

1. FAZNET

STAGE NUMBER:	1	RANGE NUMBER:	1	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: FAZNET
START POSITION:	Shooter starts seated back against the backrest. Gun unloaded and placed flat on the table pointing downrange. All magazines to be placed flat, anywhere on the table.				
STAGE PROCEDURE:	On the audible start signal engage targets whilst remaining within the designated area.				

9

3

0

1

3








0

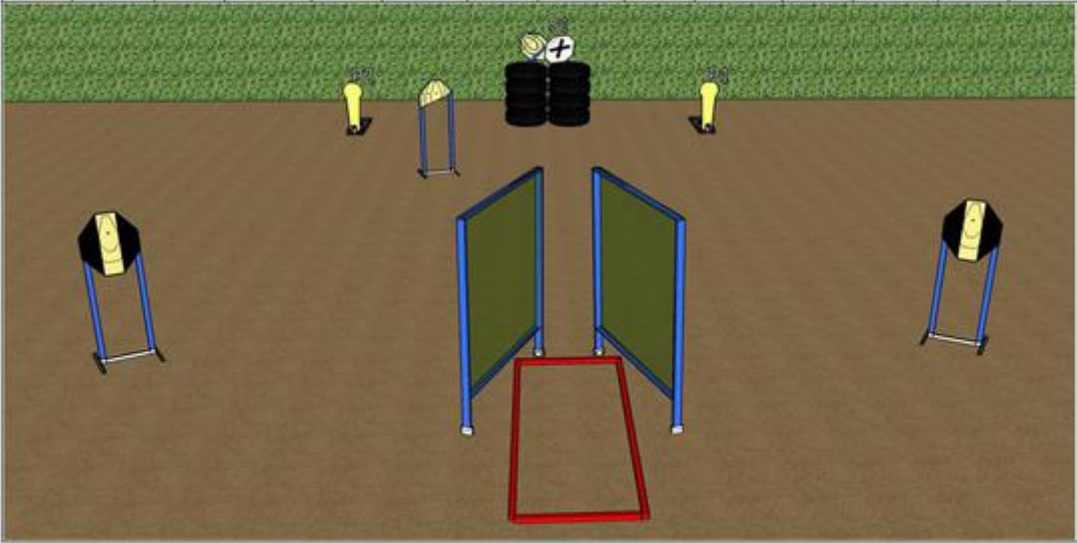
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CoF	Comstock - Short	Points	45 p
Targets	3 paper, 3 popper, 1 no-shoot, Total 6 targets	Min rounds	9
Firearm	Handgun	Match-%	5.84%

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. Gun is loaded and holstered.												
STAGE PROCEDURE:	On the audible start signal engage targets whilst remaining within the designated area. Either P1 or P2 will activate mover S1 which remains visible.												
	10		4		0		1		2				0

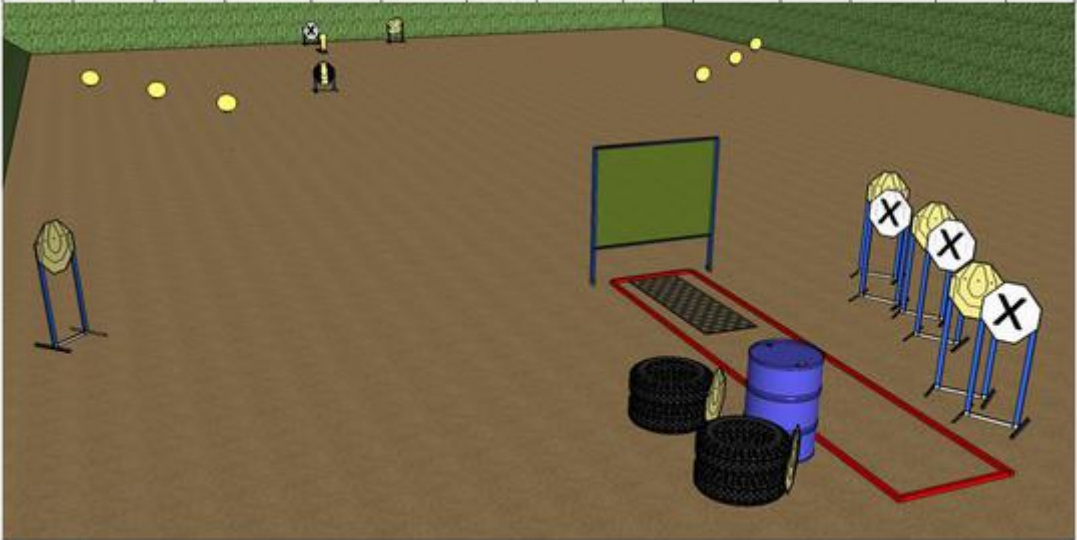


CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 popper, 1 no-shoot, Total 6 targets	Min rounds	10
Firearm	Handgun	Match-%	6.49%

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'N SCORE IT</small>	Sponsored by: PROF ENGINEERING								
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and holstered.												
STAGE PROCEDURE:	On the audible start signal engage targets whilst remaining within the designated area.												
	23		8		0		4		0		1		6

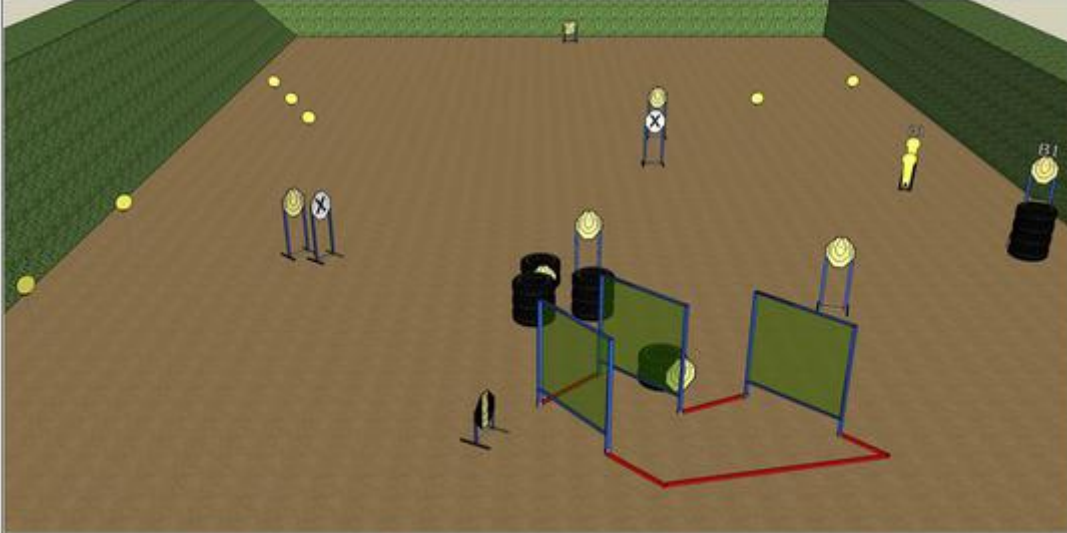


CoF	Comstock - Medium	Points	115 p
Targets	8 paper, 7 popper, 4 no-shoot, Total 15 targets	Min rounds	23
Firearm	Handgun	Match-%	14.94%

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	

4. MOTRADE ENGINEERING








STAGE NUMBER:	4	RANGE NUMBER:	4	GOLDEN CITY <small>USA • TIME CODE</small>		Sponsored by: MOTRADE ENGINEERING							
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and holstered. Hands raised above the shoulder with palms facing forward when ready.												
STAGE PROCEDURE:	On the audible start signal engage targets whilst remaining within the designated area. P1 activates mover B1 which remains visible.												
	27		9		0		2		2		0		7

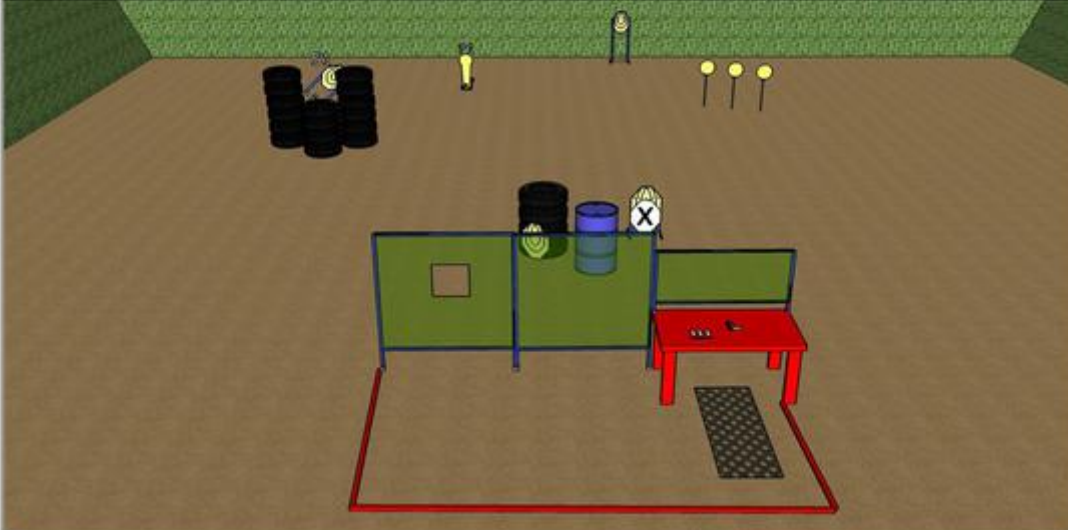


CoF	Comstock - Long	Points	135 p
Targets	9 paper, 9 popper, 2 no-shoot, Total 18 targets	Min rounds	27
Firearm	Handgun	Match-%	17.53%

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. ESKAN INVESTMENTS








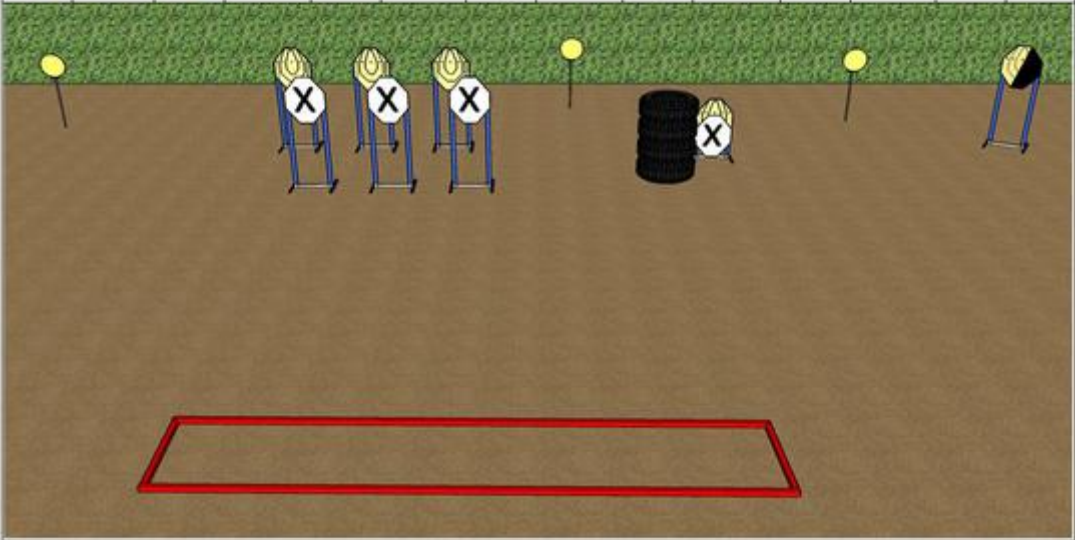
STAGE NUMBER:	5	RANGE NUMBER:	5	GOLDEN CITY <small>EST. 1990</small>	Sponsored by: ESKAN INVESTMENTS								
START POSITION:	Shooter starts anywhere in the designated area. Gun is unloaded and placed flat on the table pointing down range. All magazines to be placed flat, anywhere on the table.												
STAGE PROCEDURE:	On the audible start signal engage targets from within the designated area. P1 activates mover S1 which remains visible.												
	12		4		0		1		1		0		3



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, 1 no-shoot, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	7.79%

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	








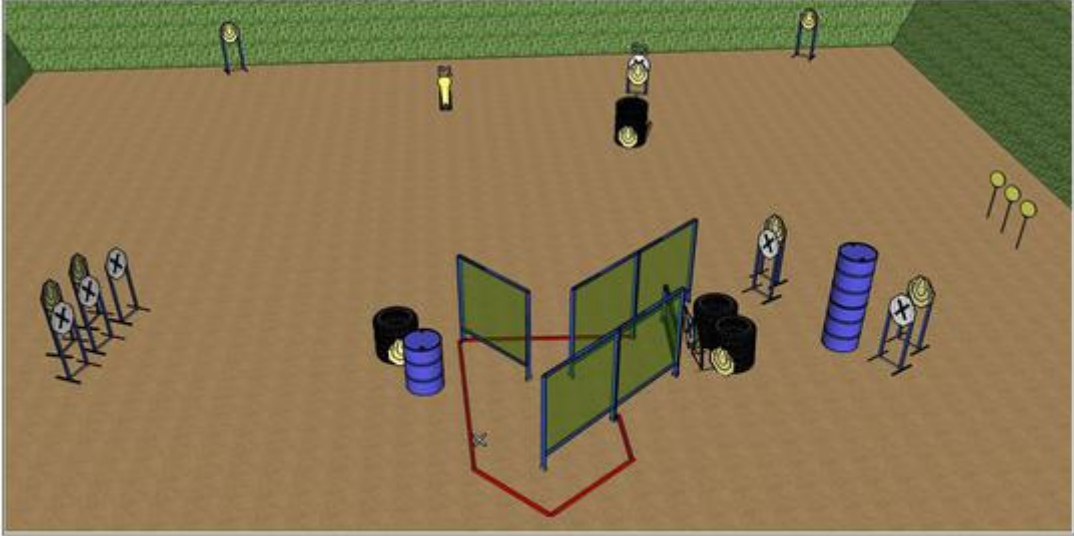
6. FIREWORX

STAGE NUMBER:	6	RANGE NUMBER:	7	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: FIREWORX								
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and holstered. Hands raised above shoulders with palms facing forward when ready.												
STAGE PROCEDURE:	On the audible start signal engage targets from within the designated area.												
	13		5		0		1		0		0		3
													

CoF	Comstock - Medium	Points	65 p
Targets	5 paper, 3 popper, 1 no-shoot, Total 8 targets	Min rounds	13
Firearm	Handgun	Match-%	8.44%

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. BERNHARD AGENCIES

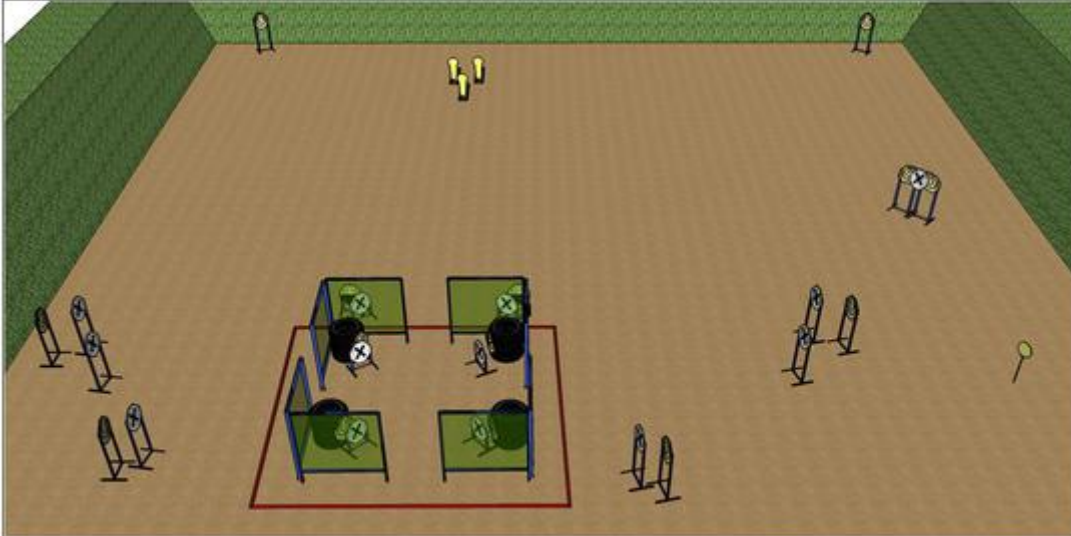
STAGE NUMBER:	7	RANGE NUMBER:	8	GOLDEN CITY <small>SHOOT'N SCORE IT</small>		Sponsored by: BERNHARD AGENCIES							
START POSITION:	Shooter starts in the designated area with any part of one foot touching demarcated area X. Gun is loaded and holstered.												
STAGE PROCEDURE:	On the audible start signal engage targets from within the designated area. P1 activates mover B1 which remains visible.												
	28		12		0		7		1		0		3
													

CoF	Comstock - Long	Points	140 p
Targets	12 paper, 4 popper, 7 no-shoot, Total 16 targets	Min rounds	28
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	GOLDEN CITY <small>SHOOTN' SCORE IT CLUB</small>	Sponsored by: SA BLOCK AFRIMAT								
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and holstered.												
STAGE PROCEDURE:	On the audible start signal engage targets whilst remaining within the designated area.												
	32		14		0		13		3		0		1



CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 13 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	20.78%

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	