






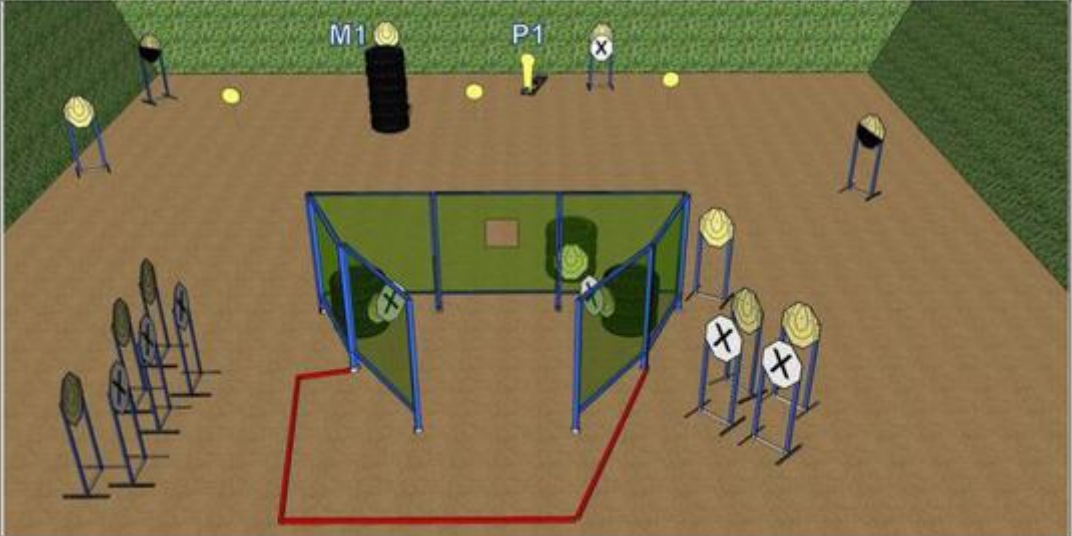









### 3. PROF ENGINEERING

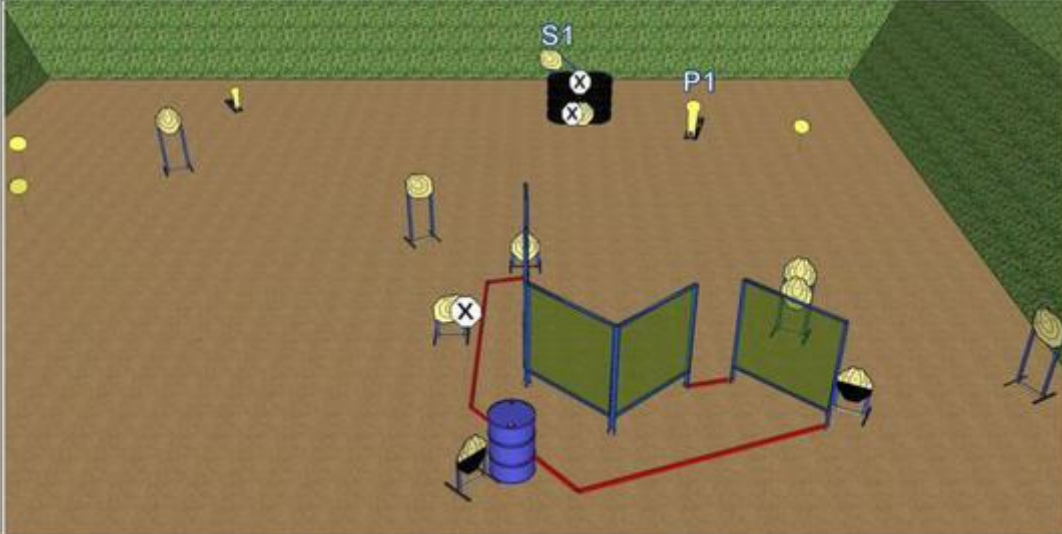
STAGE NUMBER:	3	RANGE NUMBER:	3	<b>GOLDEN CITY</b> <small>GOLF &amp; SPORTS CLUB</small>	Sponsored by: <b>PROF ENGINEERING</b>								
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and holstered.												
STAGE PROCEDURE:	On the audible start signal engage targets whilst remaining within the demarcated area. P1 activates mover M1 which remains visible.												
	32		12		2		8		1		0		3
													

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 8 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	24.62%

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> <small>SHOOTING CLUB</small>		Sponsored by: <b>MOTRADE ENGINEERING</b>							
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and holstered.												
STAGE PROCEDURE:	On the audible start signal engage targets whilst remaining within the designated area. P1 activates mover S1 which remains visible.												
	27		11		0		3		1		1		3

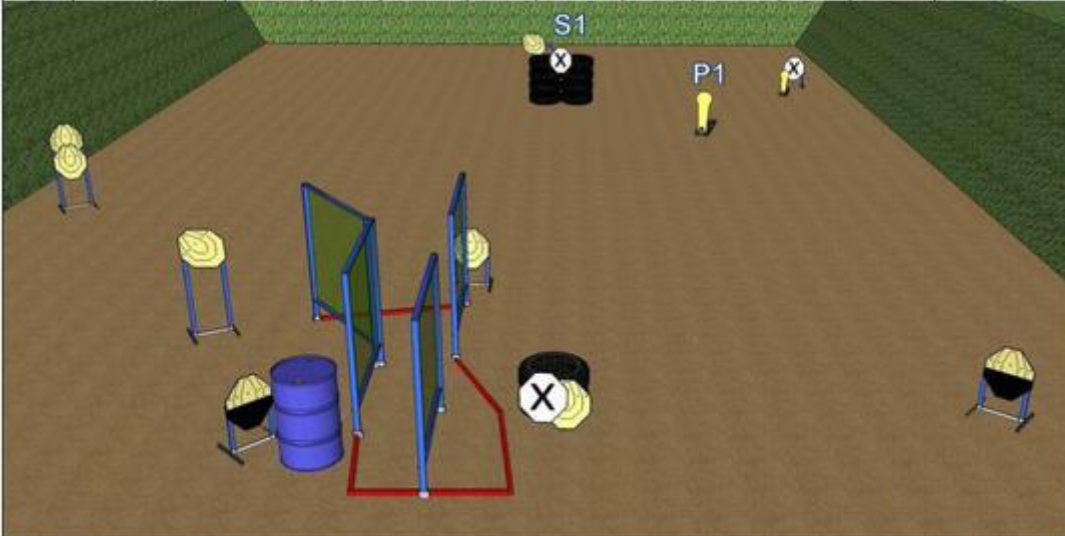


CoF	Comstock - Long	Points	135 p
Targets	11 paper, 5 popper, 3 no-shoot, Total 16 targets	Min rounds	27
Firearm	Handgun	Match-%	20.77%

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 anywhere in the designated area. Gun is loaded and holstered.												
STAGE PROCEDURE:	On the audible start signal engage targets whilst remaining within the designated area. P1 activates mover S1 which remains visible.												
	18		8		0		3		1		1		0

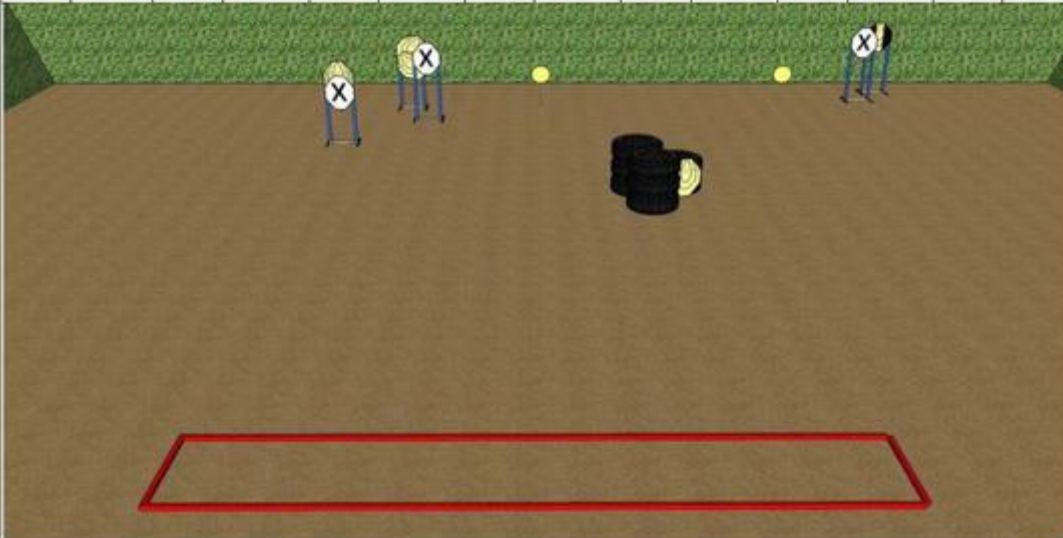


CoF	Comstock - Medium	Points	90 p
Targets	8 paper, 2 popper, 3 no-shoot, Total 10 targets	Min rounds	18
Firearm	Handgun	Match-%	13.85%

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. PIZZA DEL FORNO








STAGE NUMBER:	6	RANGE NUMBER:	6	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>PIZZA DEL FORNO</b>								
START POSITION:	Shooter starts at anywhere in the designated area. Gun is loaded and holstered.												
STAGE PROCEDURE:	On the audible start signal engage targets whilst remaining within the designated area.												
	12		5		0		3		0		0		2

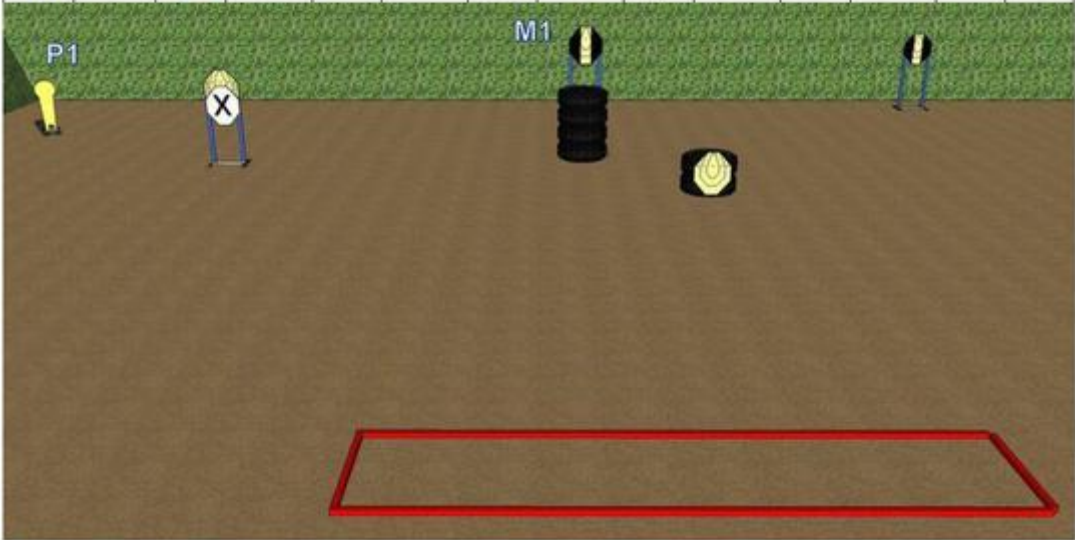


CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 3 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	9.23%

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. FIREWORX

STAGE NUMBER:	7	RANGE NUMBER:	7	<b>GOLDEN CITY</b> <small>SHOOT'N SCORE IT</small>	Sponsored by: <b>FIREWORX</b>								
START POSITION:	Shooter starts at anywhere in the designated area. Gun is unloaded and holstered. Hands on head fingers interlaced when ready.												
STAGE PROCEDURE:	On the audible start signal engage targets whilst remaining within the designated area. P1 activates mover M1 which remains visible.												
	9		4		0		1		1		0		0








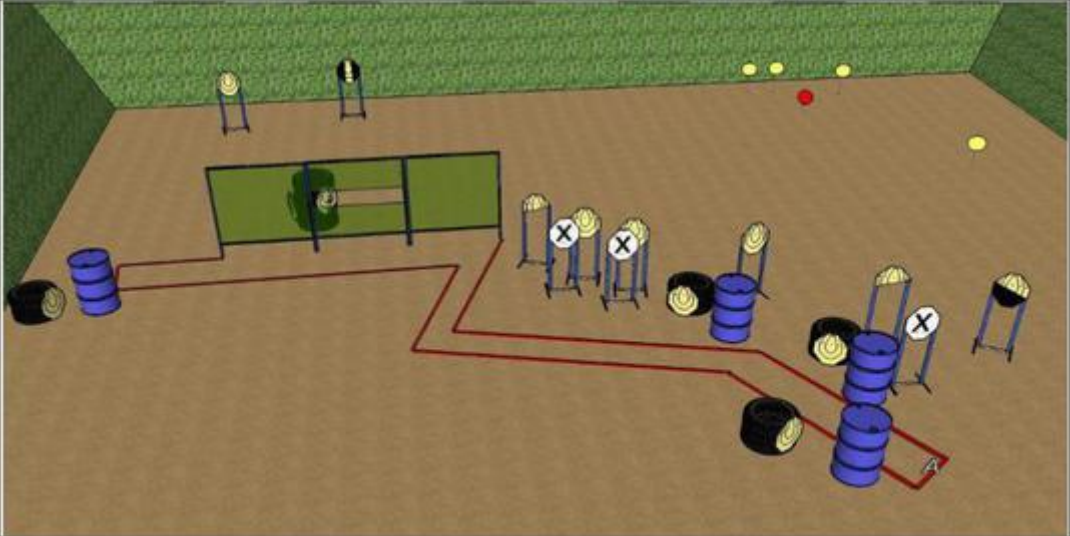


CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, 1 no-shoot, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	6.92%

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>SHOOT'N SCORE IT CLUB</small>	Sponsored by: SA BLOCK AFRIMAT								
START POSITION:	Shooter starts at "A" with the heels of both feet touching the demarcated area. Gun is loaded and holstered.												
STAGE PROCEDURE:	On the audible start signal engage targets whilst remaining within the demarcated area.												
	32		14		0		4		0		0		4
													

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 4 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	24.62%

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	