

# 1. ULTIMATE SOLAR

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CoF	Comstock - Short	Points	60 p
Targets	3 paper, 2 popper, 4 plates, Total 9 targets	Min rounds	12
Firearm	Handgun	Match-%	7.19%

Procedure	On the audible start signal engage targets. P1 or P2 activates S1 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	

## 2. SPARTAN ARMS

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CoF	Comstock - Short	Points	60 p
Targets	4 paper, 1 disappearing/bonus, 1 popper, 1 plates, Total 7 targets	Min rounds	10
Firearm	Handgun	Match-%	7.19%

Procedure	On the audible start signal engage targets. P1 Activates F1 which moves instantly and does not remain visible.
Starting position	Shooter starts anywhere in the designated area
Firearm ready condition	Gun loaded & holstered
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	14 paper, 2 popper, 2 no-shoot, Total 16 targets	Min rounds	30
Firearm	Handgun	Match-%	17.96%

Procedure	On the audible start signal engage targets. P1 activates S1 which remains visible.
Starting position	Shooter starts anywhere in the designated area
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 4. SKIPPY and GEARBOX CONNEXION

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CoF	Comstock - Long	Points	155 p
Targets	14 paper, 3 popper, 10 no-shoot, Total 17 targets	Min rounds	31
Firearm	Handgun	Match-%	18.56%

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	Gun loaded & holstered
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	90 p
Targets	8 paper, 2 popper, 2 no-shoot, Total 10 targets	Min rounds	18
Firearm	Handgun	Match-%	10.78%

Procedure	On the audible start signal engage targets. P1 Activates S1 and P2 activates S2 both S1 and S2 remain visible. R1, P1 and S1 must be engaged strong hand only and L1, P2 and S2 must be engaged weak hand only.
Starting position	Shooter starts at A in the designated area with at least one foot touching A.
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	9 paper, 1 popper, 1 no-shoot, Total 10 targets	Min rounds	19
Firearm	Handgun	Match-%	11.38%

Procedure	On the audible start signal engage targets. P1 Activates mover B1 which remains visible.
Starting position	Start at anywhere in the designated area.
Firearm ready condition	Gun loaded & holstered
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	100 p
Targets	9 paper, 2 popper, 1 no-shoot, Total 11 targets	Min rounds	20
Firearm	Handgun	Match-%	11.98%

Procedure	On the audible start signal engage targets. P1 activates mover D1 and P2 activates swinger S1 both D1 and S1 remain visible.
Starting position	Shooter starts anywhere in the designated.
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	125 p
Targets	12 paper, 1 popper, 2 no-shoot, Total 13 targets	Min rounds	25
Firearm	Handgun	Match-%	14.97%

Procedure	On the audible start signal engage targets.P1 activates S1 which remains visible.
Starting position	Shooter starts anywhere in the designated area.
Firearm ready condition	Loaded and Holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	