








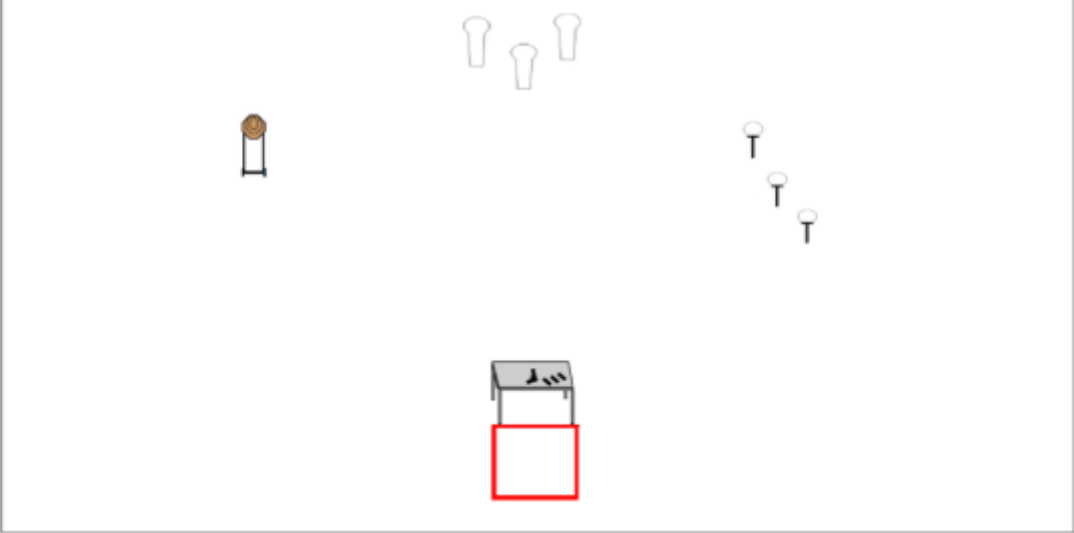
# 1. FAZNET

STAGE NUMBER:	1	RANGE NUMBER:	1	<b>GOLDEN CITY</b> <small>SHOOTING RANGE</small>	Sponsored by: <b>ULTIMATE SOLAR</b>								
START POSITION:	Shooter starts with the heels of both feet touching the demarcated area at "A".												
STAGE PROCEDURE:	After the audible start signal engage targets. Stepping on the activator "X" activates mover S1 which remains visible.												
	17		0		6		1		0		0		5

CoF	Comstock - Medium	Points	85 p
Targets	6 paper, 5 popper, 1 no-shoot, Total 11 targets	Min rounds	17
Firearm	Handgun	Match-%	10.30%

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	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>SPARTAN ARMS</b>								
START POSITION:	Shooter starts anywhere in the designated area. The firearm is unloaded and is placed flat on the table pointing downrange. All magazines are placed flat on the table.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	8		0		1		0		0		3		3
													

CoF	Comstock - Short	Points	40 p
Targets	1 paper, 6 popper, Total 7 targets	Min rounds	8
Firearm	Handgun	Match-%	4.85%

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	








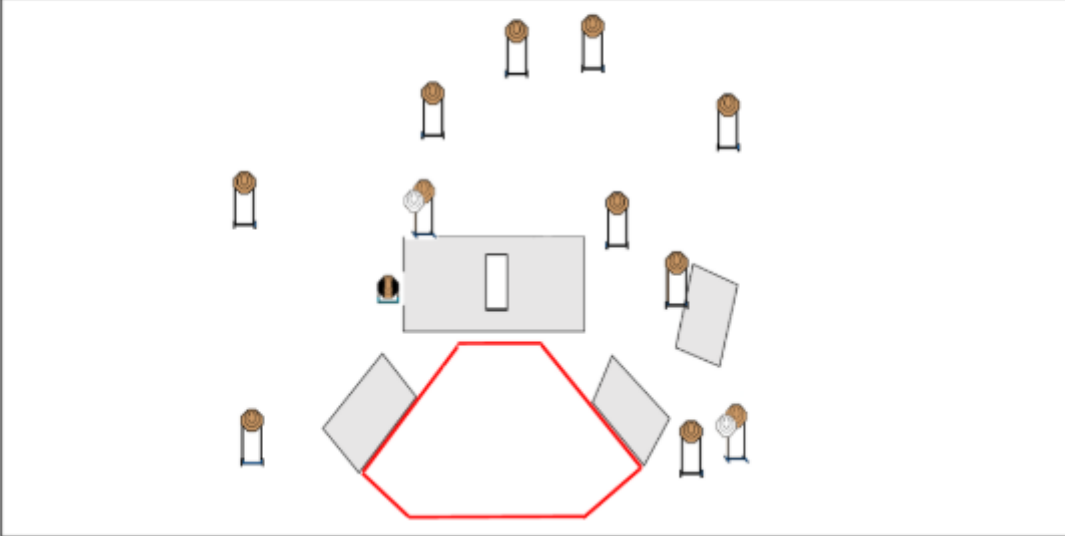
# 3. PROF ENGINEERING

STAGE NUMBER:	3	RANGE NUMBER:	3	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>PROF ENGINEERING</b>								
START POSITION:	Shooter starts with the heels of both feet touching the demarcated area at "A". The firearm is loaded with the chamber empty.												
STAGE PROCEDURE:	After the audible start signal engage targets. P1 activates mover S1 which remains visible.												
	32		13		0		6		3		0		3

CoF	Comstock - Long	Points	160 p
Targets	13 paper, 6 popper, 6 no-shoot, Total 19 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	

# 4. COMPETE CABLING EQUIPMENT

STAGE NUMBER:	4	RANGE NUMBER:	4	<b>GOLDEN CITY</b> Sponsored by: <b>COMPLETE CABLING EQUIPMENT</b>									
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	24		12		0		2		0		0		0
													

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 2 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	14.55%

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	








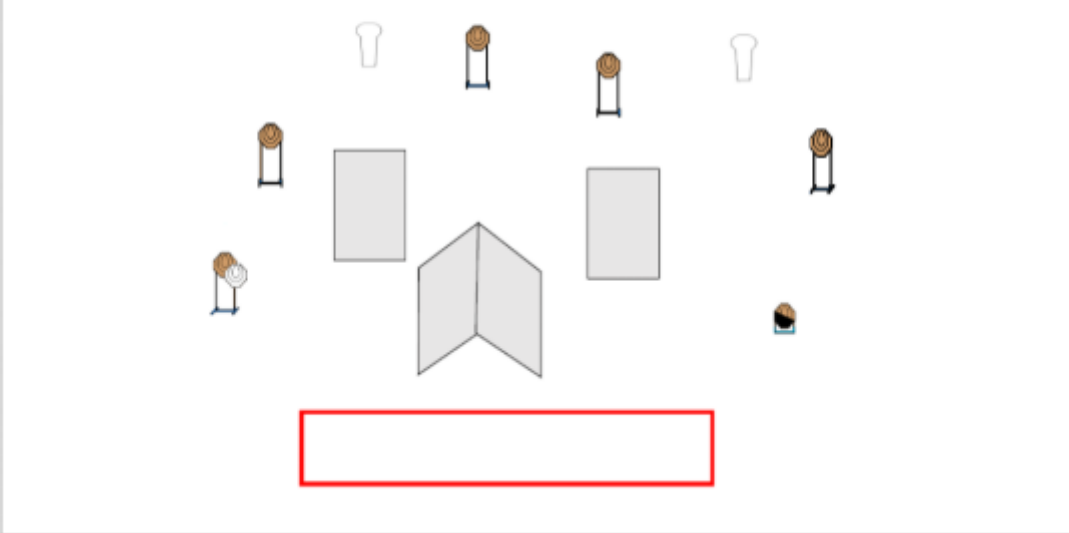
# 5. AD TACTICAL

STAGE NUMBER:	5	RANGE NUMBER:	5	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>AD TACTICAL</b>								
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	21		8		0		1		0		1		4

CoF	Comstock - Medium	Points	105 p
Targets	8 paper, 5 popper, 1 no-shoot, Total 13 targets	Min rounds	21
Firearm	Handgun	Match-%	12.73%

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. LEMON TREE - DEL FORNO

STAGE NUMBER:	6	RANGE NUMBER:	7	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>DEL FORNO – LEMON TREE</b>								
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	14		6		0		1		0		2		0
													

CoF	Comstock - Medium	Points	70 p
Targets	6 paper, 2 popper, 1 no-shoot, Total 8 targets	Min rounds	14
Firearm	Handgun	Match-%	8.48%

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>SHOOTN SCORE IT</small>		Sponsored by: COMBINATION COATINGS							
START POSITION:	Shooter starts with the heel of one foot touching the demarcated area at either "A" or "B".												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	23		10		0		3		0		0		3

CoF	Comstock - Medium	Points	115 p
Targets	10 paper, 3 popper, 3 no-shoot, Total 13 targets	Min rounds	23
Firearm	Handgun	Match-%	13.94%

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	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: SA BLOCK AFRIMAT								
START POSITION:	Shooter with the toes of both feet touching the demarcated area at "A".												
STAGE PROCEDURE:	After the audible start signal engage targets. P1 activates mover B1 which remains visible.												
	26		12		0		4		2		0		0

CoF	Comstock - Long	Points	130 p
Targets	12 paper, 2 popper, 4 no-shoot, Total 14 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	