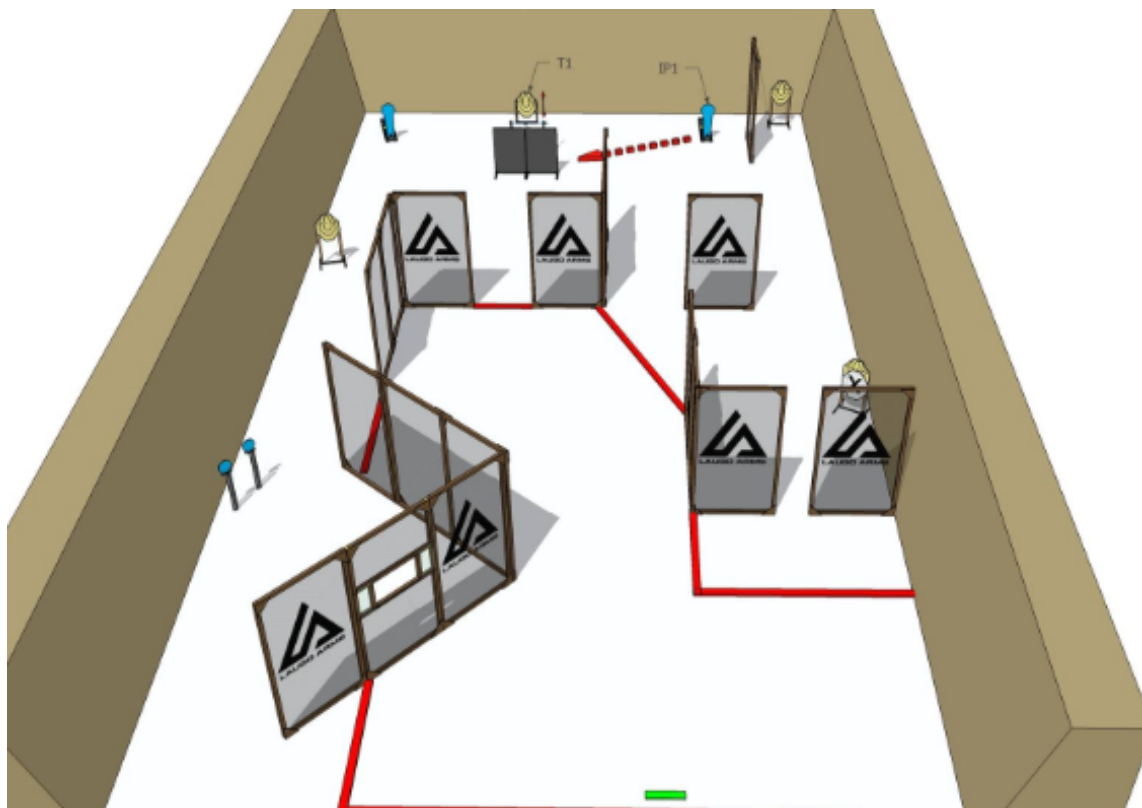


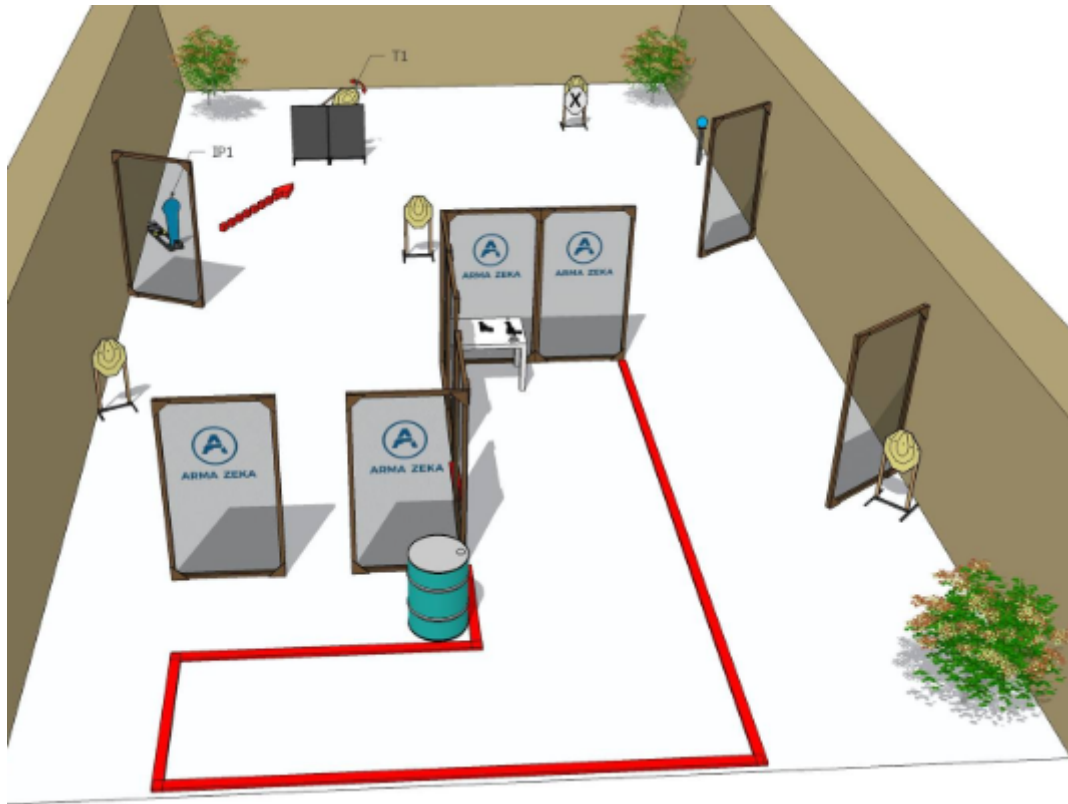
1. DAMPCON



| | | | |
|---------|--|------------|-------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 4 paper, 2 popper, 2 plates, 1 no-shoot, Total 8 targets | Min rounds | 12 |
| Firearm | Handgun | Match-% | 8.00% |

| | |
|-------------------------|---|
| Procedure | On audible signal engage targets. IP1 Activates T1 which remains partially visible. Barricades extend to infinity. No shooting underneath |
| Starting position | Hand Gun: Competitor starts heels of both feet touching at the mark. PCC: Competitor 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 | |

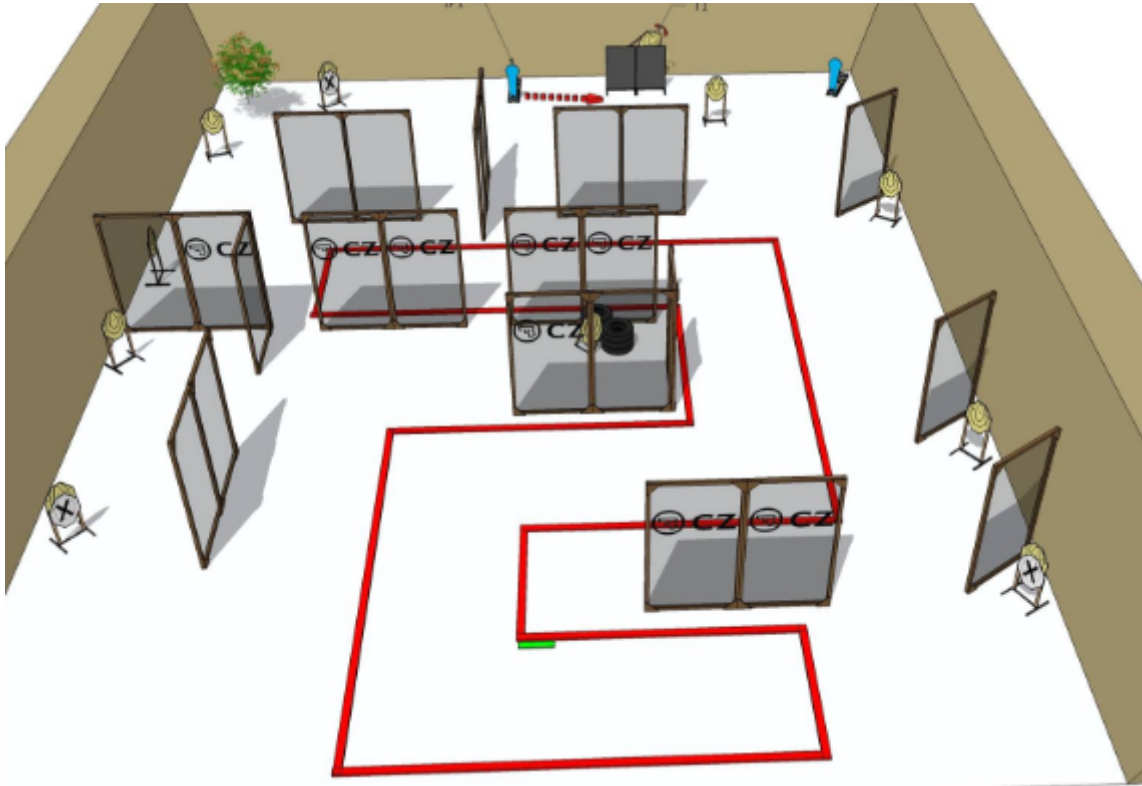
2. DVC TECHNOLOGIES



| | | | |
|---------|--|------------|-------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 5 paper, 1 popper, 1 plates, 1 no-shoot, Total 7 targets | Min rounds | 12 |
| Firearm | Handgun | Match-% | 8.00% |

| | | | |
|-------------------------|---|--|--|
| Procedure | On the audible start signal engage targets. IP1 Activates T1 which remains visible. Barricades extend to infinity. No shooting underneath | | |
| Starting position | Hand gun: Competitor starts anywhere in the designated area gun is place flat on the table pointing down range. PCC: Competitor starts anywhere in the designated area gun is placed flat on the table facing 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 | | | |

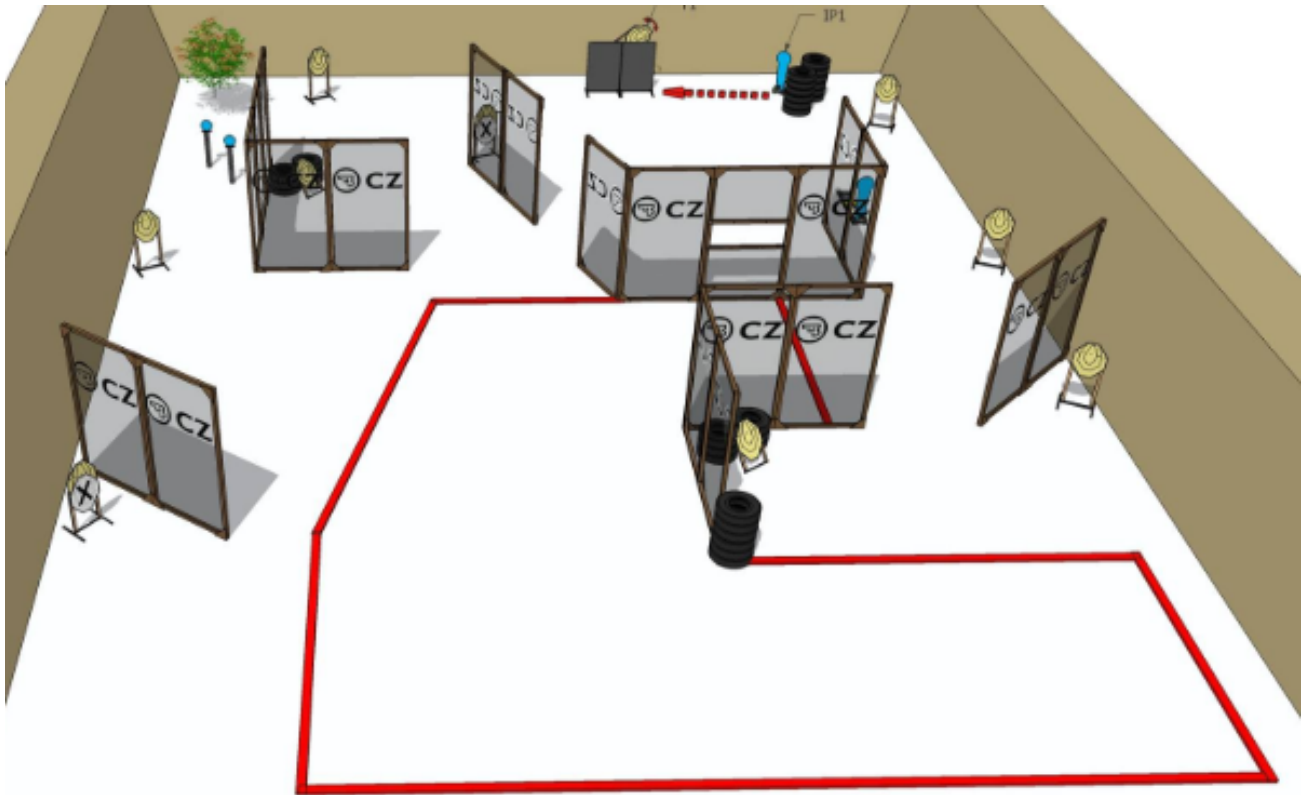
3. ZINIA INTERNET



| | | | |
|---------|--|------------|--------|
| CoF | Comstock - Medium | Points | 120 p |
| Targets | 11 paper, 2 popper, 3 no-shoot, Total 13 targets | Min rounds | 24 |
| Firearm | Handgun | Match-% | 16.00% |

| | |
|-------------------------|---|
| Procedure | On the audible start signal engage targets. IP1 Activates T1 which remains visible. Barricades extend to infinity. No shooting underneath |
| Starting position | Hand gun: Competitor starts anywhere in the designated area. PCC: Competitor starts toes of both feet touching the color mark 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 | |

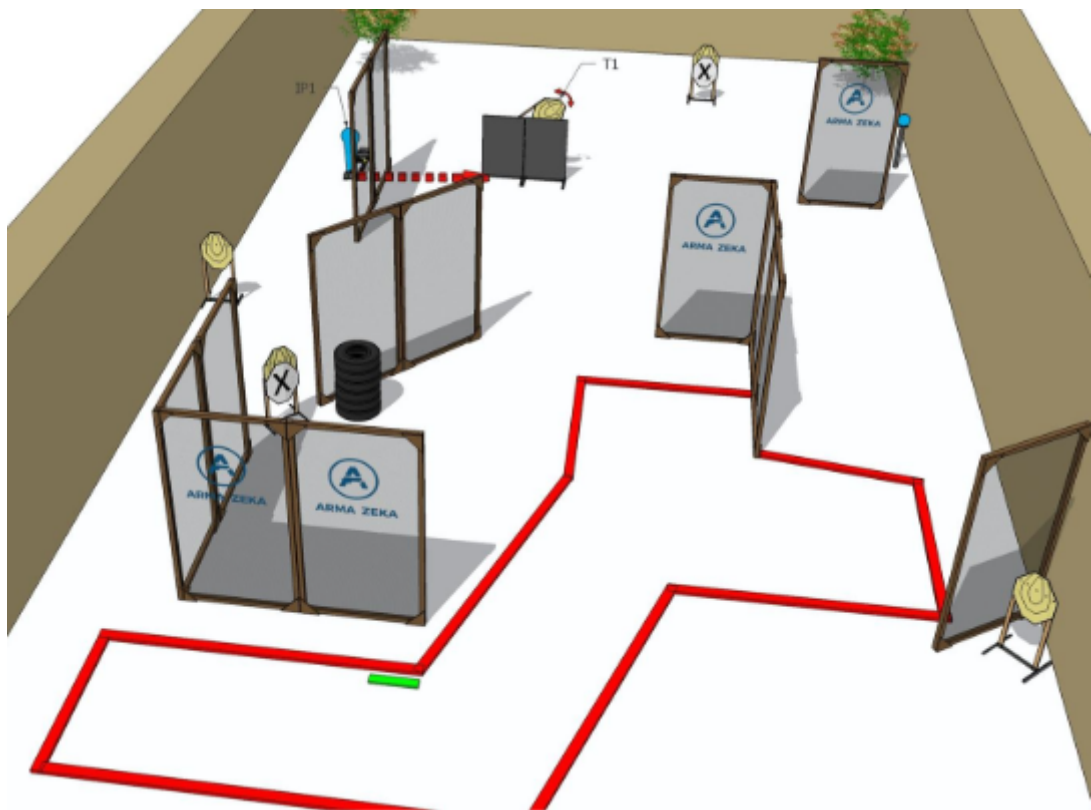
4. SHOOTING STUFF



| | | | |
|---------|--|------------|--------|
| CoF | Comstock - Medium | Points | 120 p |
| Targets | 10 paper, 2 popper, 2 plates, 2 no-shoot, Total 14 targets | Min rounds | 24 |
| Firearm | Handgun | Match-% | 16.00% |

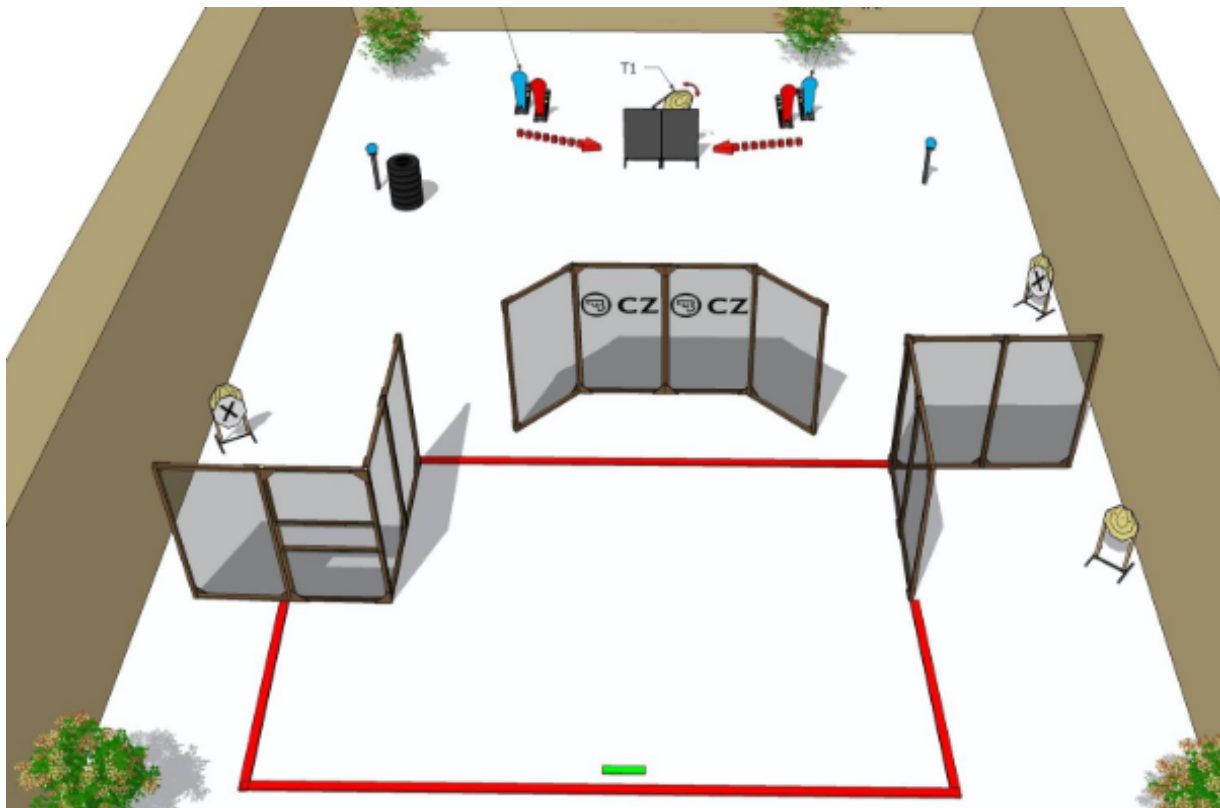
| | |
|-------------------------|---|
| Procedure | On the audible start signal engage targets. IP1 Activates T1 which remains visible. Barricades extend to infinity. No shooting underneath |
| Starting position | Competitor starts anywhere in the designated area. |
| Firearm ready condition | Loaded |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

5. AD TACTICAL



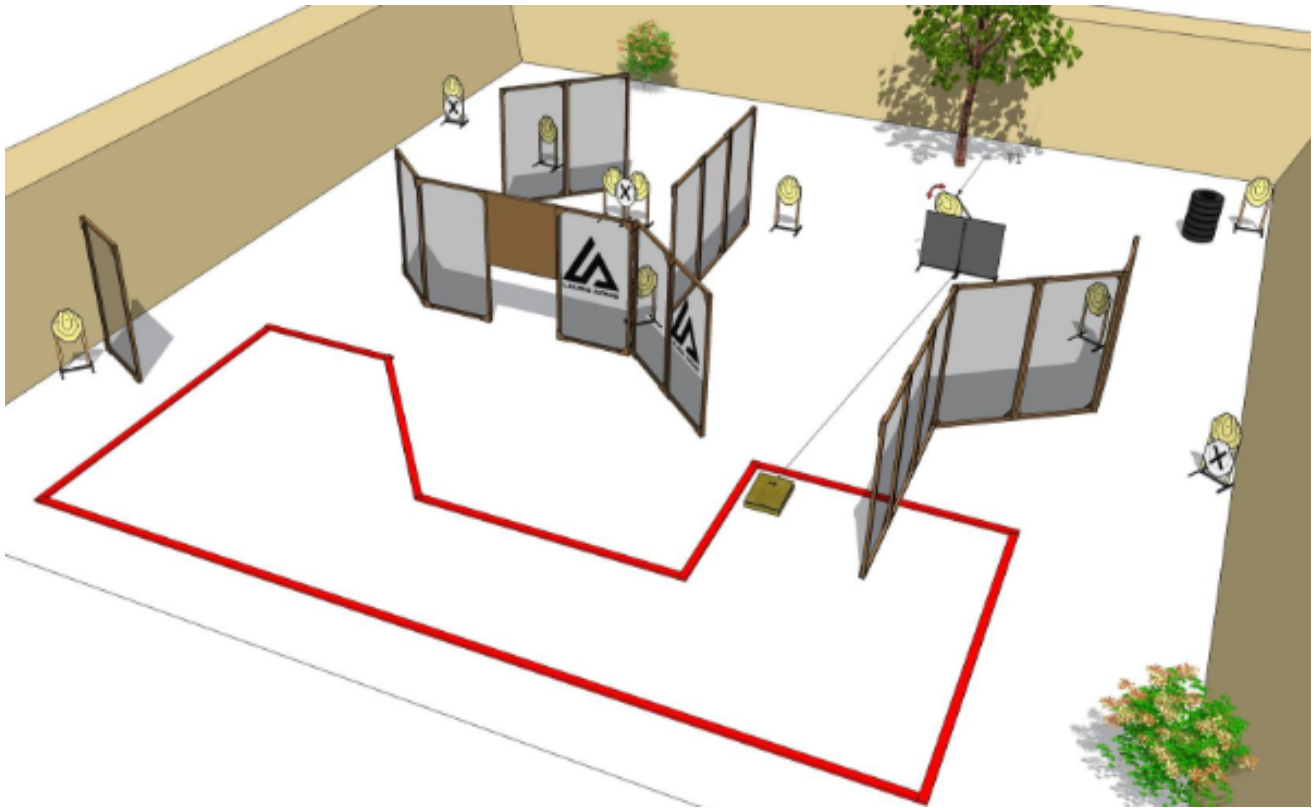
| | | | |
|-------------------------|---|------------|-------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 5 paper, 1 popper, 1 plates, 2 no-shoot, Total 7 targets | Min rounds | 12 |
| Firearm | Handgun | Match-% | 8.00% |
| Procedure | On the audible start signal engage targets. IP1 Activates T1 which remains visible. Barricades extend to infinity. No shooting underneath | | |
| Starting position | 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 | | | |

6. RMS



| | | | |
|-------------------------|--|------------|-------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 4 paper, 2 popper, 2 plates, 4 no-shoot, Total 8 targets | Min rounds | 12 |
| Firearm | Handgun | Match-% | 8.00% |
| Procedure | On the audible start signal engage targets. IP1 activates T1 which remains visible. Barricades extend to infinity. No shooting underneath | | |
| Starting position | Hand gun: Competitor starts at the mark one heel of foot touching in the designated area. PCC: Competitor starts at the mark heel of one foot touching 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 | | | |

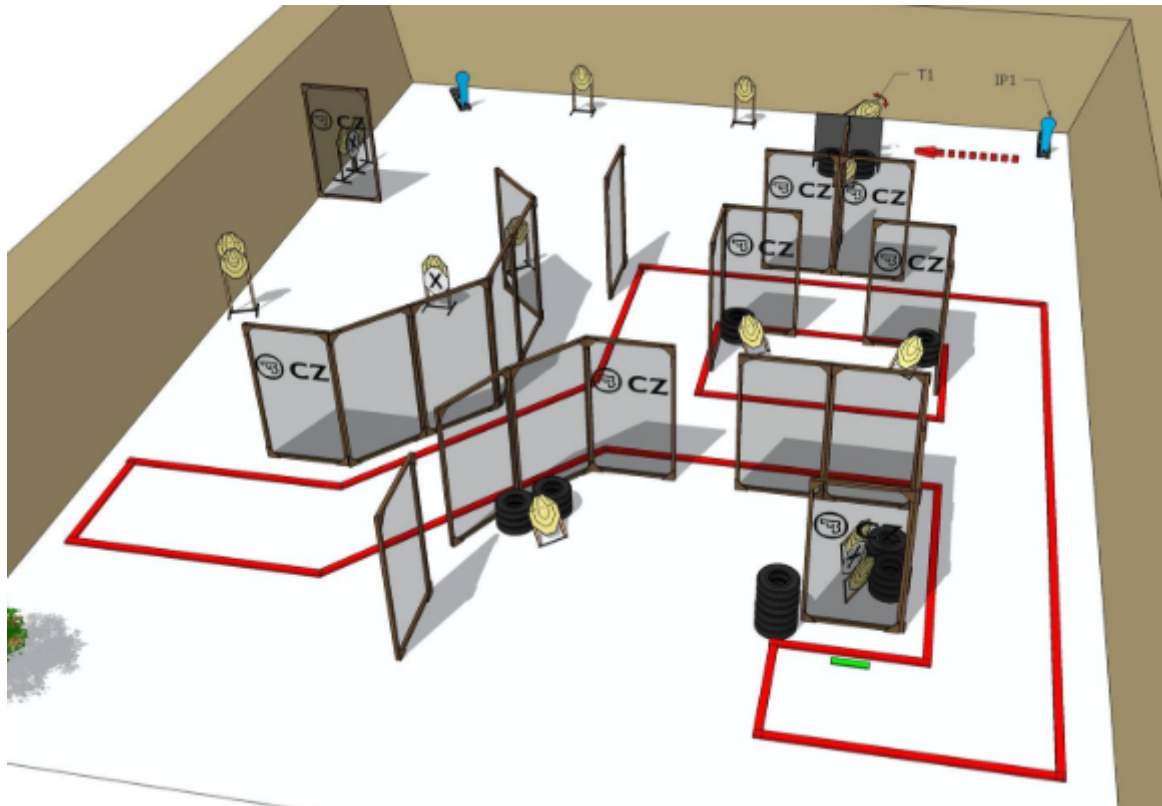
7. DEL FORNO - LEMON TREE



| | | | |
|---------|--|------------|--------|
| CoF | Comstock - Medium | Points | 110 p |
| Targets | 11 paper, 3 no-shoot, Total 11 targets | Min rounds | 22 |
| Firearm | Handgun | Match-% | 14.67% |

| | |
|-------------------------|--|
| Procedure | On audible signal engage all targets. Bear trap activates swinger 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 option 2. |
| 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 | |

8. CENTURTY 21 JHB EAST



| | | | |
|---------|--|------------|--------|
| CoF | Comstock - Long | Points | 160 p |
| Targets | 15 paper, 2 popper, 3 no-shoot, Total 17 targets | Min rounds | 32 |
| Firearm | Handgun | Match-% | 21.33% |

| | | | |
|-------------------------|---|--|--|
| Procedure | On audible signal, engage targets. IP1 Activates T1 which remains visible. Barricades extend to infinity. No shooting underneath | | |
| Starting position | Hand gun: Competitor starts toes of both feet touching the mark 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 | | | |