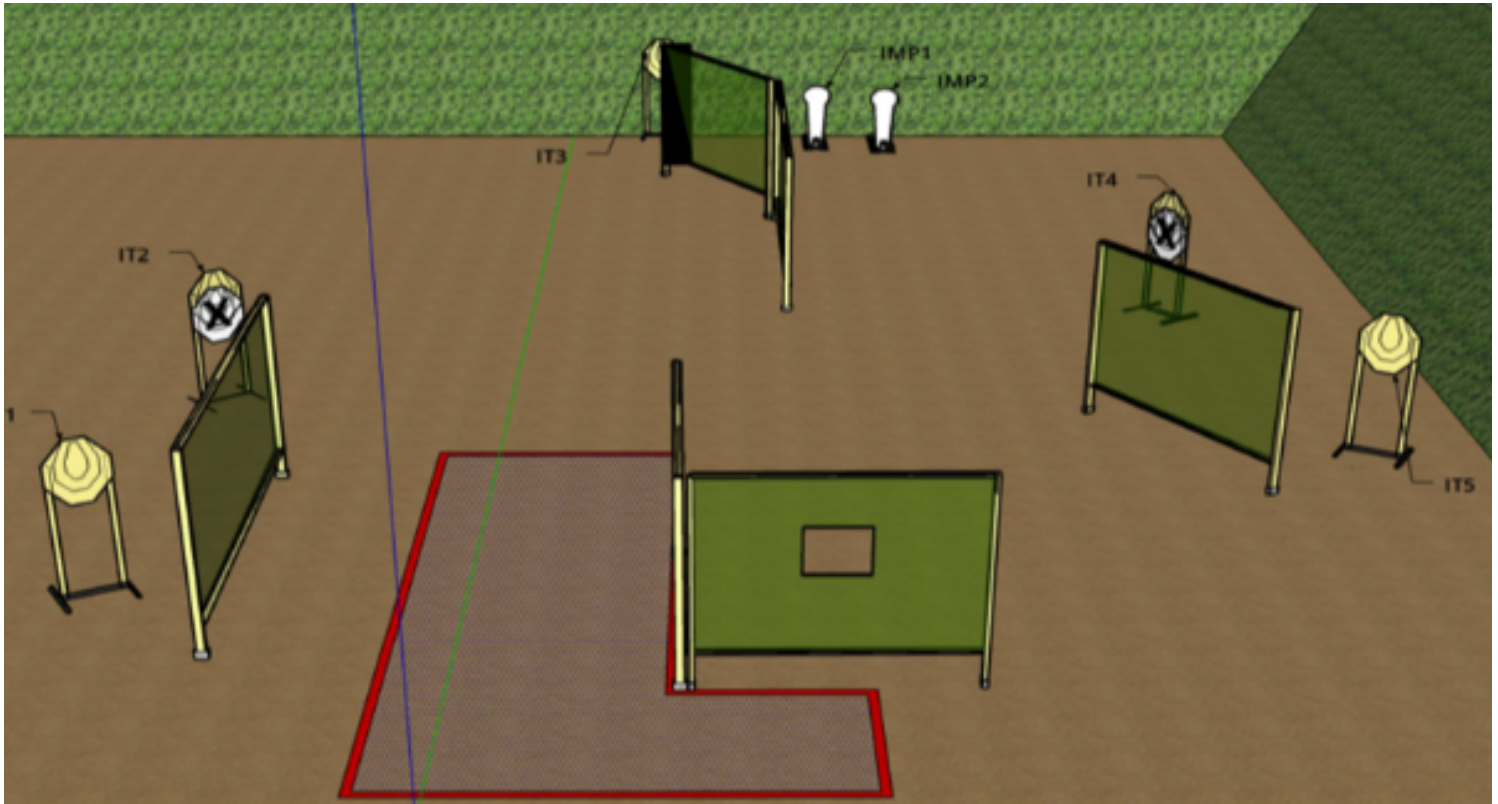


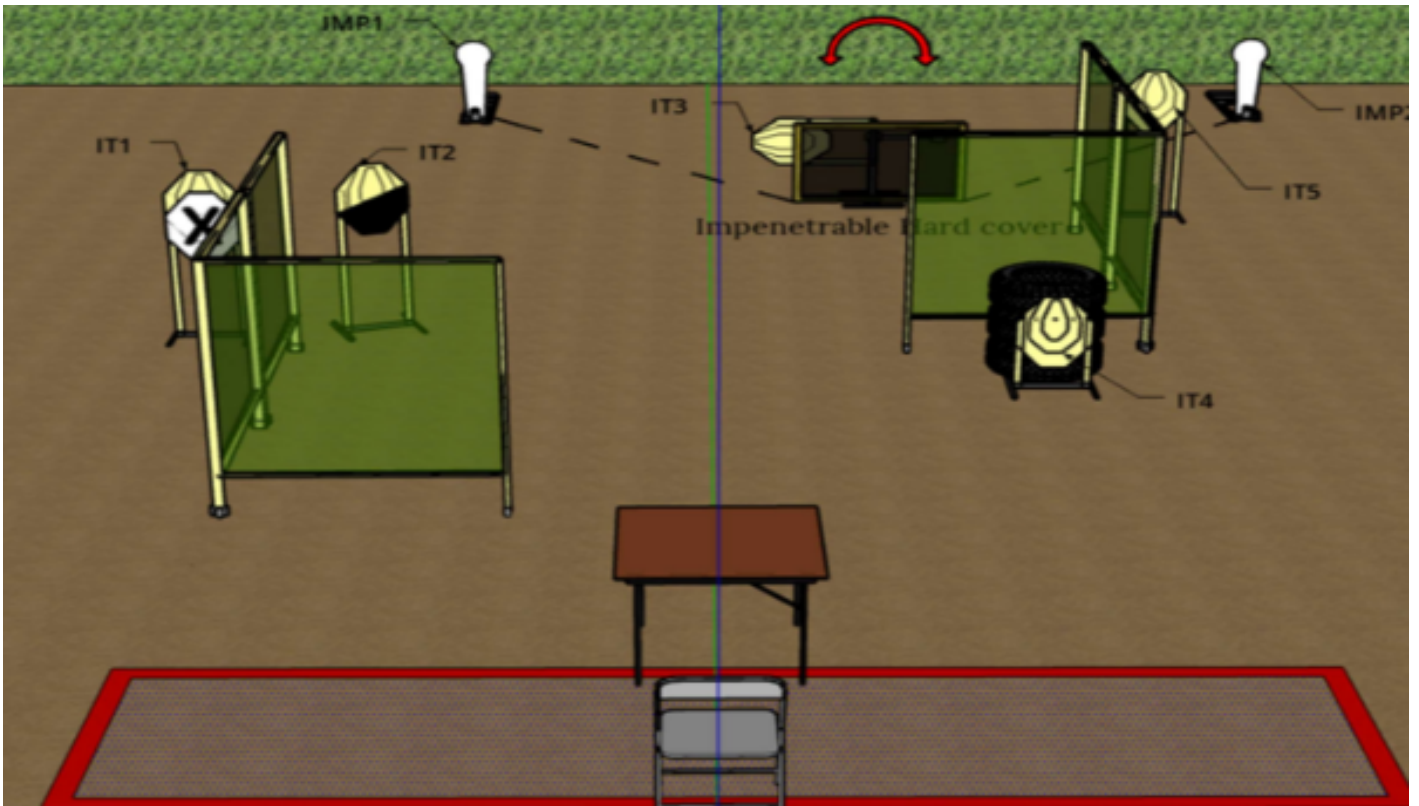
# 1. ULTIMATE SOLAR



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 2 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	6.49%

Procedure	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	

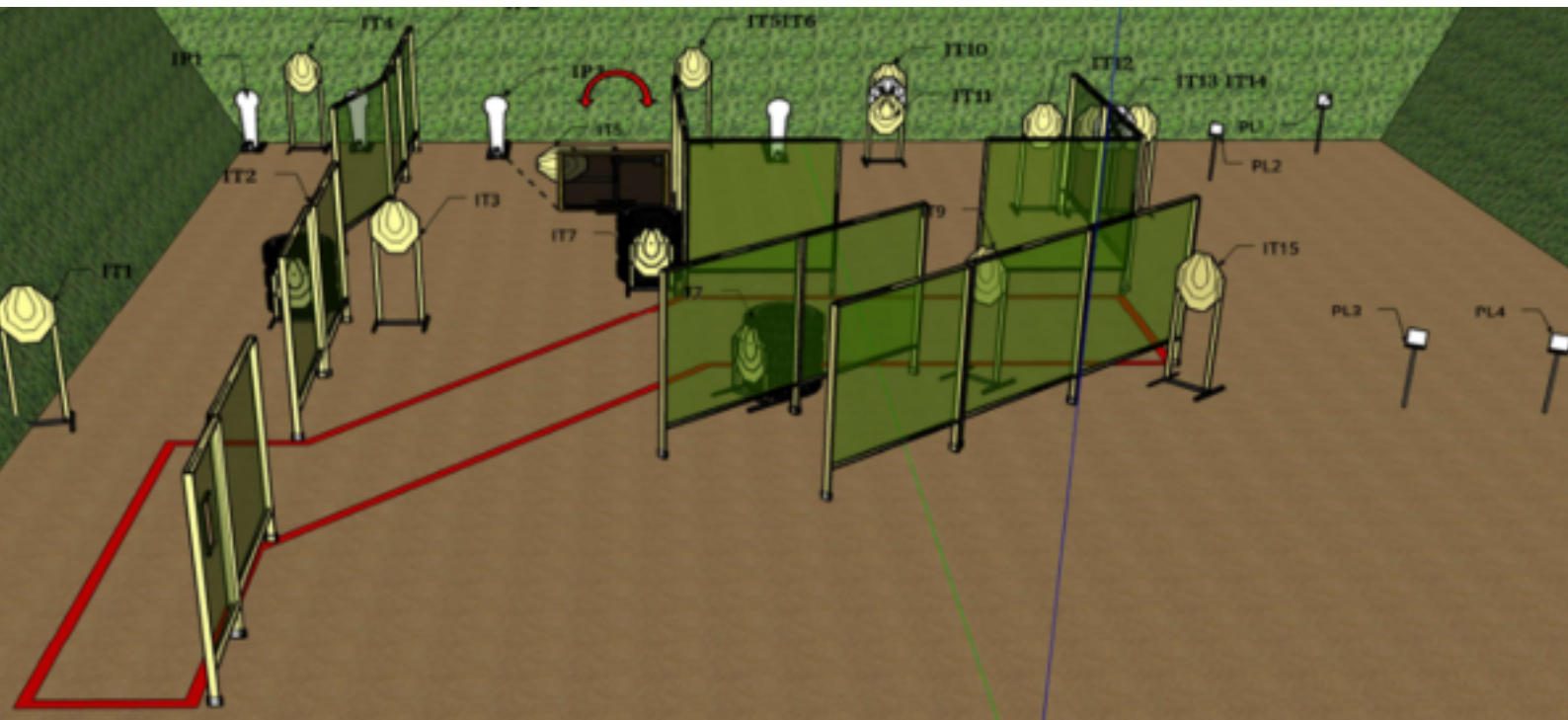
## 2. Spartan Arms



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 1 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	6.49%

Procedure	On the audible start signal engage targets. IMP1 activates the swinger which remains visible. Barricades extend to infinity. No shooting underneath
Starting position	Seated hands on knees gun on table
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	

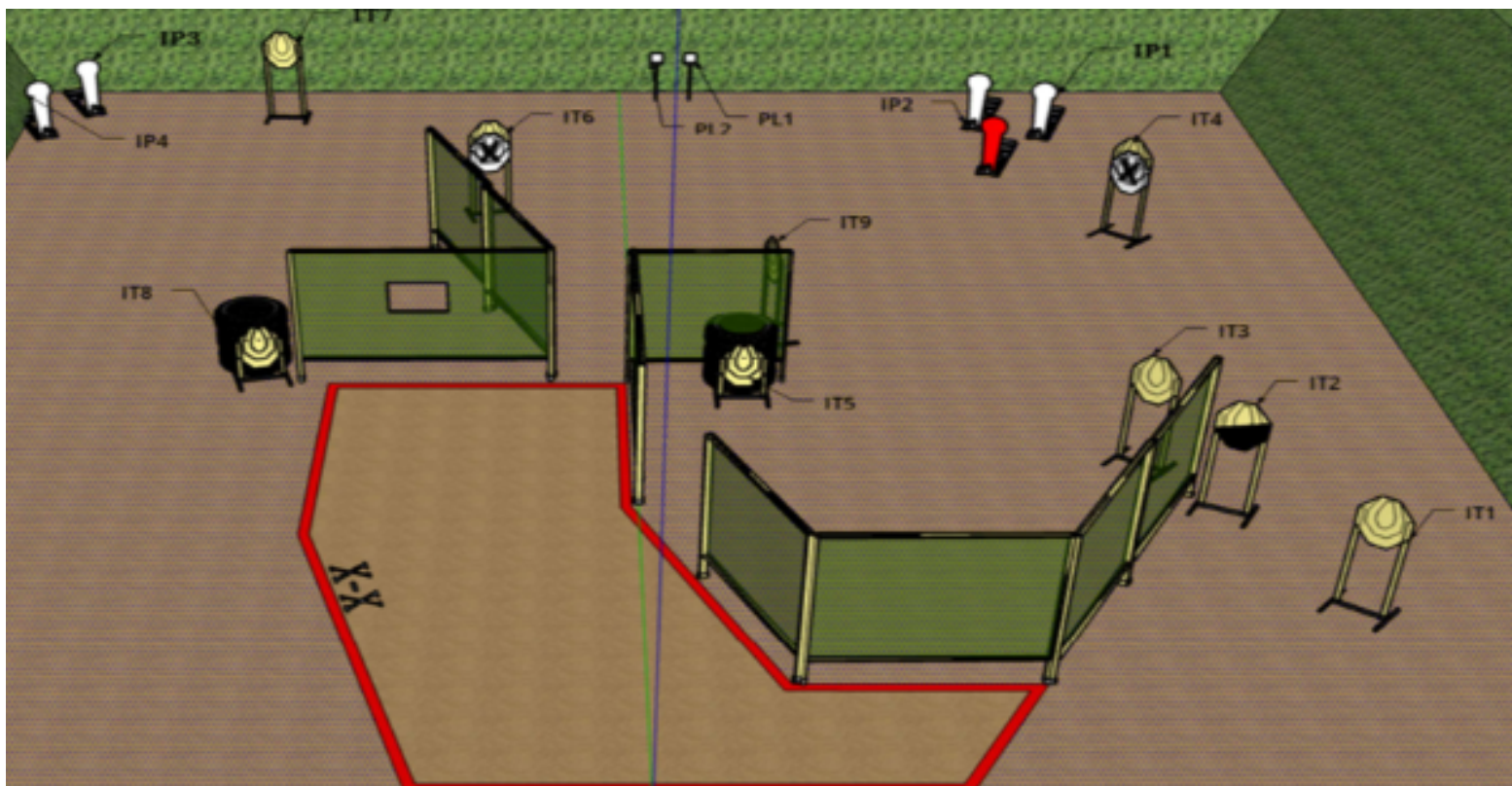
### 3. Zinia Internet



CoF	Comstock - Long	Points	190 p
Targets	15 paper, 4 popper, 4 plates, 2 no-shoot, Total 23 targets	Min rounds	38
Firearm	Handgun	Match-%	20.54%

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	

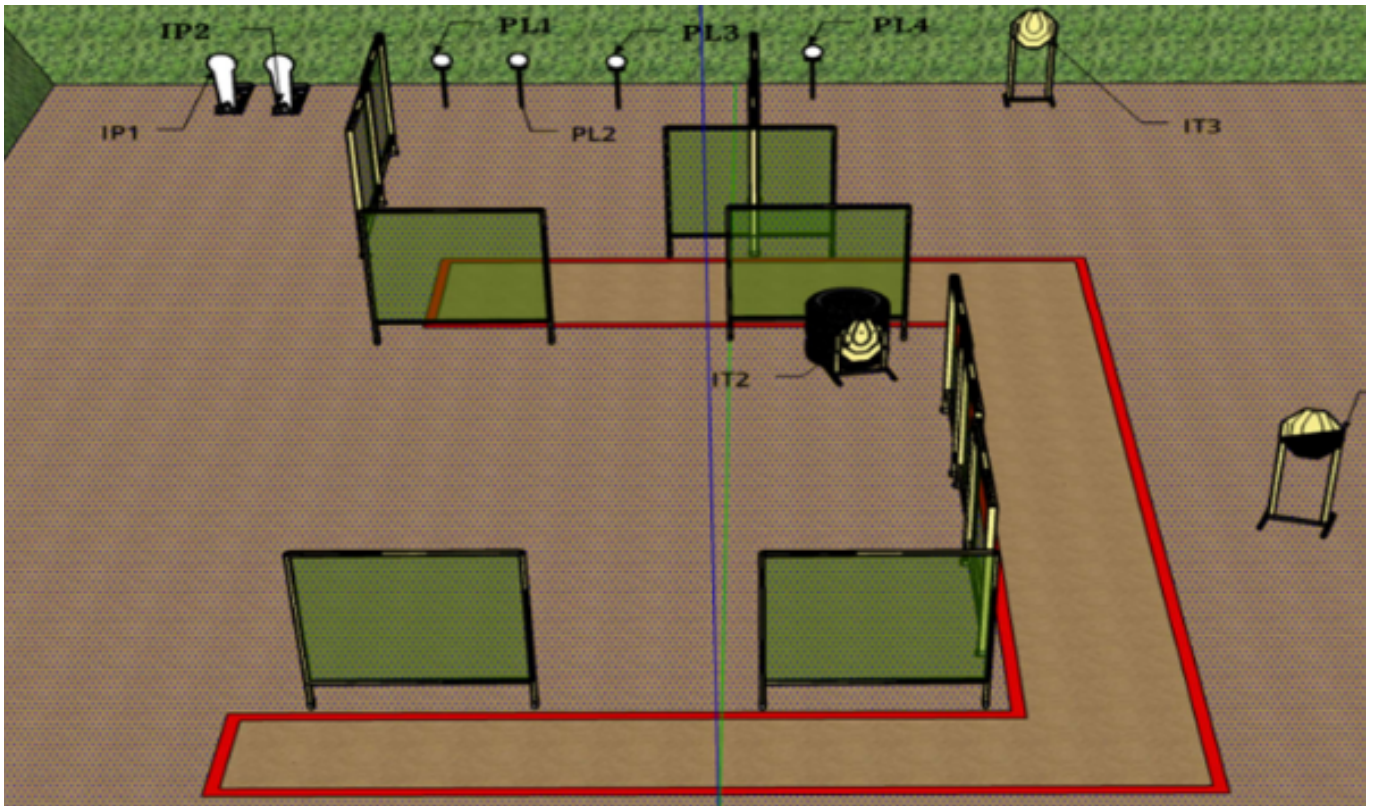
## 4. The Canes



CoF	Comstock - Medium	Points	120 p
Targets	9 paper, 4 popper, 2 plates, 2 no-shoot, Total 15 targets	Min rounds	24
Firearm	Handgun	Match-%	12.97%

Procedure	On the audible start signal engage targets.
Starting position	Shooter 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	

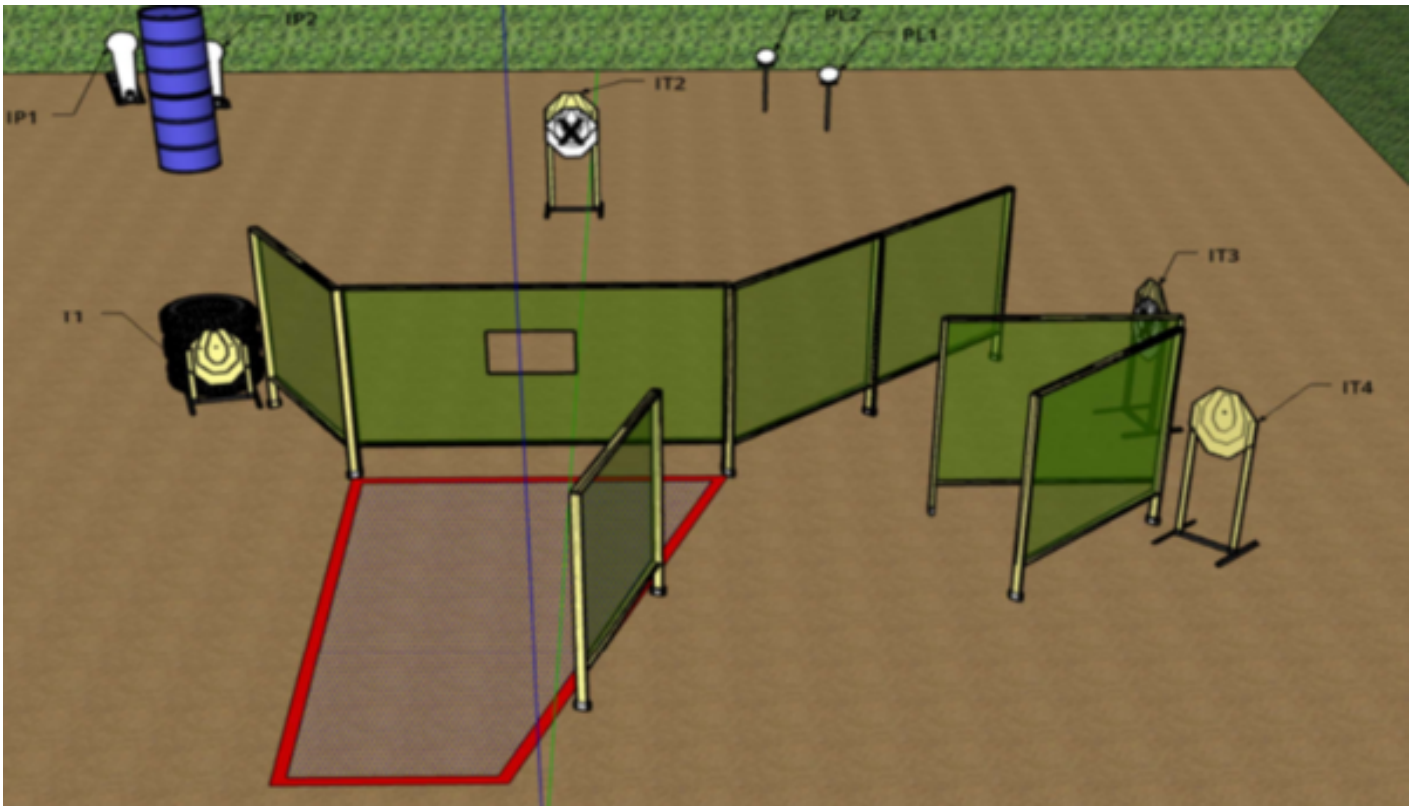
## 5. AD Tactical



CoF	Comstock - Short	Points	60 p
Targets	3 paper, 2 popper, 4 plates, Total 9 targets	Min rounds	12
Firearm	Handgun	Match-%	6.49%

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	

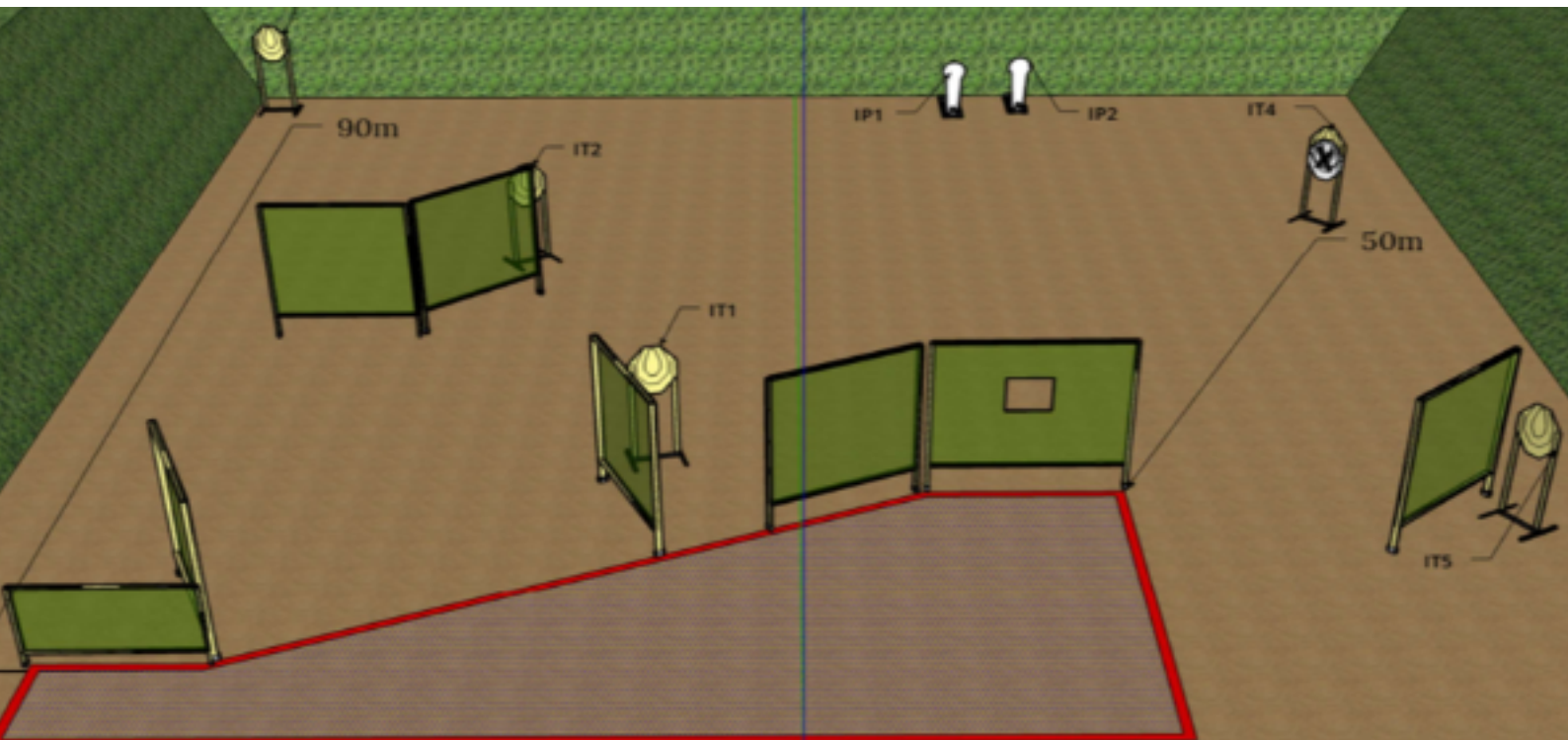
## 6. RMS



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 2 popper, 2 plates, 2 no-shoot, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	6.49%

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	

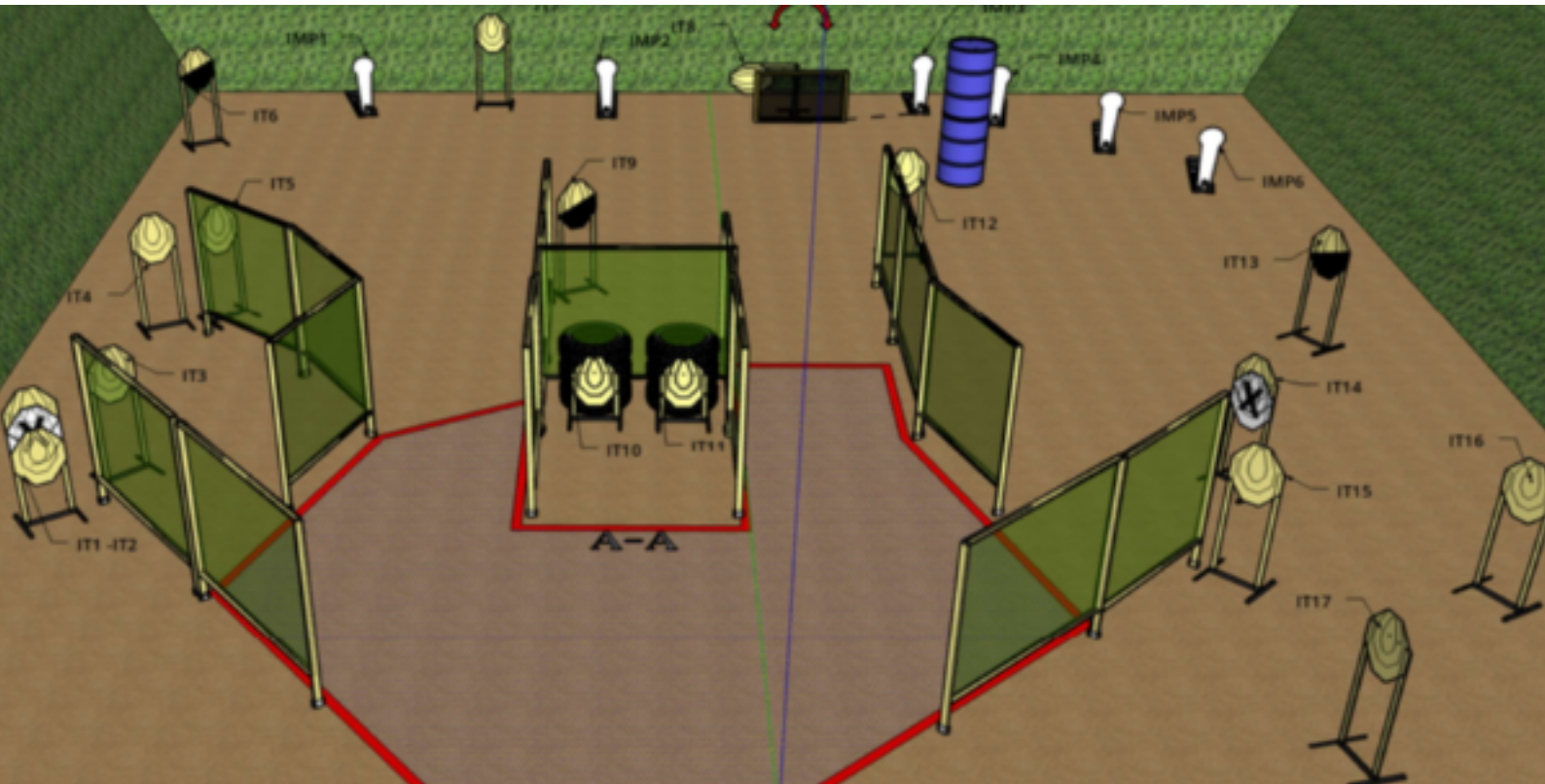
## 7. Century 21st East Rand



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 1 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	6.49%

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	

## 8. SA Block Afrimat

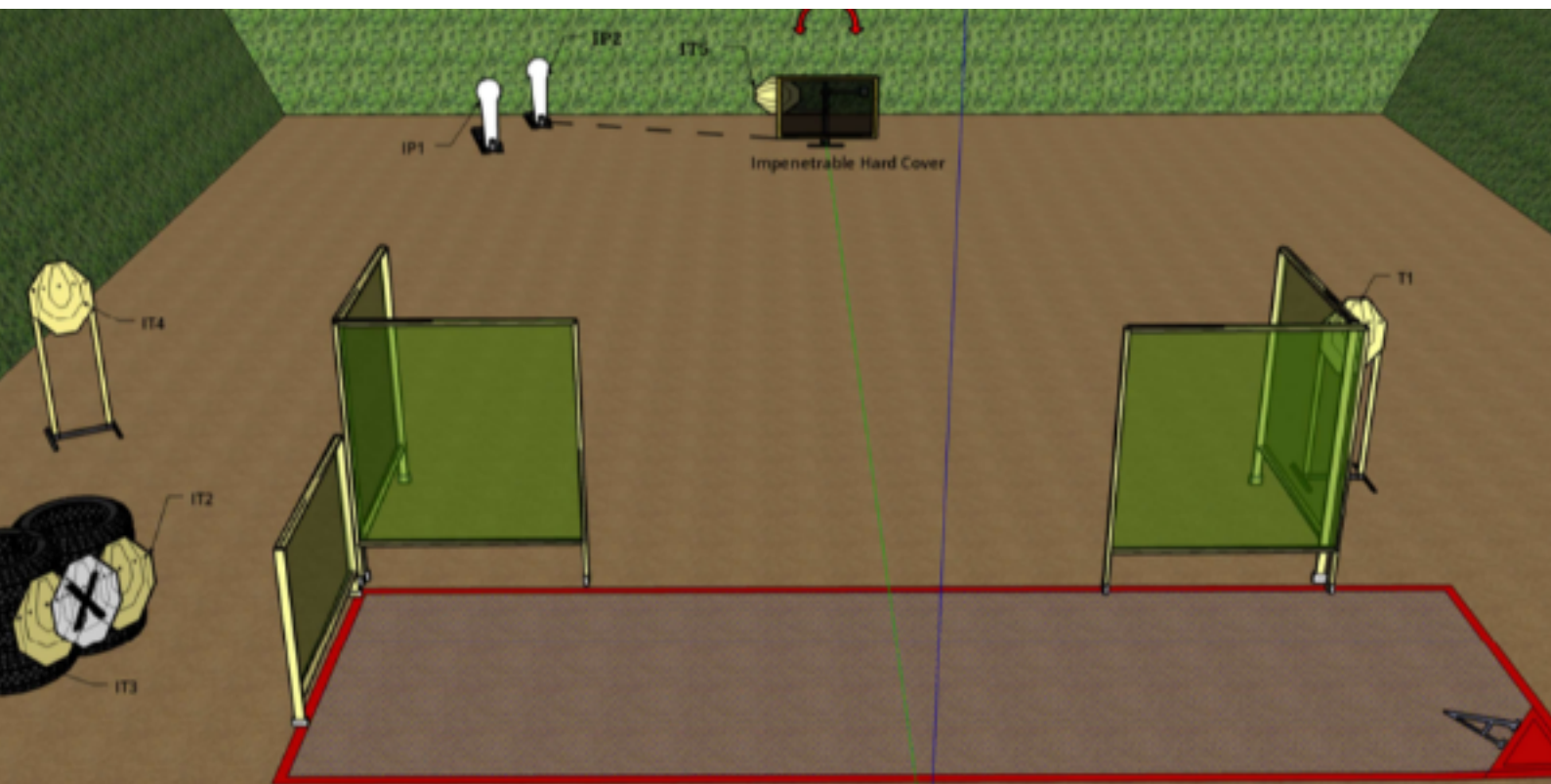


CoF	Comstock - Long	Points	200 p
Targets	17 paper, 6 popper, 2 no-shoot, Total 23 targets	Min rounds	40
Firearm	Handgun	Match-%	21.62%

Procedure	On audible signal, engage targets. IMP2 activates the swinger which remains visible Barricades extend to infinity. No shooting underneath
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	



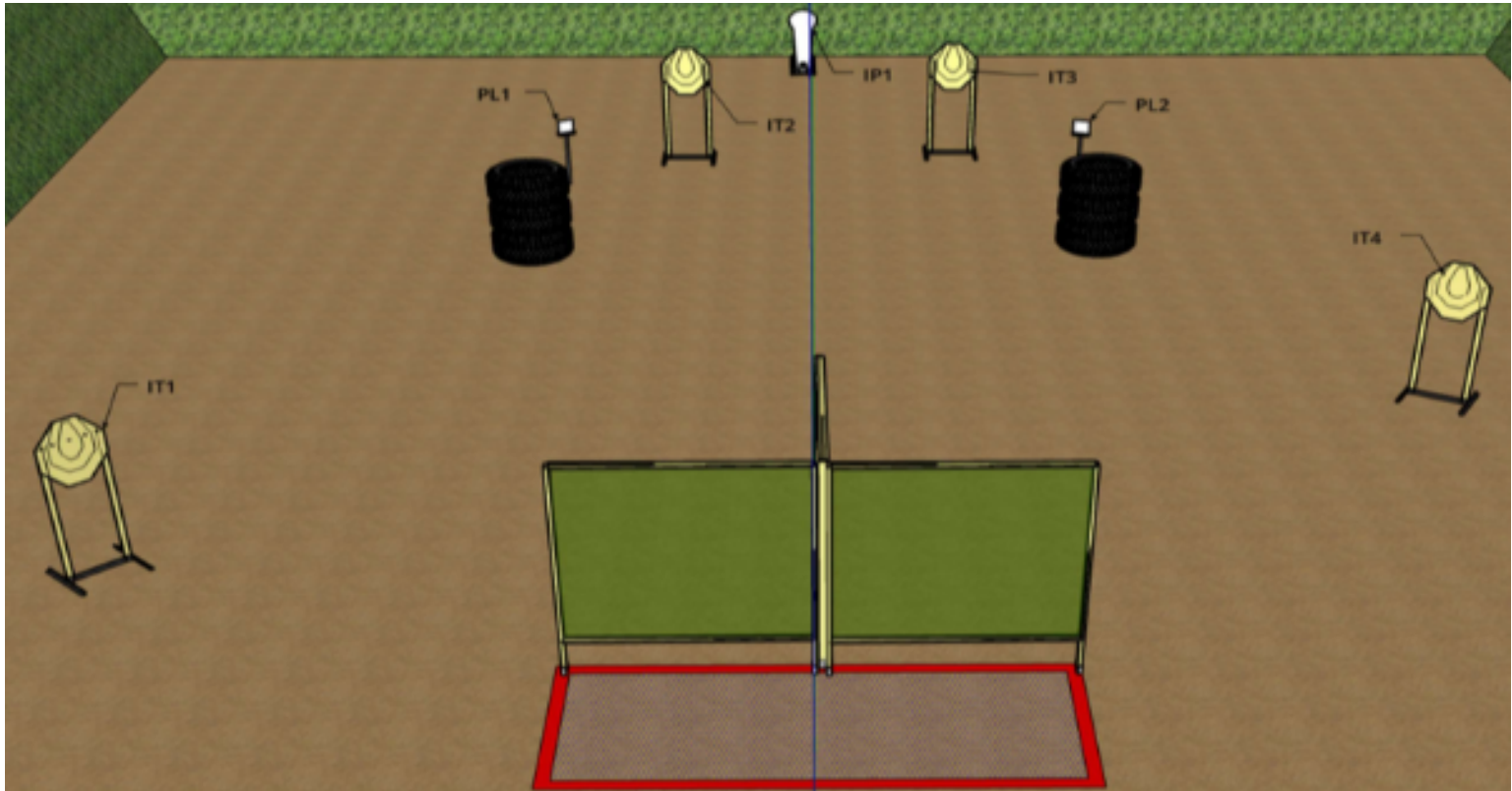
## 9. Stage 9



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 1 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	6.49%

Procedure	On audible 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	

# 10. Stage 10



CoF	Comstock - Short	Points	55 p
Targets	4 paper, 1 popper, 2 plates, Total 7 targets	Min rounds	11
Firearm	Handgun	Match-%	5.95%

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	