

## 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

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

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

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

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

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