






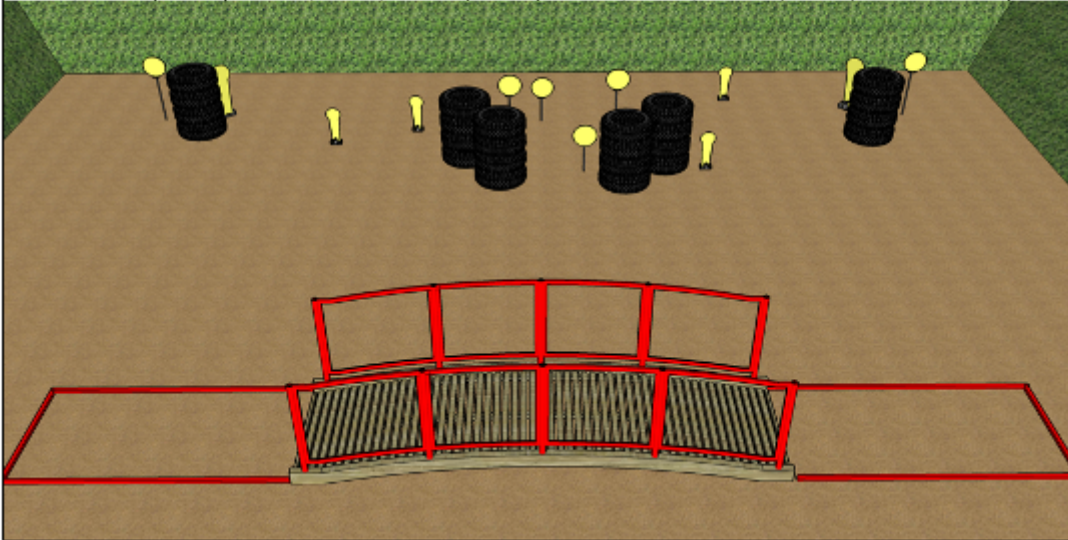


# 1. ULTIMATE SOLAR

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.												
	12		0		0		0		2		4		6



CoF	Comstock - Short	Points	60 p
Targets	12 popper, Total 12 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	








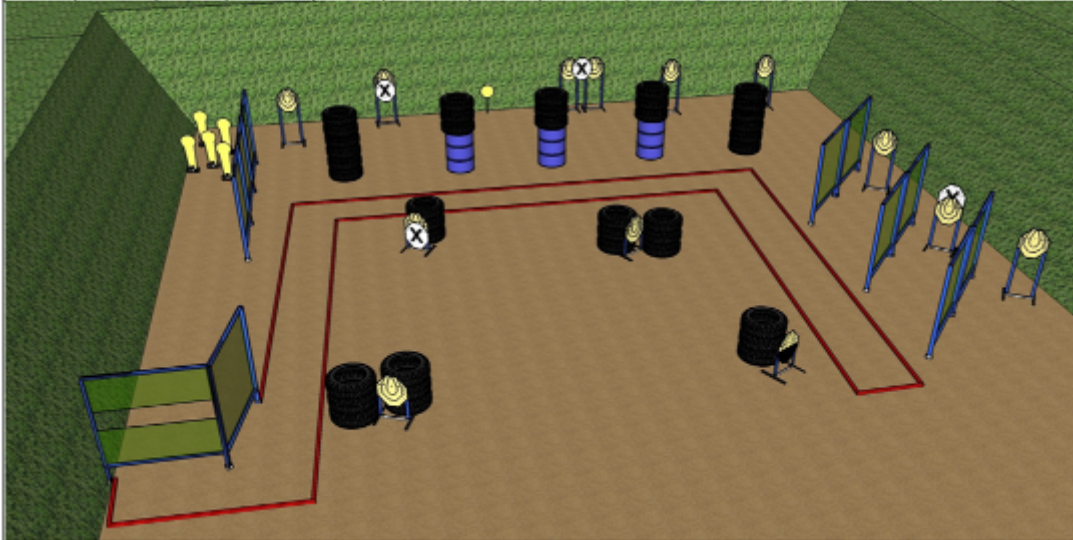
## 2. SPARTAN ARMS

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		6		0		2		0		0		0

<b>CoF</b>	Comstock - Short	<b>Points</b>	60 p
<b>Targets</b>	6 paper, Total 6 targets	<b>Min rounds</b>	12
<b>Firearm</b>	Handgun	<b>Match-%</b>	7.27%

<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. ZINIA INTERNET

STAGE NUMBER:	3	RANGE NUMBER:	3	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: ZINIA INTERNET								
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	32		13		0		4		0		5		1
													

CoF	Comstock - Long	Points	160 p
Targets	13 paper, 6 popper, 4 no-shoot, Total 19 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. GEARBOX CONNECTION

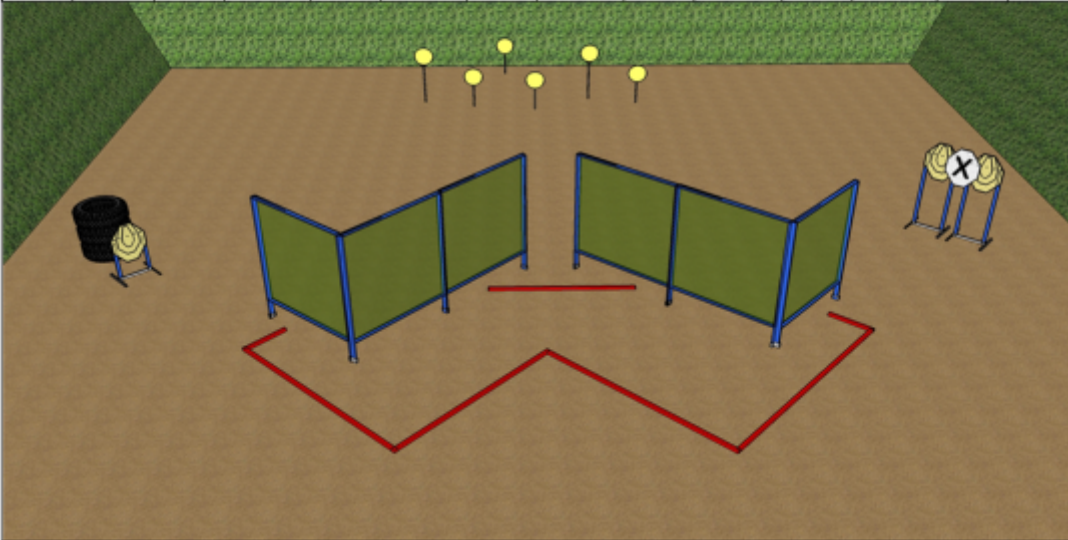
STAGE NUMBER:	4	RANGE NUMBER:	4	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>GEARBOX CONNEXION</b>								
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets. P1 activates moving targets T1 and NS1 which remain visible.												
	32		12		0		5		1		0		7

CoF	Comstock - Long	Points	160 p
Targets	12 paper, 8 popper, 5 no-shoot, Total 20 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	

# 5. AD TACTICAL

STAGE NUMBER:	5	RANGE NUMBER:	5	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>AD TACTICAL</b>								
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	12		3		0		1		0		0		6



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	

# 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 target T2. P2 activates moving target T1. Both T1 and T2 remain visible.												
	12		4		0		0		4		0		0

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, Total 8 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	








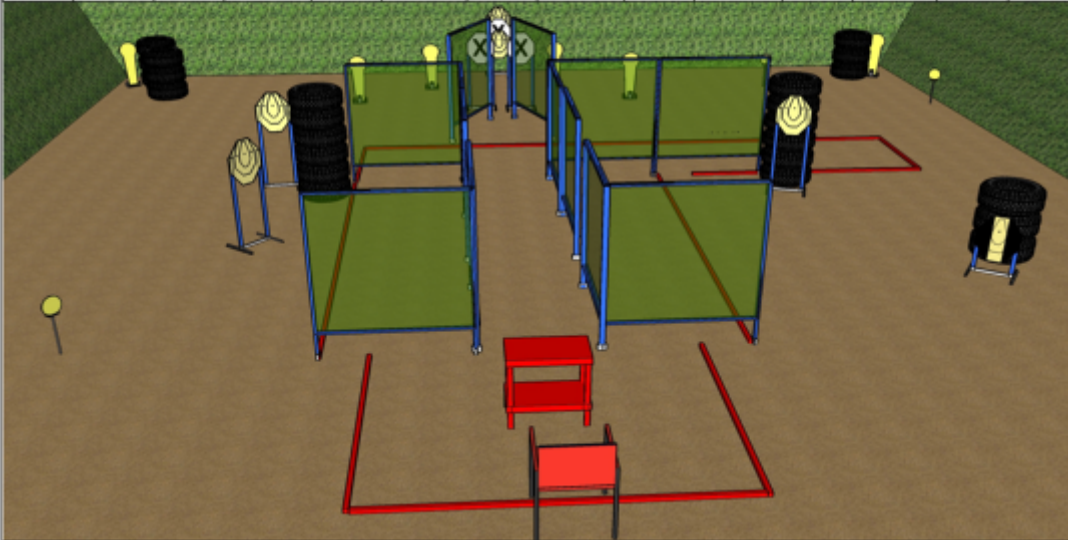
# 7. CENTURY 21 - JHB EAST

STAGE NUMBER:	7	RANGE NUMBER:	9	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: SA BLOCK AFIRIMAT								
START POSITION:	Shooter starts anywhere in the designated area, with hands raised above shoulder height and palms facing forward.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	32		9		0		3		2		9		3

CoF	Comstock - Long	Points	160 p
Targets	9 paper, 14 popper, 3 no-shoot, Total 23 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	

# 8. SA BLOCK AFRIMAT

STAGE NUMBER:	8	RANGE NUMBER:	11	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>CENTURY 21 – JHB EAST</b>								
START POSITION:	Shooter starts seated with back against the backrest and hands on knees. The firearm is unloaded and placed flat on the table pointing downrange.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	20		6		0		3		6		0		2
													

CoF	Comstock - Medium	Points	105 p
Targets	6 paper, 9 popper, 3 no-shoot, Total 15 targets	Min rounds	21
Firearm	Handgun	Match-%	12.73%

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	