

1. DAMPCON

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CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	7.14%

Procedure	On audible signal engage targets. P1 activates swinger S1 which remains visible. Barricades extend to infinity. No shooting underneath
Starting position	PISTOL: Shooter starts anywhere in the demarcated area. Shooter starts anywhere in the demarcated area. Firearm option 1
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. DVC TECHNOLOGIES

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CoF	Comstock - Short	Points	50 p
Targets	1 paper, 6 popper, 2 plates, Total 9 targets	Min rounds	10
Firearm	Handgun	Match-%	5.95%

Procedure	On the audible start signal engage targets. P1 activates S1 which remains visible Barricades extend to infinity. No shooting underneath
Starting position	Hand gun: Competitor starts anywhere in the designated area. PCC: Competitor 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	

3. ZINIA INTERNET

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CoF	Comstock - Long	Points	150 p
Targets	12 paper, 2 popper, 4 plates, 1 no-shoot, Total 18 targets	Min rounds	30
Firearm	Handgun	Match-%	17.86%

Procedure	On the audible start signal engage targets.
Starting position	Hand gun: Competitor starts anywhere in the designated area. Competitor starts at anywhere in the designated area.
Firearm ready condition	Gun is option 2.
Start on	Loaded
Stop on	Audible signal
Penalties	Last shot
Safety angles	As per current edition of rules
Setup notes	L/R

4. SHOOTING STUFF

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CoF	Comstock - Long	Points	140 p
Targets	13 paper, 2 popper, 1 no-shoot, Total 15 targets	Min rounds	28
Firearm	Handgun	Match-%	16.67%

Procedure	On the audible start signal engage targets P1 activates D1 which remains partially visible. Barricades extend to infinity. No shooting underneath
Starting position	Hand gun: Competitor starts anywhere in the designated area. Competitor starts heels of both feet touching at X 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	100 p
Targets	7 paper, 1 disappearing/bonus, 2 popper, 2 plates, Total 12 targets	Min rounds	18
Firearm	Handgun	Match-%	11.90%

Procedure	On the audible start signal engage targets F1 activates flipper target which does not remain visible and does not carry drop shot penalties. Barricades extend to infinity. No shooting underneath
Starting position	Hand gun: Competitor starts anywhere in the designated area. AD TACTICAL PCC: Competitor starts anywhere in 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. PIZZA DEL FORNO

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CoF	Comstock - Medium	Points	95 p
Targets	8 paper, 1 popper, 2 plates, 1 no-shoot, Total 11 targets	Min rounds	19
Firearm	Handgun	Match-%	11.31%

Procedure	On the audible start signal engage targets.
Starting position	Hand gun: Competitor starts palms of both hands touching at X in the designated area. PCC: Competitor 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	

7. CENTURY 21 –JHB EAST

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CoF	Comstock - Medium	Points	115 p
Targets	10 paper, 1 popper, 2 plates, 1 no-shoot, Total 13 targets	Min rounds	23
Firearm	Handgun	Match-%	13.69%

Procedure	On the audible start signal engage targets.
Starting position	PISTOL:Pistol shooter starts anywhere in the designated area. PCC: Shooter starts anywhere in the demarcated area.
Firearm ready condition	Firearm option 1 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	130 p
Targets	11 paper, 2 popper, 2 plates, 1 no-shoot, Total 15 targets	Min rounds	26
Firearm	Handgun	Match-%	15.48%

Procedure	On audible signal, engage targets. P1 activates S1 which remains visible. The range is a 270 range on the left please note the arrows. Barricades extend to infinity. No shooting underneath
Starting position	PISTOL: Shooter starts anywhere in the demarcated area. PCC: Shooter starts anywhere in the demarcated 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	