

1. ULTIMATE SOLAR

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CoF	Comstock - Short	Points	60 p
Targets	3 paper, 1 disappearing/bonus, 4 popper, 2 no-shoot, Total 8 targets	Min rounds	10
Firearm	Handgun	Match-%	7.23%

Procedure	On the audible start signal engage targets. P1 Activates flipper F1 which moves instantly after P1 is struck. F1 disappears and does not carry drop shot penalties
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

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CoF	Comstock - Short	Points	60 p
Targets	4 paper, 1 disappearing/bonus, 2 popper, Total 7 targets	Min rounds	10
Firearm	Handgun	Match-%	7.23%

Procedure	On the audible start signal engage targets. P1 Activates flipper F1 which moves instantly after P1 is struck. F1 disappears and does not carry drop shot penalties
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 - Medium	Points	120 p
Targets	10 paper, 2 popper, 2 plates, 2 no-shoot, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	14.46%

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	

4. SKIPPY SKIP BIN

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CoF	Comstock - Long	Points	160 p
Targets	13 paper, 4 popper, 2 plates, 4 no-shoot, Total 19 targets	Min rounds	32
Firearm	Handgun	Match-%	19.28%

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	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 - Medium	Points	80 p
Targets	8 paper, 8 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	9.64%

Procedure	On the audible start signal engage targets
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	

6. GEARBOX CONNEXION

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CoF	Comstock - Medium	Points	80 p
Targets	6 paper, 2 popper, 2 plates, Total 10 targets	Min rounds	16
Firearm	Handgun	Match-%	9.64%

Procedure	On the audible start signal engage targets.
Starting position	Shooter starts 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 - Medium	Points	110 p
Targets	9 paper, 1 popper, 3 plates, Total 13 targets	Min rounds	22
Firearm	Handgun	Match-%	13.25%

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	unloaded
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 - Long	Points	160 p
Targets	14 paper, 4 popper, 3 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	19.28%

Procedure	On the audible start signal engage targets. P1 Activates S1which 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	