






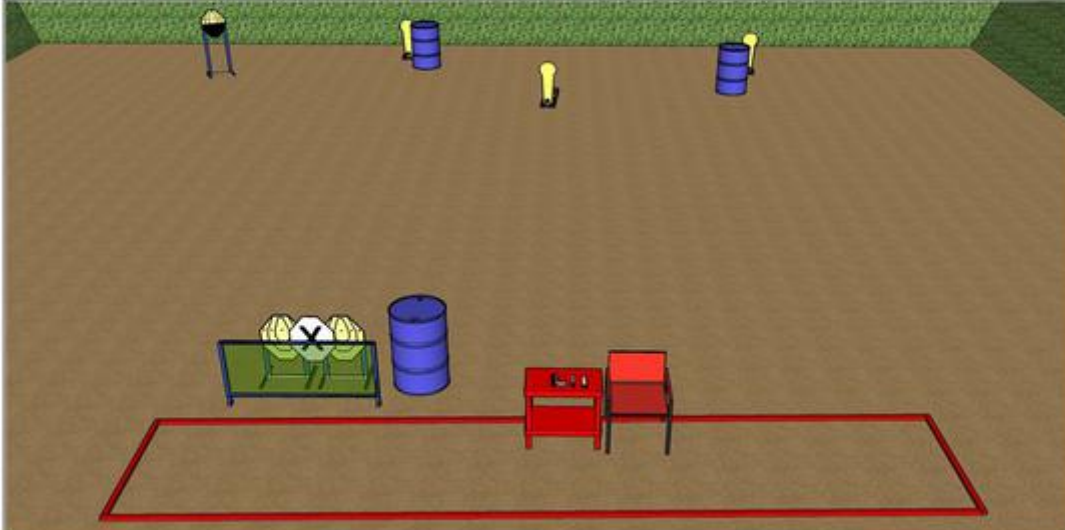


# 1. FAZNET

STAGE NUMBER:	1	RANGE NUMBER:	1	<b>GOLDEN CITY</b> <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		0



The diagram illustrates the shooting range layout. A red rectangle outlines the designated area. A shooter is positioned at the back, seated on a red chair with a backrest. A table in front of the shooter holds a handgun and magazines. The range contains several targets: a popper target (yellow circle with a hole), three paper targets (white circles with 'X' marks), and a no-shoot target (white circle with a black 'X'). There are also three blue barrels and a yellow marker in the range.

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

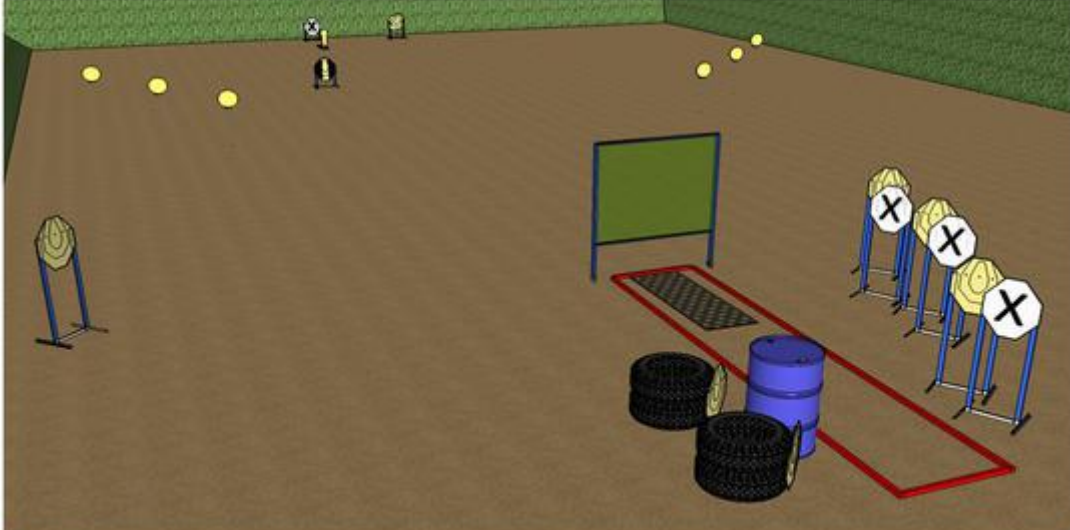
STAGE NUMBER:	2	RANGE NUMBER:	2	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>SPARTAN ARMS</b>							
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and holstered.											
STAGE PROCEDURE:	On the audible start signal engage targets whilst remaining within the designated area. Either P1 or P2 will activate mover S1 which remains visible.											
	10		4		0		1		2			0

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

<b>Procedure</b>	
<b>Starting position</b>	Gun loaded & holstered
<b>Firearm ready condition</b>	
<b>Start on</b>	Audible signal
<b>Stop on</b>	Last shot
<b>Penalties</b>	As per current edition of rules
<b>Safety angles</b>	L/R
<b>Setup notes</b>	

# 3. PROF ENGINEERING








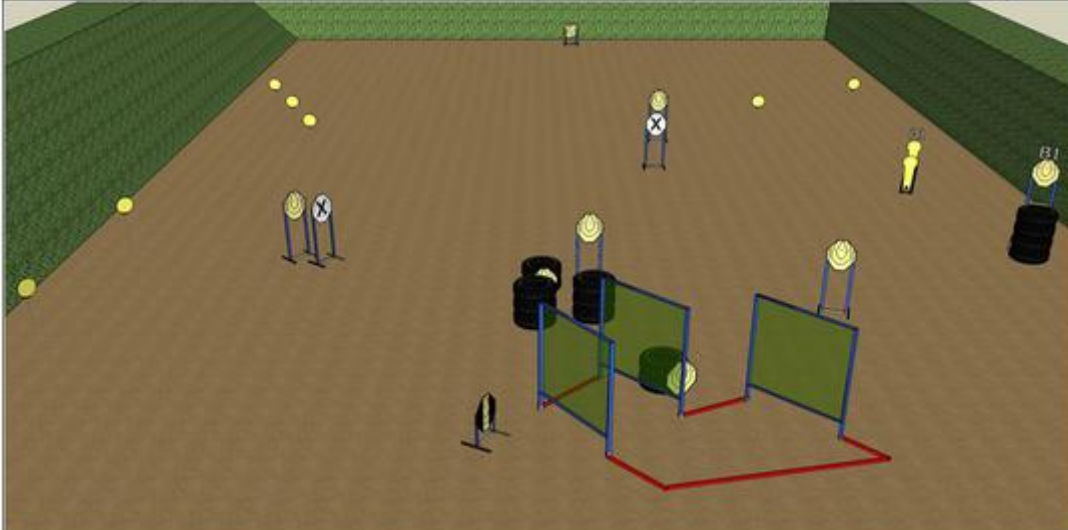
STAGE NUMBER:	3	RANGE NUMBER:	3	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>PROF ENGINEERING</b>								
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and holstered.												
STAGE PROCEDURE:	On the audible start signal engage targets whilst remaining 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

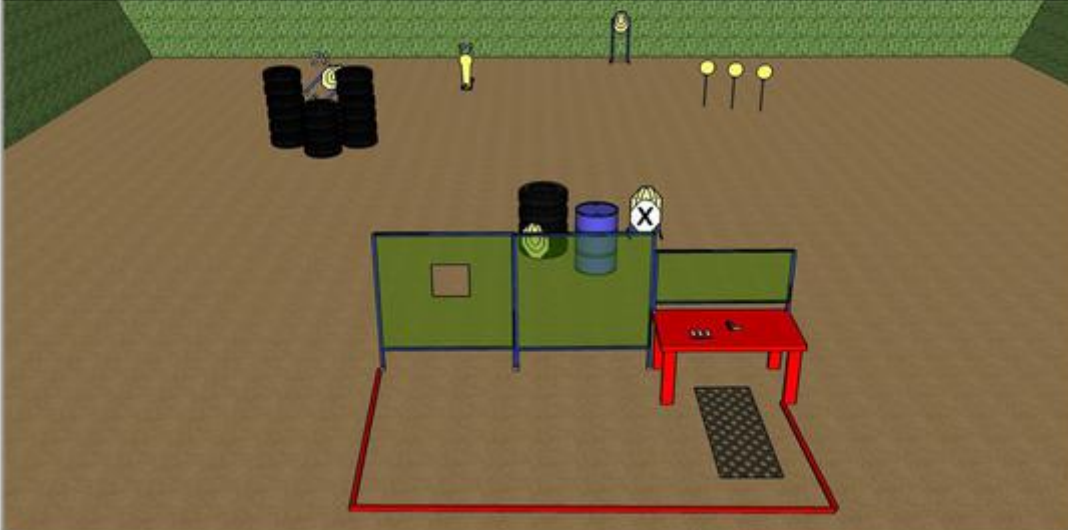
STAGE NUMBER:	4	RANGE NUMBER:	4	<b>GOLDEN CITY</b> <small>SHOOTING.COM</small>	Sponsored by: <b>MOTRADE ENGINEERING</b>								
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and holstered. Hands raised above the shoulder with palms facing forward when ready.												
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	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>ESKAN INVESTMENTS</b>								
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

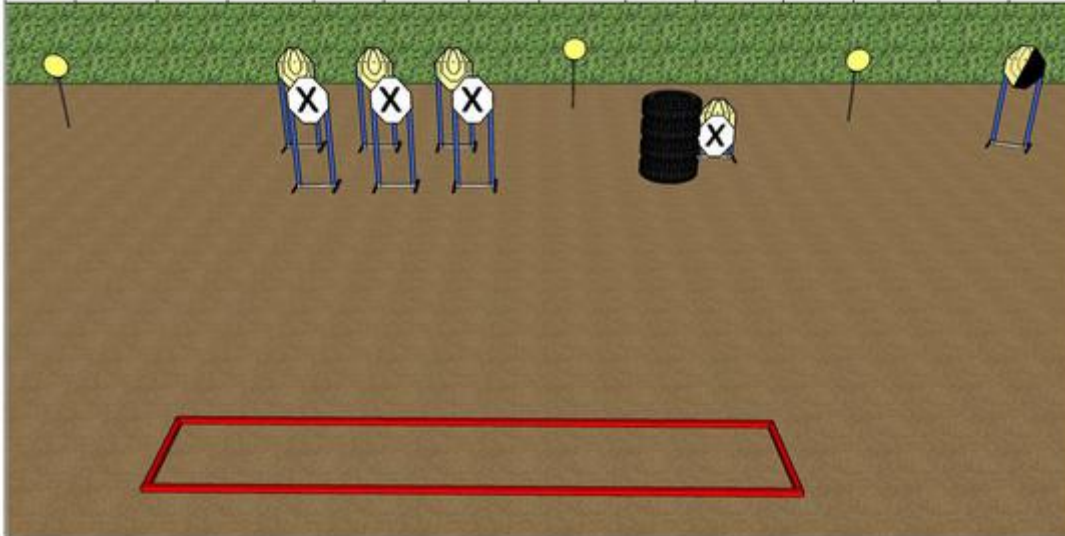


CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, 1 no-shoot, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	7.79%

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	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>FIREWORX</b>								
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

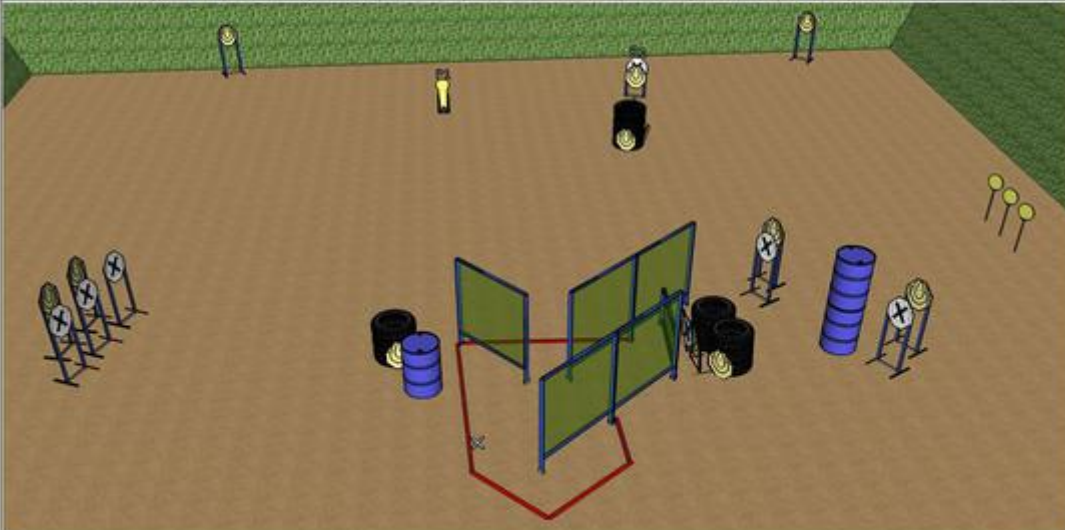


CoF	Comstock - Medium	Points	65 p
Targets	5 paper, 3 popper, 1 no-shoot, Total 8 targets	Min rounds	13
Firearm	Handgun	Match-%	8.44%

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	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>BERNHARD AGENCIES</b>								
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	<b>GOLDEN CITY</b> <small>SHOOTING 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	