






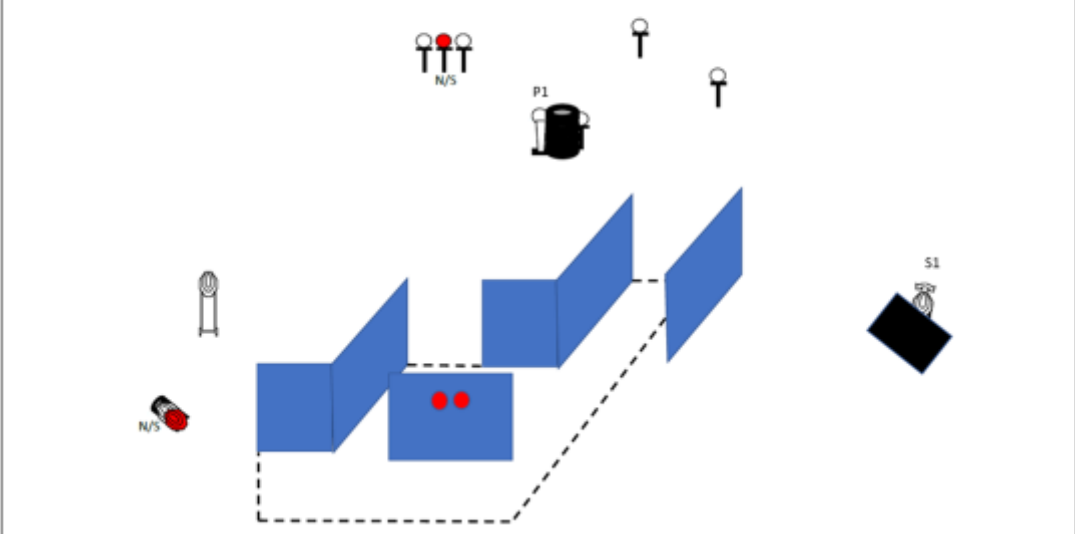









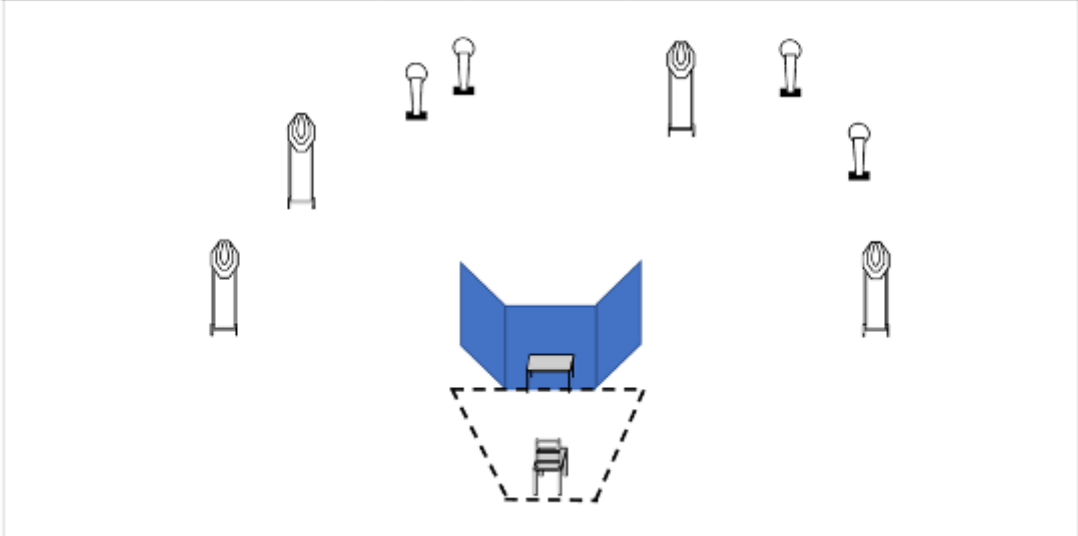
1. ULTIMATE SOLAR

STAGE NUMBER:	1	RANGE NUMBER:	1	GOLDEN CITY <small>SHOOT'N SCORE IT</small> Sponsored by: ULTIMATE SOLAR									
START POSITION:	Shooter starts with the palms of both hands placed flat on the barricade in the demarcated area.												
STAGE PROCEDURE:	After the audible start signal engage targets. P1 activates mover S1 which remains visible.												
	12		0		3		2		0		1		5
													

CoF	Comstock - Short	Points	60 p
Targets	3 paper, 6 popper, 2 no-shoot, Total 9 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	








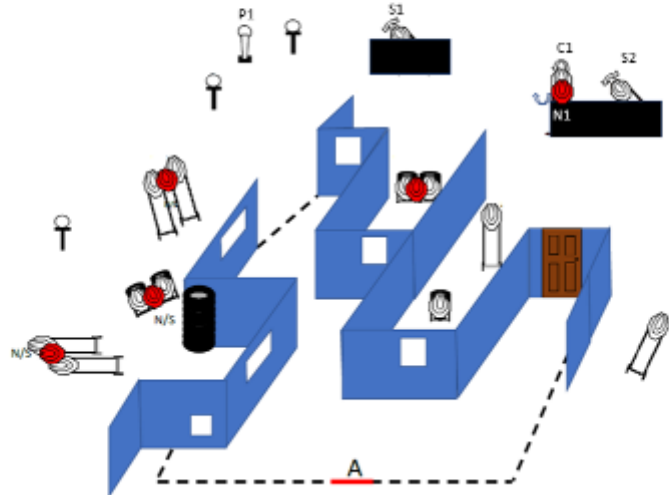
2. SPARTAN ARMS

STAGE NUMBER:	2	RANGE NUMBER:	2	GOLDEN CITY SHOOTING CLUB		Sponsored by: SPARTAN ARMS							
START POSITION:	Shooter starts seated with back against the backrest and hands on knees. The firearm is loaded, chamber empty, and placed flat on the table pointing downrange.												
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	








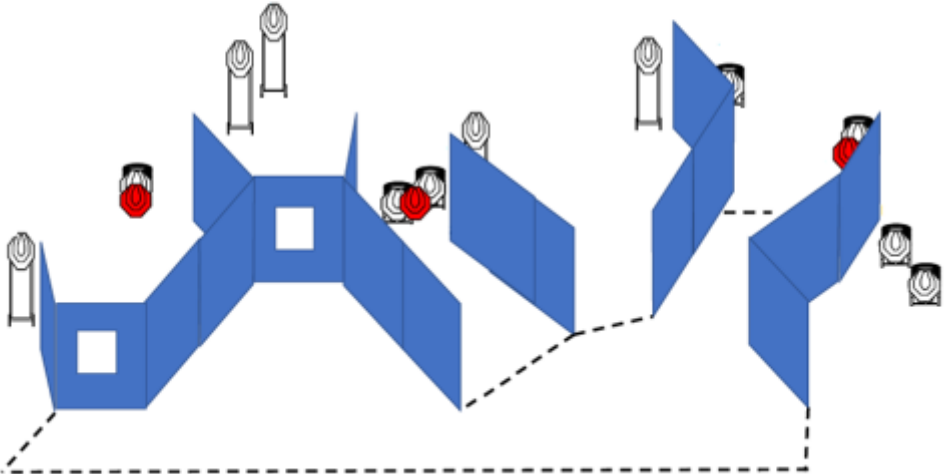
3. ZINIA INTERNET

STAGE NUMBER:	3	RANGE NUMBER:	3	GOLDEN CITY <small>SHOOT'N SCORE IT</small>		Sponsored by: ZINIA INTERNET							
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. P1 activates mover S1 which remains visible. Opening the door activates movers C1, N1 and S2. C1, N1 and S2 remain visible.												
	32		14		0		5		1		0		3
													

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 5 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	








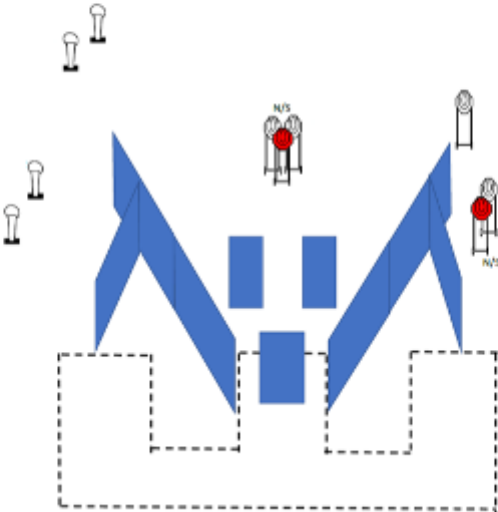
4. COMPETE CABLING EQUIPMENT

STAGE NUMBER:	4	RANGE NUMBER:	4	GOLDEN CITY <small>SHOOT'N SCORE IT</small>		Sponsored by: COMPLETE CABLING EQUIPMENT							
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	0		12		0		3		0		0		0
													

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 3 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	








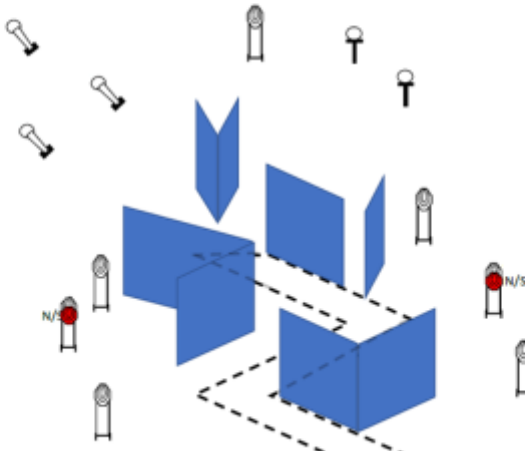
5. AD TACTICAL

STAGE NUMBER:	5	RANGE NUMBER:	5	GOLDEN CITY <small>STEELMILITARY</small>		Sponsored by: AD TACTICAL							
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	12		0		4		2		0		4		0
													

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, 2 no-shoot, 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	








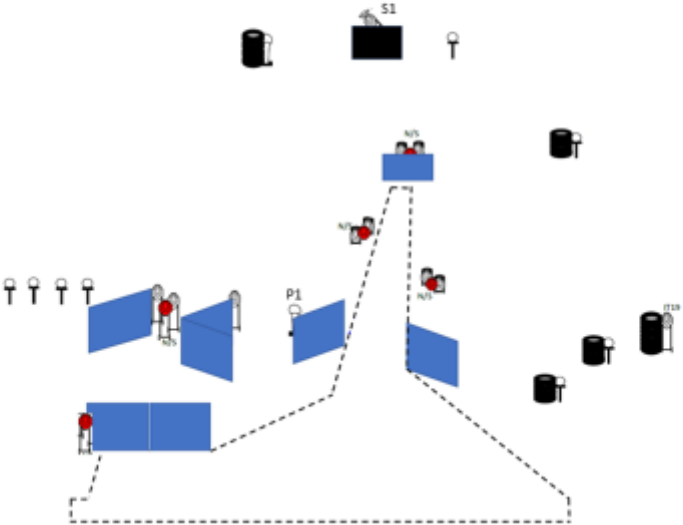
6. CENTURY 21 - JHB EAST

STAGE NUMBER:	6	RANGE NUMBER:	8	GOLDEN CITY <small>SHOOTING CLUB</small>				Sponsored by: CENTUARY 21 – JHB EAST						
START POSITION:	Shooter starts anywhere in the designated area.													
STAGE PROCEDURE:	After the audible start signal engage targets.													
	19		7		0		0		3		0		2	
														

CoF	Comstock - Medium	Points	95 p
Targets	7 paper, 5 popper, 2 no-shoot, Total 12 targets	Min rounds	19
Firearm	Handgun	Match-%	11.52%

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	








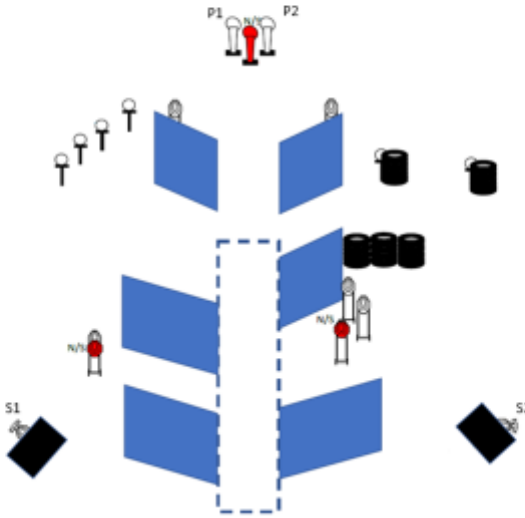
7. SA BLOCK AFRIMAT

STAGE NUMBER:	9	RANGE NUMBER:	9	GOLDEN CITY <small>SHOOT'N SCORE IT</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		11		0		5		2		0		8
													

CoF	Comstock - Long	Points	160 p
Targets	11 paper, 10 popper, 4 no-shoot, Total 21 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. DEL FORNO - LEMON TREE

STAGE NUMBER:	8	RANGE NUMBER:	11	GOLDEN CITY <small>SHOOTN SCORE IT</small>	Sponsored by: DEL FORNO – LEMON TREE								
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets. P1 activates mover S1. P2 activates mover S2. Both P1 and P2 remain visible.												
	22		5		2		3		2		0		6
													

CoF	Comstock - Medium	Points	110 p
Targets	7 paper, 8 popper, 3 no-shoot, Total 15 targets	Min rounds	22
Firearm	Handgun	Match-%	13.33%

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	