






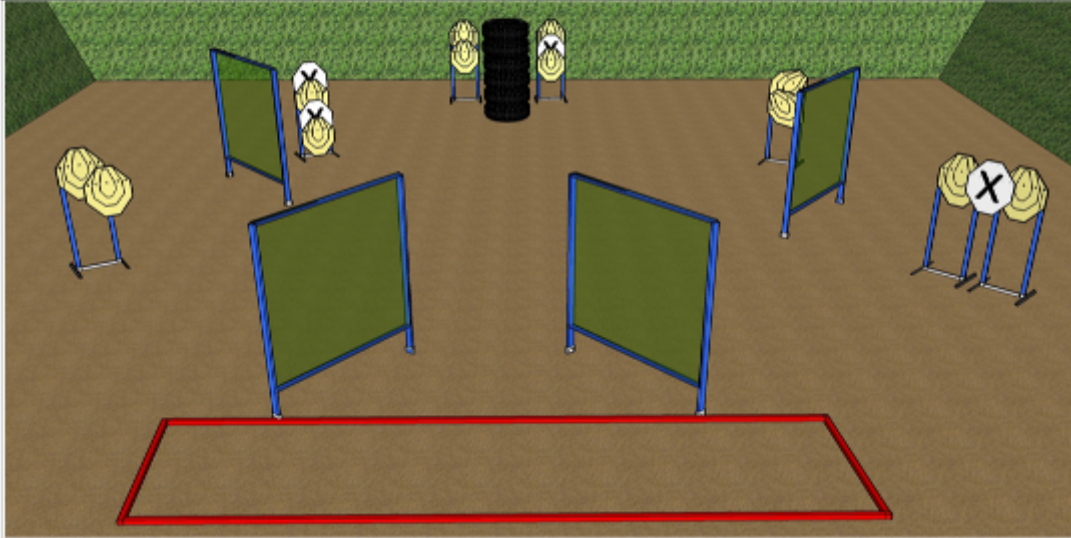









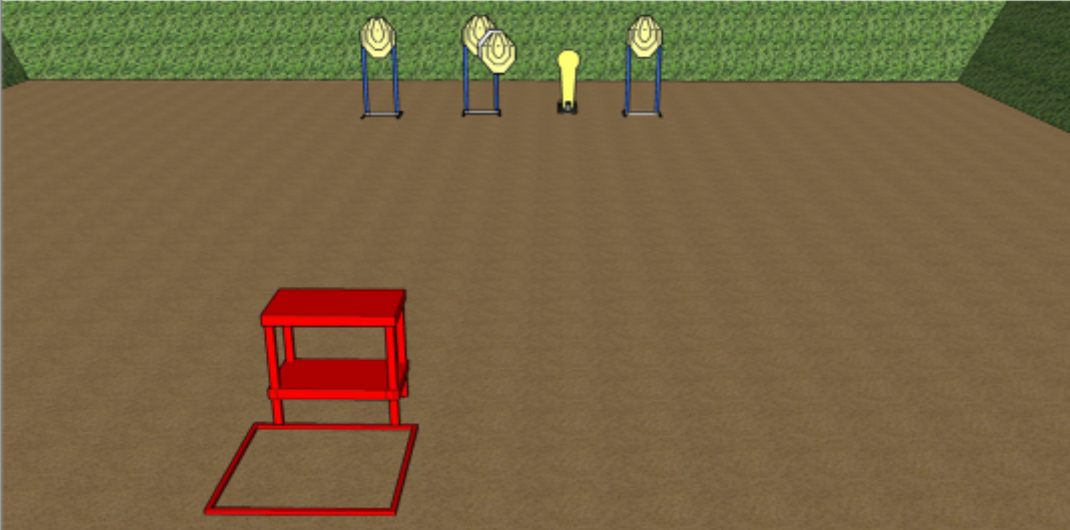
1. ULTIMATE SOLAR

STAGE NUMBER:	1	RANGE NUMBER:	1	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: ULTIMATE SOLAR								
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	24		12		0		4		0		0		0
													

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 4 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun, Handgun, Handgun, 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	

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. Gun is loaded and placed flat on the table pointing downrange. Hands on head fingers interlaced when ready.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	9		4		0		1		1		0		0
													

CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, 1 no-shoot, Total 5 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	








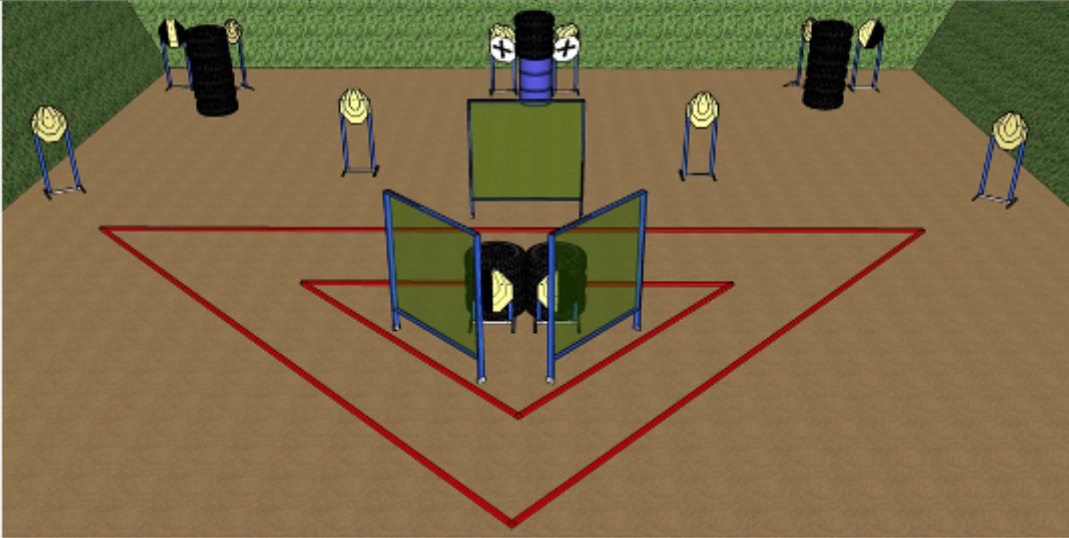
3. ZINIA INTERNET

STAGE NUMBER:	3	RANGE NUMBER:	3	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: ZINIA INTERNET								
START POSITION:	Shooter starts anywhere in the demarcated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	28		12		0		4		0		0		4

CoF	Comstock - Long	Points	140 p
Targets	12 paper, 4 popper, 4 no-shoot, Total 16 targets	Min rounds	28
Firearm	Handgun	Match-%	16.97%

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. GOLDEN CITY

STAGE NUMBER:	4	RANGE NUMBER:	4	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: GOLDEN CITY								
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After 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-%	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	








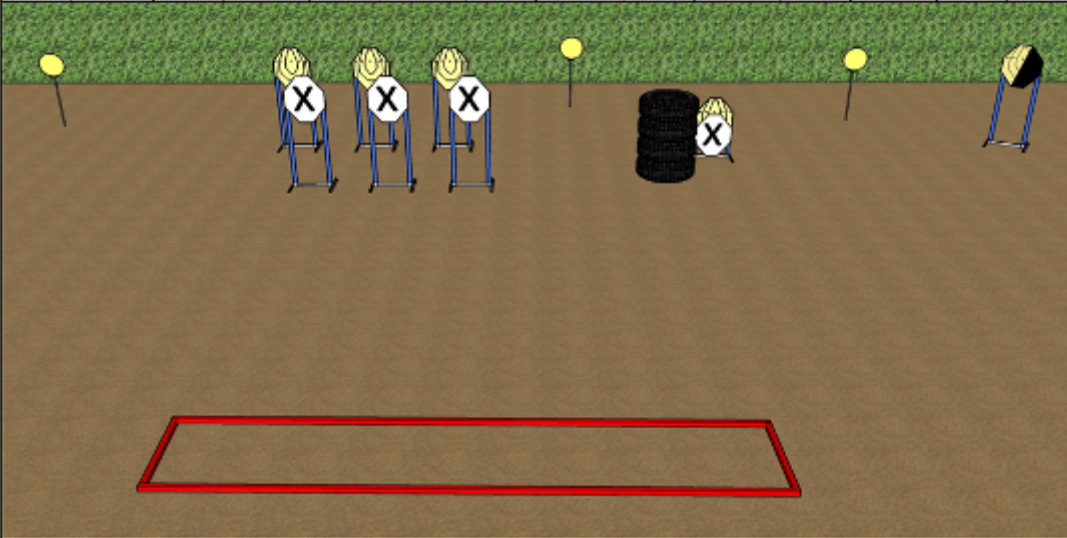
5. AD TACTICAL

STAGE NUMBER:	5	RANGE NUMBER:	5	GOLDEN CITY <small>shoot'n score it</small>	Sponsored by: AD TACTICAL								
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets. P2 activates mover S1, P3 activates mover C1 and N1, P4 activates mover D1. S1, C1, N1 and D1 remain visible, T1 disappears.												
	23		9		0		3		5		0		0

CoF	Comstock - Medium	Points	115 p
Targets	8 paper, 1 disappearing/bonus, 5 popper, 3 no-shoot, Total 14 targets	Min rounds	21
Firearm	Handgun	Match-%	13.94%

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	








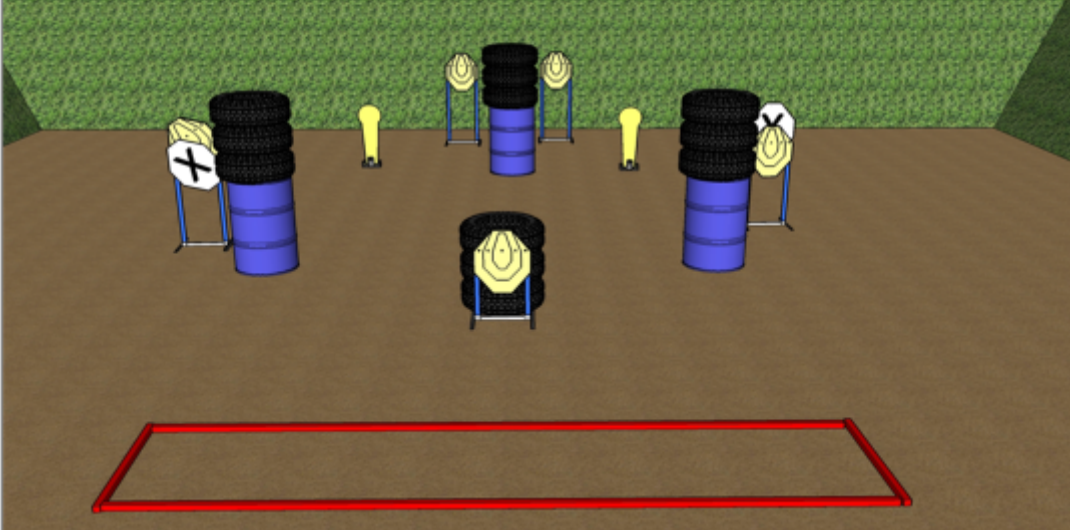
6. LEMON TREE - DEL FORNO

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.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	13		5		0		4		0		0		3
													

CoF	Comstock - Medium	Points	65 p
Targets	5 paper, 3 popper, 4 no-shoot, Total 8 targets	Min rounds	13
Firearm	Handgun	Match-%	7.88%

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

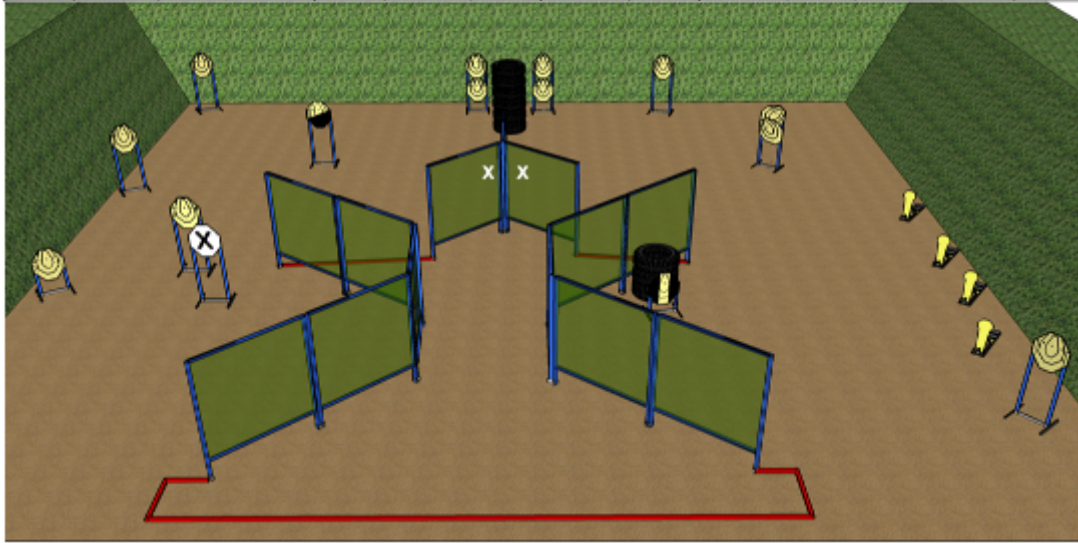
STAGE NUMBER:	7	RANGE NUMBER:	8	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: CENTURY 21 – JHB EAST								
START POSITION:	Shooter starts standing anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	12		5		0		2		2		0		0
													

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 2 no-shoot, Total 7 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	

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 standing with the palms of both hands placed flat on the barricade in the demarcated area "XX".												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	32		14		0		1		0		4		0



CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 1 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	