






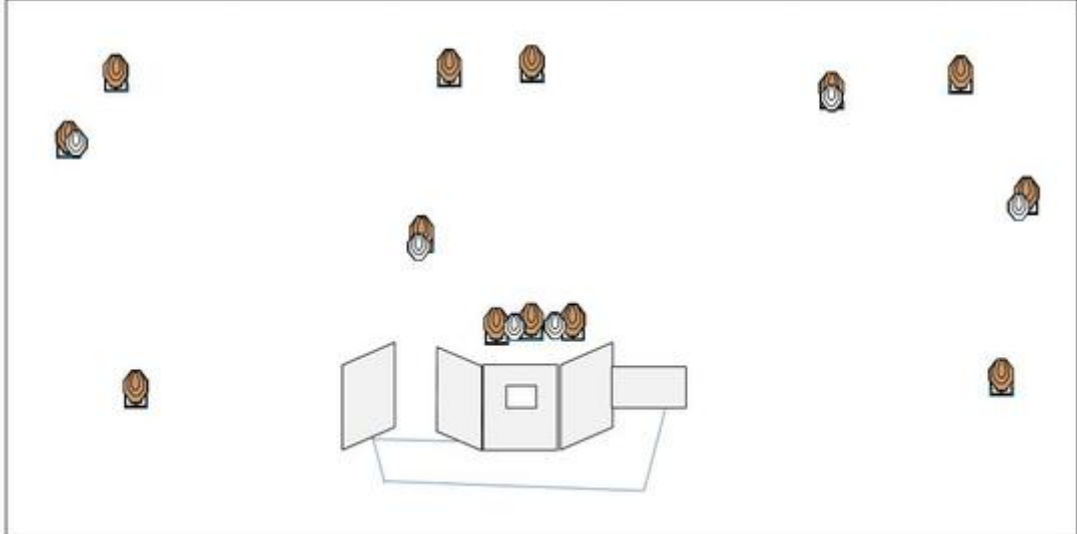









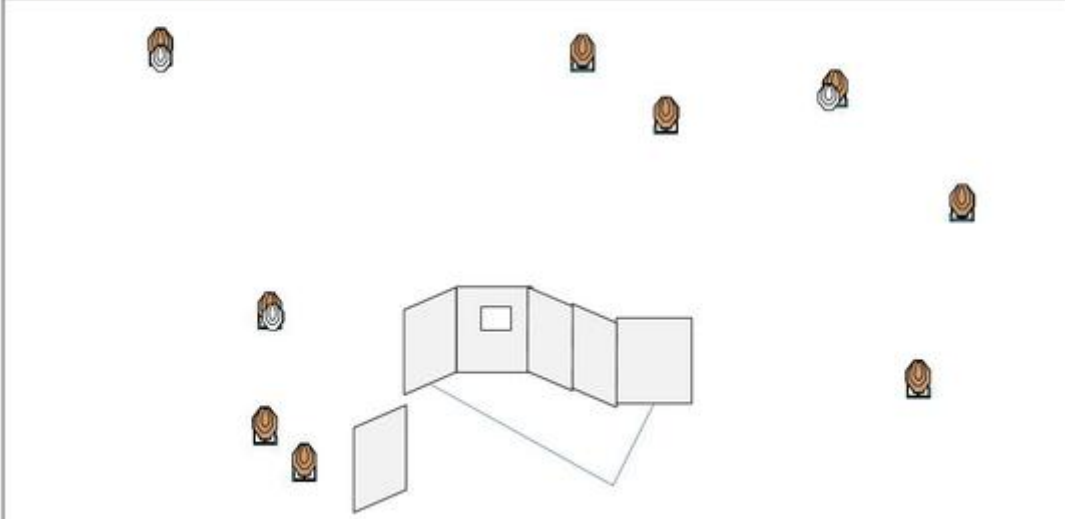
# 1. GOLDEN CITY

STAGE NUMBER:	1	RANGE NUMBER:	1	GOLDEN CITY <small>SHOOTING CLUB</small>		Sponsored by: FAZNET							
START POSITION:	Shooter starts anywhere in the designated area. Firearm is loaded and holstered.												
STAGE PROCEDURE:	After the start signal engage targets whilst remaining within the designated area.												
	26		0		13		6		0		0		0
													

CoF	Comstock - Long	Points	130 p
Targets	13 paper, 6 no-shoot, Total 13 targets	Min rounds	26
Firearm	Handgun	Match-%	15.76%

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	








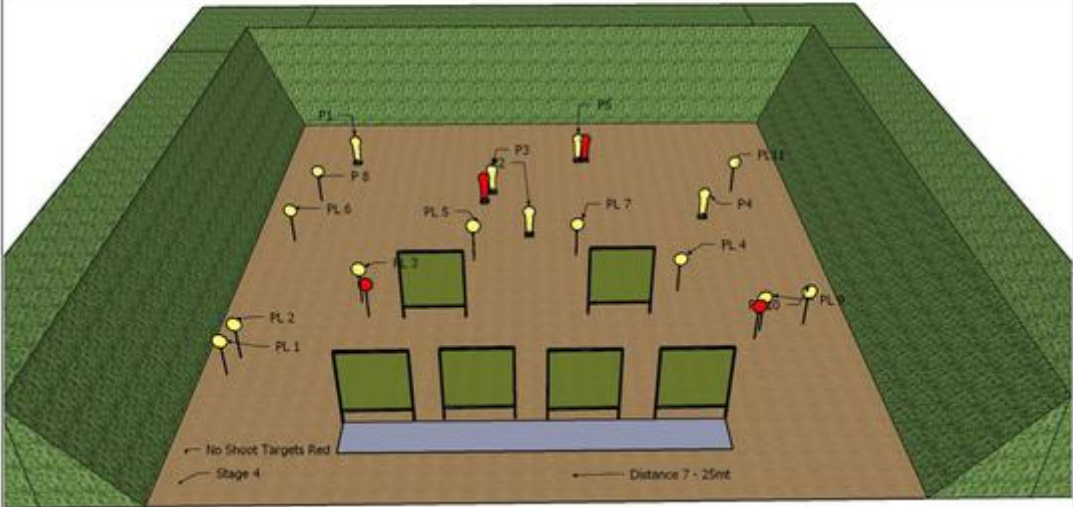
## 2. MOTRADE ENGINEERING

STAGE NUMBER:	2	RANGE NUMBER:	3	<b>GOLDEN CITY</b> Sponsored by: <b>MOTRADE ENGINEERING</b>									
START POSITION:	Shooter starts anywhere in the designated area. Firearm is loaded and holstered.												
STAGE PROCEDURE:	After the start signal engage targets whilst remaining within the designated area.												
	18		0		9		3		0		0		0
													

CoF	Comstock - Medium	Points	90 p
Targets	9 paper, 3 no-shoot, Total 9 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	








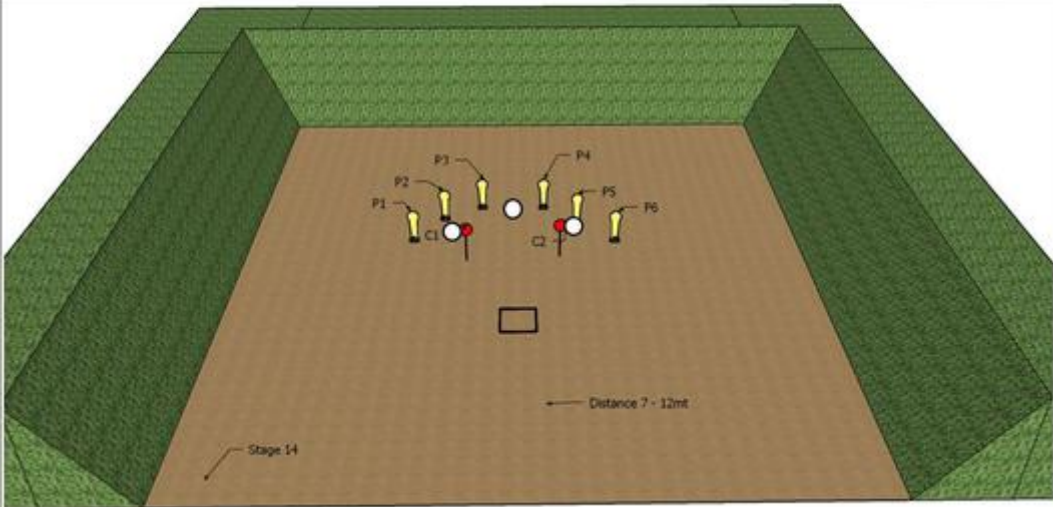
# 3. COMPLETE CABLING EQUIPMENT

STAGE NUMBER:	3	RANGE NUMBER:	4	<b>GOLDEN CITY</b> Sponsored by: <b>COMPLETE CABLING EQUIPMENT</b>									
START POSITION:	Shooter starts anywhere in the designated area. Firearm is loaded and holstered.												
STAGE PROCEDURE:	After the start signal engage targets whilst remaining within the designated area.												
	16		0		0		4		3		2		11
													

CoF	Comstock - Medium	Points	80 p
Targets	16 popper, 4 no-shoot, Total 16 targets	Min rounds	16
Firearm	Handgun	Match-%	9.70%

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. AD TACTICAL

STAGE NUMBER:	4	RANGE NUMBER:	5	GOLDEN CITY <small>SHOOT'N SCORE IT</small>		Sponsored by: AD TACTICAL							
START POSITION:	Shooter starts anywhere in the designated area. Firearm is loaded and holstered.												
STAGE PROCEDURE:	After the start signal engage targets whilst remaining within the designated area.												
	9		0		0		0		6		0		3
													

CoF	Comstock - Short	Points	45 p
Targets	9 popper, Total 9 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	

# 5. DEL FORNO - LEMON TREE

STAGE NUMBER:5

RANGE NUMBER:7

LDEN CITY

LOW-IMPEDANCE CLIP


Sponsored by: DEL FORNO – LEMON TREE

START POSITION:


Shooter starts anywhere in the designated area. Firearm is loaded and holstered.

STAGE PROCEDURE:


After the start signal engage targets whilst remaining within the designated area.




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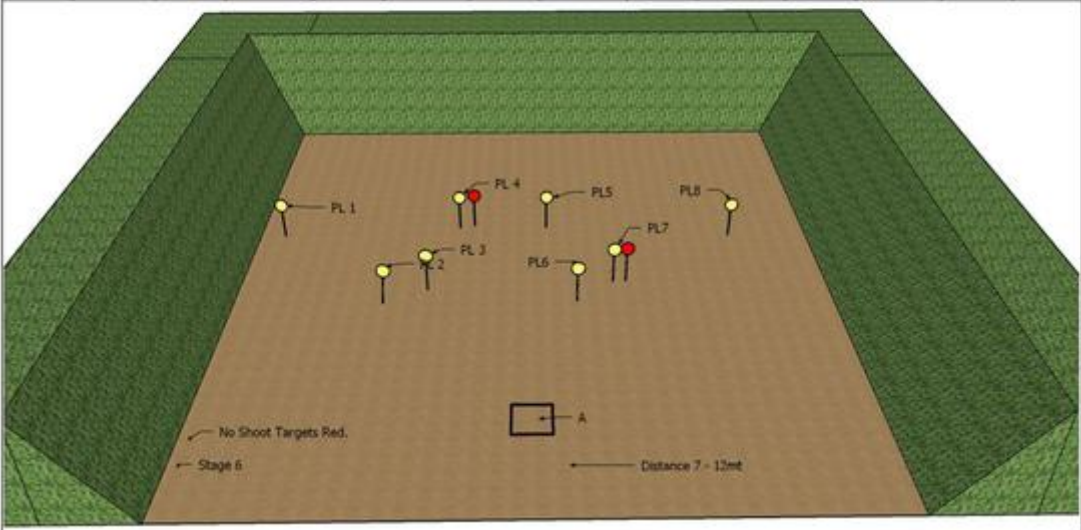
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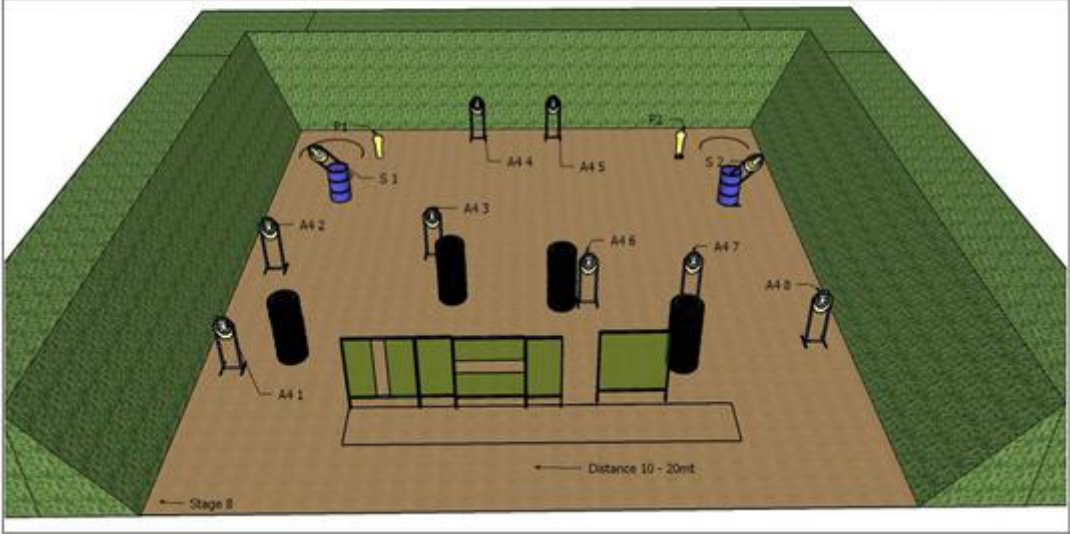
8



CoF	Comstock - Short	Points	40 p
Targets	8 popper, 2 no-shoot, Total 8 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	

# 6. PROF ENGINEERING








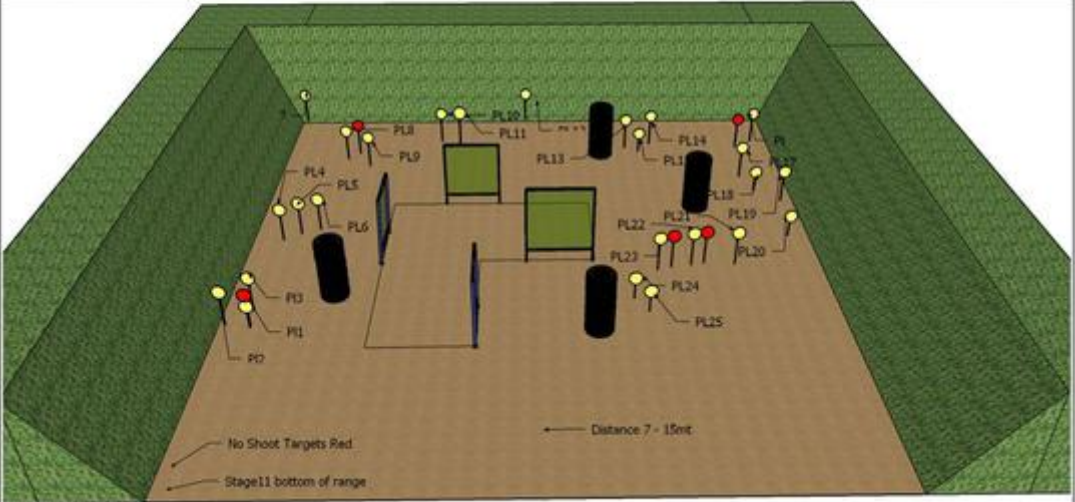
STAGE NUMBER:	6	RANGE NUMBER:	8	<b>GOLDEN CITY</b> Sponsored by: <b>PROF ENGINEERING</b>									
START POSITION:	Shooter starts anywhere in the designated area. Firearm is loaded and holstered.												
STAGE PROCEDURE:	After the start signal engage targets whilst remaining within the designated area. P1 activates mover S1. P2 activates mover S2. Both S1 and S2 remain visible.												
	22		10		0		0		2		0		0
													

CoF	Comstock - Medium	Points	110 p
Targets	10 paper, 2 popper, Total 12 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	










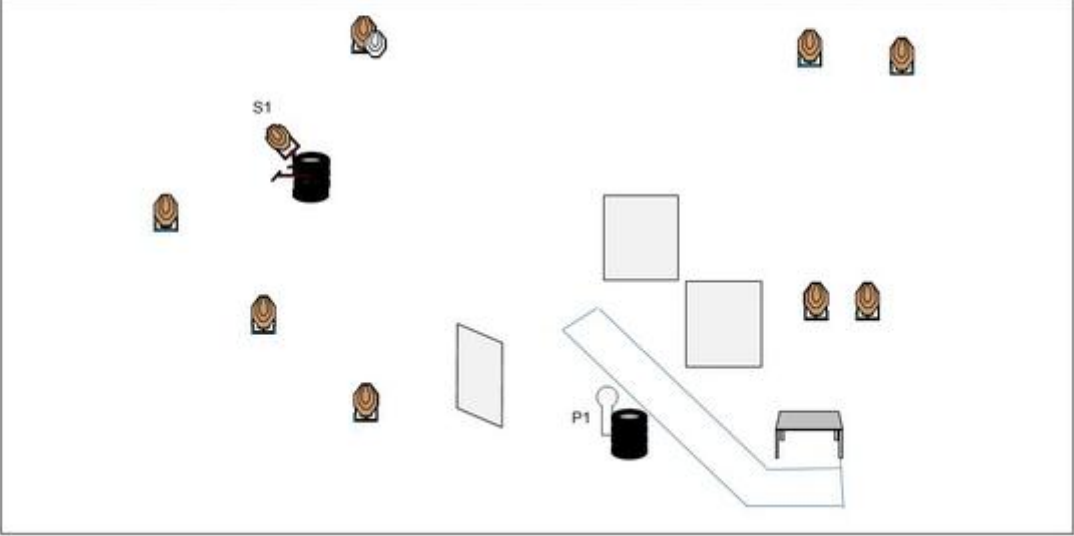
# 7. SA BLOCK AFRIMAT

STAGE NUMBER:	7	RANGE NUMBER:	9	<b>GOLDEN CITY</b> <small>USA SHOOTING COUNCIL</small>	Sponsored by: <b>SA BLOCK AFRIMAT</b>								
START POSITION:	Shooter starts anywhere in the designated area. Firearm is loaded and holstered.												
STAGE PROCEDURE:	After the start signal engage targets whilst remaining within the designated area.												
	25		0		0		5		0		0		25
													

CoF	Comstock - Long	Points	125 p
Targets	25 popper, 5 no-shoot, Total 25 targets	Min rounds	25
Firearm	Handgun	Match-%	15.15%

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. HUNTING & TACTICAL








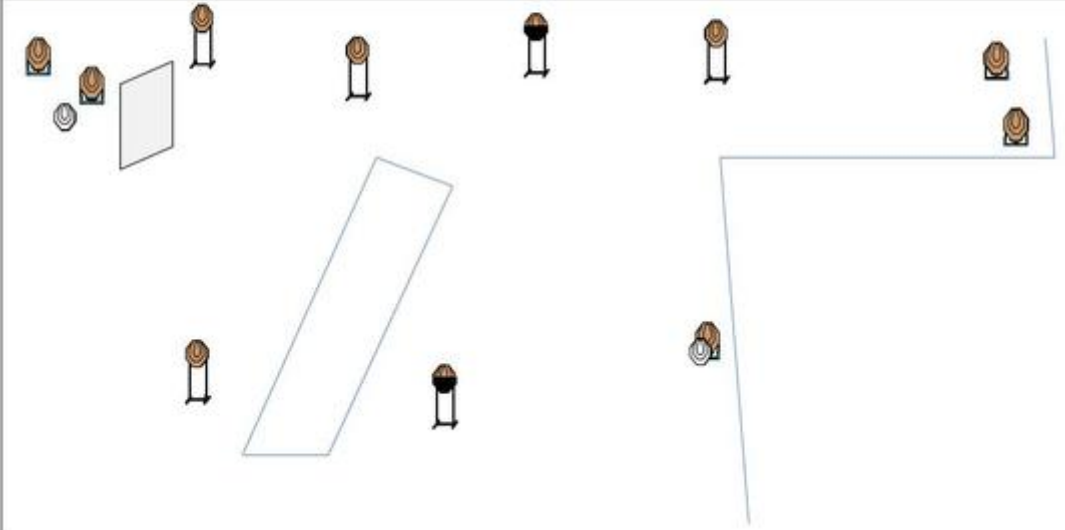
STAGE NUMBER:	8	RANGE NUMBER:	10	GOLDEN CITY <small>SHOOT'N SCORE IT</small>		Sponsored by: HUNTING AND TACTICAL							
START POSITION:	Shooter starts anywhere in the designated area. Firearm is unloaded and placed flat on the table pointing downrange.												
STAGE PROCEDURE:	After the start signal engage targets whilst remaining within the designated area. P1 activates mover S1 which remains visible.												
	18		0		8		0		0		0		0
													

CoF	Comstock - Medium	Points	95 p
Targets	9 paper, 1 popper, 1 no-shoot, Total 10 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	



# 9. GOLDEN CITY

STAGE NUMBER:	9	RANGE NUMBER:	11	<b>GOLDEN CITY</b> <small>SHOOT'N SCORE IT</small>	Sponsored by: <b>GOLDEN CITY</b>								
START POSITION:	Shooter starts anywhere in the designated area. Firearm is loaded and holstered.												
STAGE PROCEDURE:	After the start signal engage targets whilst remaining within the designated area.												
	22		11		0		2		0		0		0
													

CoF	Comstock - Medium	Points	110 p
Targets	11 paper, 2 no-shoot, Total 11 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	