

## 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

No image

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

No image

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

No image

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

No image

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

No image

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	