






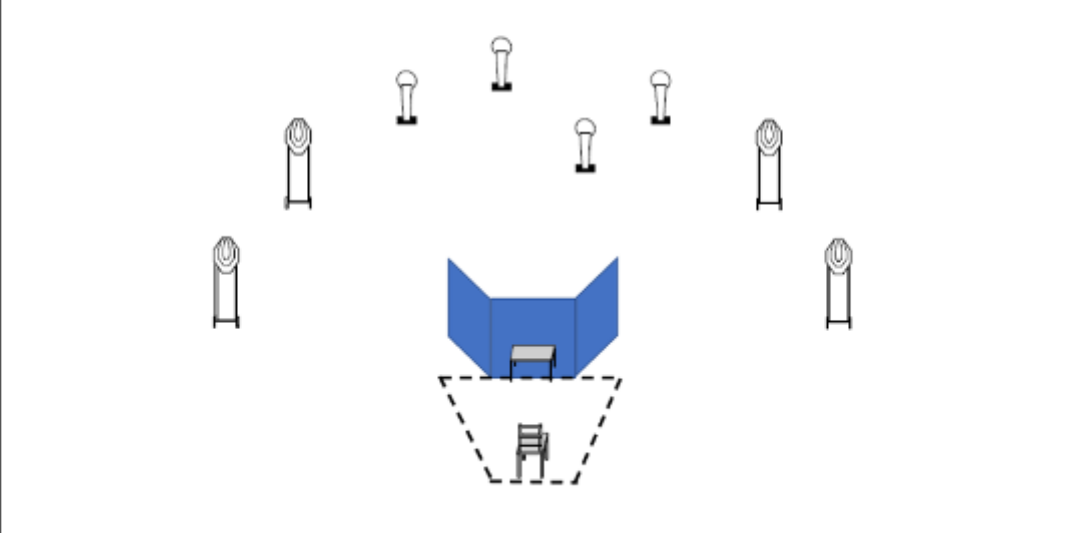


# 1. ULTIMATE SOLAR

STAGE NUMBER:	1	RANGE NUMBER:	1	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>ULTIMATE SOLAR</b>								
START POSITION:	Shooter starts seated with back against the backrest and hands on knees. The firearm is unloaded and placed flat on the table pointing downrange. All magazines are to be placed flat on the table in the demarcated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	12		4		0		0		4		0		0
													

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, Total 8 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	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>SPARTAN ARMS</b>								
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets. P1 activates both S1 and S2 which remain visible.												
	9		4		0		1		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	








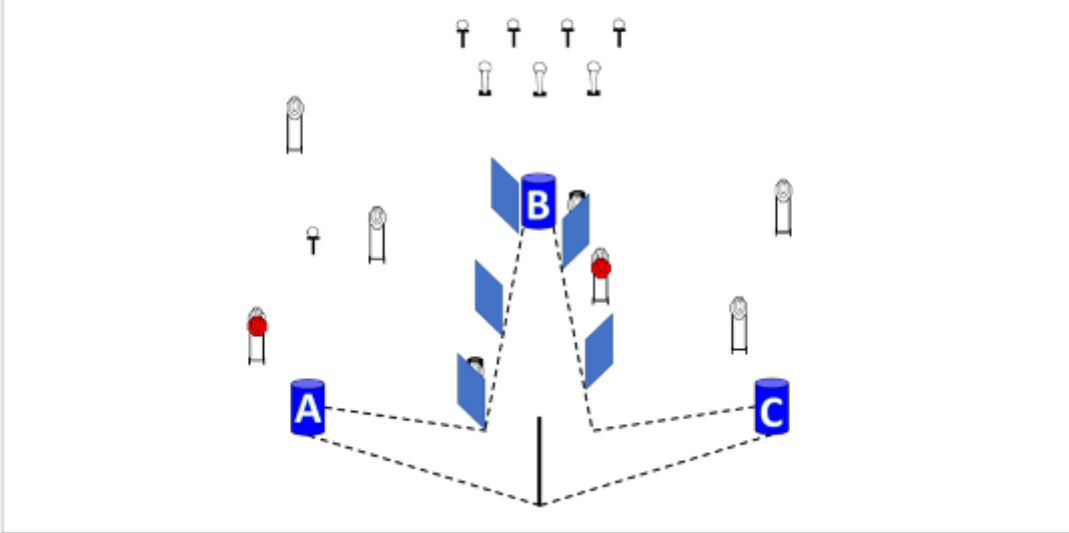
# 3. ZINIA INTERNET

STAGE NUMBER:	3	RANGE NUMBER:	3	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>ZINIA INTERNET</b>								
START POSITION:	Shooter starts with the toes of both feet touching the demarcated area at "A".												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	32		16		0		4		0		0		0

CoF	Comstock - Long	Points	160 p
Targets	16 paper, 4 no-shoot, Total 16 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> <small>SHOOTING CLUB</small>	Sponsored by: <b>COMPLETE CABLING EQUIPMENT</b>								
START POSITION:	Shooter starts with hands place flat on any drum ("A", "B" or "C"). The firearm is unloaded. All magazines are place on any of the other drums.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	24		8		0		2		0		3		5
													

CoF	Comstock - Medium	Points	120 p
Targets	8 paper, 8 popper, 2 no-shoot, Total 16 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	








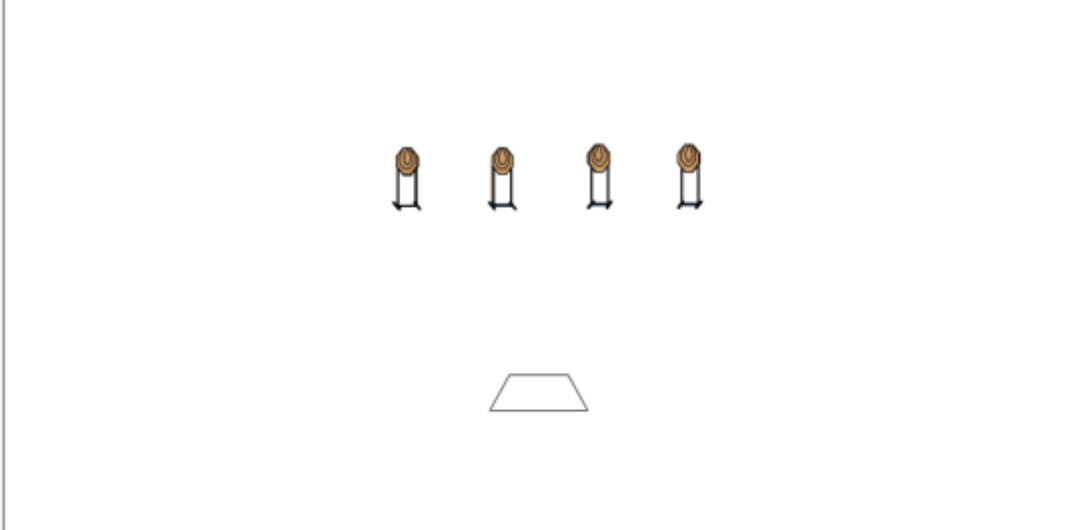
# 5. AD TACTICAL

STAGE NUMBER:	5	RANGE NUMBER:	5	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>AD TACTICAL</b>								
START POSITION:	Shooter starts with the palms of both hands place flat on the barricade in the demarcated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	18		6		0		2		1		0		5

CoF	Comstock - Medium	Points	90 p
Targets	6 paper, 6 popper, 2 no-shoot, Total 12 targets	Min rounds	18
Firearm	Handgun	Match-%	10.91%

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	








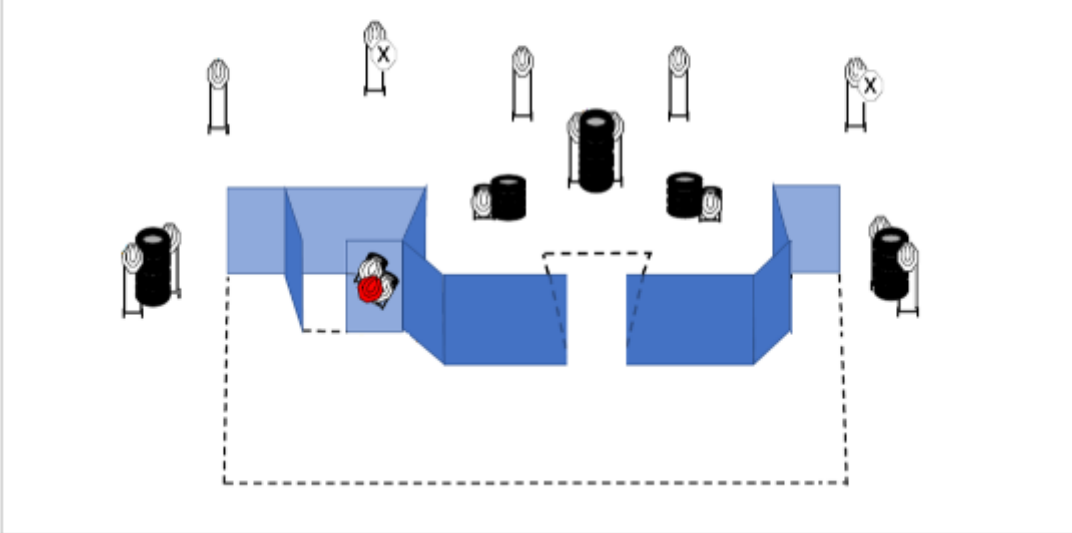
# 6. LEMON TREE - DEL FORNO

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.												
	8		4		0		0		0		0		0
													

CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 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	

# 7. CENTURY 21 - JHB EAST

STAGE NUMBER:	7	RANGE NUMBER:	8	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>CENTURY 21 - JHB EAST</b>								
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	30		15		0		3		0		0		0
													

CoF	Comstock - Long	Points	150 p
Targets	15 paper, 5 no-shoot, Total 15 targets	Min rounds	30
Firearm	Handgun	Match-%	18.18%

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 starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	32		12		0		5		6		0		2

CoF	Comstock - Long	Points	160 p
Targets	12 paper, 8 popper, 5 no-shoot, Total 20 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	