# **1. ULTIMATE SOLAR**

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 plates, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	7.59%
Procedure	Procedure Magazine inserted, chamber empty, handgun and all mags to be used to be placed on mark area on the table with the barrel pointing down range. On the audible start signal engage targets.		
Starting position	Competitor starts seated hands on knees. Heals touching front leg	is of chair	
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. ZINA INTERNET

CoF	Comstock - Long	Points	150 p
Targets	13 paper, 4 popper, 2 no-shoot, Total 17 targets	Min rounds	30
Firearm	Handgun	Match-%	18.99%
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			

## 3. THE CANES

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	7.59%
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			

## 4. AD TACTICAL

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 1 popper, 1 plates, 1 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	7.59%
Procedure	remain visible.		
Starting position Firearm ready	Competitor start seated erect on the chair, with both hands-on kne demonstrated.	ees, with heels touch	ing the front legs of the chair as
condition	loaded		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

CoF	Comstock - Short	Points	60 p
	5 paper, 1 popper, 1 plates, Total 7 targets	Min rounds	12
Targets		iviin rounds	12
Firearm	Handgun	Match-%	7.59%
Procedure	On audible signal, engage targets. IMP1 will activate moving targe	et IT4 which remains	visible
Starting position	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			

# 6. GEARBOX CONNEXION

CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 popper, 2 no-shoot, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	20.25%
Procedure	On audible signal, engage targets. IP1 and IP2 activate moving tar	rgets IT7 and IT8 re	spectively which remain 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. SA BLOCK AFRIMAT

Comstock - Medium	Points	120 p
11 paper, 2 popper, 2 no-shoot, Total 13 targets	Min rounds	24
Handgun	Match-%	15.19%
On the audible start signal engage targets.		
Anywhere		
loaded		
Audible signal		
Last shot		
As per current edition of rules		
L/R		
	Handgun   On the audible start signal engage targets.   Anywhere   loaded   Audible signal   Last shot   As per current edition of rules	11 paper, 2 popper, 2 no-shoot, Total 13 targets Min rounds   Handgun Match-%   On the audible start signal engage targets. Since   Anywhere Ioaded   Ioaded Ioaded   Audible signal Ioaded   Last shot Ioades   As per current edition of rules Ioades

#### 8. 480 BC SUPPLIES

CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 1 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	15.19%
Procedure	Procedure On audible signal, engage targets. IP1 will activate Moving target IT4 which remain visible.		
Starting position	Competitor start standing with Both heels touching at A-A. Magazi	ne inserted, chambe	er empty and holstered
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			