






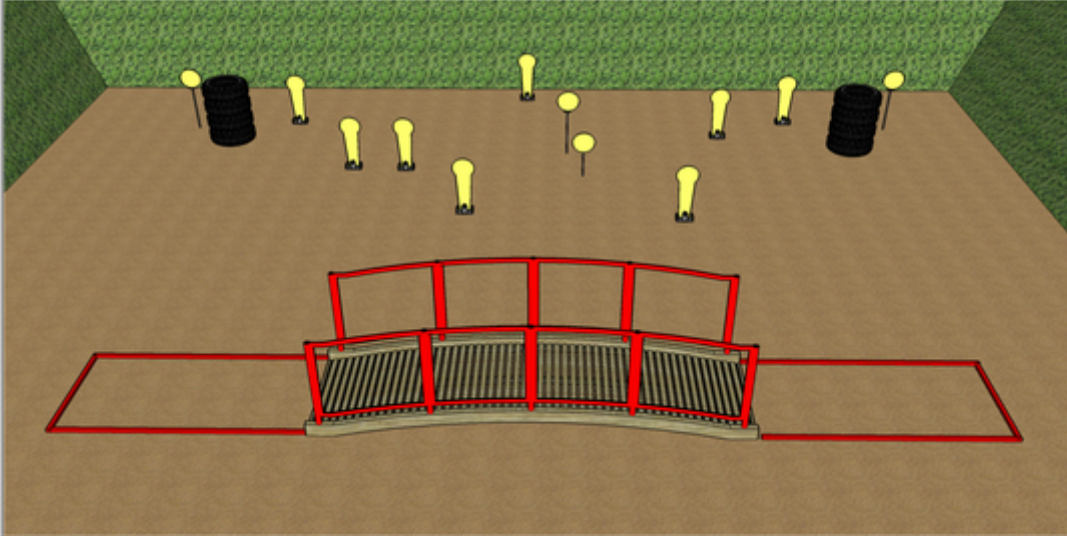


1. FAZNET








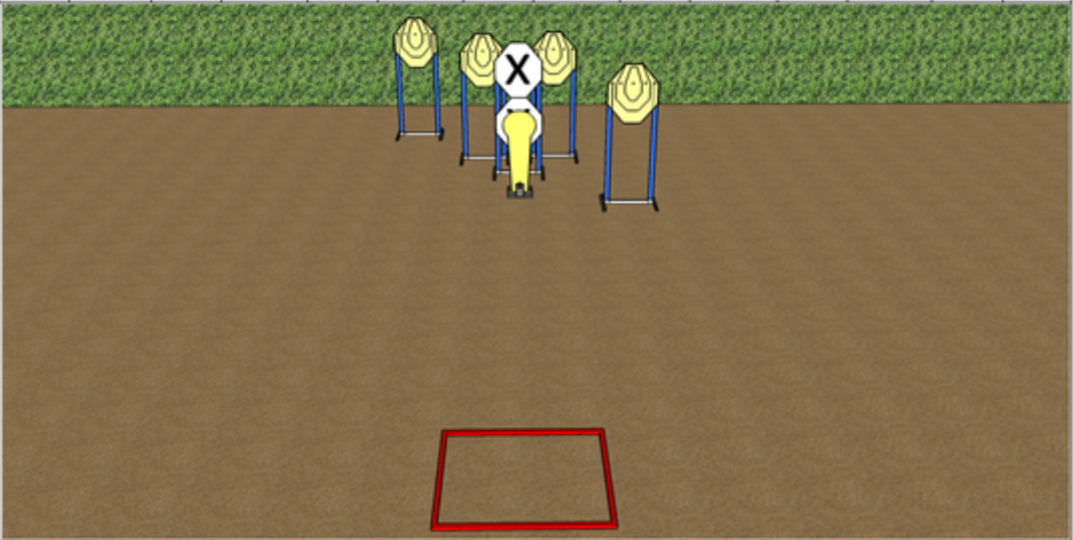
STAGE NUMBER:	1	RANGE NUMBER:	1	GOLDEN CITY <small>SHOOT'N SCORE IT CLUB</small>		Sponsored by: FAZNET							
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	12		0		0		0		8		0		4



CoF	Comstock - Short	Points	60 p
Targets	12 popper, Total 12 targets	Min rounds	12
Firearm	Handgun	Match-%	7.27%

Procedure	
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	








2. SPARTAN ARMS

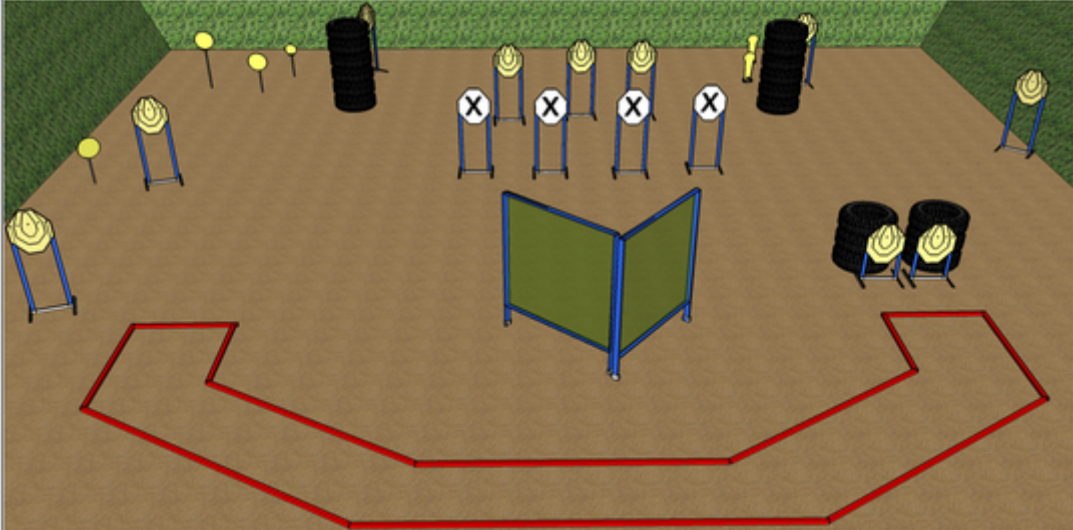
STAGE NUMBER:	2	RANGE NUMBER:	2	GOLDEN CITY <small>SHOOTING CLUB</small>		Sponsored by: SPARTAN ARMS							
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	9		4		0		2		1		0		0
													

CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, 2 no-shoot, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	5.45%

Procedure	
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. PROF ENGINEERING








STAGE NUMBER:	3	RANGE NUMBER:	3	GOLDEN CITY <small>SHOOT • TIME • SCORE</small>		Sponsored by: PROF ENGINEERING							
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	26		10		0		4		0		2		4

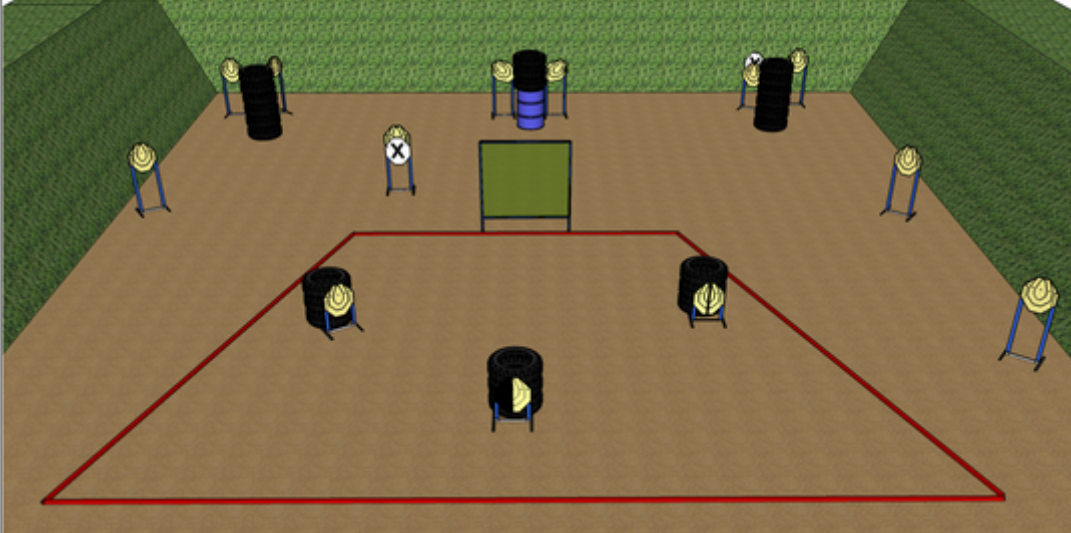


CoF	Comstock - Long	Points	130 p
Targets	10 paper, 6 popper, 4 no-shoot, Total 16 targets	Min rounds	26
Firearm	Handgun	Match-%	15.76%

Procedure	
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	

4. COMPLETE CABLING EQUIPMENT








STAGE NUMBER:	4	RANGE NUMBER:	4	GOLDEN CITY <small>SHOOT'N SCORE IT CLUB</small>		Sponsored by: COMPLETE CABLING EQUIPMENT							
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	26		13		0		2		0		0		0

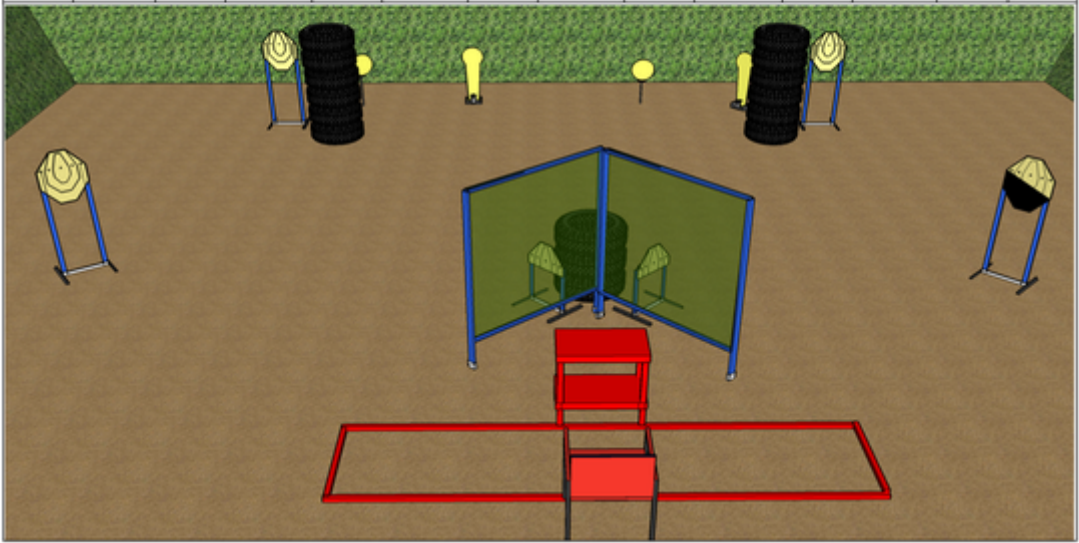


CoF	Comstock - Long	Points	130 p
Targets	13 paper, 2 no-shoot, Total 13 targets	Min rounds	26
Firearm	Handgun	Match-%	15.76%

Procedure	
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	

5. AD TACTICAL








STAGE NUMBER:	5	RANGE NUMBER:	5	GOLDEN CITY <small>SHOOT'N SCORE IT</small>		Sponsored by: AD TACTICAL							
START POSITION:	Shooter starts seated with back against the backrest. The firearm is loaded and placed flat on the table pointing downrange.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	0		6		0		0		2		0		2

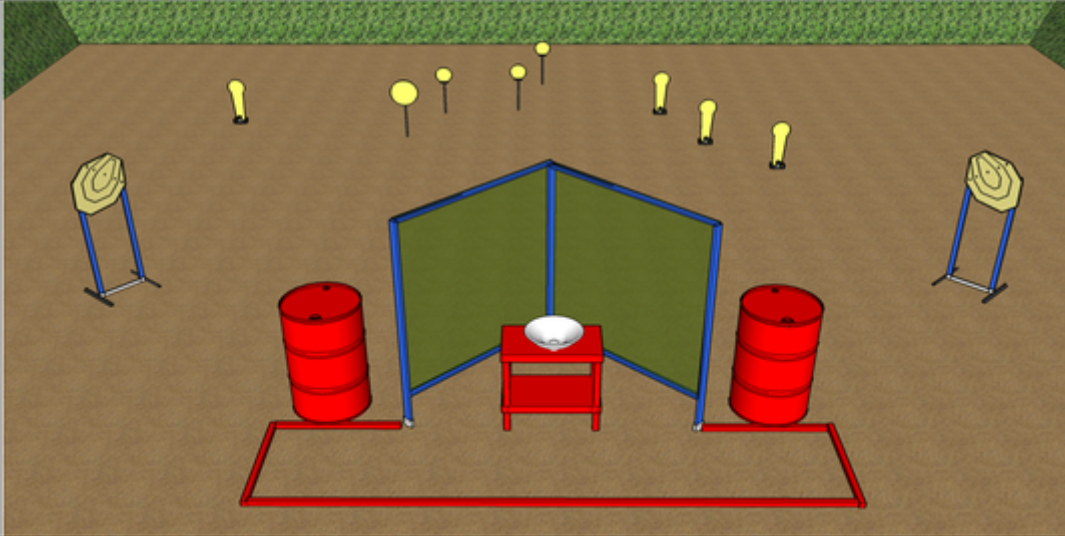


CoF	Comstock - Medium	Points	80 p
Targets	6 paper, 4 popper, Total 10 targets	Min rounds	16
Firearm	Handgun	Match-%	9.70%

Procedure	
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	

6. DEL FORNO – LEMON TREE








STAGE NUMBER:	6	RANGE NUMBER:	7	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: DEL FORNO – LEMON TREE								
START POSITION:	Shooter starts with the palms of both hands touching the bottom of the basin. The firearm is unloaded and placed flat on either drum pointing downrange. All magazines are placed flat on either drum.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	0		0		0		0		0		0		0

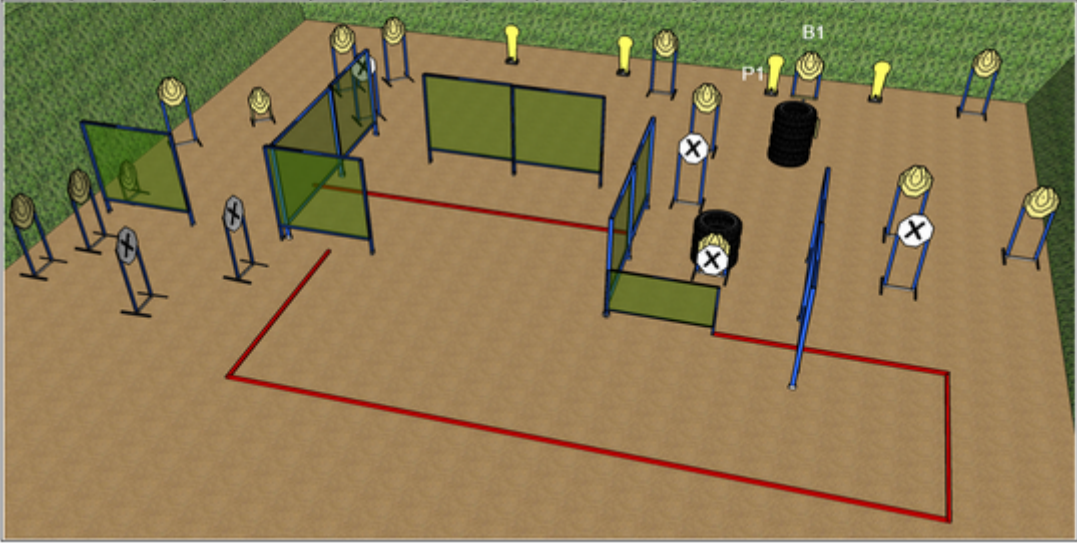


CoF	Comstock - Short	Points	60 p
Targets	2 paper, 8 popper, Total 10 targets	Min rounds	12
Firearm	Handgun	Match-%	7.27%

Procedure	
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	

7. COMBINATION COATINGS

STAGE NUMBER:	7	RANGE NUMBER:	8	GOLDEN CITY <small>SHOOT'N SCORE CLUB</small>	Sponsored by: COMBINATION COATINGS								
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets. P1 activates mover B1 which remains visible.												
	32		14		0		6		4		0		0










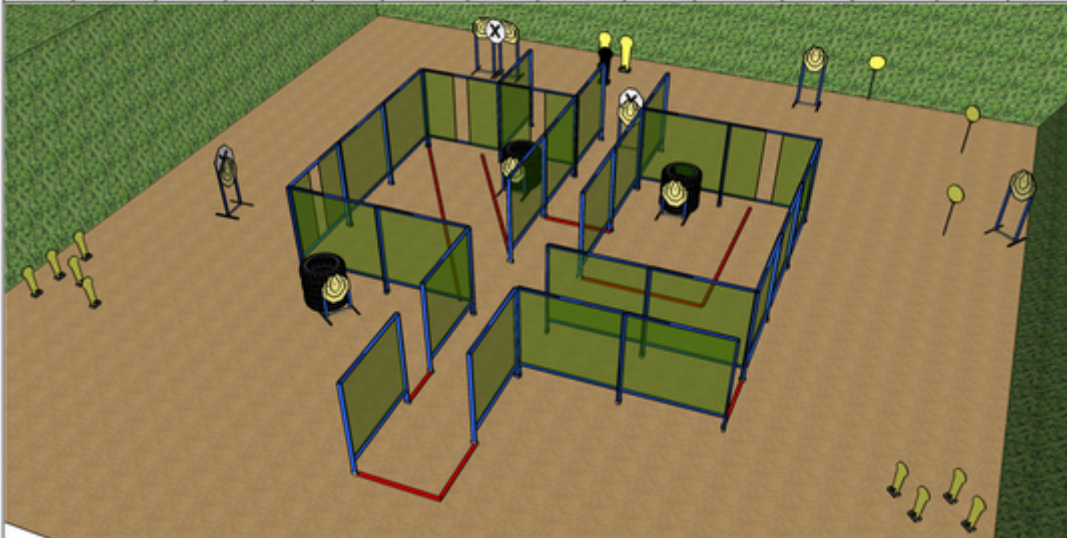
The diagram shows a 3D perspective of the stage layout. A red line outlines the shooter's starting area. Various targets are positioned throughout the stage, including popper targets (yellow circles with a cross) and no-shoot targets (black circles with a cross). Barriers (blue and green) are placed to create a maze-like environment. A mover labeled B1 is visible, and the shooter's position is marked P1.

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 6 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	19.39%

Procedure	
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	

8. SA BLOCK AFRIMAT

STAGE NUMBER:	8	RANGE NUMBER:	9	GOLDEN CITY <small>SHOOT'N SCORE IT CLUB</small>		Sponsored by: SA BLOCK AFRIMAT							
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	0		9		0		3		2		9		3



CoF	Comstock - Long	Points	160 p
Targets	9 paper, 14 popper, 3 no-shoot, Total 23 targets	Min rounds	32
Firearm	Handgun	Match-%	19.39%

Procedure	
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	