






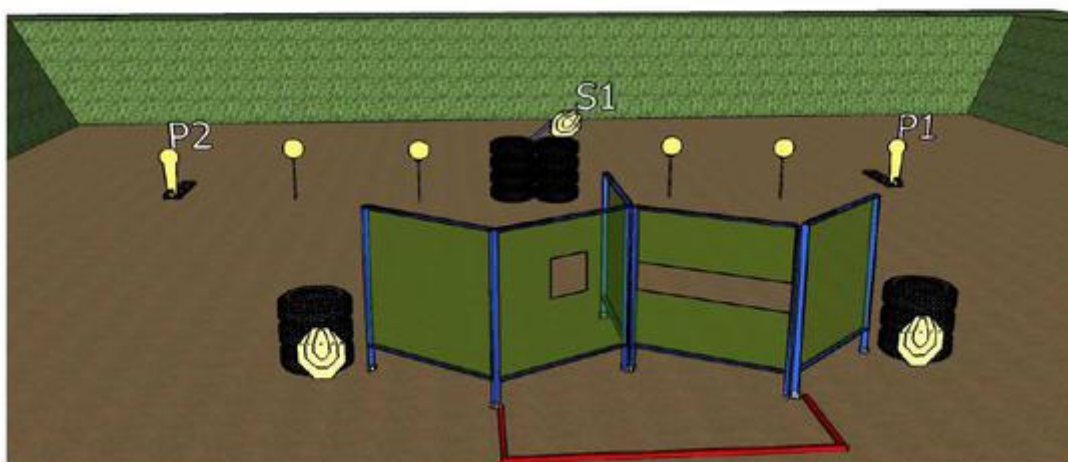


1. FAZNET

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. Either P1 or P2 will activate S1 which remains visible.												
	12		3		0		0		2		0		4

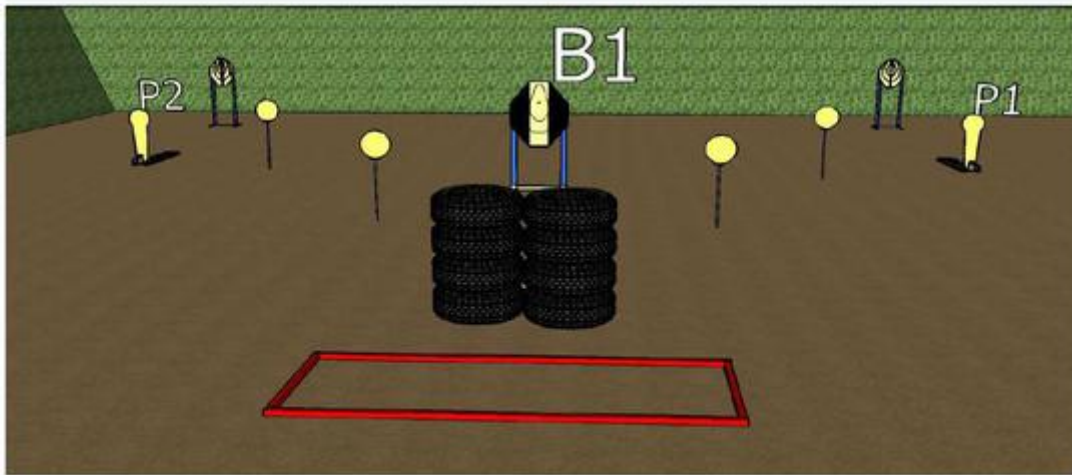


CoF	Comstock - Short	Points	60 p
Targets	3 paper, 6 popper, Total 9 targets	Min rounds	12
Firearm	Handgun	Match-%	6.74%

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. Firearm is loaded chamber empty.												
STAGE PROCEDURE:	On the audible start signal engage targets. Either P1 or P2 will activate B1 which does not remain visible.												
	12		3		0		0		2		0		4

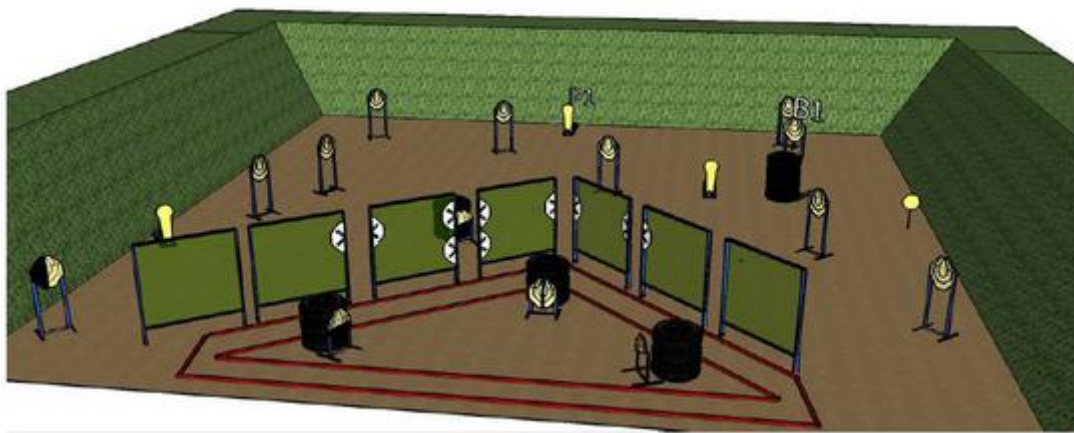


CoF	Comstock - Short	Points	60 p
Targets	2 paper, 1 disappering/bonus, 6 popper, Total 9 targets	Min rounds	10
Firearm	Handgun	Match-%	6.74%

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>SHOOTING CLUB</small>	Sponsored by: MOTRADE ENGINEERING								
START POSITION:	Shooter starts anywhere.												
STAGE PROCEDURE:	On the audible start signal engage targets. P1 Activates mover B1 which remains visible.												
	32		14		0		10		3		0		1

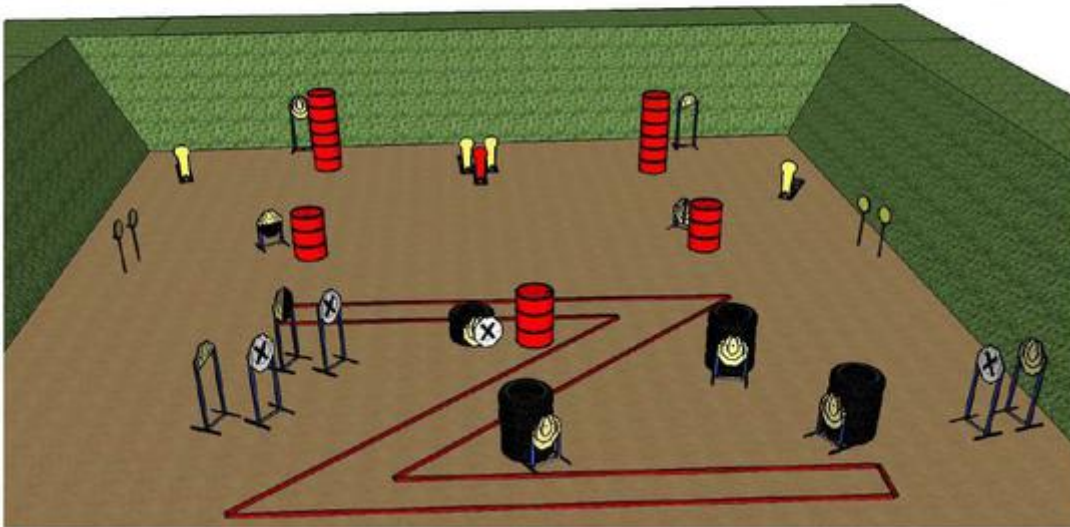


CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 10 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	17.98%

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 <small>SHOOTING CLUB</small>	Sponsored by: COMPLETE CABLING EQUIPMENT								
START POSITION:	Shooter starts anywhere.												
STAGE PROCEDURE:	On the audible start signal engage targets.												
	30		11		0		5		4		0		4

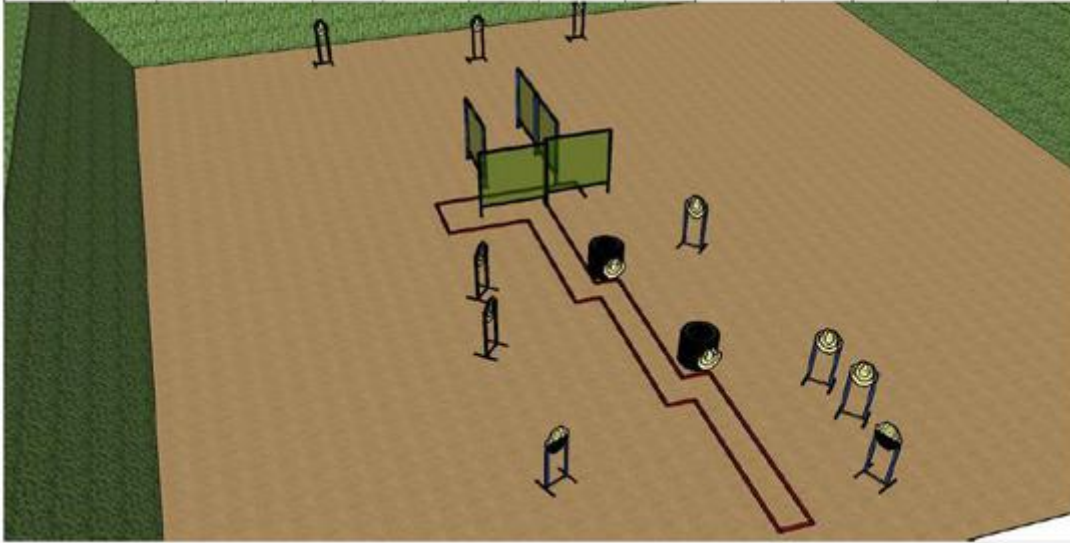


CoF	Comstock - Long	Points	150 p
Targets	11 paper, 8 popper, 5 no-shoot, Total 19 targets	Min rounds	30
Firearm	Handgun	Match-%	16.85%

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	

5. AD TACTICAL








STAGE NUMBER:	5	RANGE NUMBER:	5	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: AD TACTICAL								
START POSITION:	Shooter starts anywhere.												
STAGE PROCEDURE:	On the audible start signal engage targets.												
	24		9		3		0		0		0		0

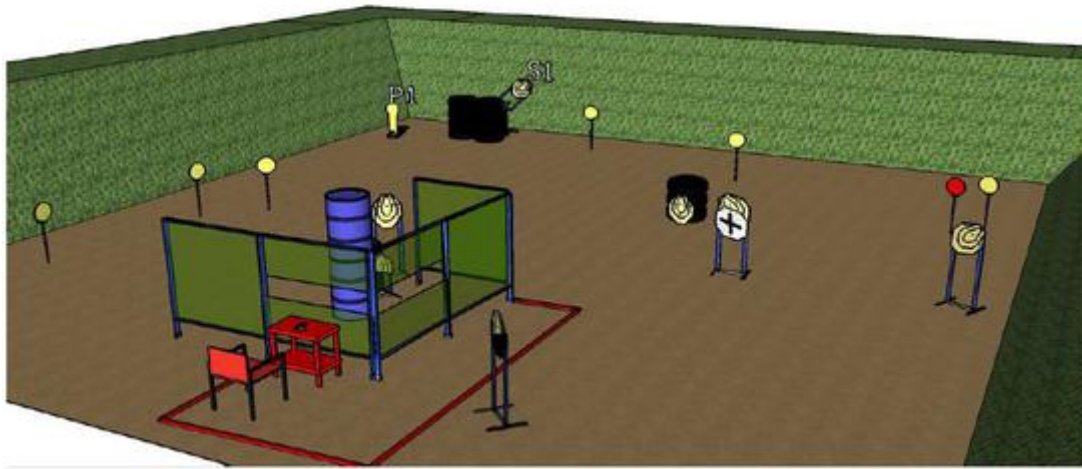


CoF	Comstock - Medium	Points	120 p
Targets	12 paper, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	13.48%

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	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: DEL FORNO – LEMON TREE								
START POSITION:	Shooter starts seated back against the back rest hands on knees. Firearm is unloaded placed flat on the table.												
STAGE PROCEDURE:	On the audible start signal engage targets. P1 Activates mover S1 which remains visible.												
	21		7		0		2		1		0		6



CoF	Comstock - Medium	Points	105 p
Targets	7 paper, 7 popper, 2 no-shoot, Total 14 targets	Min rounds	21
Firearm	Handgun	Match-%	11.80%

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

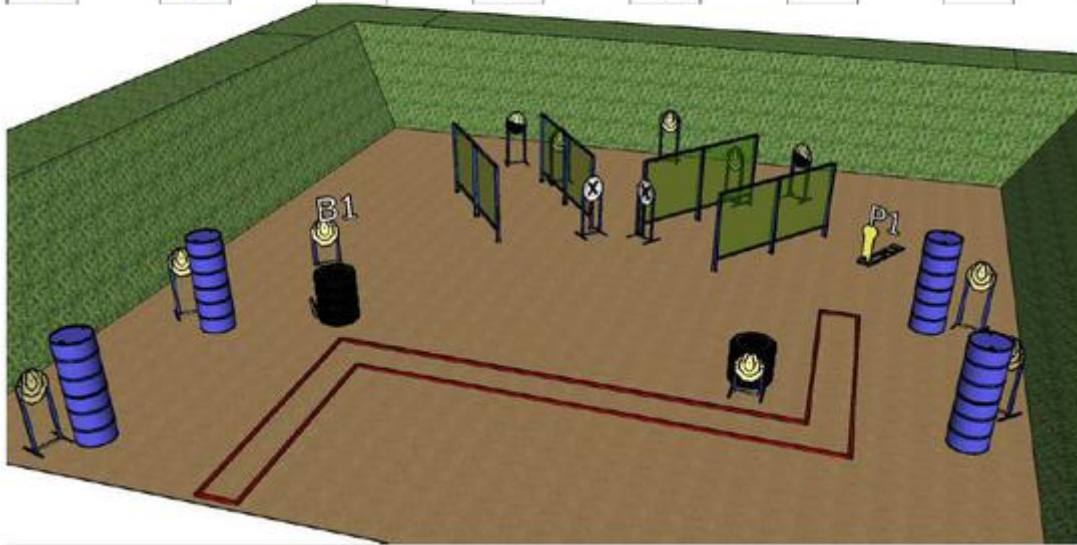
STAGE NUMBER:	7	RANGE NUMBER:	8	GOLDEN CITY	Sponsored by: PROF ENGINEERING								
START POSITION:	Shooter starts anywhere.												
STAGE PROCEDURE:	On the audible start signal engage targets. P1 Activates S1 which remains visible. P2 Activates mover R1, R2 and N1.												
	24		11		0		6		2		0		0

CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 3 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	13.48%

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>SHOOTING CLUB</small>	Sponsored by: SA BLOCK AFRIMAT								
START POSITION:	Shooter starts anywhere.												
STAGE PROCEDURE:	On the audible start signal engage targets. P1 Activates movers B1 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-%	12.92%

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	