

1. ULTIMATE SOLAR

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CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 2 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	8.57%

Procedure	On the audible start signal engage targets. P1 activates S1 which remains visible.
Starting position	Competitor starts with heels touching at A.
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

No image

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 2 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	8.57%

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

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CoF	Comstock - Short	Points	55 p
Targets	4 paper, 3 popper, 1 no-shoot, Total 7 targets	Min rounds	11
Firearm	Handgun	Match-%	7.86%

Procedure	On the audible start signal engage targets. P1 activates mover S1 which remains visible.
Starting position	Competitor starts with heels touching at A
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. SKIPPY SKIP REN

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CoF	Comstock - Medium	Points	105 p
Targets	9 paper, 1 popper, 2 plates, 4 no-shoot, Total 12 targets	Min rounds	21
Firearm	Handgun	Match-%	15.00%

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	

5. AD TACTICAL & 480BC SUPPLIES

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CoF	Comstock - Short	Points	55 p
Targets	4 paper, 3 popper, 1 no-shoot, Total 7 targets	Min rounds	11
Firearm	Handgun	Match-%	7.86%

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	

6. GEARBOX CONNEXION

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CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 3 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	8.57%

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

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CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, 2 no-shoot, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	8.57%

Procedure	On audible start signal engage targets.
Starting position	Competitor starts with heels touching at A.
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

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CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 7 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	17.14%

Procedure	On audible start signal engage targets. P1 activates S1 and P2 activates S2 both S1 and S2 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	

9. Stage 9

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CoF	Comstock - Medium	Points	65 p
Targets	5 paper, 3 popper, 2 no-shoot, Total 8 targets	Min rounds	13
Firearm	Handgun	Match-%	9.29%

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	

10. Stage 10

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CoF	Comstock - Short	Points	60 p
Targets	3 paper, 6 popper, 2 no-shoot, Total 9 targets	Min rounds	12
Firearm	Handgun	Match-%	8.57%

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	