






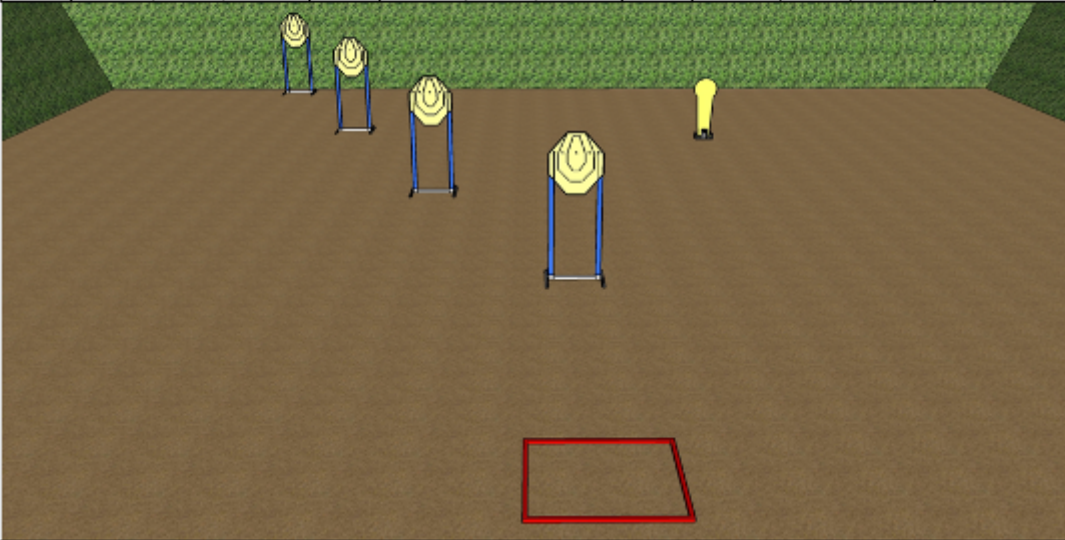


# 1. ZINIA INTERNET








STAGE NUMBER:	3	RANGE NUMBER:	3	<b>GOLDEN CITY</b> <small>EST. 1976</small>	Sponsored by: <b>ZINIA INTERNET</b>								
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	9		4		0		0		1		0		0

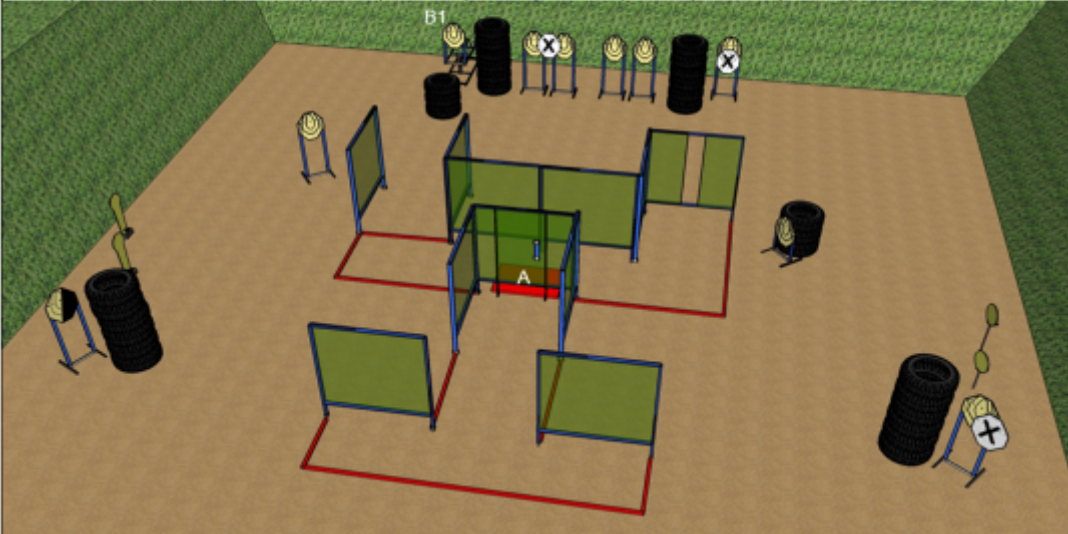


CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	5.45%

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	

## 2. GEARBOX CONNECTION








STAGE NUMBER:	4	RANGE NUMBER:	4	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>GEARBOX CONNEXION</b>								
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets. Stepping in A activates moving target B1 which remains visible.												
	24		10		0		3		2		0		2

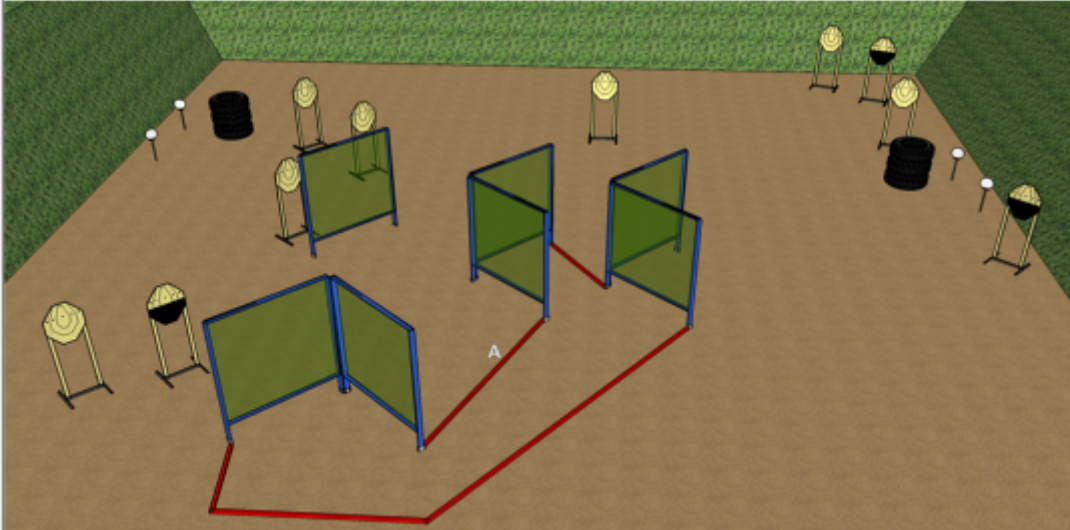


<b>CoF</b>	Comstock - Medium	<b>Points</b>	120 p
<b>Targets</b>	10 paper, 4 popper, 3 no-shoot, Total 14 targets	<b>Min rounds</b>	24
<b>Firearm</b>	Handgun	<b>Match-%</b>	14.55%

<b>Procedure</b>	
<b>Starting position</b>	Gun loaded & holstered
<b>Firearm ready condition</b>	
<b>Start on</b>	Audible signal
<b>Stop on</b>	Last shot
<b>Penalties</b>	As per current edition of rules
<b>Safety angles</b>	L/R
<b>Setup notes</b>	

# 3. AD TACTICAL








STAGE NUMBER:	5	RANGE NUMBER:	5	<b>GOLDEN CITY</b> <small>SHOOTN SCORE IT</small>	Sponsored by: <b>AD TACTICAL</b>								
START POSITION:	Shooter starts with the toes of both feet touching the demarcated area at "A".												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	24		10		0		0		0		0		4

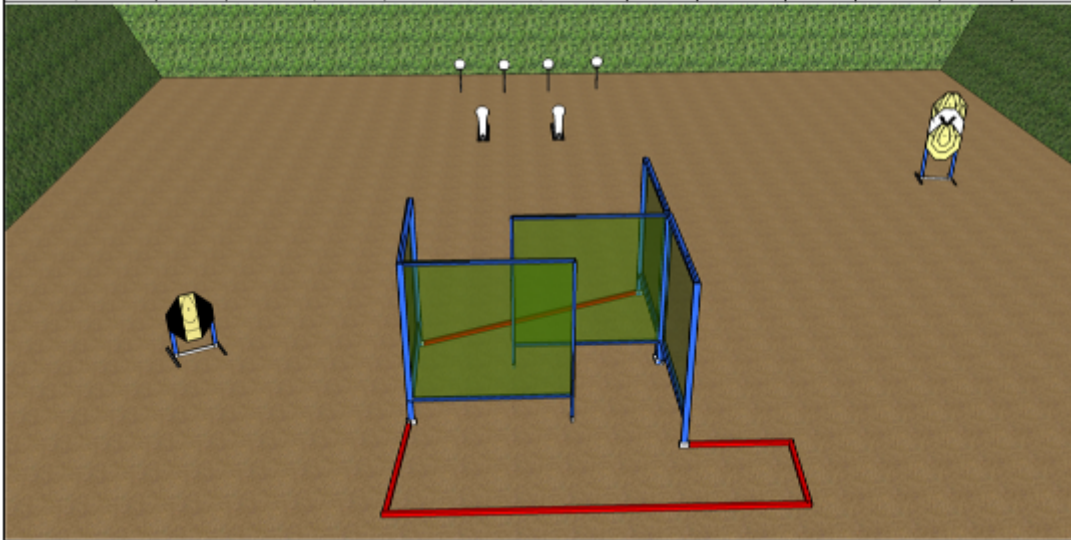


CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	14.55%

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	

# 4. SPARTAN ARMS








STAGE NUMBER:	2	RANGE NUMBER:	2	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>SPARTAN ARMS</b>								
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	12		3		0		1		0		2		4

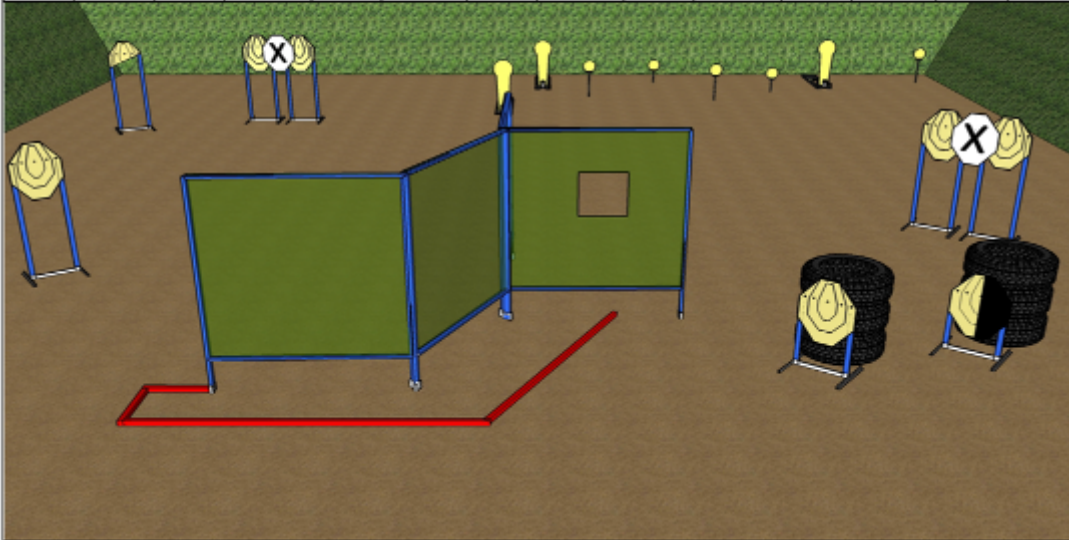


CoF	Comstock - Short	Points	60 p
Targets	3 paper, 6 popper, 1 no-shoot, Total 9 targets	Min rounds	12
Firearm	Handgun	Match-%	7.27%

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	

# 5. ULTIMATE SOLAR

STAGE NUMBER:	1	RANGE NUMBER:	1	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>ULTIMATE SOLAR</b>								
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	24		8		0		2		3		0		5



CoF	Comstock - Medium	Points	120 p
Targets	8 paper, 8 popper, 2 no-shoot, Total 16 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	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>DEL FORNO – LEMON TREE</b>								
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets. P1 activates moving targets B1 and B2 which remain visible.												
	17		4		0		0		3		0		6

CoF	Comstock - Medium	Points	85 p
Targets	4 paper, 9 popper, Total 13 targets	Min rounds	17
Firearm	Handgun	Match-%	10.30%

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

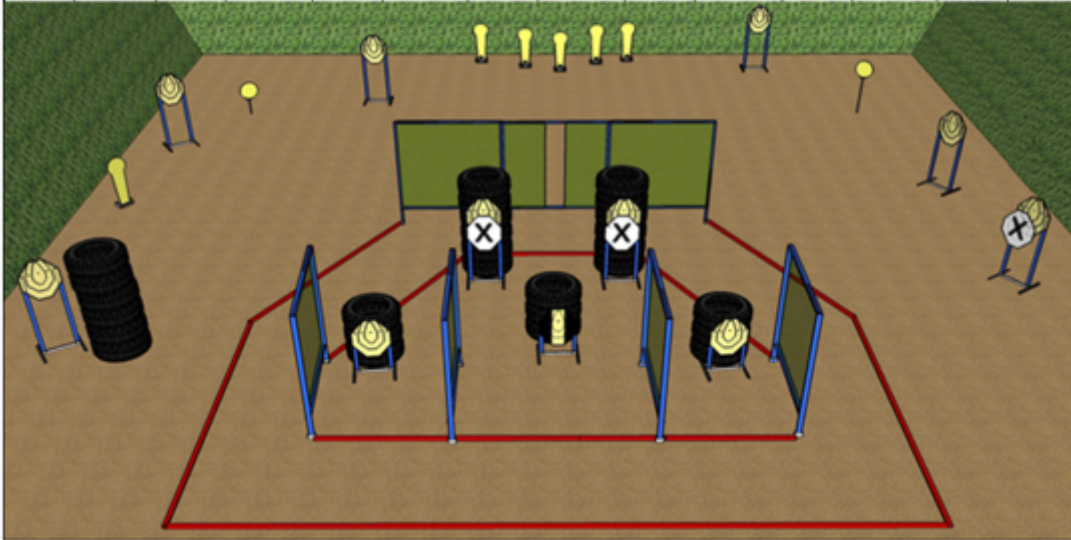
STAGE NUMBER:	7	RANGE NUMBER:	8	<b>GOLDEN CITY</b>	Sponsored by: <b>CENTURY 21 – JHB EAST</b>								
START POSITION:	Shooter starts with the palms of both hands placed flat in the demarcated area at either "A" or "B". The firearm is loaded, the chamber is empty.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	25		9		0		6		2		0		5

CoF	Comstock - Long	Points	125 p
Targets	9 paper, 7 popper, 6 no-shoot, Total 16 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. SA BLOCK AFRIMAT

STAGE NUMBER:	8	RANGE NUMBER:	9	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: SA BLOCK AFRIMAT								
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	32		11		0		3		6		0		2



CoF	Comstock - Long	Points	150 p
Targets	11 paper, 8 popper, 3 no-shoot, Total 19 targets	Min rounds	30
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	