






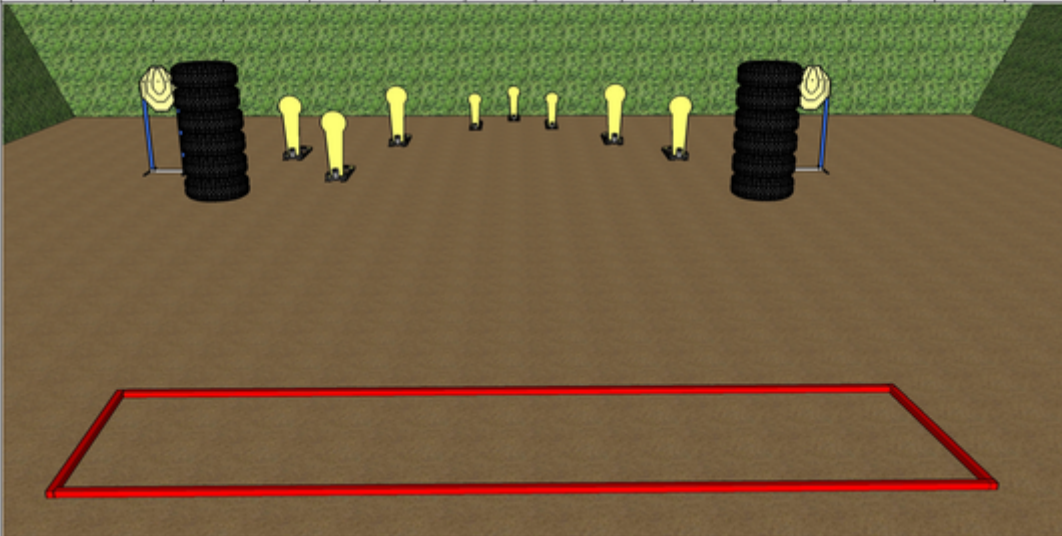


1. FAZNET








STAGE NUMBER:	1	RANGE NUMBER:	1	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: FAZNET								
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and holstered.												
STAGE PROCEDURE:	At the start signal engage targets whilst remaining within the designated area.												
	12		2		0		0		5		3		0

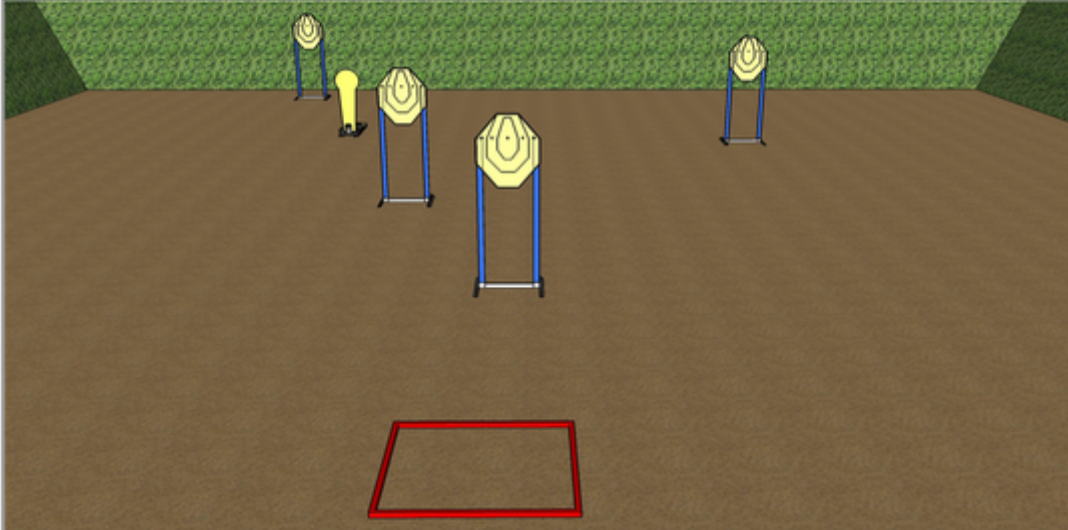


CoF	Comstock - Short	Points	60 p
Targets	2 paper, 8 popper, Total 10 targets	Min rounds	12
Firearm	Handgun	Match-%	6.86%

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. AD TACTICAL

STAGE NUMBER:	2	RANGE NUMBER:	10	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: AD TACTICAL								
START POSITION:	Shooter starts anywhere in the designated area with back to targets. Gun is loaded and holstered with chamber empty.												
STAGE PROCEDURE:	At the start signal engage targets whilst remaining within the designated area.												
	9		4		0		0		1		0		0



CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	5.14%

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 with the toes of both feet touching the demarcated area at "X". Gun is loaded and holstered.												
STAGE PROCEDURE:	At the start signal engage targets whilst remaining within the designated area. P1 activates mover C1 and C2 which remain visible.												
	32		13		0		6		1		0		5

CoF	Comstock - Long	Points	160 p
Targets	13 paper, 6 popper, 6 no-shoot, Total 19 targets	Min rounds	32
Firearm	Handgun	Match-%	18.29%

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	








4. MOTRADE ENGINEERING

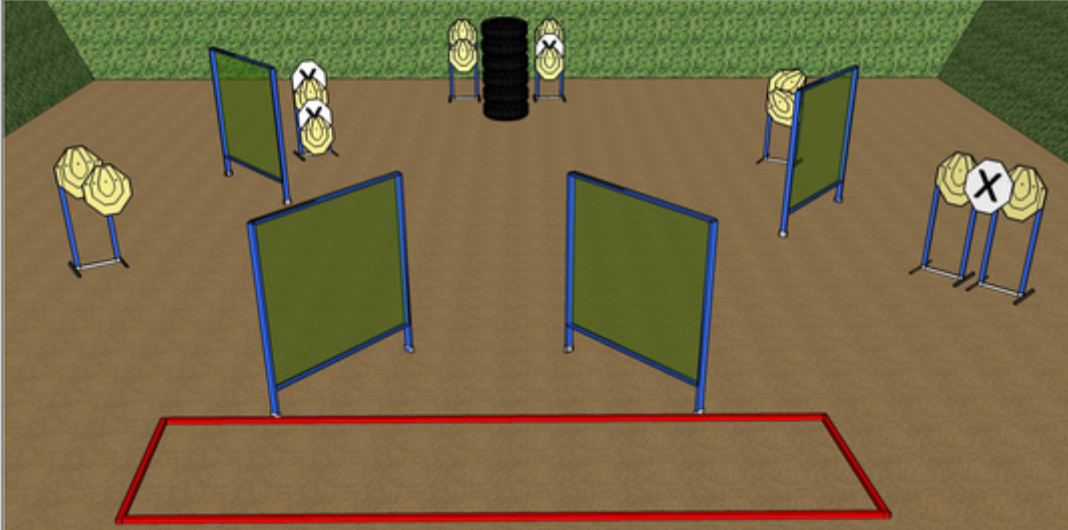
STAGE NUMBER:	4	RANGE NUMBER:	4	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: MOTRADE ENGINEERING								
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and holstered. Hands raised above shoulder height with palms facing forward when ready.												
STAGE PROCEDURE:	At the start signal engage targets whilst remaining in the designated area. P1 activates mover D1 which remains visible.												
	32		14		0		6		4		0		0

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 6 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	18.29%

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	

5. ESKAN INVESTMENTS








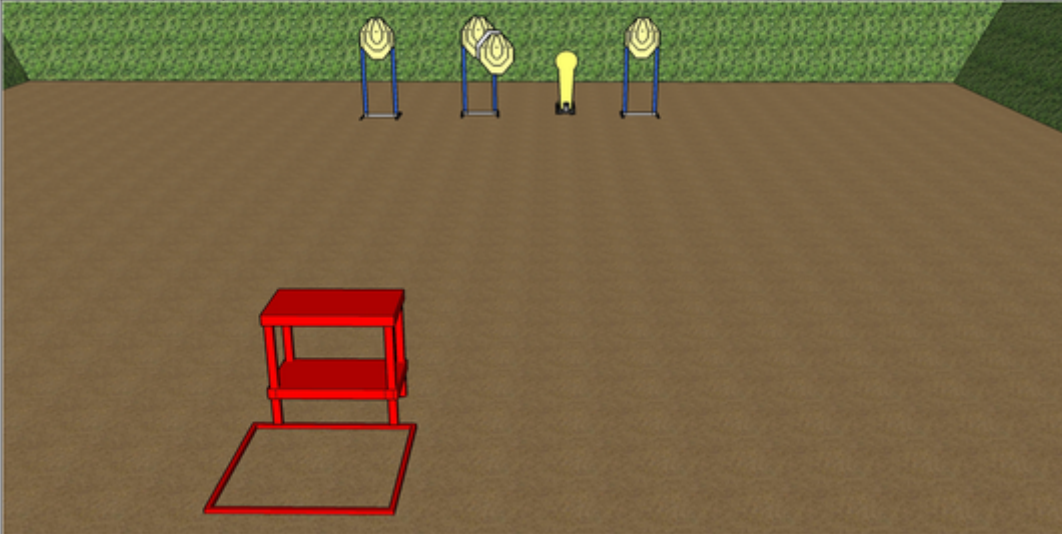
STAGE NUMBER:	5	RANGE NUMBER:	5	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: ESKAN INVESTMENTS								
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and holstered.												
STAGE PROCEDURE:	At the start signal engage targets whilst remaining within the designated area.												
	24		12		0		4		0		0		0



CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 4 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	13.71%

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

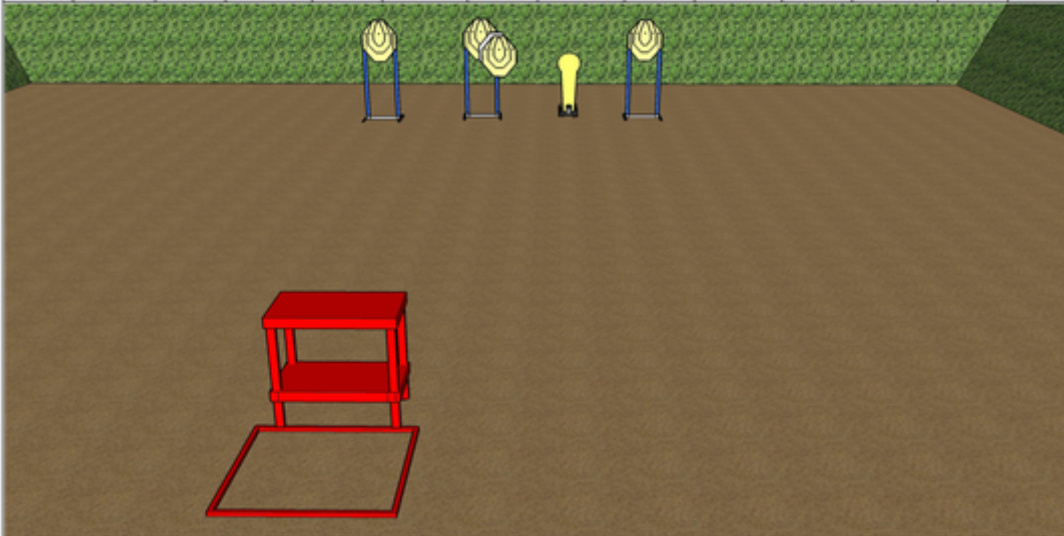
STAGE NUMBER:	6	RANGE NUMBER:	7	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: FIREWORX								
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and placed flat on the table pointing downrange. Hands on head fingers interlaced when ready.												
STAGE PROCEDURE:	At the start signal engage targets whilst remaining in the designated area whilst using the strong hand unsupported.												
	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-%	5.14%

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	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: FIREWORX								
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and placed flat on the table pointing downrange. Hands on head fingers interlaced when ready.												
STAGE PROCEDURE:	At the start signal engage targets whilst remaining in the designated area whilst using the weak hand unsupported.												
	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-%	5.14%

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. BERNHARD AGENCIES

STAGE NUMBER:	8	RANGE NUMBER:	8	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: BERNHARD AGENCIES								
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and holstered.												
STAGE PROCEDURE:	At the start signal engage targets whilst remaining in the designated area. P1 activates mover S1 and S2 which remain visible. P2 activates movers S3 and S4 which remain visible.												
	24		10		0		6		2		2		0

The diagram shows a top-down view of the shooting range. A red rectangle at the bottom indicates the starting area. The range contains several targets: S1, S2, S3, and S4 are paper targets on stands; P1 and P2 are popper targets; and there are 6 no-shoot targets. There are also 10 paper targets scattered throughout the range. Two green barriers are positioned in the center of the range.

CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, 6 no-shoot, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	13.71%

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	

9. SA BLOCK AFRIMAT

STAGE NUMBER:	9	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:	At the start signal engage targets whilst remaining in the designated area.												
	24		10		2		2		0		0		0

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 2 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	13.71%

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	