






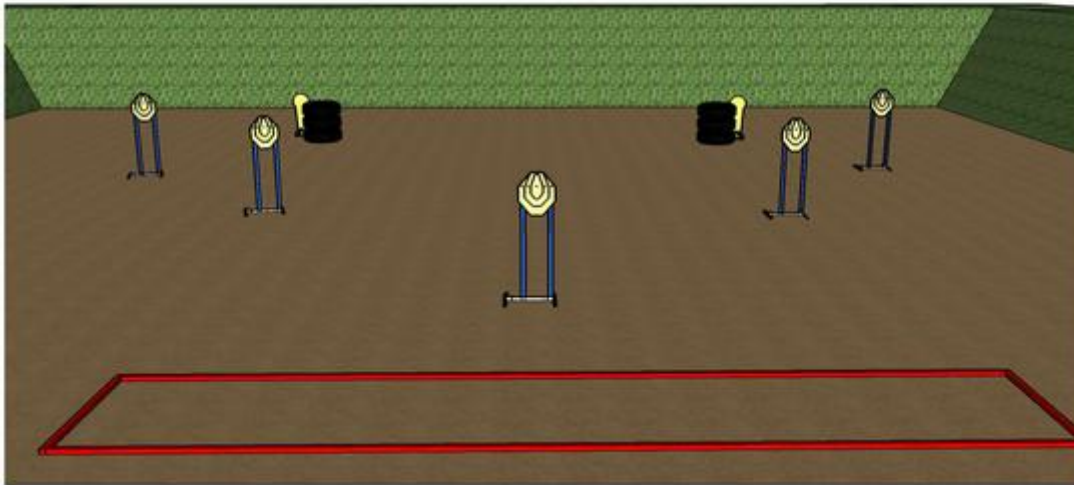


1. FAZNET

STAGE NUMBER:	1	RANGE NUMBER:	1	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: FAZNET									
START POSITION:	Shooter starts anywhere.													
STAGE PROCEDURE:	On the audible start signal engage targets.													
	12		0		5		0		2		0		0	

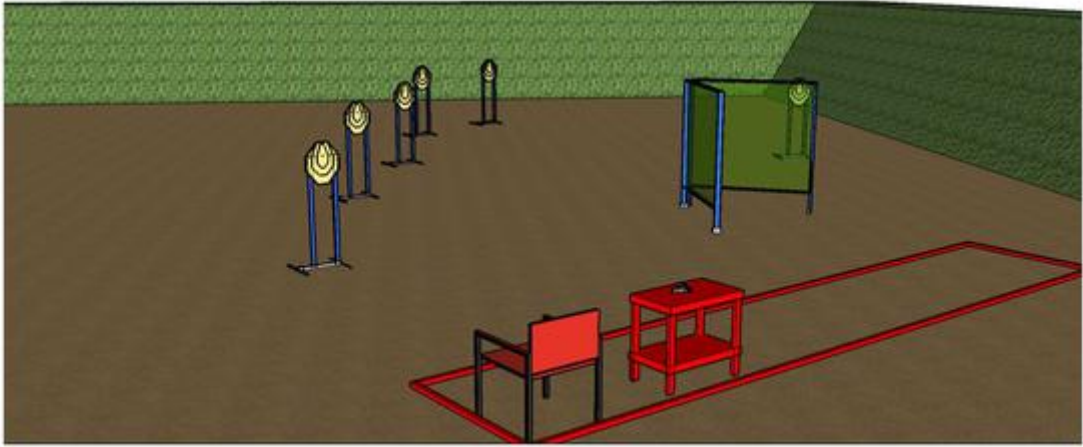


CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	6.82%

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>by Shoot'n Score It</small>	Sponsored by: SPARTAN ARMS								
START POSITION:	Shooter starts seated back against the back rest of the chair. Firearm is unloaded and placed flat on the table.												
STAGE PROCEDURE:	On the audible start signal engage targets.												
	12		0		6		0		0		0		0

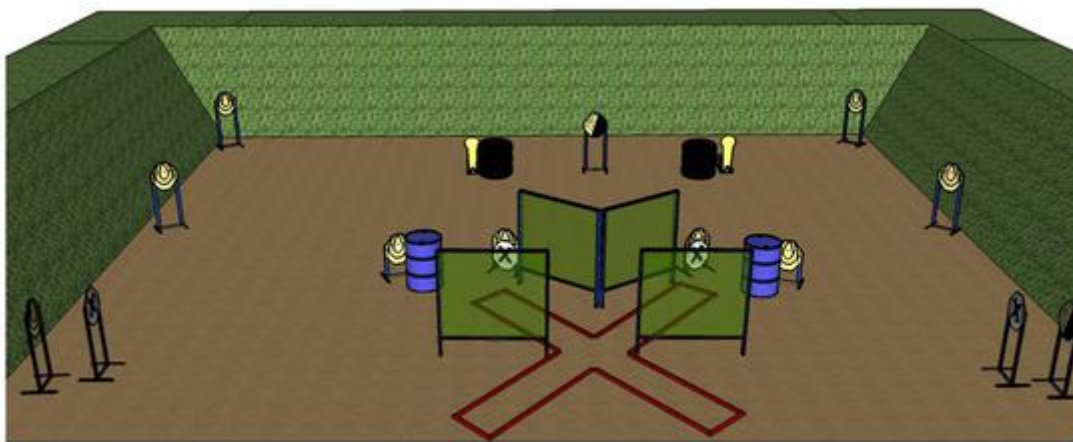


CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	6.82%

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. MOTRADE ENGINEERING

STAGE NUMBER:		3	RANGE NUMBER:		3	GOLDEN CITY <small>SHOOT'N SCORE IT</small>		Sponsored by: MOTRADE ENGINEERING					
START POSITION:		Shooter starts anywhere in the designated area.											
STAGE PROCEDURE:		On the audible start signal engage targets.											
	24		11		0		4		2		0		0










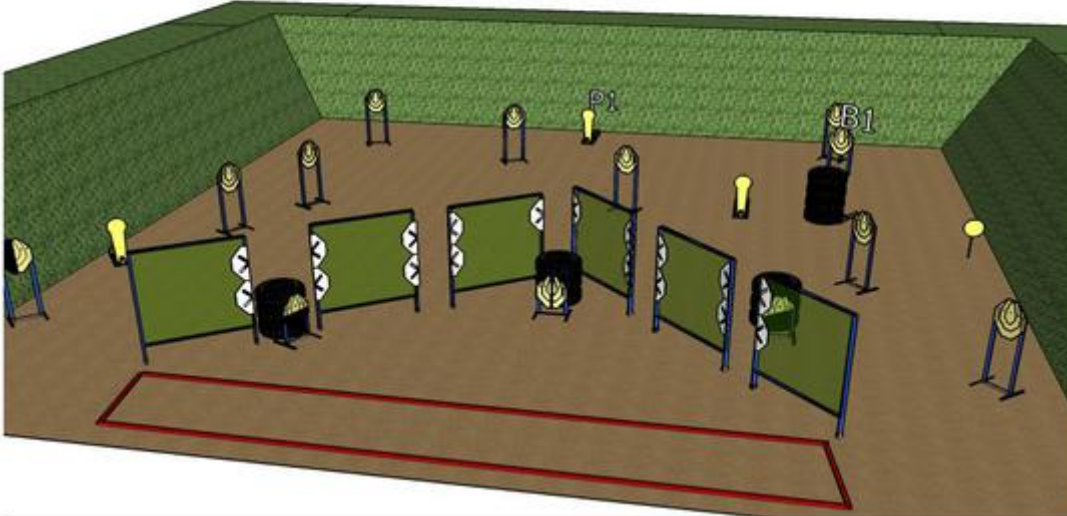
CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 4 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	13.64%

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	

4. COMPLETE CABLING EQUIPMENT

STAGE NUMBER:	4	RANGE NUMBER:	4	GOLDEN CITY EQUIPMENT	Sponsored by: COMPLETE CABLING
START POSITION:	Shooter starts anywhere in the designated area.				
STAGE PROCEDURE:	On the audible start signal engage targets. P1 Activates mover B1 which remains visible.				








	30		13		0		18		3		0		1
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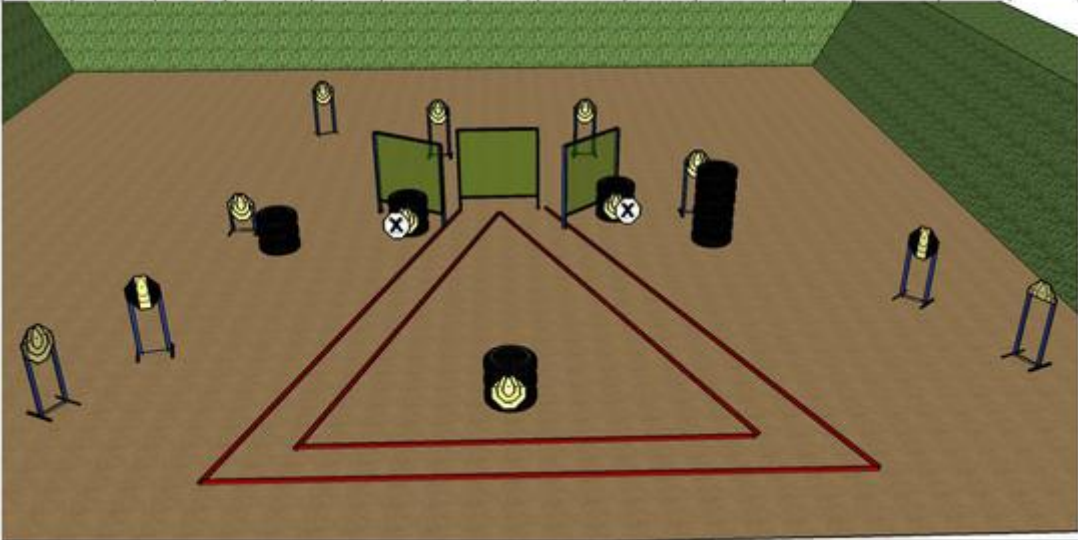


CoF	Comstock - Long	Points	150 p
Targets	13 paper, 4 popper, 18 no-shoot, Total 17 targets	Min rounds	30
Firearm	Handgun	Match-%	17.05%

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>SHOOTN SCORE IT</small>	Sponsored by: AD TACTICAL								
START POSITION:	Shooter starts anywhere .												
STAGE PROCEDURE:	On the audible start signal engage targets.												
	24		12		0		2		0		0		0



CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 2 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	13.64%

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. DEL FORNO – LEMON TREE

STAGE NUMBER:

6

RANGE NUMBER:

7

LDEN CITY

EST. 1974 • 1000+ COUNTRIES


Sponsored by: DEL FORNO – LEMON TREE

START POSITION:


Shooter starts anywhere in the designated area.

STAGE PROCEDURE:


On the audible start signal engage targets. P1 Activates mover B1 which remains visible.




21




10




0




3



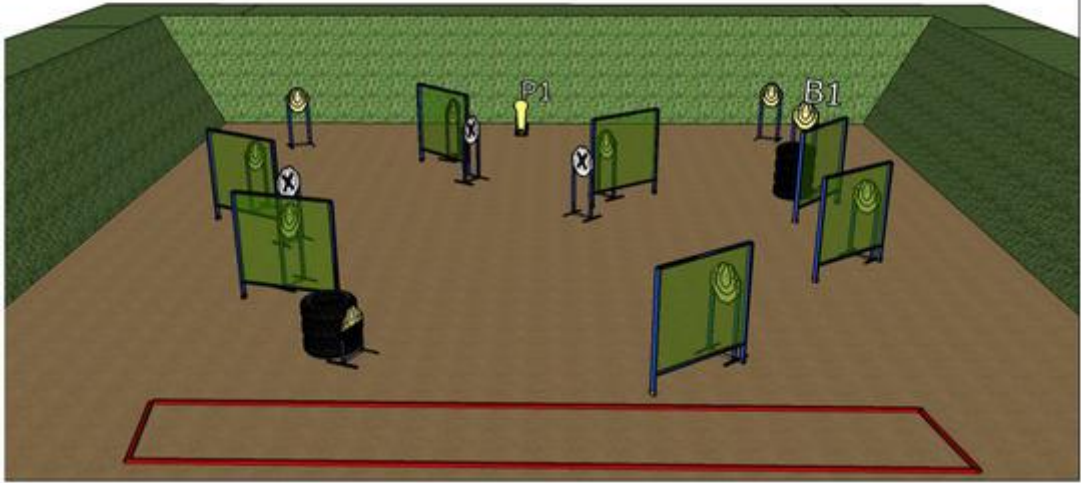
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



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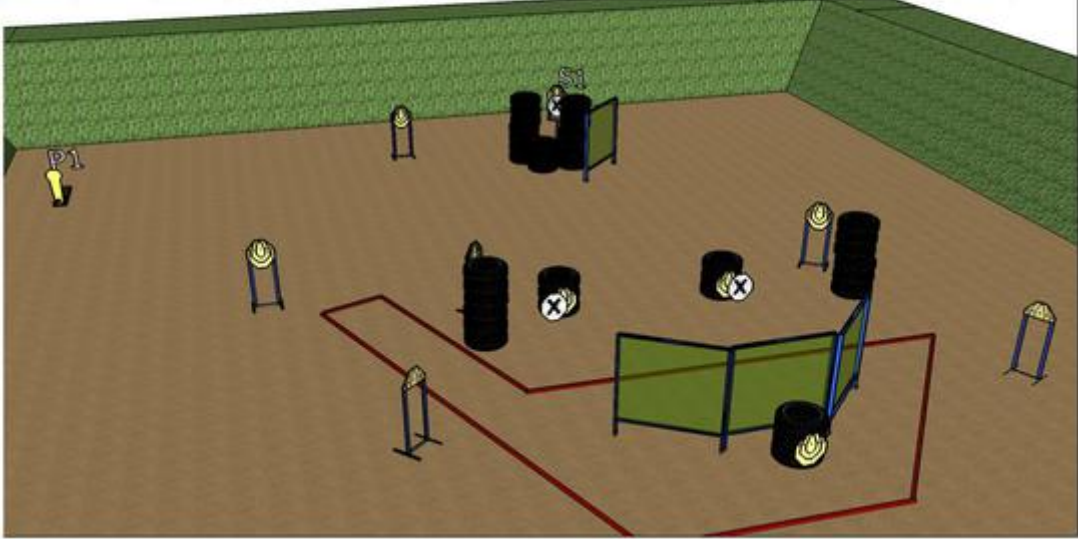


CoF	Comstock - Medium	Points	105 p
Targets	10 paper, 1 popper, 4 no-shoot, Total 11 targets	Min rounds	21
Firearm	Handgun	Match-%	11.93%

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








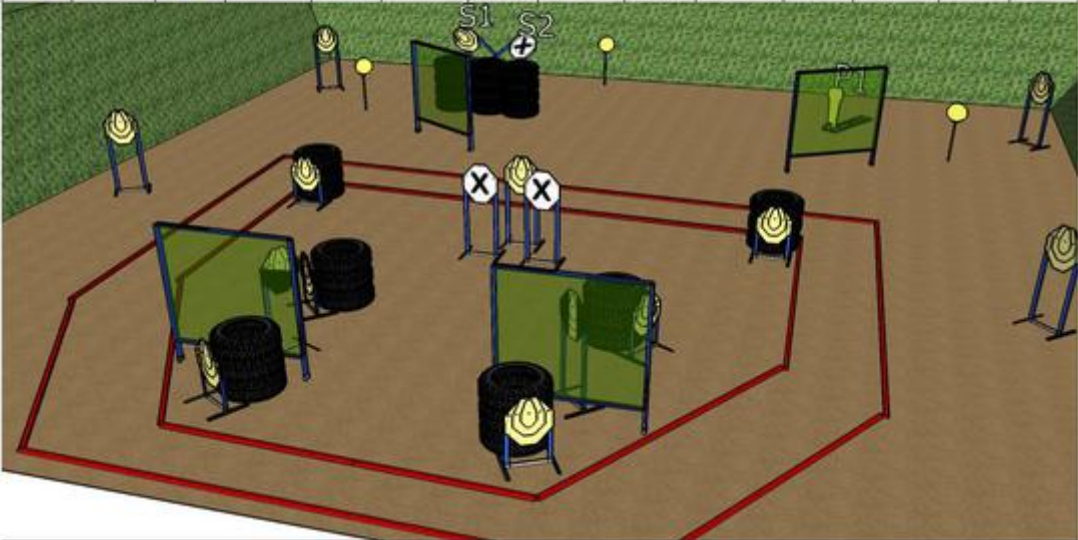
STAGE NUMBER:	7	RANGE NUMBER:	8	GOLDEN CITY	Sponsored by: PROF ENGINEERING								
START POSITION:	Shooter starts anywhere . Firearm is loaded chamber empty.												
STAGE PROCEDURE:	On the audible start signal engage targets. P1 Activates S1 which remains visible.												
	23		11		0		2		1		0		0



CoF	Comstock - Medium	Points	105 p
Targets	10 paper, 1 popper, 3 no-shoot, Total 11 targets	Min rounds	21
Firearm	Handgun	Match-%	11.93%

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>SHOOT'N SCORE IT</small>	Sponsored by: SA BLOCK AFRIMAT								
START POSITION:	Shooter starts anywhere in the designated area. Firearm is loaded chamber empty.												
STAGE PROCEDURE:	On the audible start signal engage targets. P1 Activates movers S1 and S2 which remain visible.												
	32		14		0		3		1		0		3
													

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 3 no-shoot, Total 18 targets	Min rounds	32
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	