






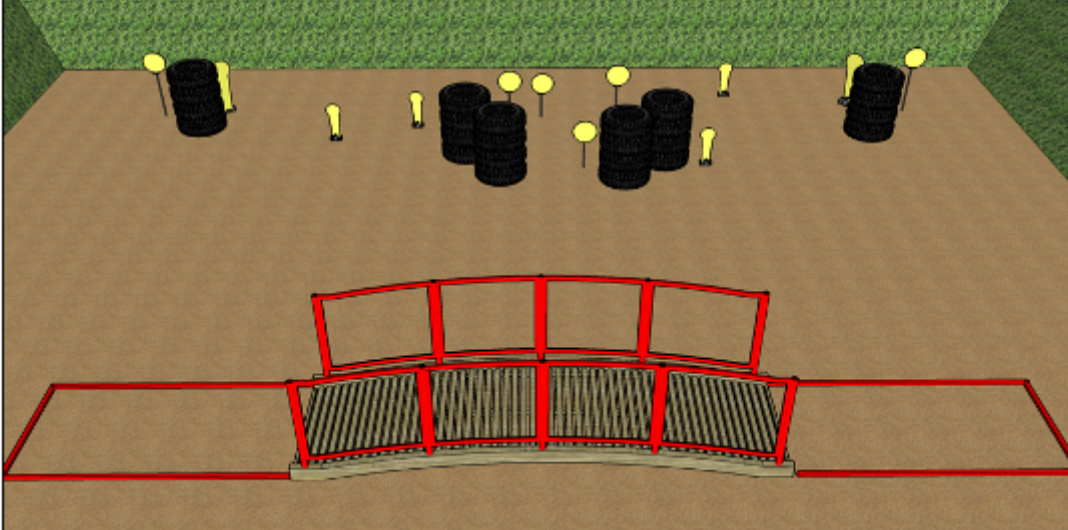


1. ULTIMATE SOLAR








STAGE NUMBER:	1	RANGE NUMBER:	1	GOLDEN CITY <small>SHOOTN SCORE IT</small>	Sponsored by: ULTIMATE SOLAR								
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

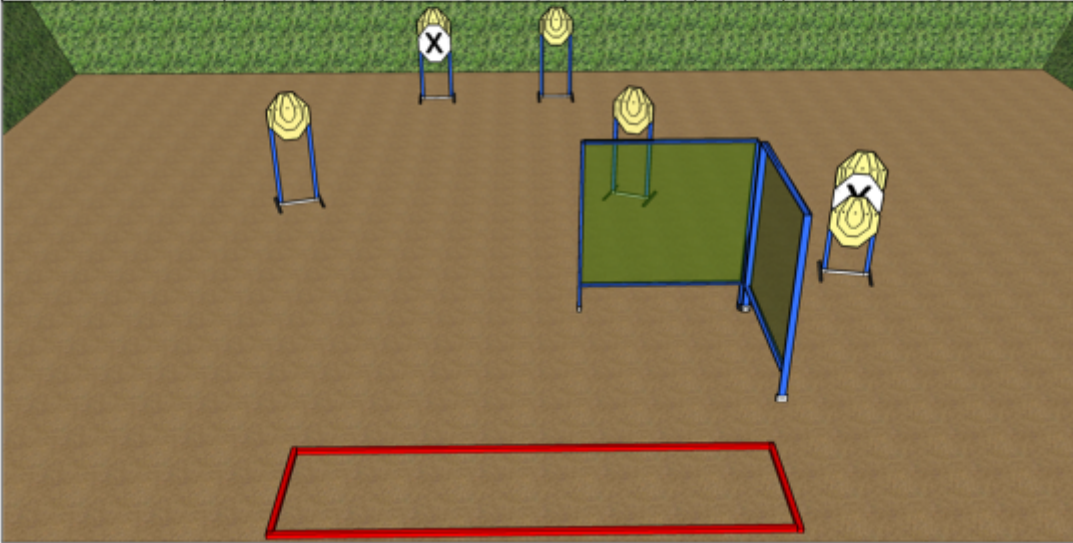


CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 popper, 1 no-shoot, Total 6 targets	Min rounds	10
Firearm	Handgun	Match-%	7.58%

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

2. SPARTAN ARMS








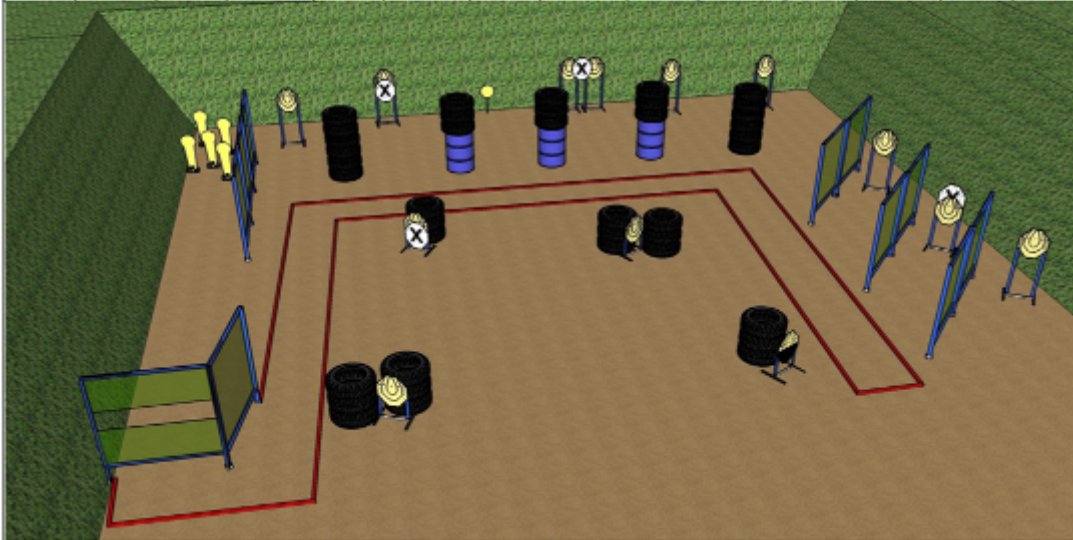
STAGE NUMBER:	2	RANGE NUMBER:	2	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: SPARTAN ARMS								
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	12		6		0		2		0		0		0



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 2 popper, 2 plates, 1 no-shoot, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	9.09%

Procedure	Engage targets
Starting position	Anywhere
Firearm ready condition	loaded
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 audible start signal engage targets.												
	32		13		0		4		0		5		1
													

CoF	Comstock - Short	Points	45 p
Targets	1 paper, 7 popper, 1 no-shoot, Total 8 targets	Min rounds	9
Firearm	Handgun	Match-%	6.82%

Procedure	Engage targets
Starting position	Anywhere
Firearm ready condition	loaded
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	








4. GEARBOX CONNECTION

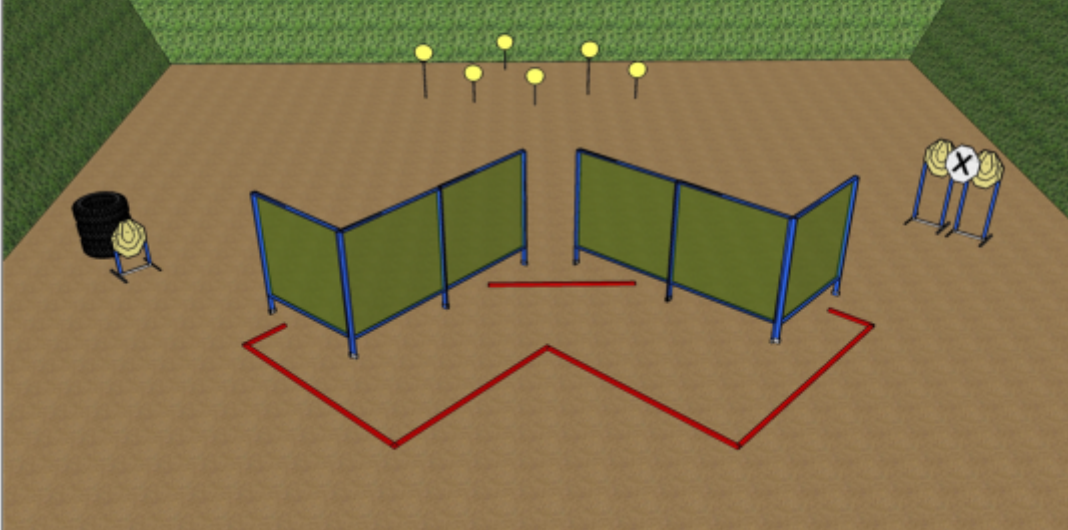
STAGE NUMBER:	4	RANGE NUMBER:	4	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: GEARBOX CONNEXION								
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets. P1 activates moving targets T1 and NS1 which remain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

CoF	Comstock - Long	Points	150 p
Targets	15 paper, 3 no-shoot, Total 15 targets	Min rounds	30
Firearm	Handgun	Match-%	22.73%

Procedure	Engage targets
Starting position	Anywhere
Firearm ready condition	Loaded
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.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	12		3		0		1		0		0		6



CoF	Comstock - Short	Points	40 p
Targets	4 paper, 4 no-shoot, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	6.06%

Procedure	Engage targets.
Starting position	Side of one foot touching demarcated area at A or B
Firearm ready condition	Loade chamber empty
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	








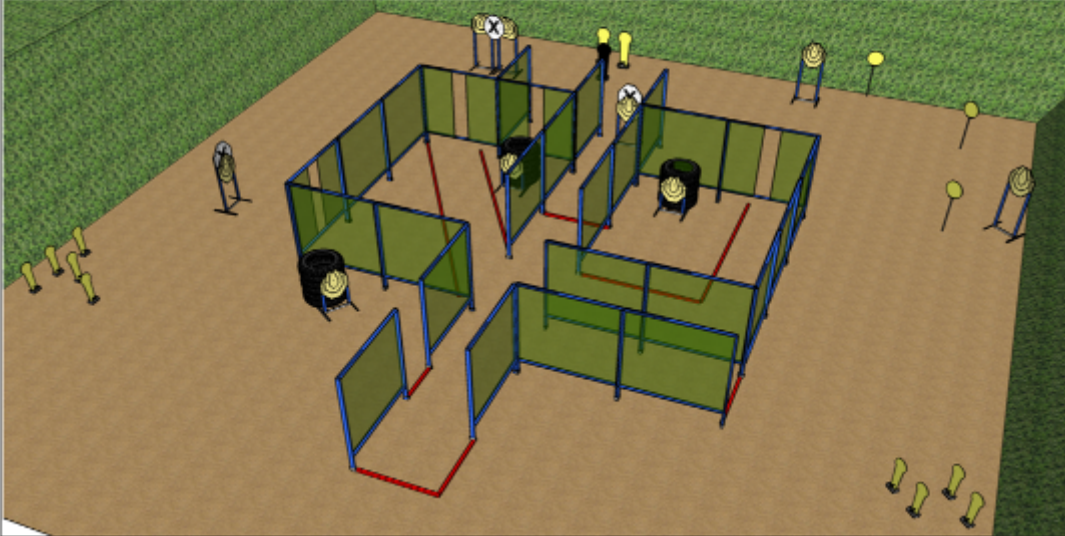
6. GEARBOX CONNEXION

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. 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	55 p
Targets	4 paper, 1 popper, 2 plates, 2 no-shoot, Total 7 targets	Min rounds	11
Firearm	Handgun	Match-%	8.33%

Procedure	Engage targets
Starting position	anywhere
Firearm ready condition	loaded
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	








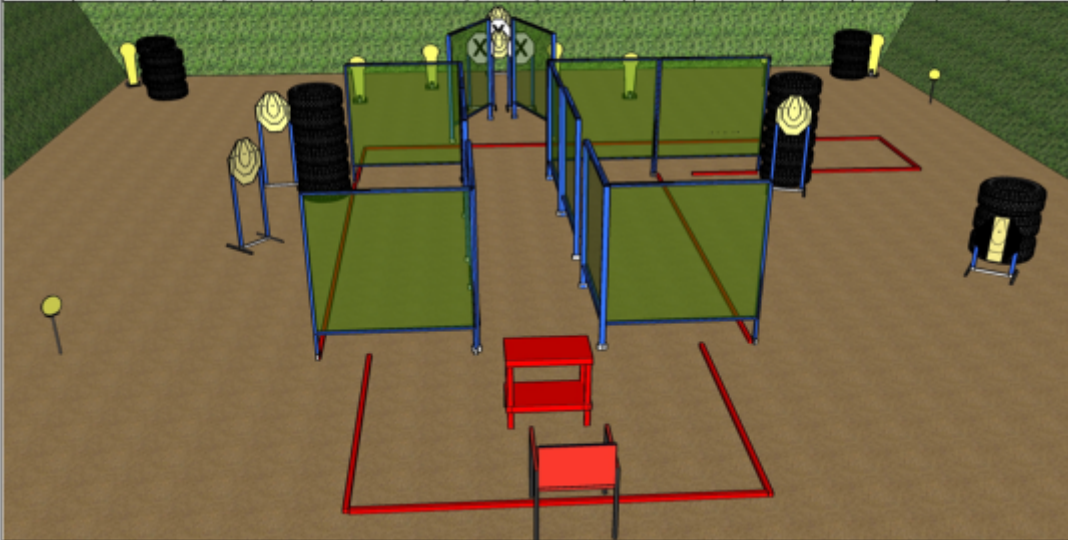
7. CENTURY 21 - JHB EAST

STAGE NUMBER:	7	RANGE NUMBER:	9	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: SA BLOCK AFRIMAT								
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	13 paper, 2 popper, 4 plates, 4 no-shoot, Total 19 targets	Min rounds	32
Firearm	Handgun	Match-%	24.24%

Procedure	Engage targets
Starting position	Anywhere
Firearm ready condition	loaded
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	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: CENTURY 21 – JHB EAST								
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	100 p
Targets	9 paper, 1 popper, 1 plates, 3 no-shoot, Total 11 targets	Min rounds	20
Firearm	Handgun	Match-%	15.15%

Procedure	Engage targets
Starting position	Anywhere
Firearm ready condition	loaded
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	