






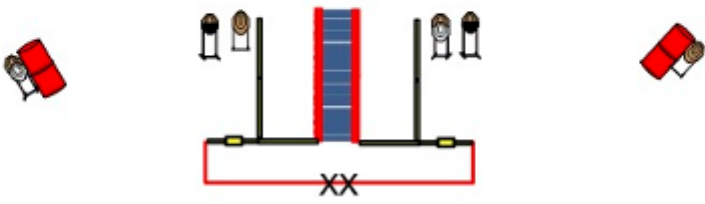









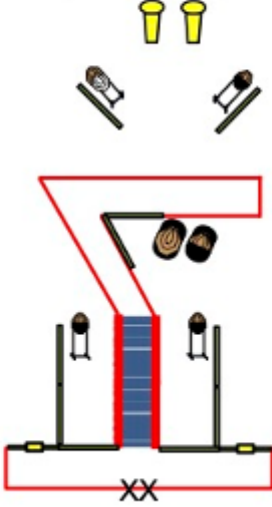
2. Spartan Arms

STAGE NUMBER:	2	RANGE NUMBER:	3	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: ZINIA INTERNET								
START POSITION:	PISTOL: Shooter starts both heels touching the mark as indicated. PCC: 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
													

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	10.08%

Procedure	After the audible signal, engage all the targets.
Starting position	
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. Zinnia Internet

STAGE NUMBER:	3	RANGE NUMBER:	3	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: SPARTAN ARMS								
START POSITION:	PISTOL: Shooter starts both heels touching the mark as indicated. PCC: 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	16 paper, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	26.89%

Procedure	After the audible signal, engage the targets.
Starting position	Shooter starts anywhere in the demarcated 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	GOLDEN CITY Sponsored by: Golden City									
START POSITION:	PISTOL: Shooter starts heels touching A or B. Magazine inserted, chamber empty PCC: 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	10 paper, 4 popper, 1 no-shoot, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	20.17%

Procedure	After the audible signal, engage the targets.
Starting position	Shooter start both feet touching A.
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	Sponsored by: AD TACTICAL								
START POSITION:	PISTOL: Shooter starts both hands touching the mark as indicated.							PCC: 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	75 p
Targets	6 paper, 3 popper, 1 no-shoot, Total 9 targets	Min rounds	15
Firearm	Handgun	Match-%	12.61%

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	GOLDEN CITY <small>www.scoreit.com</small>	Sponsored by: COMBINATION COATINGS								
START POSITION:	PISTOL: Shooter starts anywhere in the designated area. PCC: 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	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	10.08%

Procedure	After the audible signal, engage all targets.
Starting position	Shooter starts anywhere in the demarcated 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	