



## 2. Spartan Arms

STAGE NUMBER:	2	RANGE NUMBER:	3	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>ZINIA INTERNERT</b>								
START POSITION:	<b>PISTOL:</b> Shooter starts both heels touching the mark as indicated.												
	<b>PCC:</b> Shooter starts both heels touching the mark as indicated. Firearm option 1.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	12		6		0		2		0		0		0
													

<b>CoF</b>	Comstock - Short	<b>Points</b>	60 p
<b>Targets</b>	4 paper, 2 popper, 2 plates, 2 no-shoot, Total 8 targets	<b>Min rounds</b>	12
<b>Firearm</b>	Handgun	<b>Match-%</b>	9.84%

<b>Procedure</b>	After the audible signal, engage all the targets.
<b>Starting position</b>	Shooters starts seated. Firearm is loaded magazine inserted, chamber empty.
<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. Zinnia Internet

STAGE NUMBER:	3	RANGE NUMBER:	3	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>SPARTAN ARMS</b>								
START POSITION:	<b>PISTOL:</b> Shooter starts both heels touching the mark as indicated. <b>PCC:</b> Shooter starts both heels touching the mark as indicated. Firearm option 1.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	14		6		0		1		2		0		0

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 3 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	26.23%

Procedure	After the audible signal, engage the targets.
Starting position	Shooter starts anywhere in the designated area.
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	<b>GOLDEN CITY</b> Sponsored by: Golden City									
START POSITION:	<b>PISTOL:</b> Shooter starts heels touching A or B. Magazine inserted, chamber empty <b>PCC:</b> Shooter starts heels touching A or B. Firearm option 2.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	22		11		0		2		0		0		0

CoF	Comstock - Medium	Points	120 p
Targets	9 paper, 6 popper, 2 no-shoot, Total 15 targets	Min rounds	24
Firearm	Handgun	Match-%	19.67%

Procedure	After the audible signal, engage the targets.
Starting position	Shooter start anywhere in the designated area.
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	<b>GOLDEN CITY</b>	Sponsored by: <b>AD TACTICAL</b>								
START POSITION:	<b>PISTOL:</b> Shooter starts both hands touching the mark as indicated.						<b>PCC:</b> Shooter starts barrel touching the mark as indicated. Firearm option 1.						
STAGE PROCEDURE:	After the audible start signal engage targets.												
	18		6		0		2		3		0		3

CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 2 no-shoot, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	16.39%

Procedure	After the audible signature, engage the targets.
Starting position	Shooter starts anywhere in the designated area.
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. Combination Coatings

STAGE NUMBER:	6	RANGE NUMBER:	6	<b>GOLDEN CITY</b> <small>www.mtcc.com</small>	Sponsored by: <b>COMBINATION COATINGS</b>								
START POSITION:	<b>PISTOL:</b> Shooter starts anywhere in the designated area. <b>PCC:</b> Shooter starts anywhere in the designated area. Firearm option 1.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	9		2		0		0		5		0		0

CoF	Comstock - Short	Points	50 p
Targets	3 paper, 4 popper, 3 no-shoot, Total 7 targets	Min rounds	10
Firearm	Handgun	Match-%	8.20%

Procedure	After the audible signal, engage all targets.
Starting position	Shooter starts anywhere in the designated area.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	