

2. Spartan Arms

No image

| | | | |
|---------|--|------------|-------|
| CoF | Comstock - Short | Points | 50 p |
| Targets | 2 paper, 6 popper, 1 no-shoot, Total 8 targets | Min rounds | 10 |
| Firearm | Handgun | Match-% | 6.29% |

| | |
|-------------------------|--|
| Procedure | On 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 | |

3. Zinia Internet

No image

| | | | |
|---------|--|------------|--------|
| CoF | Comstock - Long | Points | 160 p |
| Targets | 14 paper, 1 disappearing/bonus, 2 popper, 4 no-shoot, Total 17 targets | Min rounds | 30 |
| Firearm | Handgun | Match-% | 20.13% |

| | |
|-------------------------|--|
| Procedure | On the audible start signal engage targets. P1 Activates S1 which remains visible. P2 activates flipper F2 which is disappearing 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 | |

4. The Canes

No image

| | | | |
|---------|---|------------|--------|
| CoF | Comstock - Medium | Points | 110 p |
| Targets | 9 paper, 1 popper, 3 plates, 2 no-shoot, Total 13 targets | Min rounds | 22 |
| Firearm | Handgun | Match-% | 13.84% |

| | |
|-------------------------|--|
| Procedure | On the audible start signal engage targets. P1 Activates S1 which remains visible. |
| Starting position | Shooter starts anywhere in the designated area. Gun unloaded and holstered |
| 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

No image

| | | | |
|---------|---|------------|--------|
| CoF | Comstock - Medium | Points | 100 p |
| Targets | 8 paper, 3 popper, 1 plates, 1 no-shoot, Total 12 targets | Min rounds | 20 |
| Firearm | Handgun | Match-% | 12.58% |

| | |
|-------------------------|--|
| 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 | |

6. RMS

No image

| | | | |
|---------|-------------------------------------|------------|--------|
| CoF | Comstock - Medium | Points | 95 p |
| Targets | 9 paper, 1 popper, Total 10 targets | Min rounds | 19 |
| Firearm | Handgun | Match-% | 11.95% |

| | |
|-------------------------|---|
| Procedure | On the audible start signal engage targets. P1 activates mover B1 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 | |

7. Century 21st East Rand

No image

| | | | |
|---------|--|------------|--------|
| CoF | Comstock - Medium | Points | 120 p |
| Targets | 10 paper, 2 popper, 2 plates, 4 no-shoot, Total 14 targets | Min rounds | 24 |
| Firearm | Handgun | Match-% | 15.09% |

| | |
|-------------------------|--|
| Procedure | On the audible start signal engage targets. P1 Activates mover B1 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

No image

| | | | |
|---------|--|------------|--------|
| CoF | Comstock - Long | Points | 160 p |
| Targets | 14 paper, 1 popper, 3 plates, 4 no-shoot, Total 18 targets | Min rounds | 32 |
| Firearm | Handgun | Match-% | 20.13% |

| | |
|-------------------------|---|
| Procedure | On the audible start signal engage targets. P1 activates D1 which remains partially 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 | |