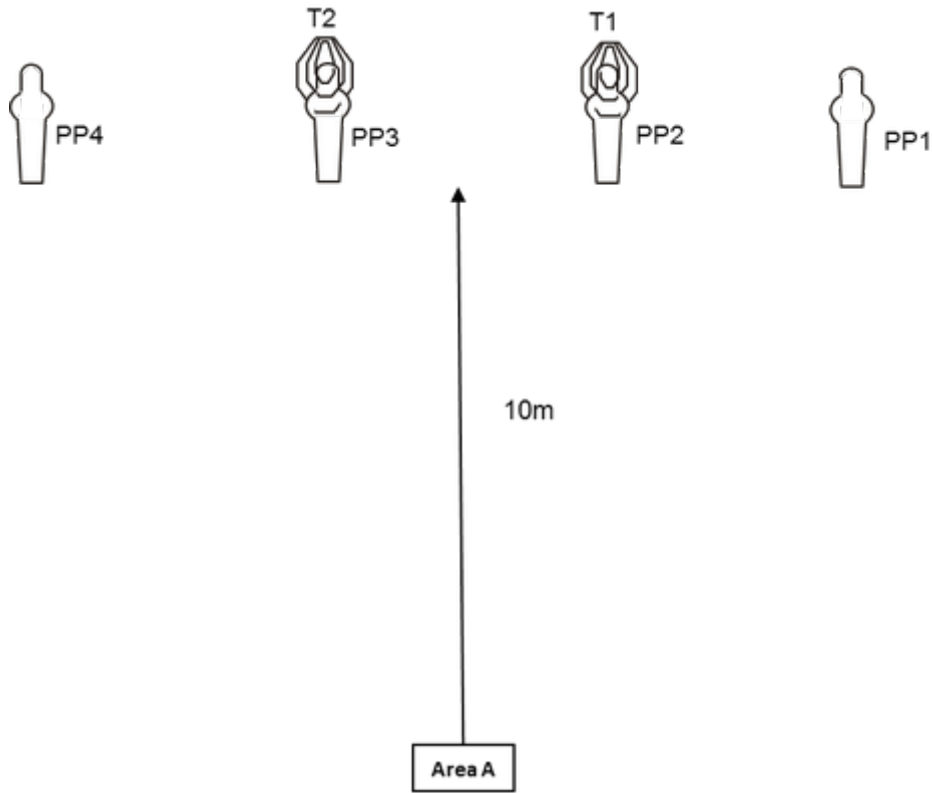


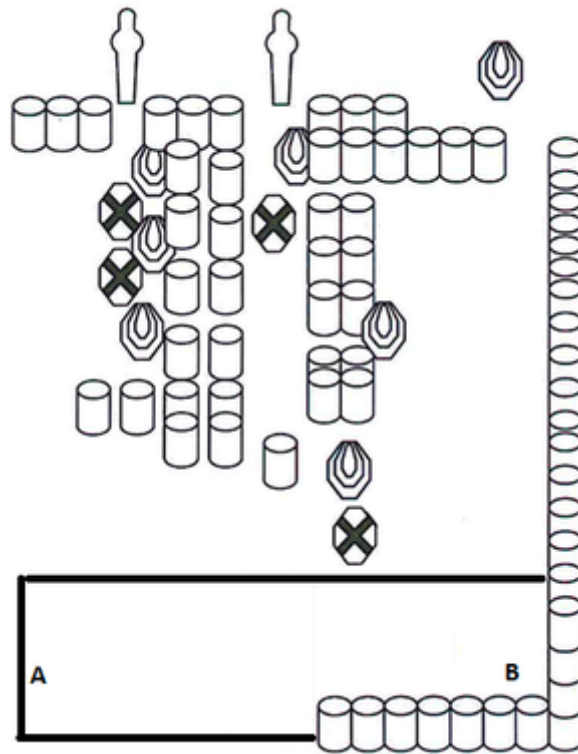
# 1. Kap Hom Willempie



CoF	Comstock - Short	Points	40 p
Targets	2 paper, 4 popper, Total 6 targets	Min rounds	8
Firearm	Handgun	Match-%	11.76%

Procedure	On signal, from area A only, engage targets and PP's as they become visible
Starting position	Gun completely empty, mags on belt, hand surrender, shooter standing on bridge on marked area.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

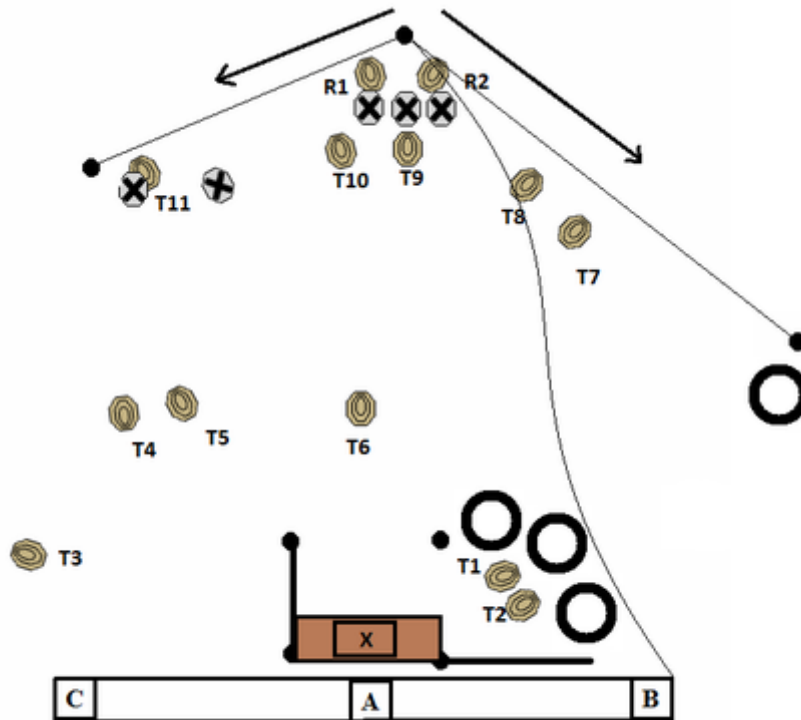
## 2. Worsmasjien



CoF	Comstock - Medium	Points	80 p
Targets	7 paper, 2 popper, 4 no-shoot, Total 9 targets	Min rounds	16
Firearm	Handgun	Match-%	23.53%

Procedure	Shooter stands relaxed in box A or B. Engage targets as they become visible.
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

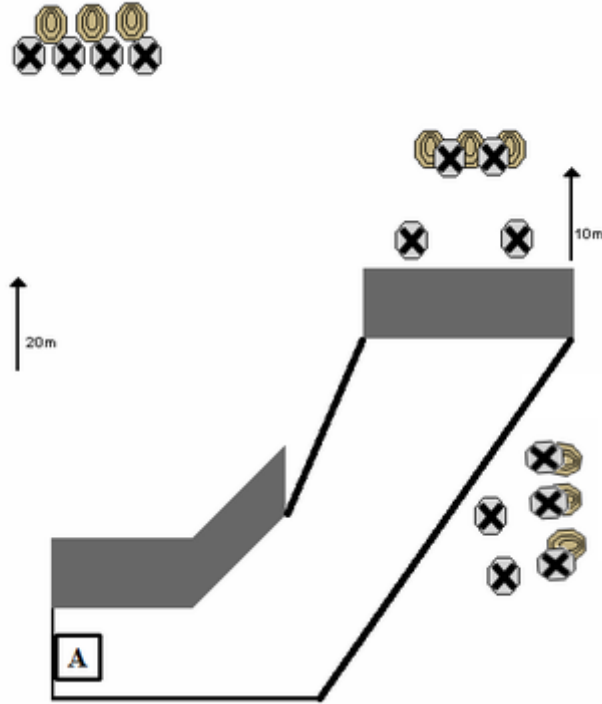
### 3. What the Fu.....?



CoF	Comstock - Long	Points	130 p
Targets	13 paper, 5 no-shoot, Total 13 targets	Min rounds	26
Firearm	Handgun	Match-%	38.24%

Procedure	On audible signal engage all targets while remaining within the demarcated zone. Draw rope at box B will activate runners R1 and R2 simultaneously. No shooting over tyre walls, partitions and barriers allowed
Starting position	In Box A. Gun loaded on Table in area X.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 4. Right...right?; Left...right?



CoF	Comstock - Medium	Points	90 p
Targets	9 paper, 13 no-shoot, Total 9 targets	Min rounds	18
Firearm	Handgun	Match-%	26.47%

Procedure	Two shots per target to count. Progressing from box A to Box B engage all targets as they become visible.
Starting position	Gun loaded holstered at Box A 20m from targets
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	