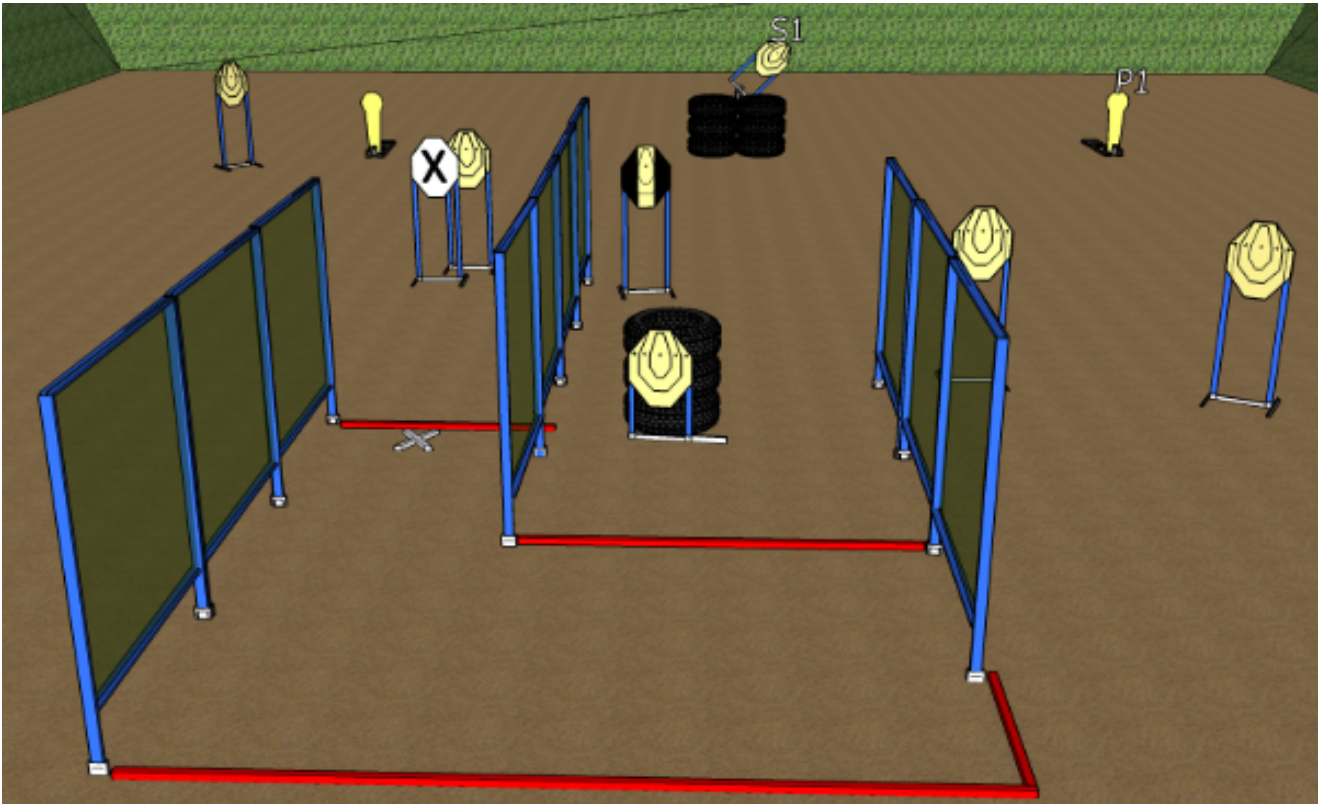


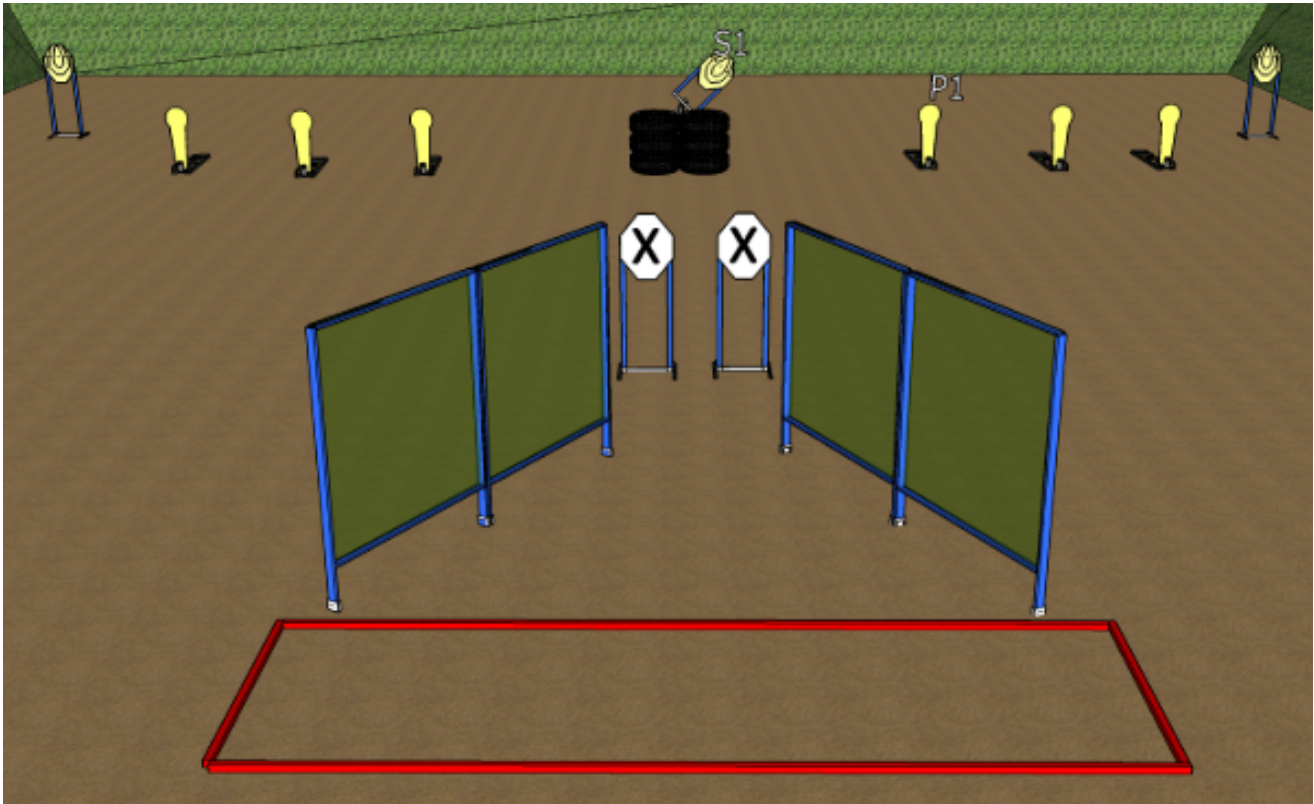
1. ULTIMATE SOLAR



CoF	Comstock - Medium	Points	80 p
Targets	7 paper, 2 popper, 1 no-shoot, Total 9 targets	Min rounds	16
Firearm	Handgun	Match-%	9.09%

Procedure	On audible signal engage targets.
Starting position	PCC: Competitor start standing at X. Hand Gun: 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	

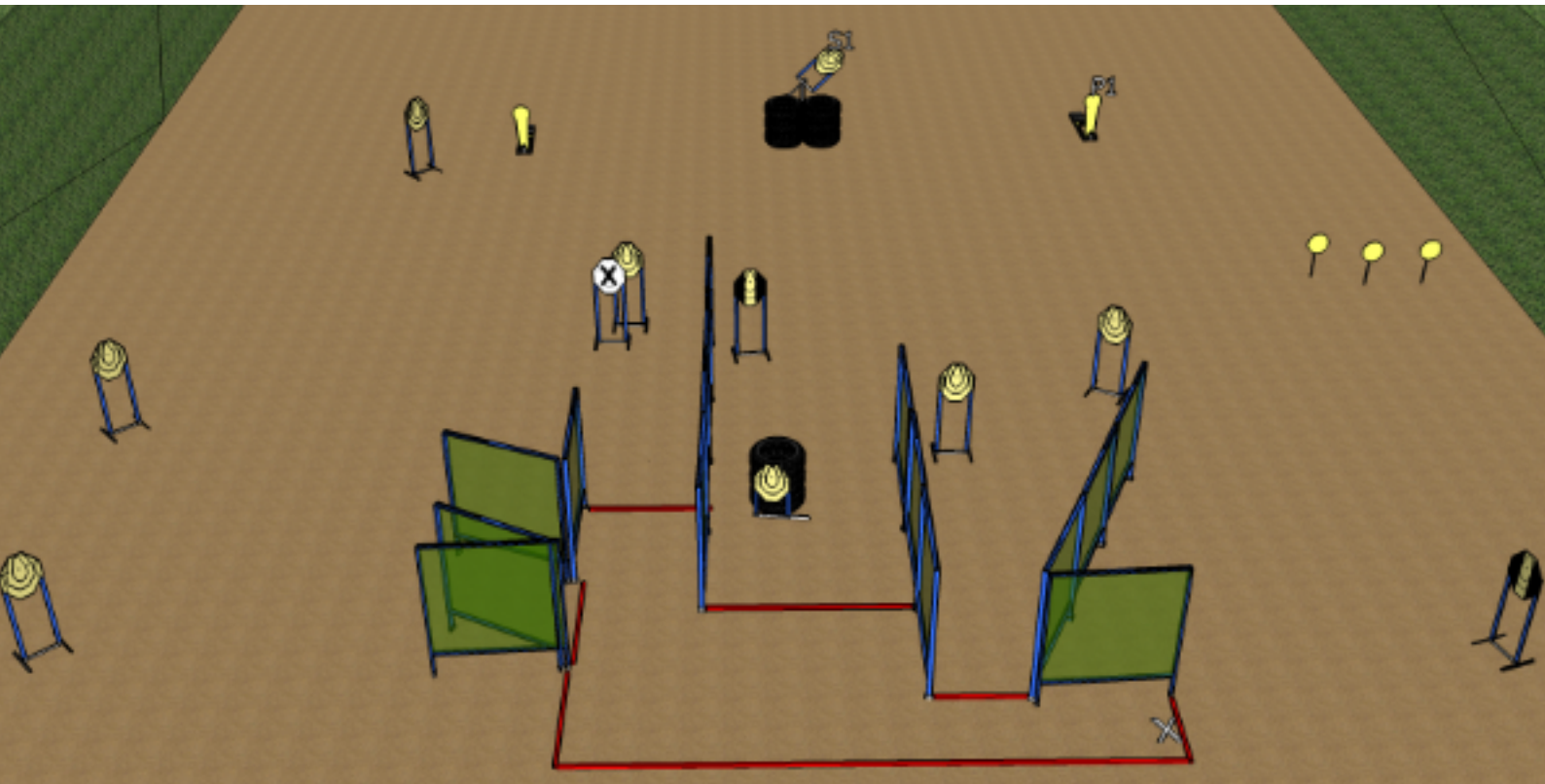
2. SPARTAN ARMS INTERNATIONAL



CoF	Comstock - Short	Points	60 p
Targets	3 paper, 6 popper, 2 no-shoot, Total 9 targets	Min rounds	12
Firearm	Handgun	Match-%	6.82%

Procedure	On the audible start signal engage targets
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	

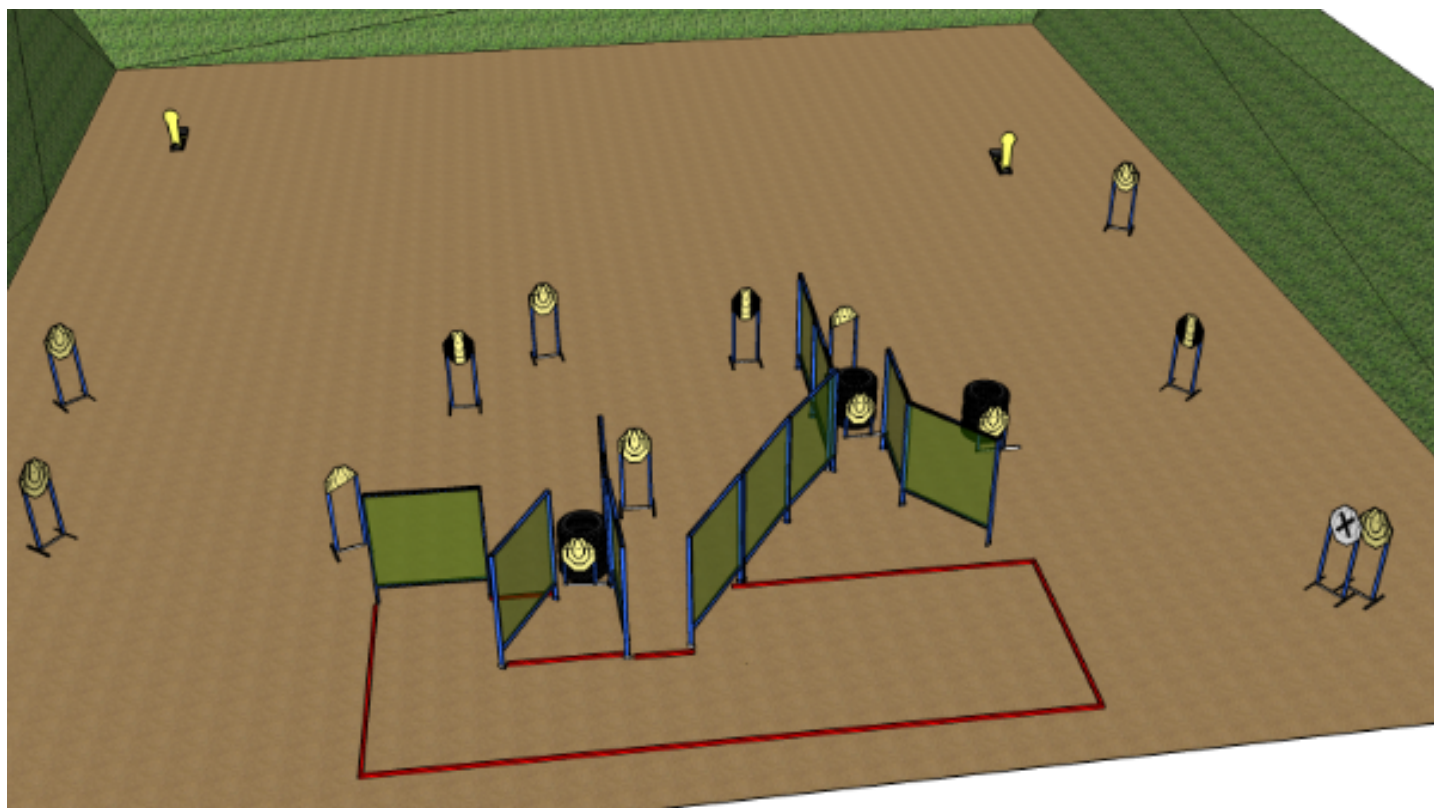
3. ZINIA INTERNET



CoF	Comstock - Long	Points	125 p
Targets	10 paper, 2 popper, 3 plates, 1 no-shoot, Total 15 targets	Min rounds	25
Firearm	Handgun	Match-%	14.20%

Procedure	On the audible start signal engage targets.
Starting position	Hand gun: Competitor starts at x toes of one foot touching. PCC: Competitor starts 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	

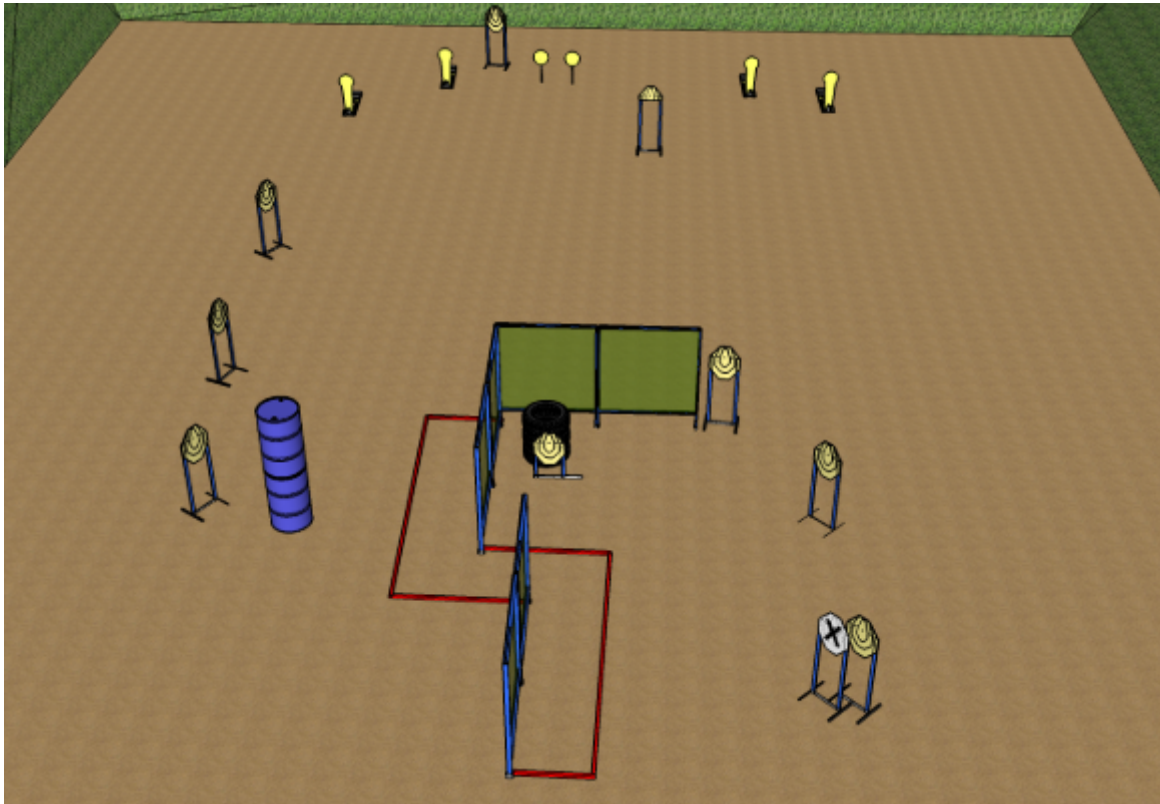
4. THE CANES



CoF	Comstock - Long	Points	150 p
Targets	14 paper, 2 popper, 1 no-shoot, Total 16 targets	Min rounds	30
Firearm	Handgun	Match-%	17.05%

Procedure	On the audible start signal engage targets.
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	

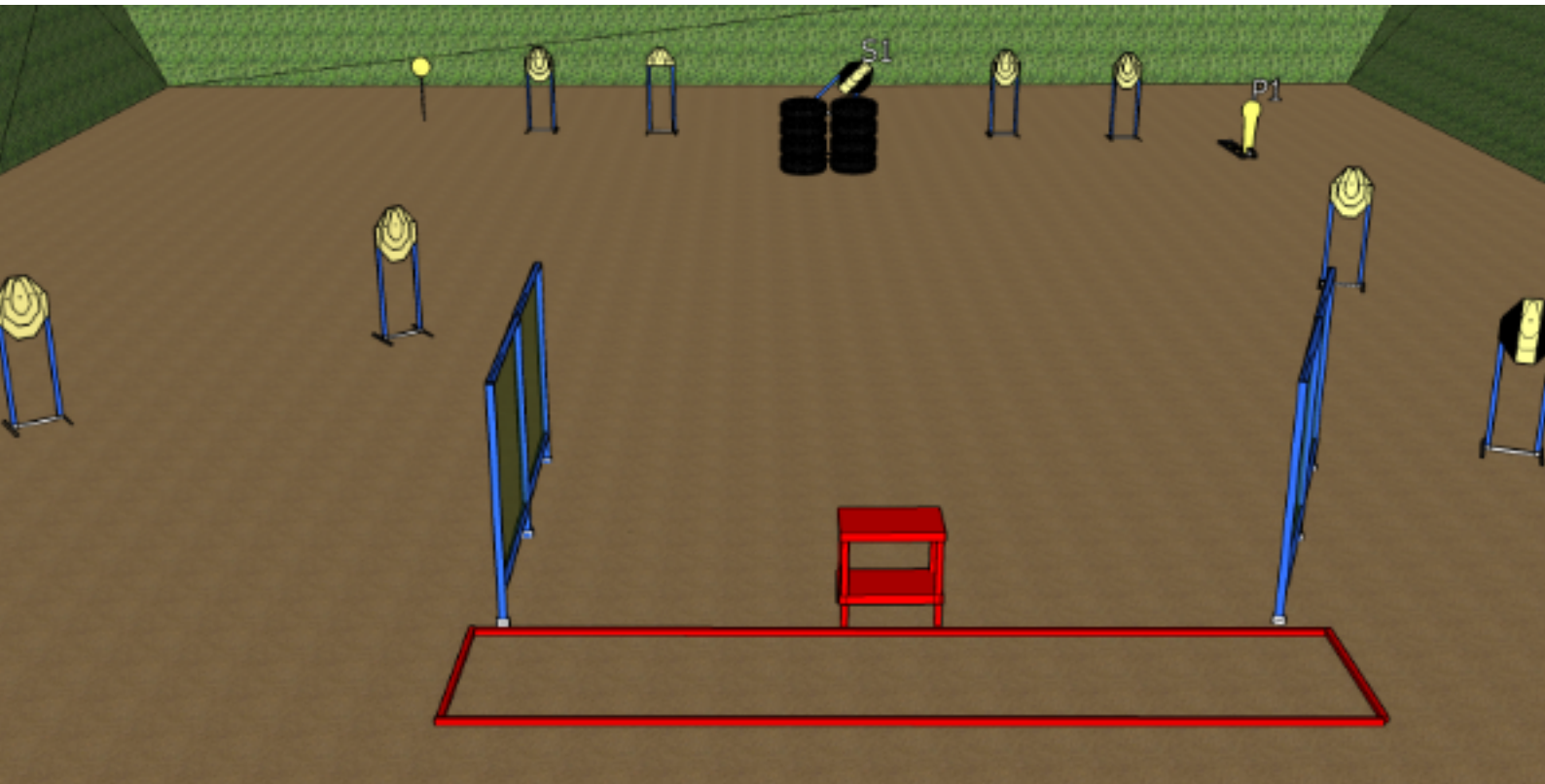
5. AD TACTICAL & 480BC SUPPLIES



CoF	Comstock - Medium	Points	120 p
Targets	9 paper, 4 popper, 2 plates, 1 no-shoot, Total 15 targets	Min rounds	24
Firearm	Handgun	Match-%	13.64%

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. PCC: Competitor start standing 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	

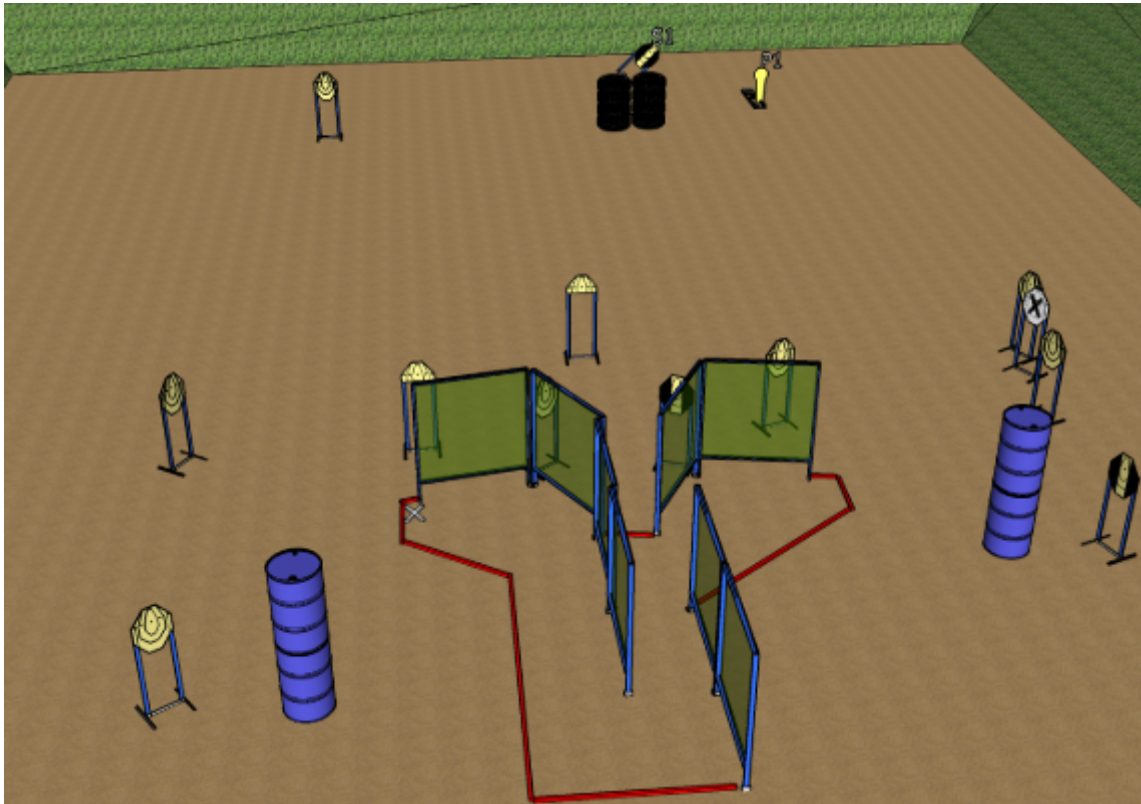
6. PIZZA DEL FORNO



CoF	Comstock - Medium	Points	100 p
Targets	9 paper, 1 popper, 1 plates, Total 11 targets	Min rounds	20
Firearm	Handgun	Match-%	11.36%

Procedure	On the audible start signal engage targets. Barricades extend to infinity. No shooting underneath
Starting position	Hand gun: Competitor starts anywhere in the designated area gun is placed flat on the table facing down range. PCC: Competitor starts at 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	

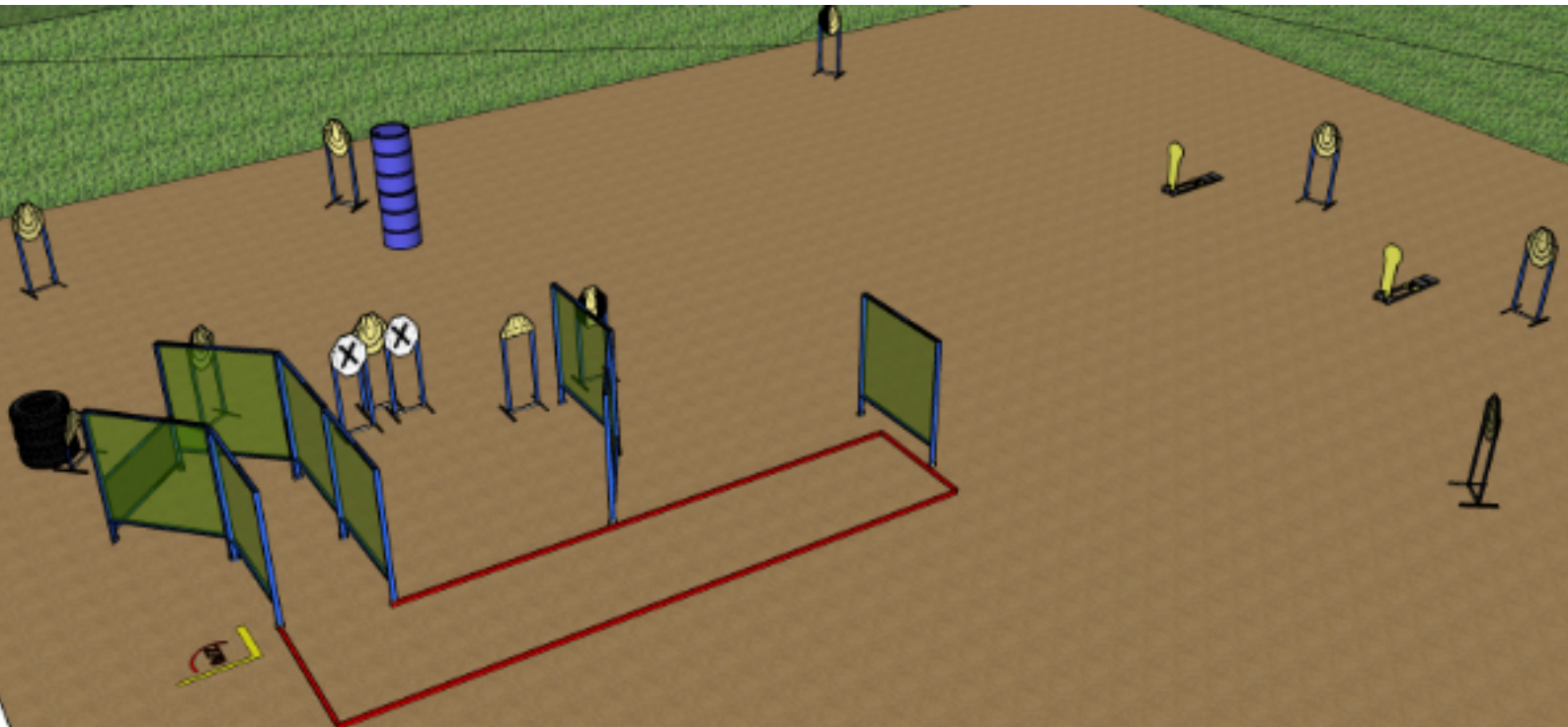
7. CENTURY 21 –JHB EAST



CoF	Comstock - Long	Points	125 p
Targets	12 paper, 1 popper, 1 no-shoot, Total 13 targets	Min rounds	25
Firearm	Handgun	Match-%	14.20%

Procedure	On the audible start signal engage targets. Barricades extend to infinity. No shooting underneath
Starting position	Hand gun: Competitor starts anywhere in the designated area. PCC: Competitor starts at X gun is option 2
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



CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 2 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	13.64%

Procedure	On audible signal, engage targets.
Starting position	Hand gun: Competitor starts anywhere. 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	