# **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 des	signated 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. PC	C: Competitor starts	anywhere in the designated
Firearm ready condition	area. 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**

0.5	Ormatical Jacob		107
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 any	/where
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 area	C: Competitor 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			

# 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 shooting underneath	remains visible. Bar	ricades extend to infinity. No
Starting position	Hand gun: Competitor starts anywhere. PCC: Competitor start star	nding anywhere in th	ne 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 in	finity. No shooting u	Inderneath
Starting position	Hand gun: Competitor starts anywhere in the designated area gun	is placed flat on the	e table facing down range. PCC:
Firearm ready	Competitor starts at anywhere		
condition			
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 in	ifinity. No shooting u	inderneath
Starting position	Hand gun: Competitor starts anywhere in the designated area. PC	C:. Competitor start	s 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 and	nywhere in the desig	nated 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			