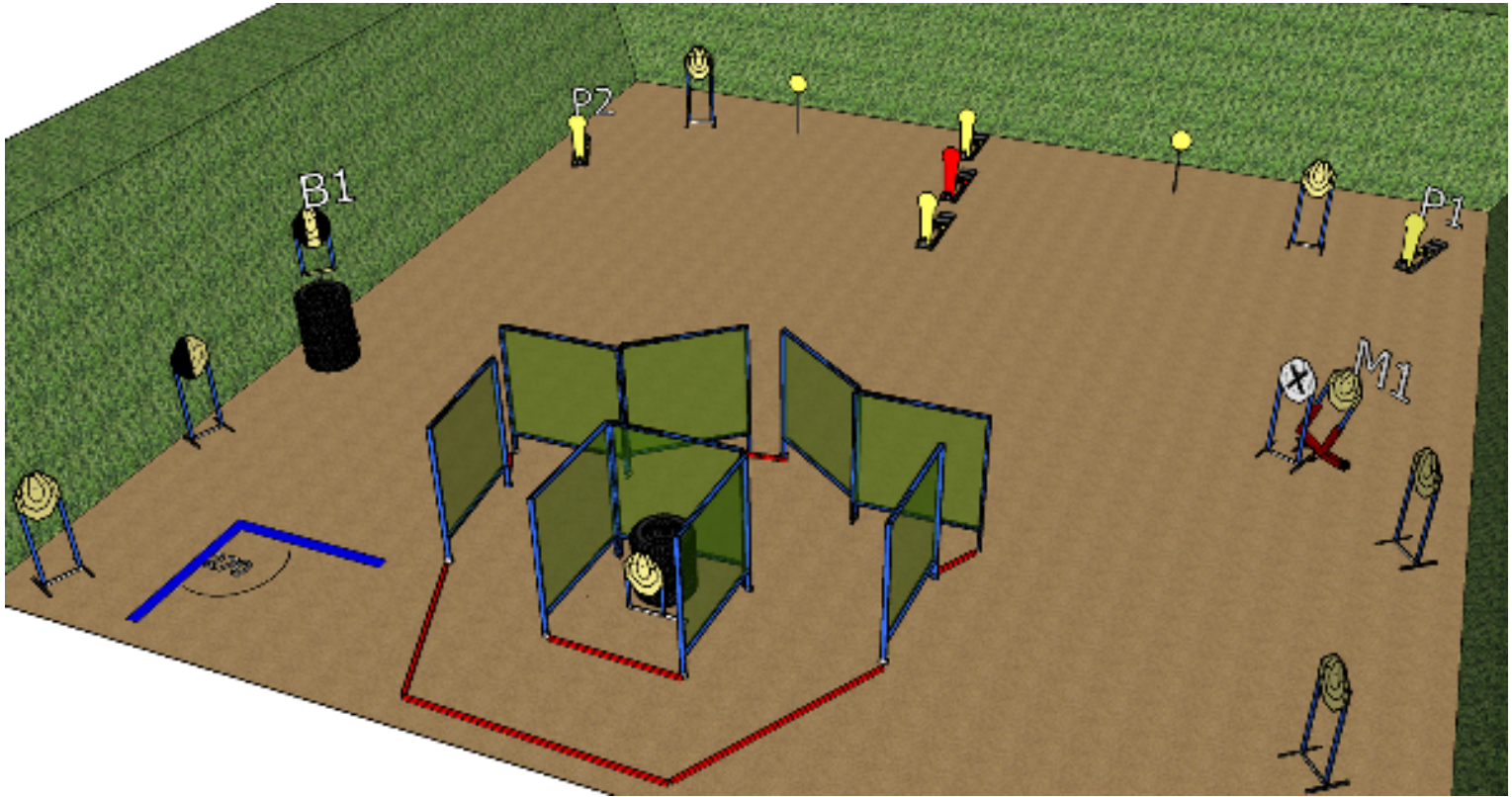
7. CENTURY 21 –JHB EAST



CoF	Comstock - Long	Points	145 p
Targets	14 paper, 1 popper, 3 no-shoot, Total 15 targets	Min rounds	29
Firearm	Handgun	Match-%	16.57%

Procedure	On the audible start signal engage targets. P1 Activates mover S1 which remains visible.
Starting position	Anywhere
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	

8. SA BLOCK AFRIMAT



CoF	Comstock - Medium	Points	120 p
Targets	9 paper, 4 popper, 2 plates, 2 no-shoot, Total 15 targets	Min rounds	24
Firearm	Handgun	Match-%	13.71%

Procedure	On the audible start signal engage targets. P1 activates M1 and P2 activates B1 both M1 and B1 remain visible.
Starting position	Anywhere
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	