






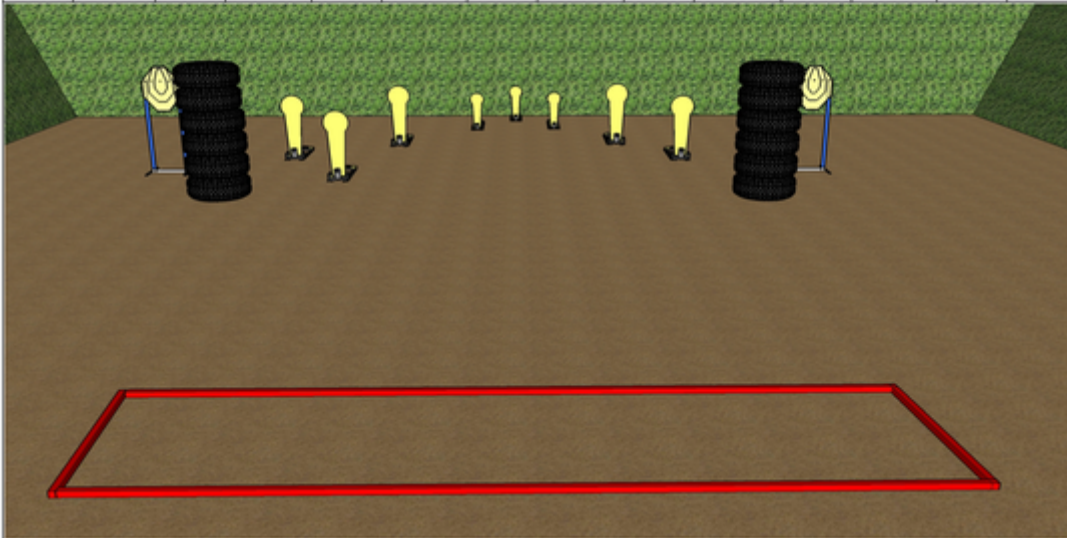


1. FAZNET








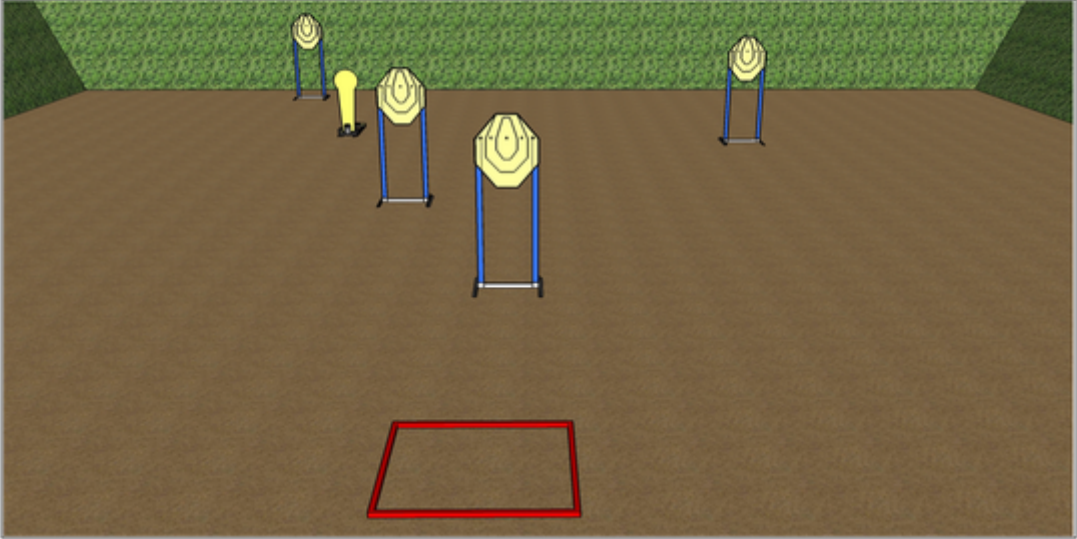
STAGE NUMBER:	1	RANGE NUMBER:	1	GOLDEN CITY <small>by Shoot'n Score It</small>		Sponsored by: FAZNET							
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and holstered.												
STAGE PROCEDURE:	At the start signal engage targets whilst remaining within the designated 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

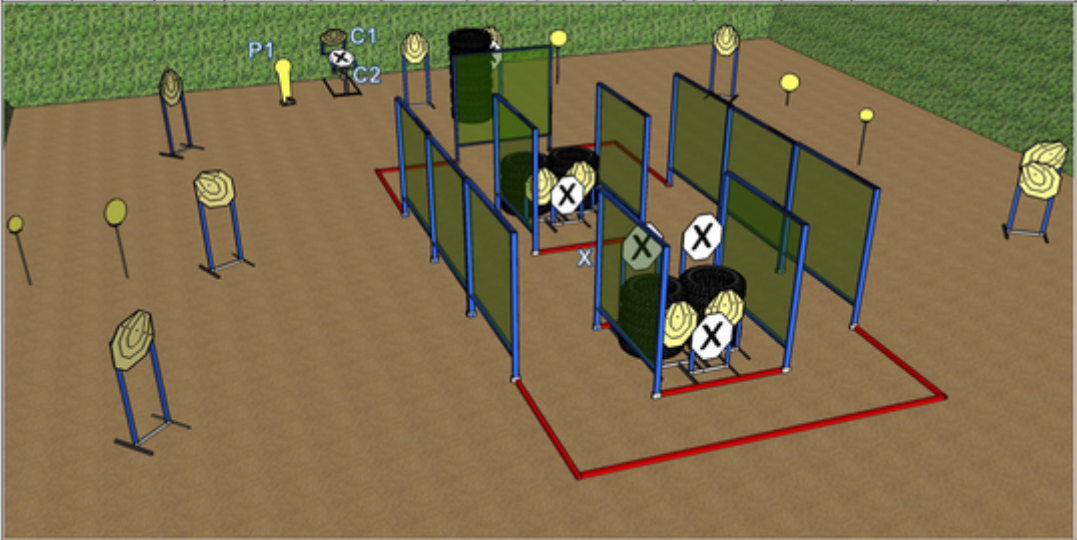
STAGE NUMBER:	2	RANGE NUMBER:	10	GOLDEN CITY <small>SHOOTING CLUB</small>		Sponsored by: AD TACTICAL							
START POSITION:	Shooter starts anywhere in the designated area with back to targets. Gun is loaded and holstered with chamber empty.												
STAGE PROCEDURE:	At the start signal engage targets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

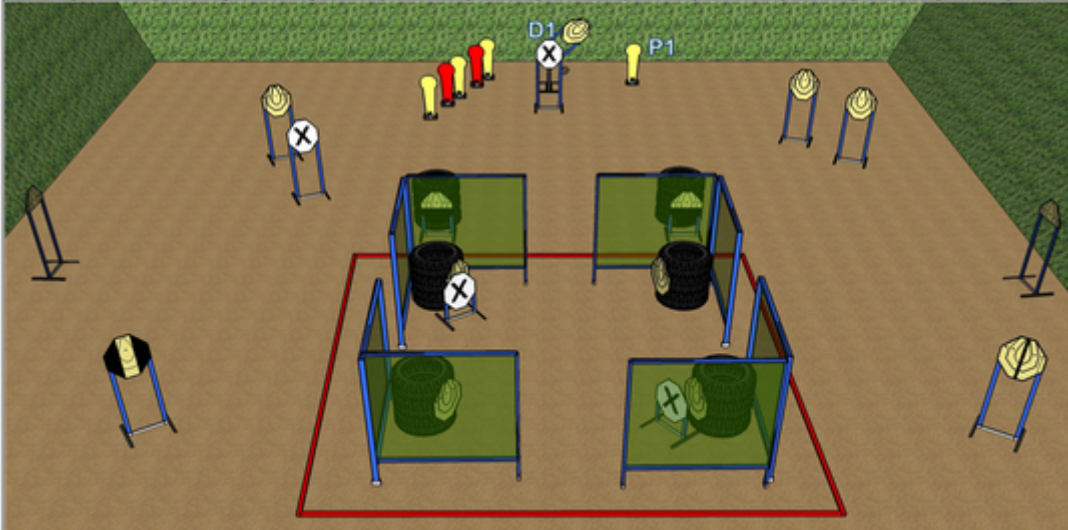


CoF	Comstock - Long	Points	160 p
Targets	13 paper, 6 popper, 6 no-shoot, Total 19 targets	Min rounds	32
Firearm	Handgun	Match-%	18.29%

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

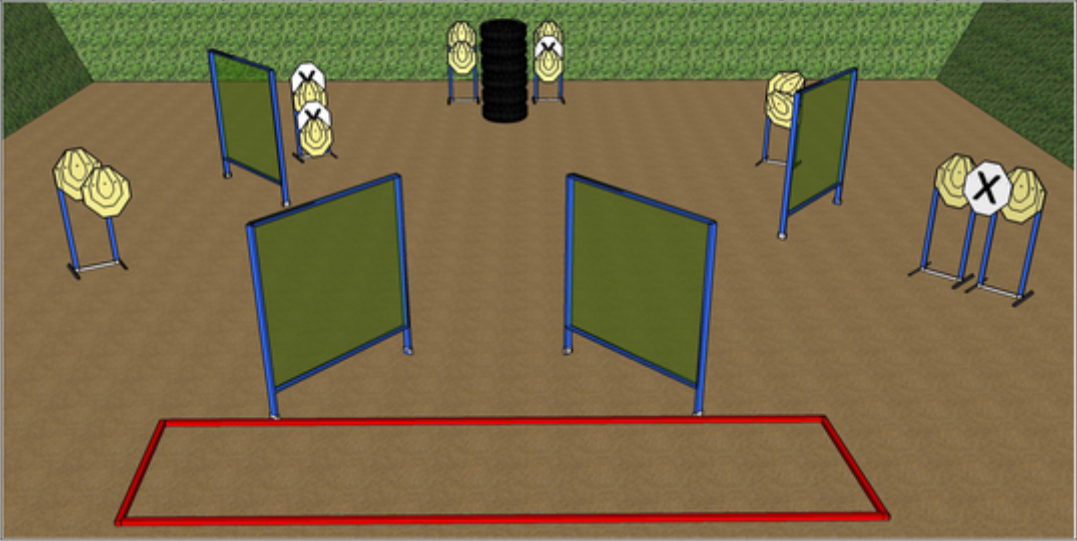


CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 6 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	18.29%

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>Live • Fire • Score</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

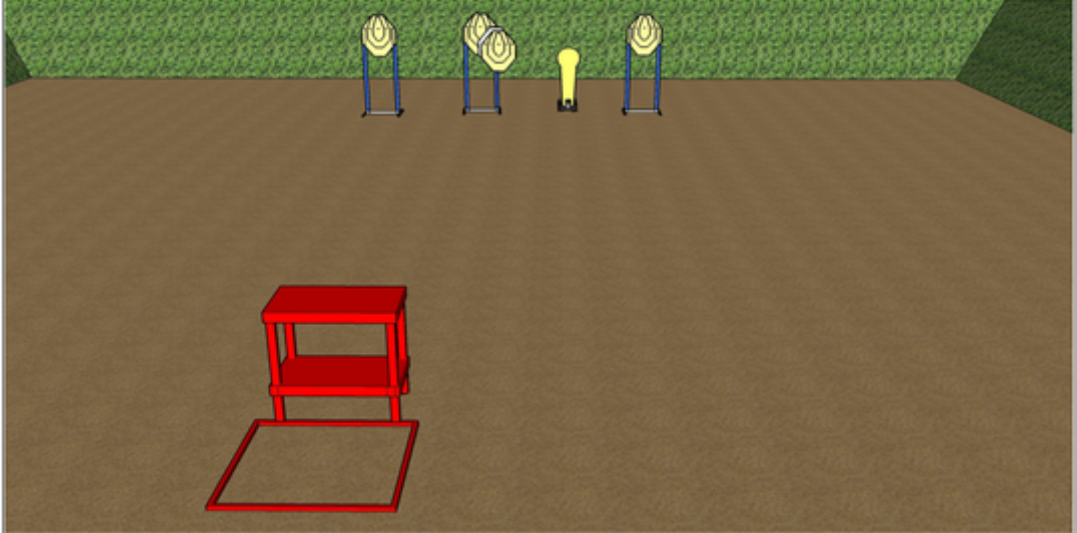


CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 4 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	13.71%

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>SHOOTN SCORE IT</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

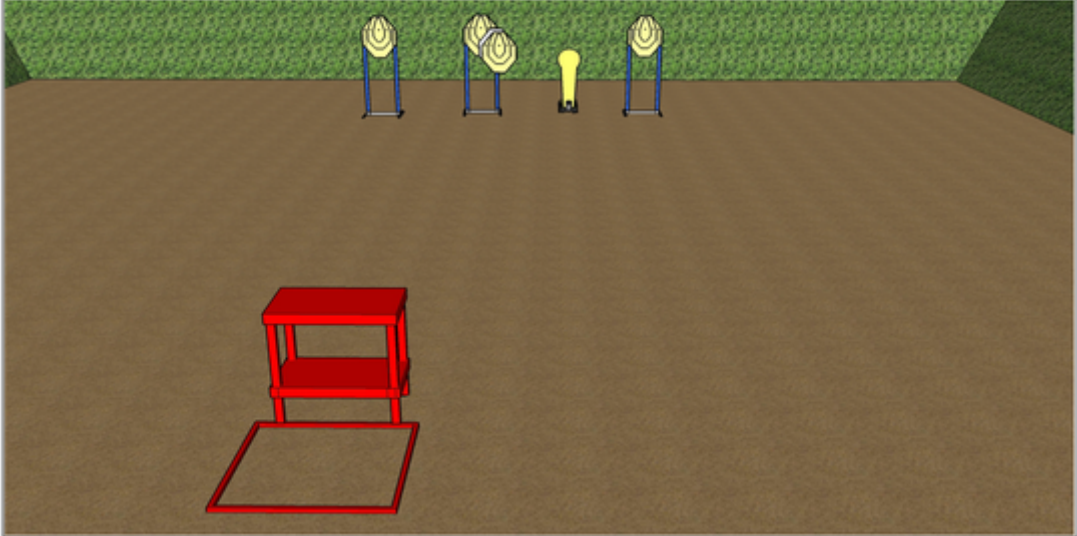


CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, 1 no-shoot, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	5.14%

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>SHOOT'N SCORE IT 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

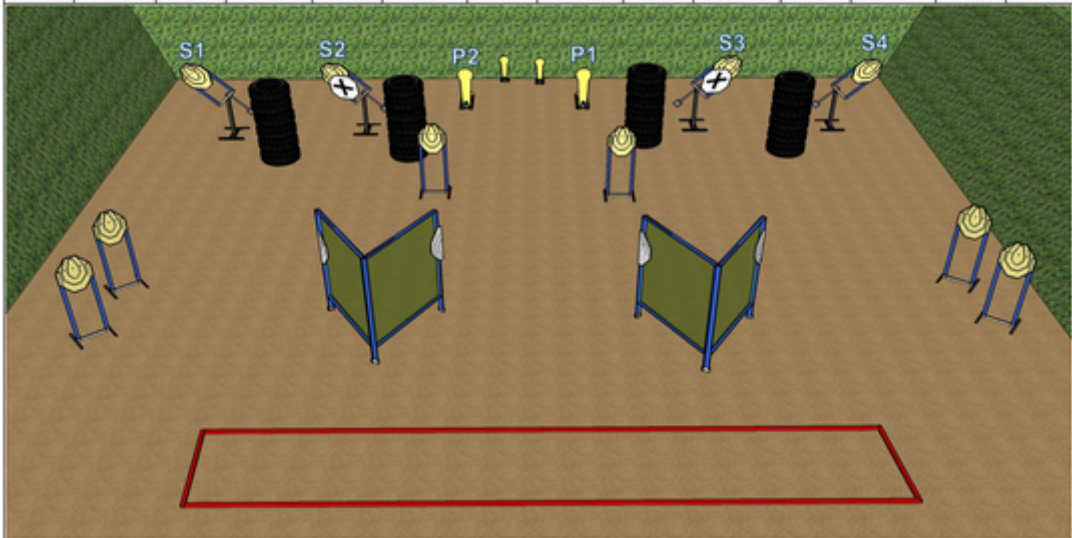


CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, 1 no-shoot, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	5.14%

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








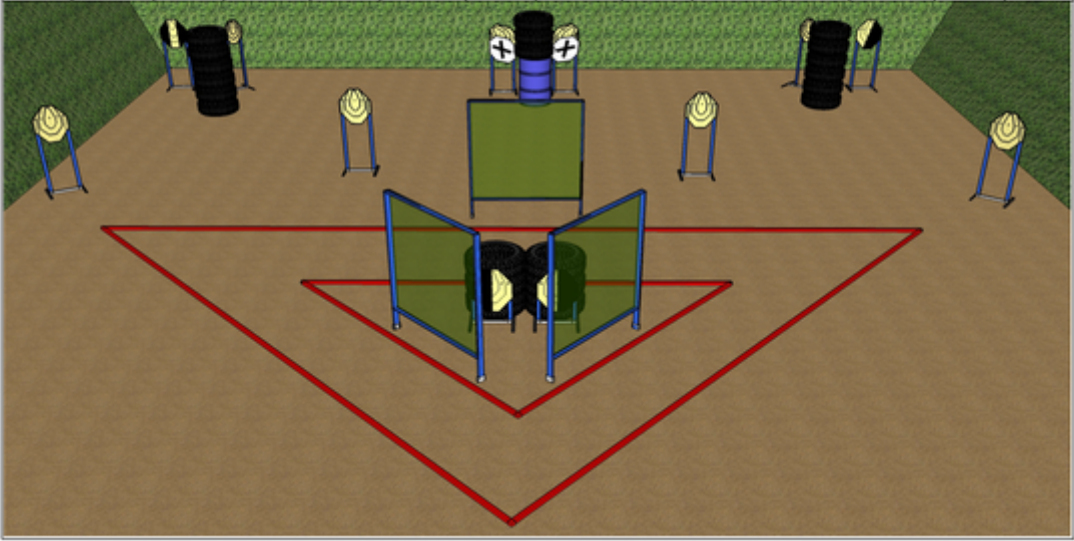
STAGE NUMBER:	8	RANGE NUMBER:	8	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: BERNHARD AGENCIES								
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and holstered.												
STAGE PROCEDURE:	At the start signal engage targets whilst remaining in the designated 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



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>SHOOTN SCORE IT</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	