






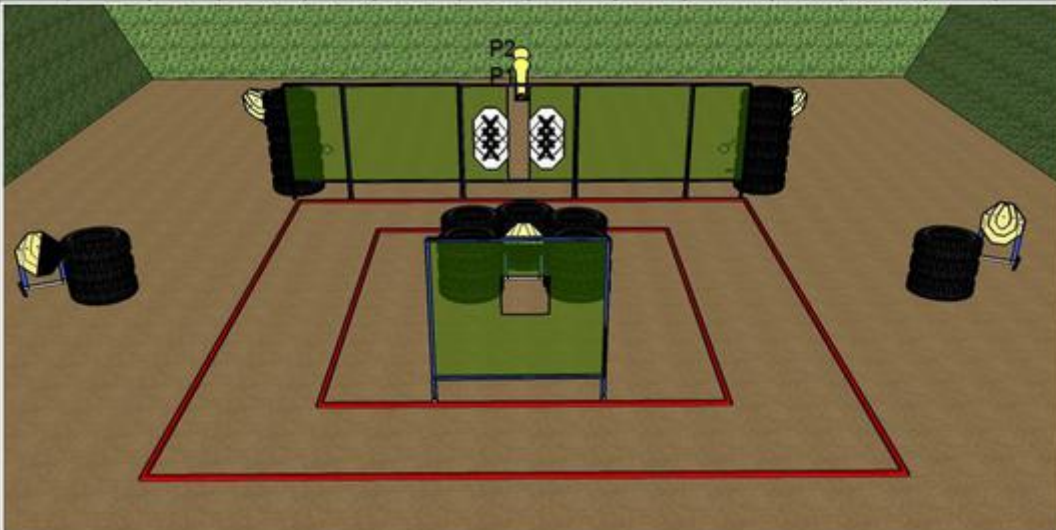









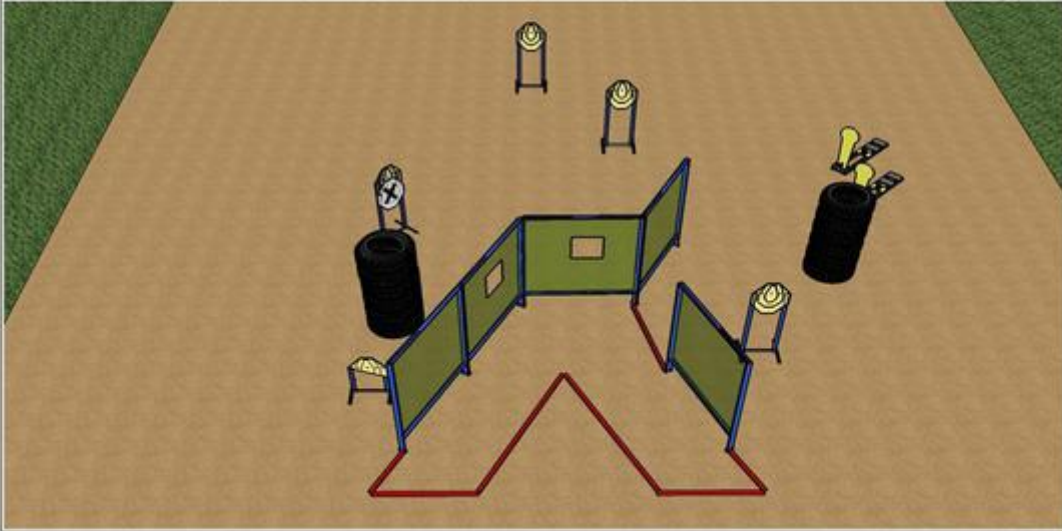
# 1. FAZNET

STAGE NUMBER:	1	RANGE NUMBER:	1	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>FAZNET</b>								
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and holstered.												
STAGE PROCEDURE:	After start signal engage targets from within the designated area. Popper P1 activates mover S1 and Popper P2 activates mover S2. Both S1 and S2 remain visible.												
	12		5		0		6		2		0		0
													

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 6 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	6.98%

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 INTERNATIONAL

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. Gun is loaded and holstered.												
STAGE PROCEDURE:	After start signal engage targets from within the designated area.												
	12		5		0		1		2		0		0
													

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 1 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	6.98%

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	

# 3. PROF ENGINEERING

STAGE NUMBER:	3	RANGE NUMBER:	3	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>PROF ENGINEERING</b>								
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and holstered.												
STAGE PROCEDURE:	After start signal engage targets from within the designated area. Popper P1 activates mover S1 and Popper P2 activates mover S2. Both S1 and S2 remain visible.												
	32		13		0		2		2		0		4

CoF	Comstock - Long	Points	160 p
Targets	13 paper, 6 popper, 2 no-shoot, Total 19 targets	Min rounds	32
Firearm	Handgun	Match-%	18.60%

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. MOTRADE ENGINEERING

STAGE NUMBER:	4	RANGE NUMBER:	4	<b>GOLDEN CITY</b>	Sponsored by: <b>MOTRADE ENGINEERING</b>								
START POSITION:	Shooter starts at A. Gun is unloaded and placed flat on table pointing downrange.												
STAGE PROCEDURE:	After start signal engage targets from within the designated area. Popper P1 activates mover DT1 which disappears.												
	24		10		0		1		3		1		0

CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, 1 no-shoot, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	13.95%

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	








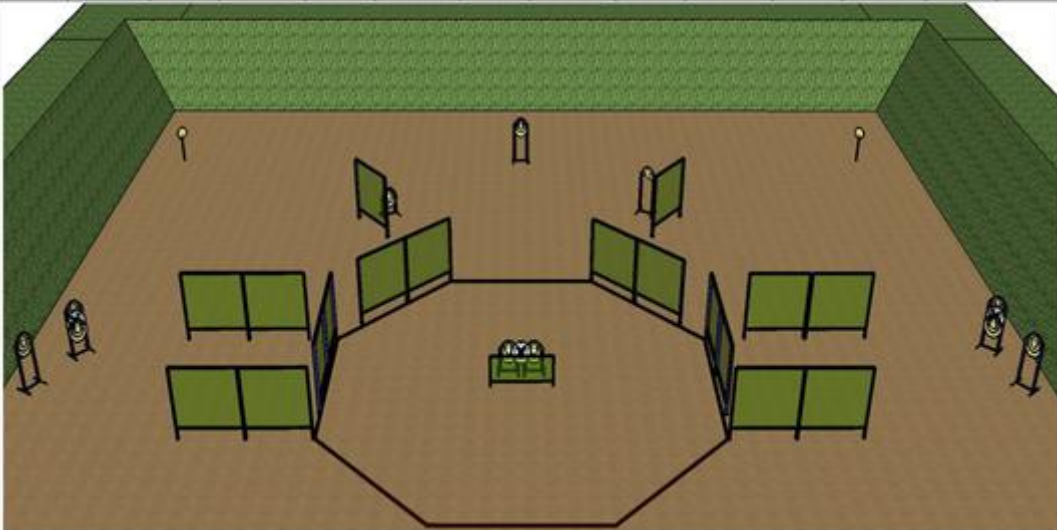
# 5. ESKAN INVESTMENTS

STAGE NUMBER:	5	RANGE NUMBER:	5	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>		Sponsored by: <b>ESKAN INVESTMENTS</b>							
START POSITION:	Shooter Starts at A, Facing Up Range, Hands raised above shoulders palms facing forward. Gun is loaded and holstered												
STAGE PROCEDURE:	After start signal engage targets from within the designated area. Popper P1 activates Mover S1, which remains visible.												
	12		4		0		4		1		0		3

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, 4 no-shoot, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	6.98%

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. FIREWORX

STAGE NUMBER:	6	RANGE NUMBER:	7	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>FIREWORX</b>								
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and holstered.												
STAGE PROCEDURE:	After start signal engage targets from within the designated area.												
	24		11		0		3		0		0		2
													

CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 3 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	13.95%

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. BERNHARD AGENCIES








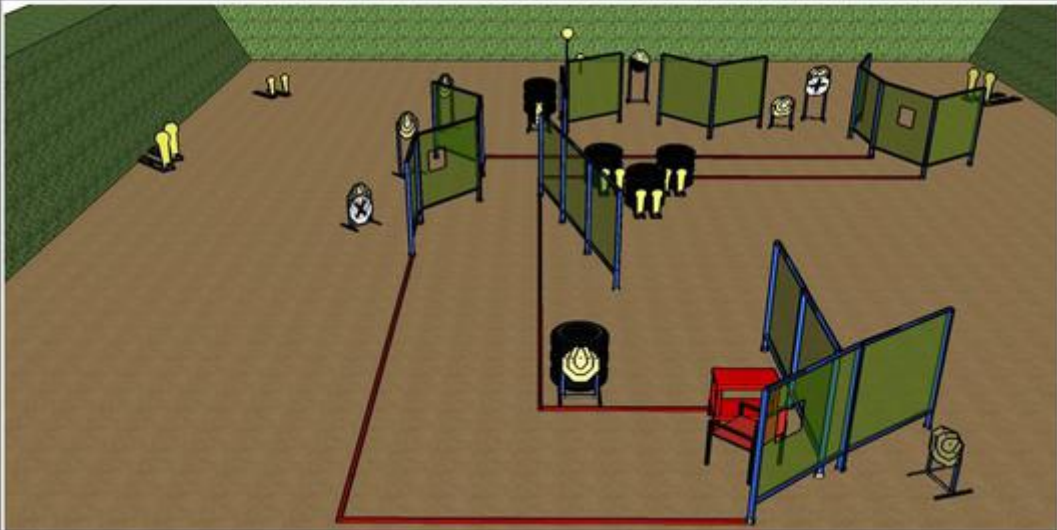
STAGE NUMBER:	7	RANGE NUMBER:	8	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>BERNHARD AGENCIES</b>								
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and holstered.												
STAGE PROCEDURE:	After start signal engage targets from within the designated area.												
	24		11		0		4		0		0		2

Cooper Tunnel

CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 4 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	13.95%

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 seated, hands on knees, back against back rest, facing down range. Gun is loaded, chamber empty, placed flat on table within the demarked area pointing downrange.												
STAGE PROCEDURE:	After start signal engage targets from within the designated area.												
	32		9		0		2		4		8		2
													

CoF	Comstock - Long	Points	160 p
Targets	9 paper, 14 popper, 2 no-shoot, Total 23 targets	Min rounds	32
Firearm	Handgun	Match-%	18.60%

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	