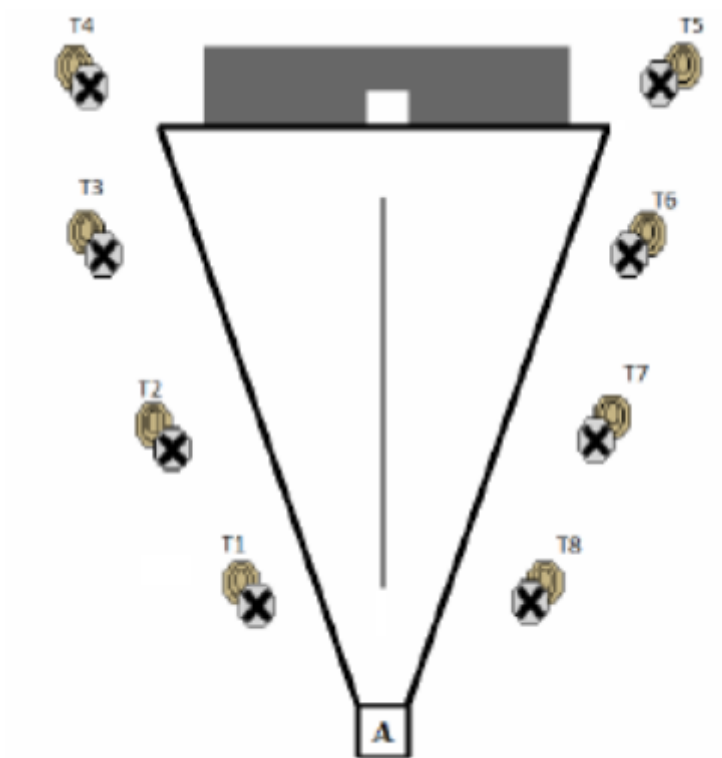
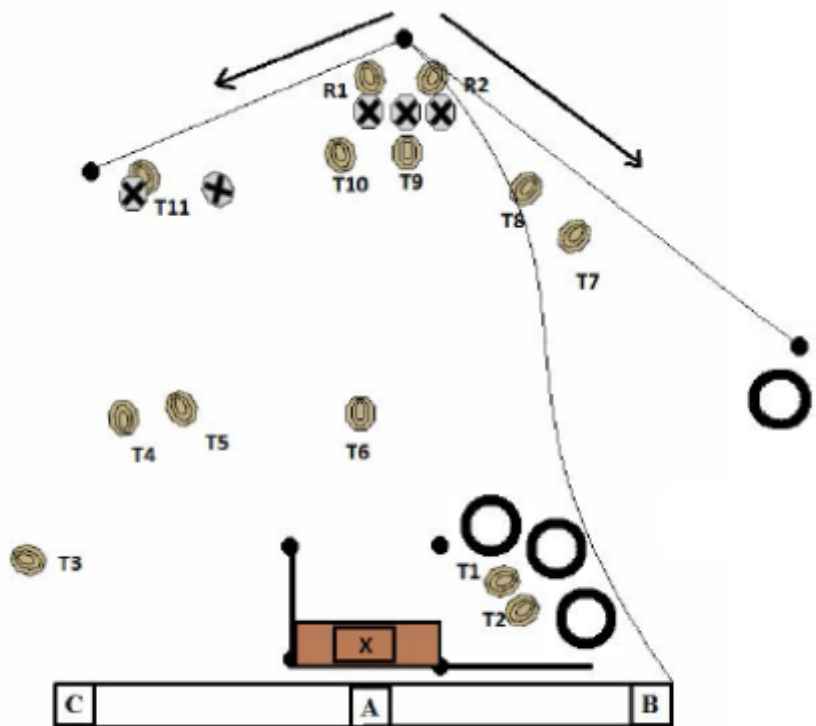


# 1. The dreaded V



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 8 no-shoot, Total 8 targets	Min rounds	16
Firearm	Rifle	Match-%	9.14%
Procedure	On audible signal engage all targets while remaining within the demarcated zone. No shooting over tyre walls, partitions and barriers allowed.		
Starting position	Starting in Box A. Rifle Condition 2, held at hip level.		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

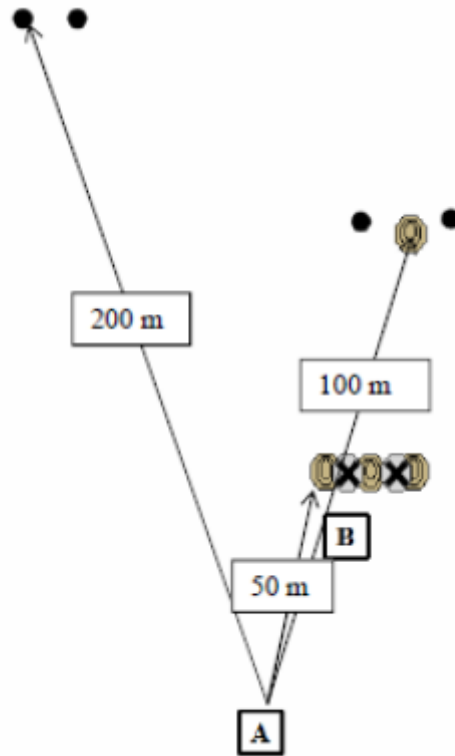
## 2. Ooh Bugger!



CoF	Comstock - Long	Points	130 p
Targets	13 paper, 5 no-shoot, Total 13 targets	Min rounds	26
Firearm	Rifle	Match-%	14.86%

Procedure	On audible signal engage all targets while remaining within the demarcated zone. Draw rope at box B will activate runners R1 and R2 simultaneously. No shooting over tyre walls, partitions and barriers allowed.		
Starting position	Starting in Box A. Rifle Condition 1, on Table in area X.		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes	Runners R1 and R2 remains visible from box C only. Draw rope activates from box B		

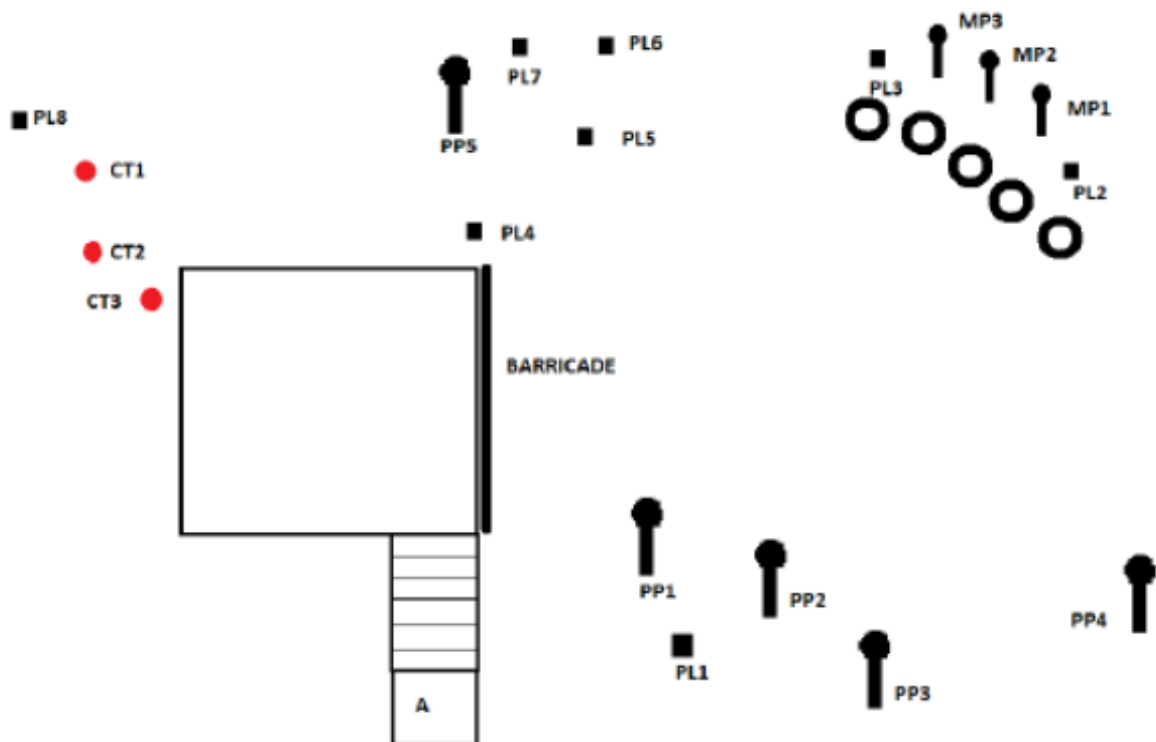
### 3. Boet! You'll need a bakkie



CoF	Comstock - Medium	Points	60 p
Targets	4 paper, 4 plates, 2 no-shoot, Total 8 targets	Min rounds	12
Firearm	Rifle	Match-%	6.86%

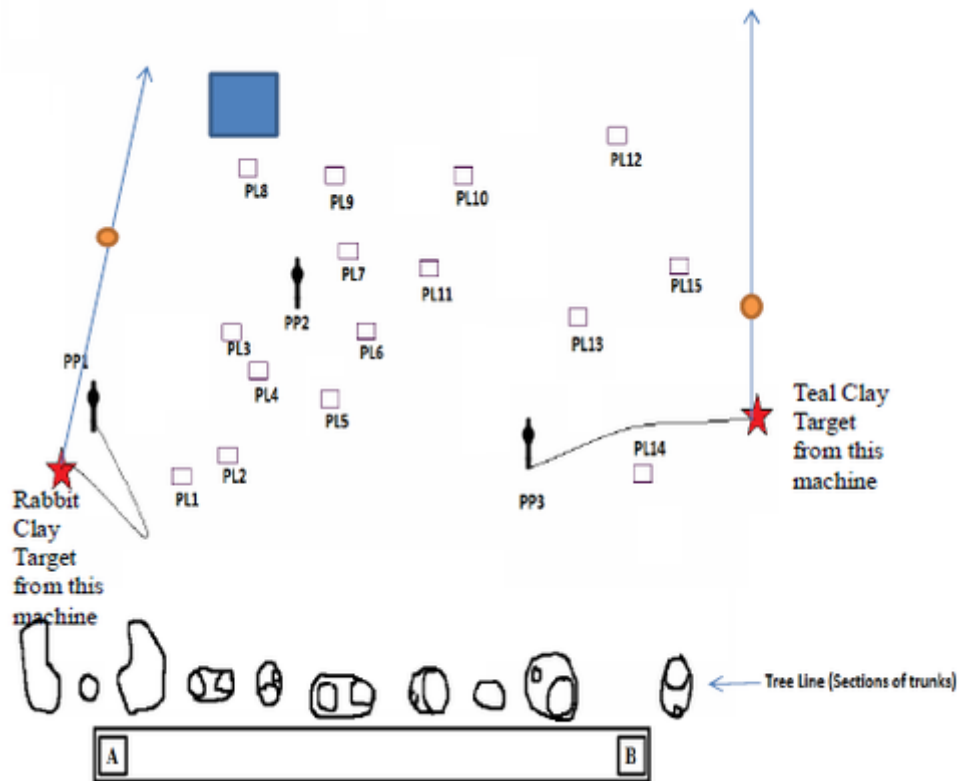
Procedure	On audible signal engage all targets while remaining within the demarcated zone. Shooter may move to Box B.
Starting position	Starting in Box A. Rifle Condition 1
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 4. Quasimodo



CoF	Comstock - Long	Points	95 p
Targets	8 popper, 8 plates, 3 frangible, Total 19 targets	Min rounds	19
Firearm	Shotgun	Match-%	10.86%
Procedure	On audible signal engage all targets while remaining within the demarcated zone. No shooting over tyre walls, partitions and barriers allowed.		
Starting position	Starting in Box A. Shotgun Condition 1		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

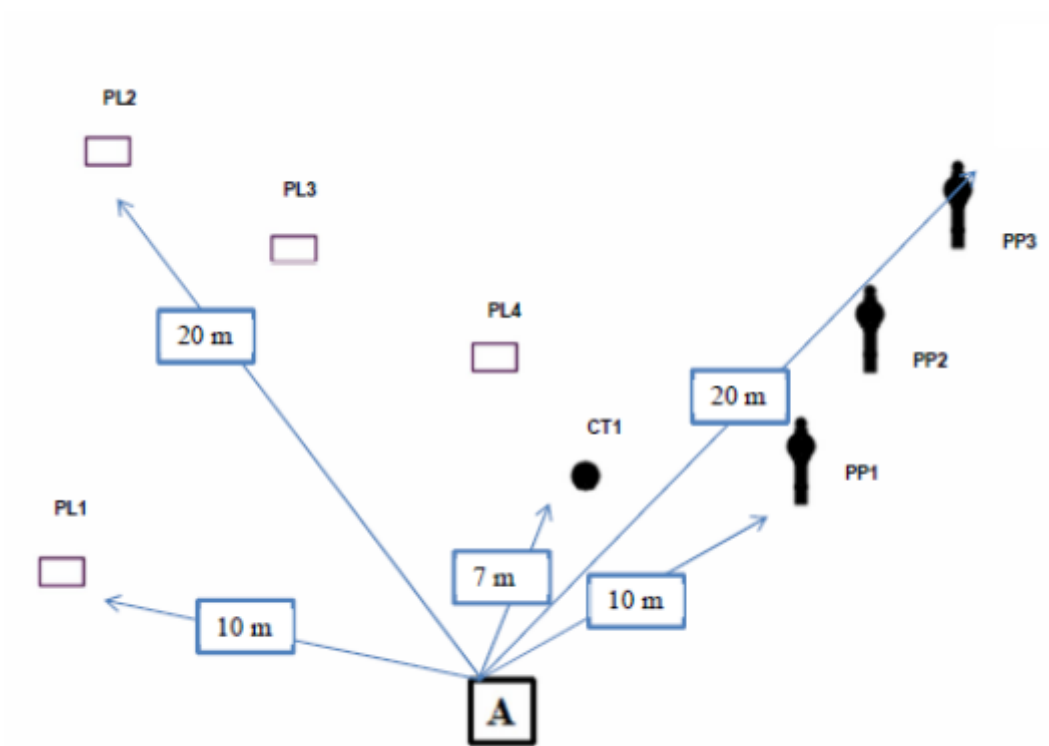
## 5. Robin Hood



CoF	Comstock - Long	Points	100 p
Targets	3 popper, 15 plates, 2 frangible, Total 20 targets	Min rounds	20
Firearm	Shotgun	Match-%	11.43%

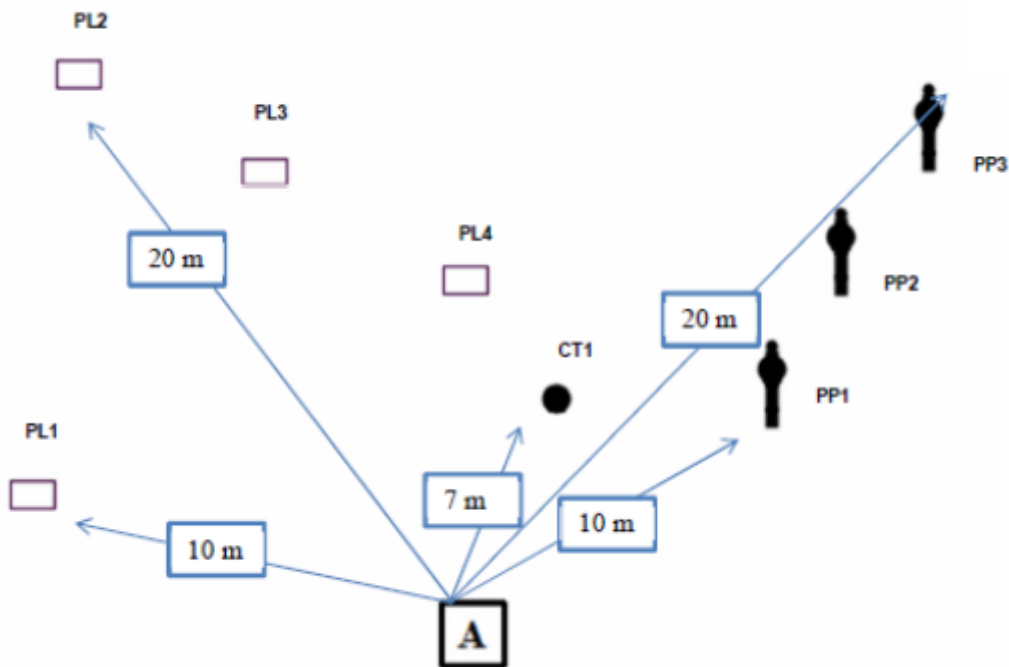
Procedure	On audible signal engage all targets while remaining within the demarcated zone. No shooting over tyre walls, partitions and barriers allowed. Clay Target 1 (Rabbit) is triggered by PP1. Clay Target 2 (Teal) is triggered by PP2. Both Clay Targets disappear and carry no drop shots		
Starting position	In Box A or B. Shotgun Condition 1 on hip.		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

## 6. Greased Lightning



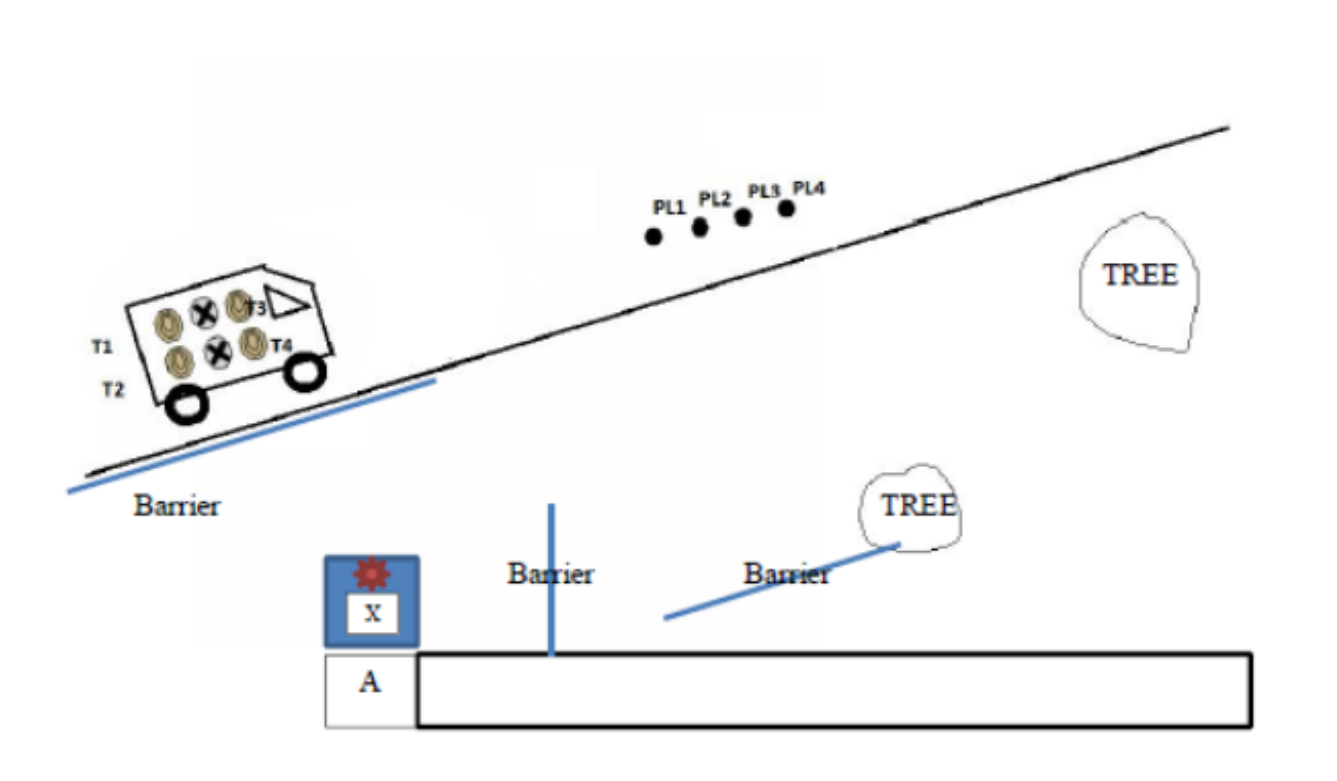
CoF	Comstock - Short	Points	40 p
Targets	3 popper, 4 plates, 1 frangible, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	4.57%
Procedure	On audible signal engage all targets while remaining within the demarcated zone. No shooting over tyre walls, partitions and barriers allowed.		
Starting position	Starting in Box A. Shotgun Condition 1 on hip.		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

# 7. The Other Lightning



CoF	Comstock - Short	Points	40 p
Targets	3 popper, 4 plates, 1 frangible, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	4.57%
Procedure			
Starting position	Gun loaded & holstered		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

**8. Beep-Beep now you bastard!**

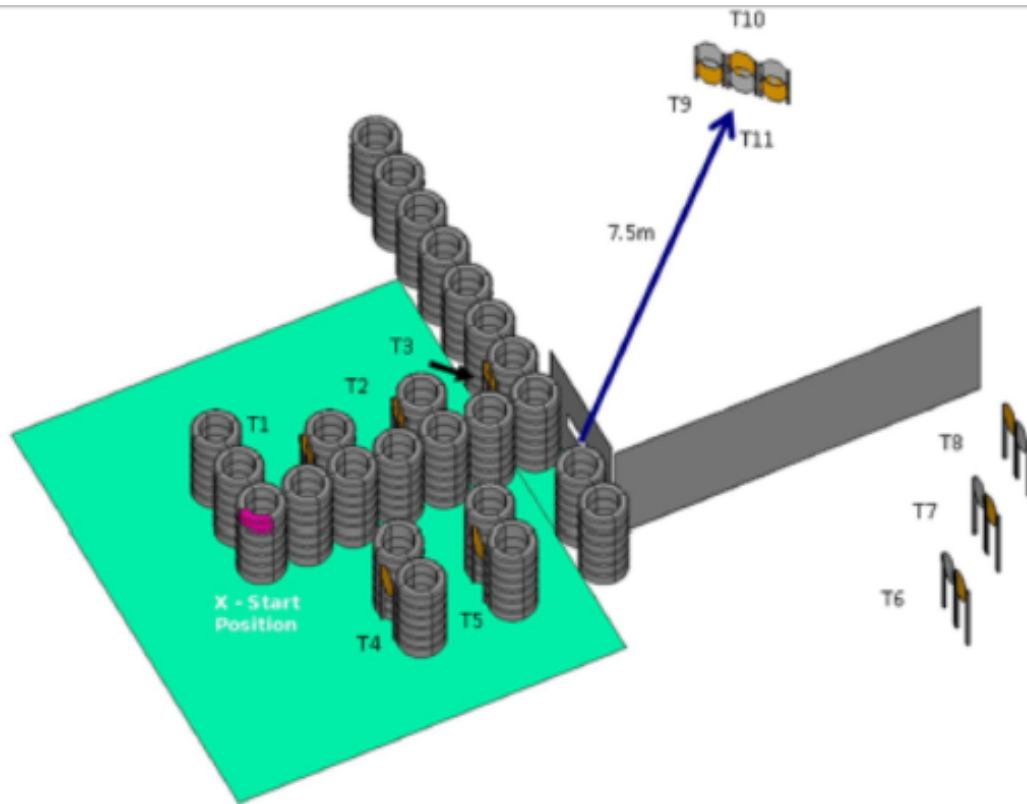


CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 plates, 2 no-shoot, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	6.86%

Procedure	On audible signal Press button on table to activate Taxi Runner. Engage all targets while remaining within the demarcated zone. No shooting over tyre walls, partitions and barriers allowed. T1-T4 stay visible and carry no drop shot penalties
Starting position	Starting in Box A. Handgun Condition 3, all magazines on belt Handgun on demarcated area on table.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	



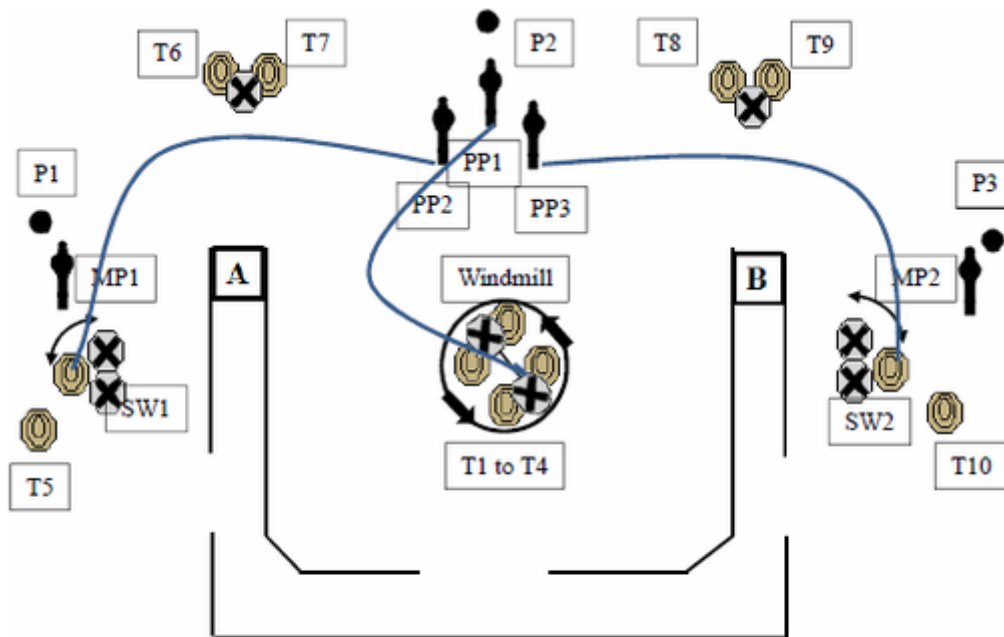
## 9. Round and round



CoF	Comstock - Medium	Points	110 p
Targets	11 paper, 6 no-shoot, Total 11 targets	Min rounds	22
Firearm	Handgun	Match-%	12.57%

Procedure	On audible signal engage all targets while remaining within the demarcated zone. No shooting over tyre walls, partitions and barriers allowed. T9, T10 and T11 to be engaged through the aperture
Starting position	At region marked with X, both hands flat on the tyre marked with Magenta. Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 10. Of all the things I lost ...



CoF	Comstock - Long	Points	160 p
Targets	12 paper, 5 popper, 3 plates, 8 no-shoot, Total 20 targets	Min rounds	32
Firearm	Handgun	Match-%	18.29%

Procedure	On audible signal engage all targets while remaining within the demarcated zone. No shooting over tyre walls, partitions and barriers allowed.
Starting position	Box A or B, hands at side. Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	