








# 1. FAZNET

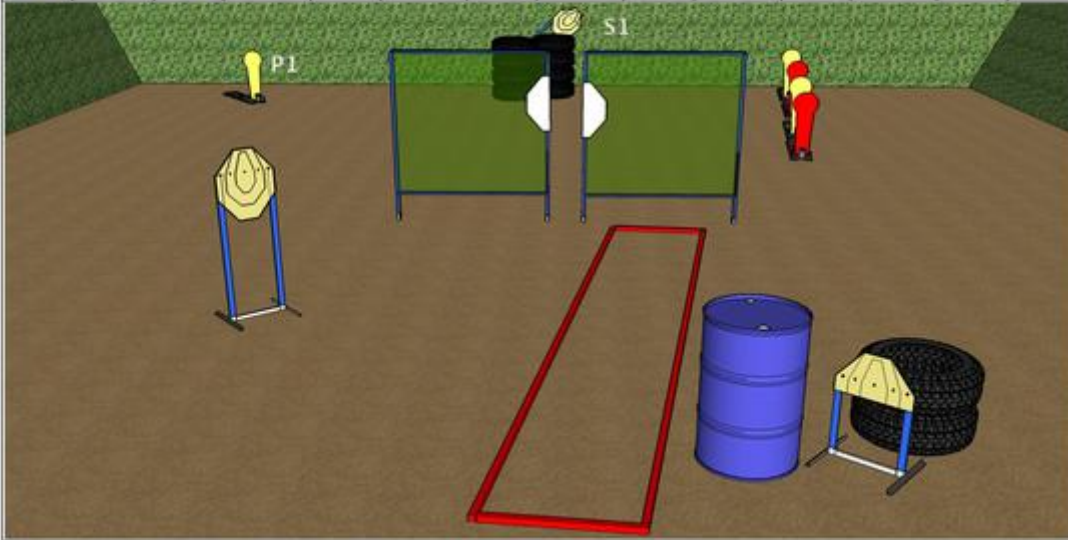
STAGE NUMBER:	1	RANGE NUMBER:	1	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>FAZNET</b>								
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and holstered.												
STAGE PROCEDURE:	On the audible start signal engage targets whilst remaining within the designated area. P1 activates mover S1 and S2, both S1 and S2 remain visible.												
	12		5		0		3		2		0		0

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 3 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	6.90%

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








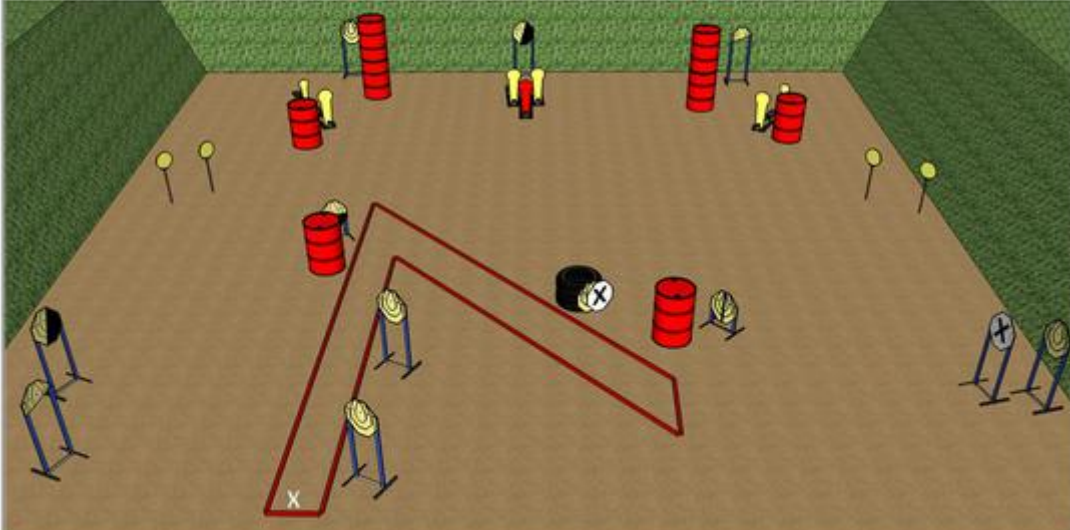
STAGE NUMBER:	2	RANGE NUMBER:	2	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>SPARTAN ARMS</b>								
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and holstered.												
STAGE PROCEDURE:	On the audible start signal engage targets as they become visible whilst remaining within the demarcated area. P1 activate mover S1 which remain visible.												
	9		3		0		4		3		0		0



<b>CoF</b>	Comstock - Short	<b>Points</b>	45 p
<b>Targets</b>	3 paper, 3 popper, 4 no-shoot, Total 6 targets	<b>Min rounds</b>	9
<b>Firearm</b>	Handgun	<b>Match-%</b>	5.17%

<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. MOTRADE ENGINEERING

STAGE NUMBER:	3	RANGE NUMBER:	3	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>MOTRADE ENGINEERING</b>								
START POSITION:	Shooter starts with the toes of both feet touching the demarcated area at X. Gun is unloaded and holstered.												
STAGE PROCEDURE:	On the audible start signal engage targets whilst remaining within the designated area.												
	32		11		0		3		4		2		4
													

CoF	Comstock - Long	Points	160 p
Targets	11 paper, 10 popper, 3 no-shoot, Total 21 targets	Min rounds	32
Firearm	Handgun	Match-%	18.39%

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. COMPLETE 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 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. P1 activates mover S1 which remains visible.												
	23		11		0		2		1		0		0

CoF	Comstock - Medium	Points	115 p
Targets	11 paper, 1 popper, 2 no-shoot, Total 12 targets	Min rounds	23
Firearm	Handgun	Match-%	13.22%

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 loaded and holstered.												
STAGE PROCEDURE:	On the audible start signal engage targets whilst remaining within the designated area. P1 activates mover B1 which remains visible.												
	24		11		0		3		1		1		0

CoF	Comstock - Medium	Points	110 p
Targets	10 paper, 2 popper, 3 no-shoot, Total 12 targets	Min rounds	22
Firearm	Handgun	Match-%	12.64%

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.												
STAGE PROCEDURE:	On the audible start signal engage targets whilst remaining within the designated area. P1 activates mover D1 and P2 activates mover B1. Both D1 and B1 remain visible.												
	20		7		0		2		4		0		2

CoF	Comstock - Medium	Points	100 p
Targets	7 paper, 6 popper, 2 no-shoot, Total 13 targets	Min rounds	20
Firearm	Handgun	Match-%	11.49%

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	








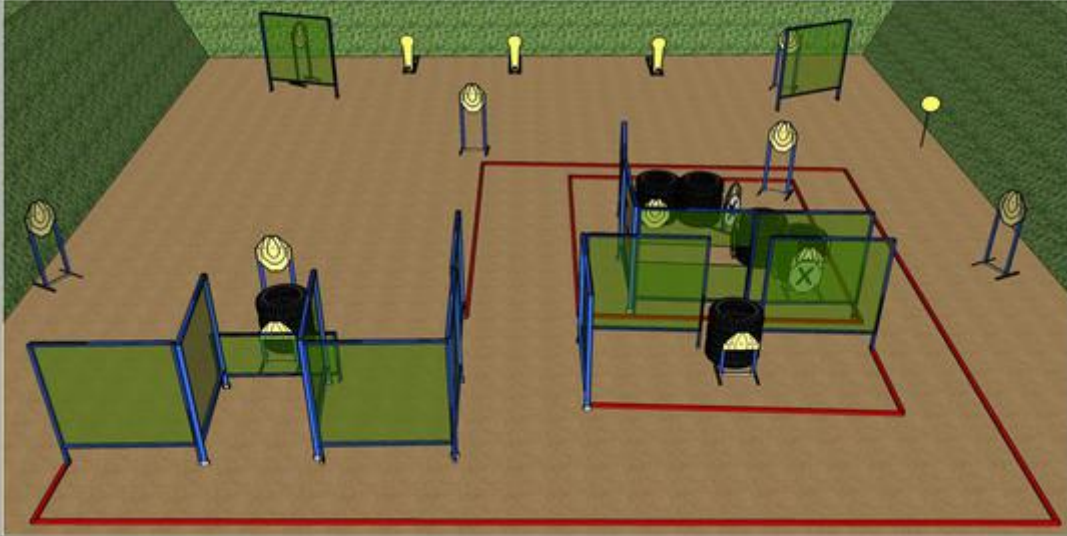
# 7. PROF ENGINEERING

STAGE NUMBER:	7	RANGE NUMBER:	8	<b>GOLDEN CITY</b>	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. P1 activated mover S1 which remains visible.												
	24		10		0		1		4		0		0

CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, 1 no-shoot, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	13.79%

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	

# 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		2		3		0		1
													

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 2 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	18.39%

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	