

1. DAMPCON

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CoF	Comstock - Short	Points	60 p
Targets	3 paper, 2 popper, 4 plates, Total 9 targets	Min rounds	12
Firearm	Handgun	Match-%	6.90%

Procedure	On audible signal engage targets. P1 activates swinger S1 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	

2. DVC TECHNOLOGIES

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CoF	Comstock - Short	Points	60 p
Targets	3 paper, 2 popper, 4 plates, Total 9 targets	Min rounds	12
Firearm	Handgun	Match-%	6.90%

Procedure	On the audible start signal engage targets. P1 activates B1 which remains visible Barricades extend to infinity. No shooting underneath
Starting position	Hand gun: Competitor starts anywhere in the designated area. PCC: Competitor starts anywhere in the designated area gun is placed flat on the table pointing down range.
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

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CoF	Comstock - Long	Points	160 p
Targets	13 paper, 2 popper, 4 plates, 3 no-shoot, Total 19 targets	Min rounds	32
Firearm	Handgun	Match-%	18.39%

Procedure	On the audible start signal engage targets. P1 activates S1. Barricades extend to infinity. No shooting underneath
Starting position	Hand gun: Competitor starts anywhere in the designated area. Competitor starts at 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	

4. SHOOTING STUFF

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CoF	Comstock - Medium	Points	115 p
Targets	11 paper, 1 popper, 1 no-shoot, Total 12 targets	Min rounds	23
Firearm	Handgun	Match-%	13.22%

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

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CoF	Comstock - Medium	Points	110 p
Targets	10 paper, 2 popper, 3 no-shoot, Total 12 targets	Min rounds	22
Firearm	Handgun	Match-%	12.64%

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 in the designated area.. Competitor start standing heel of one foot touching X 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

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CoF	Comstock - Medium	Points	80 p
Targets	7 paper, 2 popper, 2 no-shoot, Total 9 targets	Min rounds	16
Firearm	Handgun	Match-%	9.20%

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 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

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CoF	Comstock - Long	Points	145 p
Targets	12 paper, 1 popper, 4 plates, 1 no-shoot, Total 17 targets	Min rounds	29
Firearm	Handgun	Match-%	16.67%

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

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CoF	Comstock - Long	Points	140 p
Targets	13 paper, 2 popper, 5 no-shoot, Total 15 targets	Min rounds	28
Firearm	Handgun	Match-%	16.09%

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	