






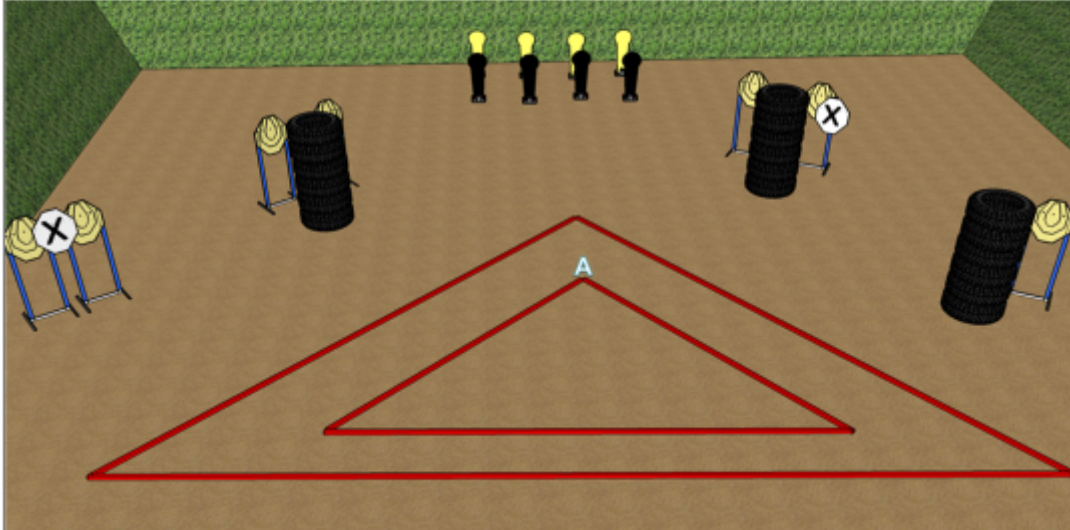


1. ULTIMATE SOLAR

STAGE NUMBER:	1	RANGE NUMBER:	1	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: ULTIMATE SOLAR								
START POSITION:	Shooter starts with the heels of both feet touching the demarcated area a "A".												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	18		7		0		2		4		0		0



CoF	Comstock - Medium	Points	90 p
Targets	7 paper, 4 popper, 2 no-shoot, Total 11 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	








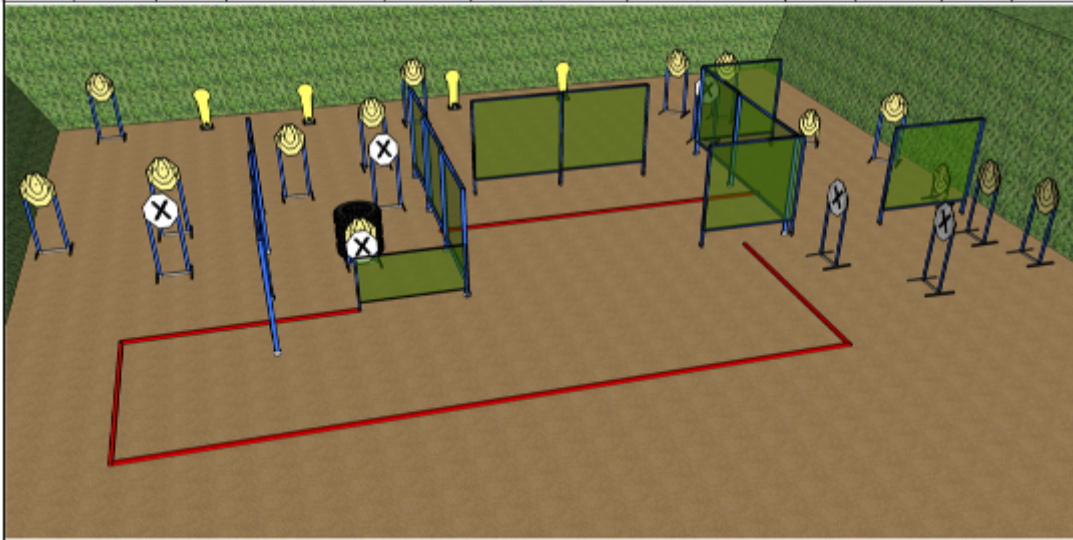
2. SPARTAN ARMS

STAGE NUMBER:	2	RANGE NUMBER:	2	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: SPARTAN ARMS								
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the start signal engage targets.												
	12		6		0		2		0		0		0

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	7.27%

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. ZINIA INTERNET

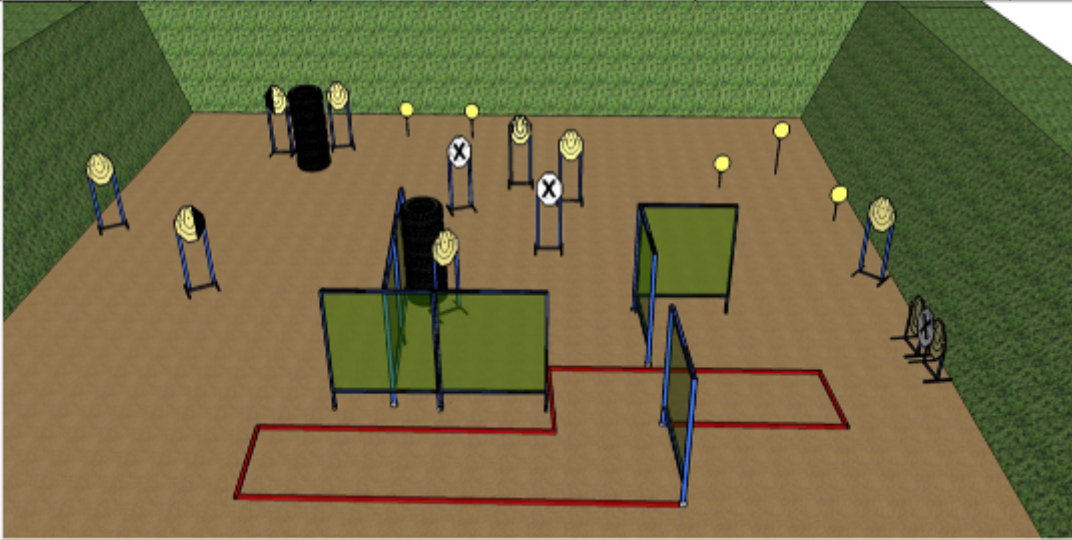
STAGE NUMBER:	3	RANGE NUMBER:	3	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: ZINIA INTERNET								
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the start signal engage targets.												
	32		14		0		6		4		0		0
													

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 6 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	19.39%

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. COMPETE CABLING EQUIPMENT








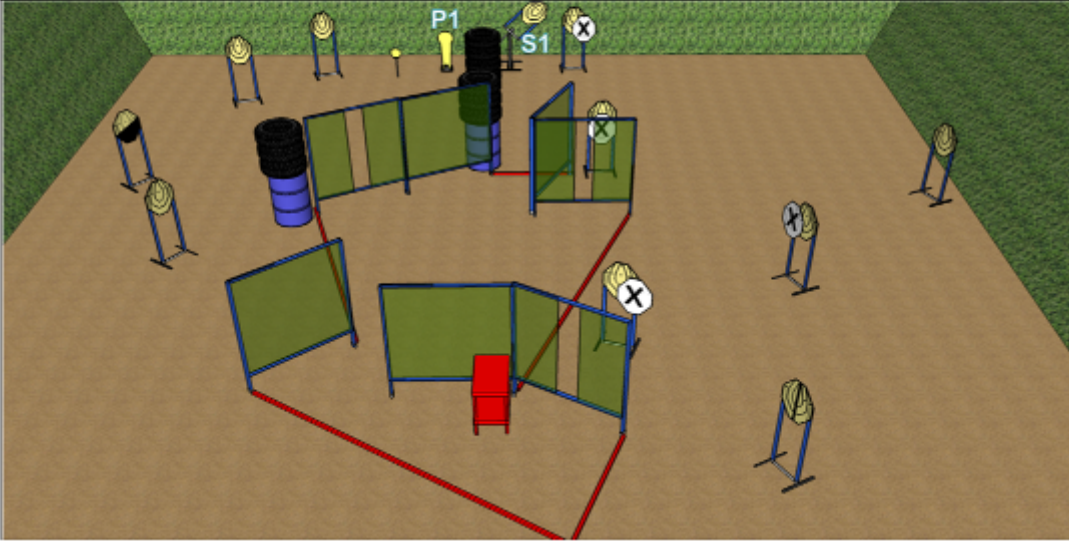
STAGE NUMBER:	4	RANGE NUMBER:	4	GOLDEN CITY Sponsored by: COMPLETE CABLING EQUIPMENT									
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the start signal engage targets.												
	25		10		0		3		0		0		5



CoF	Comstock - Long	Points	125 p
Targets	10 paper, 5 popper, 3 no-shoot, Total 15 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	








5. AD TACTICAL

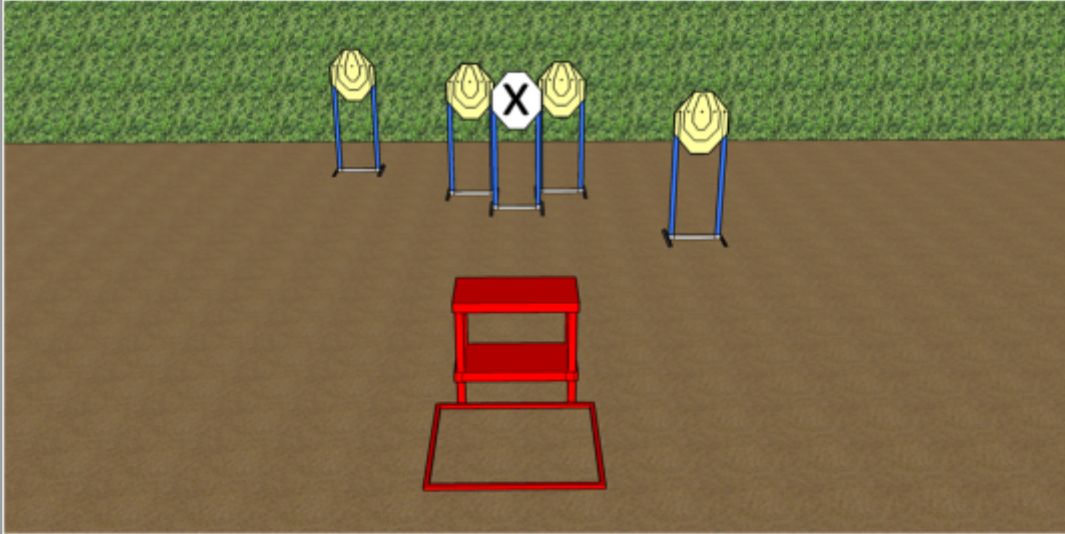
STAGE NUMBER:	5	RANGE NUMBER:	5	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: AD TACTICAL								
START POSITION:	Shooter starts anywhere in the designated area. The firearm is unloaded and placed flat on the table pointing downrange.												
STAGE PROCEDURE:	After the audible start signal engage targets. P1 activates mover S1 which remains visible.												
	24		11		0		4		1		0		1
													

CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 4 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	14.55%

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. LEMON TREE - DEL FORNO








STAGE NUMBER:	6	RANGE NUMBER:	7	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: DEL FORNO – LEMON TREE								
START POSITION:	Shooter starts anywhere in the designated area. Firearm is loaded and placed flat on the table pointing downrange.												
STAGE PROCEDURE:	After the start signal engage targets.												
	8		4		0		1		0		0		0

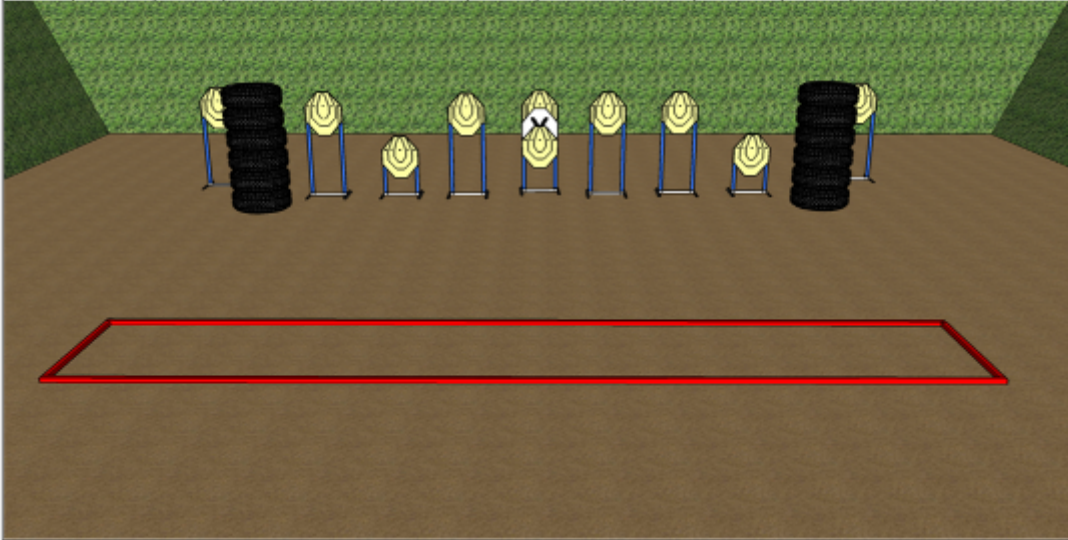


CoF	Comstock - Short	Points	40 p
Targets	4 paper, 1 no-shoot, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	4.85%

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	

7. CENTURY 21 - JHB EAST








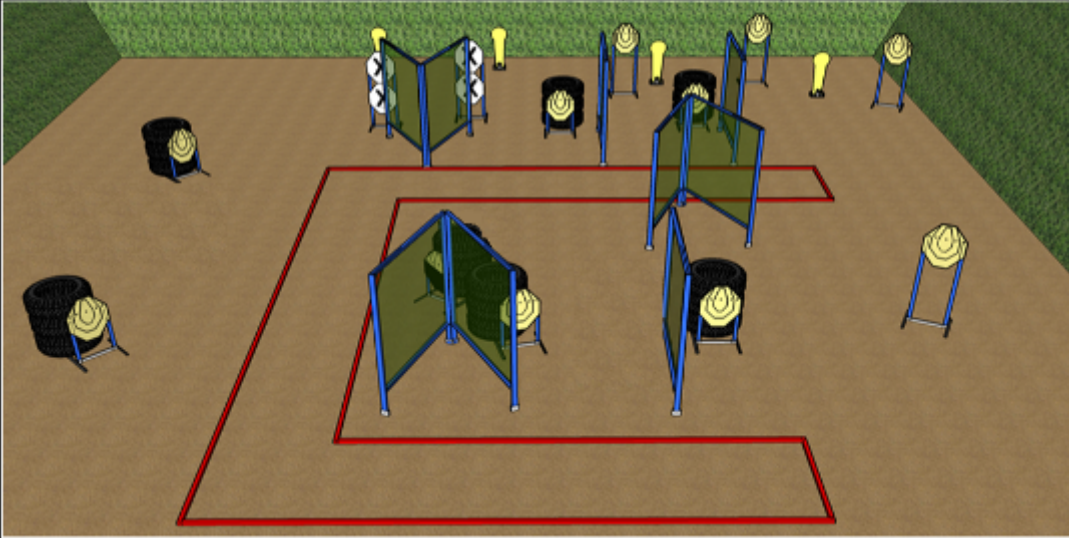
STAGE NUMBER:	7	RANGE NUMBER:	8	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: CENTURY 21 – JHB EAST								
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	20		10		0		1		0		0		0



CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 1 no-shoot, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	12.12%

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 in the designated area.												
STAGE PROCEDURE:	After the start signal engage targets.												
	26		11		0		3		4		0		0
													

CoF	Comstock - Long	Points	130 p
Targets	11 paper, 4 popper, 3 no-shoot, Total 15 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	