


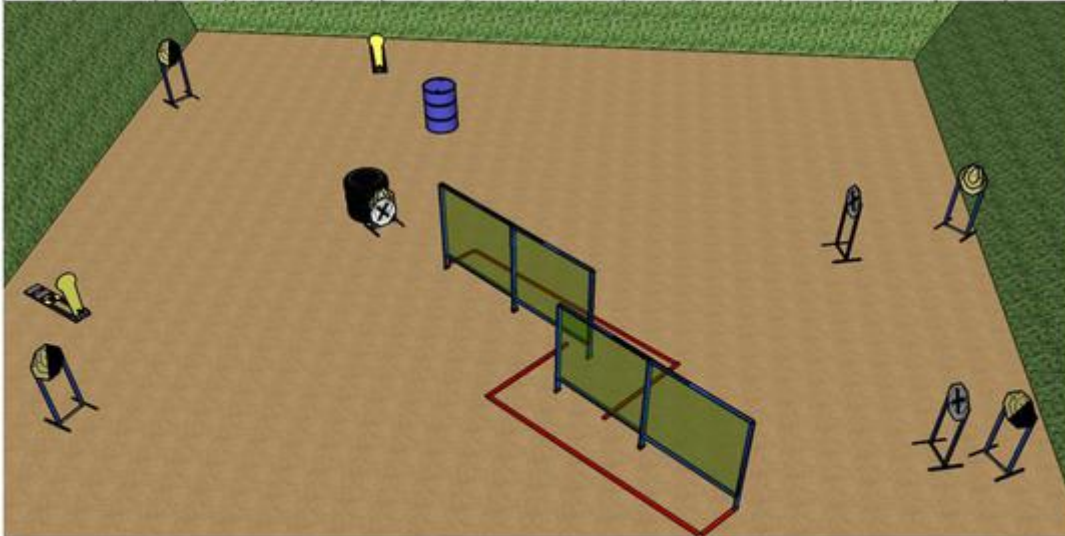


1. FAZNET








STAGE NUMBER:	1	RANGE NUMBER:	1	GOLDEN CITY <small>SHOOTING RANGE</small>	Sponsored by: FAZNET								
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.												
	12		5		0		3		2		0		0

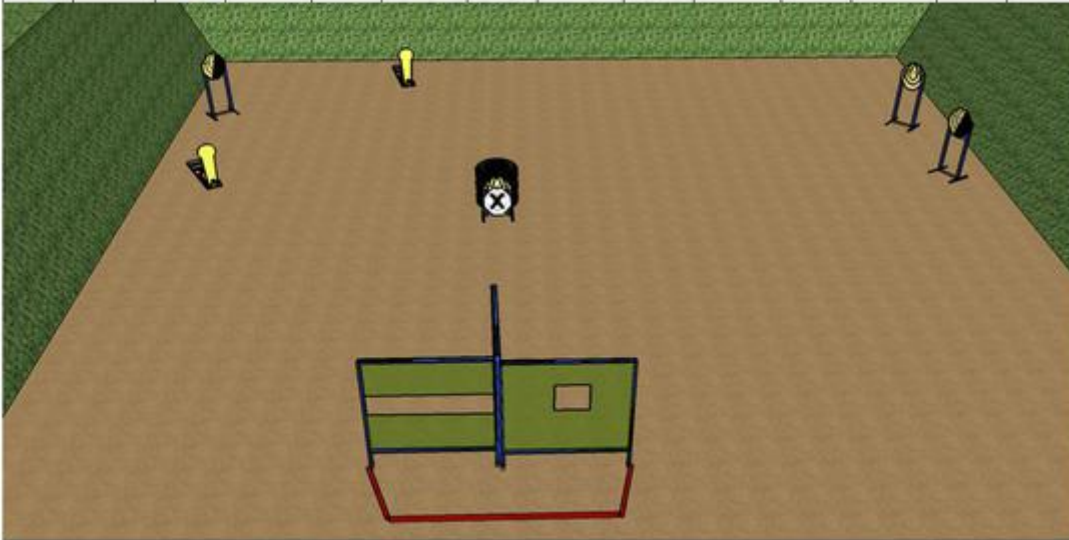


CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 3 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	7.45%

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	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: SPARTAN ARMS								
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.												
	10		4		0		1		2		0		0



CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 popper, 1 no-shoot, Total 6 targets	Min rounds	10
Firearm	Handgun	Match-%	6.21%

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	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: PROF ENGINEERING								
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. Either P1 or P2 activates mover B1 which remains visible.												
	30		12		2		6		2		0		0



CoF	Comstock - Long	Points	150 p
Targets	14 paper, 2 popper, 6 no-shoot, Total 16 targets	Min rounds	30
Firearm	Handgun	Match-%	18.63%

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

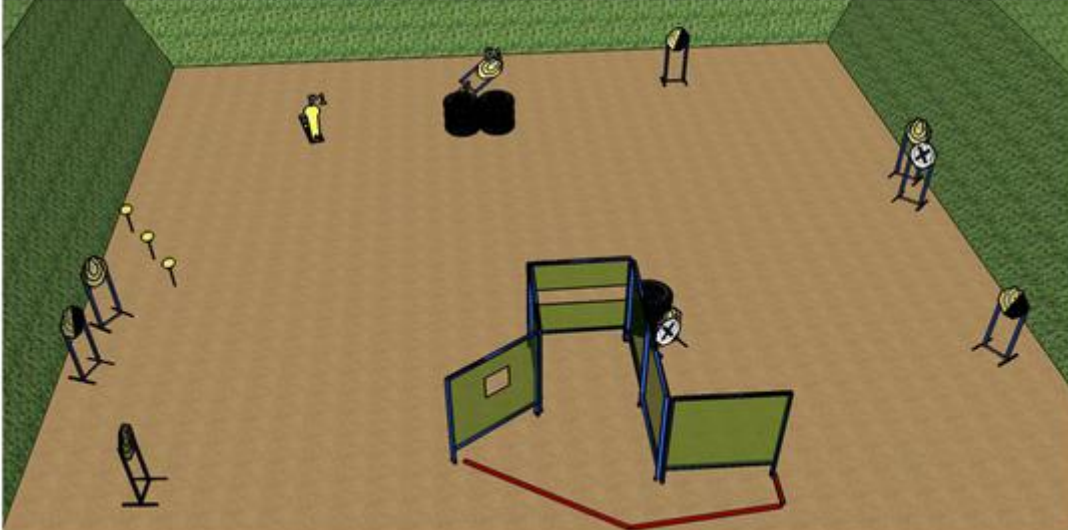
STAGE NUMBER:	4	RANGE NUMBER:	4	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: MOTRADE ENGINEERING								
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and holstered with the chamber empty.												
STAGE PROCEDURE:	On the audible start signal engage targets whilst remaining within the designated area.												
	24		9		2		4		2		0		0

CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 4 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	14.91%

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	GOLDEN CITY <small>SHOOTING.COM</small>	Sponsored by: ESKAN INVESTMENTS								
START POSITION:	Shooter starts anywhere in the designated area. Gun is unloaded and holstered.												
STAGE PROCEDURE:	On the audible start signal engage targets whilst remaining within the designated. P1 activates mover S1, which remains visible.												
	20		8		0		2		1		0		3

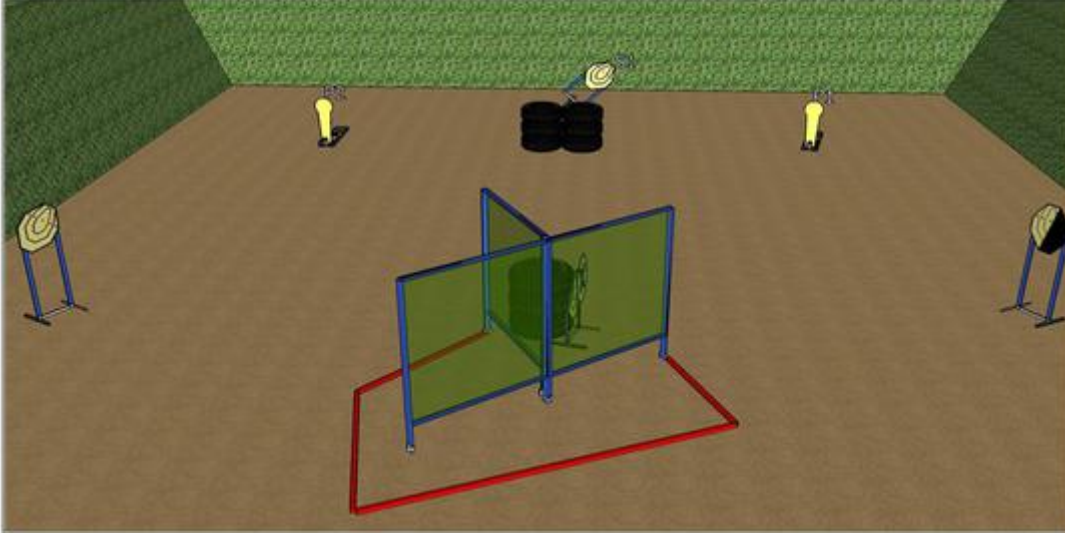


CoF	Comstock - Medium	Points	100 p
Targets	8 paper, 4 popper, 2 no-shoot, Total 12 targets	Min rounds	20
Firearm	Handgun	Match-%	12.42%

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 GLENVISTA








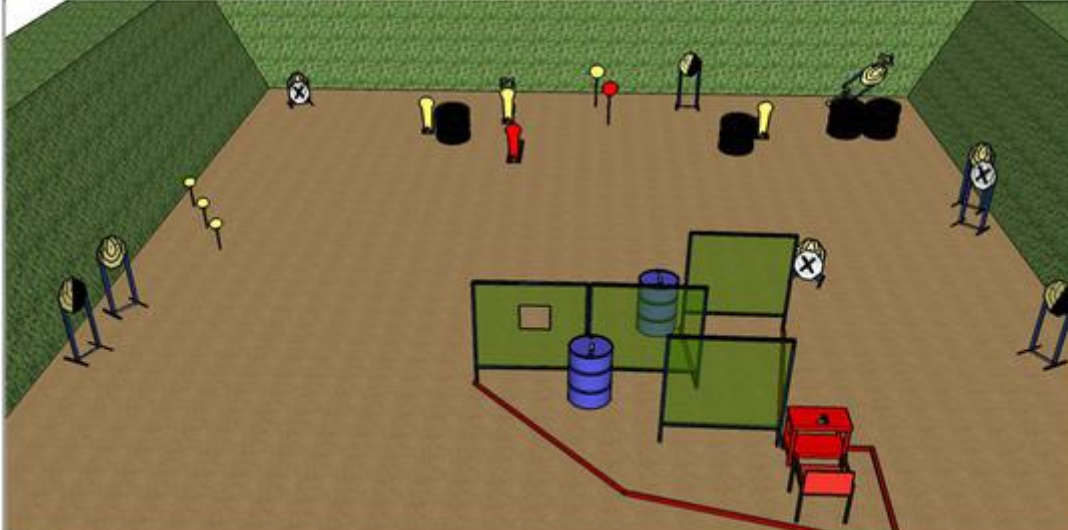
STAGE NUMBER:	6	RANGE NUMBER:	6	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: PIZZA DEL FORNO								
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and holstered.												
STAGE PROCEDURE:	On the audible start signal engage targets whilst remaining within the designated area. Either P1 or P2 activates mover S1 which remains visible.												
	10		4		0		1		2		0		0



CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 popper, 1 no-shoot, Total 6 targets	Min rounds	10
Firearm	Handgun	Match-%	6.21%

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	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: BERNHARD AGENCIES								
START POSITION:	Shooter starts seated with back against the backrest. Gun is loaded and placed flat on the table pointing downrange. All magazines are to be placed on any of the drums.												
STAGE PROCEDURE:	On the audible start signal engage targets whilst remaining within the designated area. P1 Activates mover S1, which remains visible.												
	23		8		0		5		3		0		4
													

CoF	Comstock - Medium	Points	115 p
Targets	8 paper, 7 popper, 5 no-shoot, Total 15 targets	Min rounds	23
Firearm	Handgun	Match-%	14.29%

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	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: SA BLOCK AFRIMAT								
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. Either P1 or P2 activate mover S1 which remains visible.												
	32		15		0		7		2		0		0

CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 popper, 7 no-shoot, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	19.88%

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	