






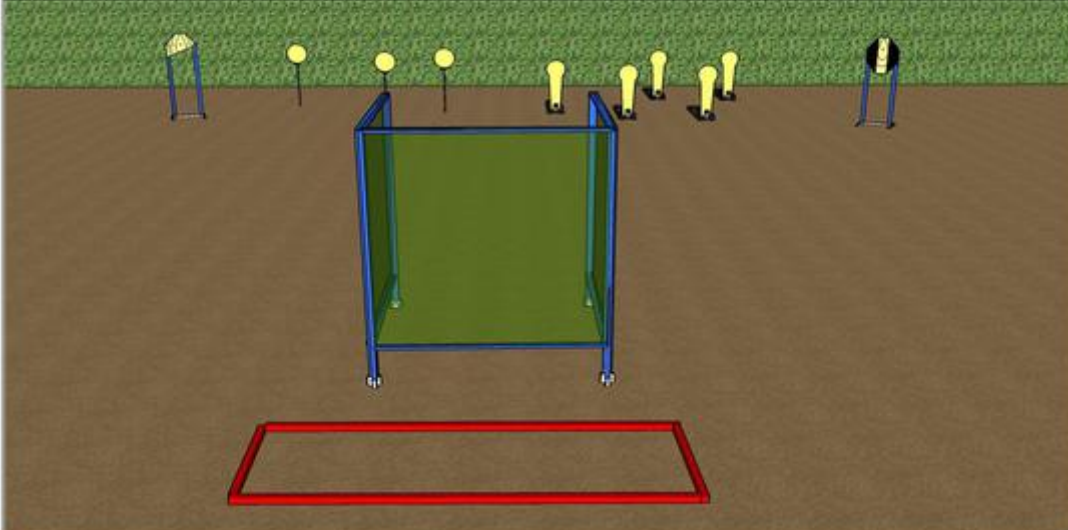


# 1. FAZNET








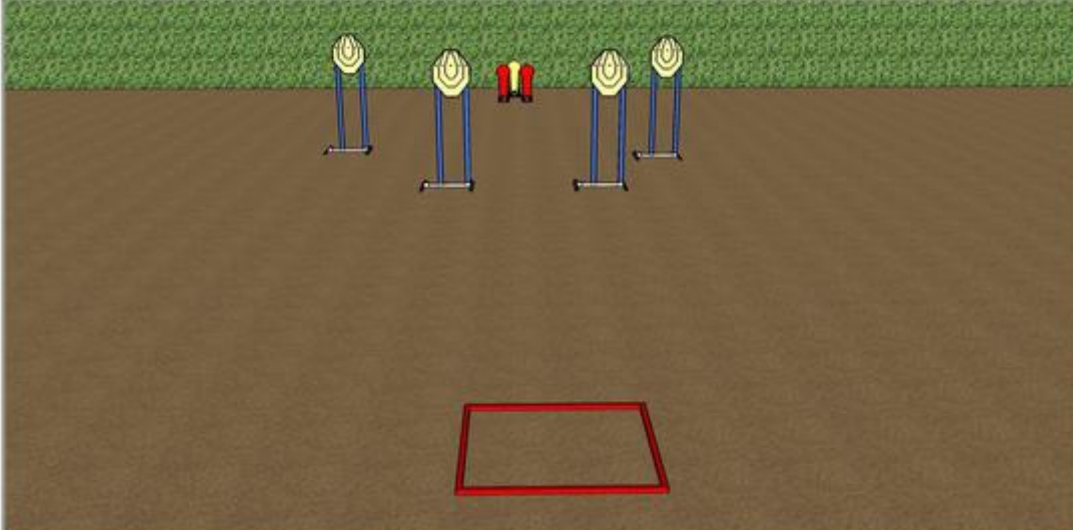
STAGE NUMBER:	1	RANGE NUMBER:	1	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>FAZNET</b>								
START POSITION:	Shooter starts anywhere in the designated area. Gun is unloaded and holstered hands raised above shoulders with the palms facing forward.												
STAGE PROCEDURE:	On the audible start signal engage targets whilst remaining within the designated area.												
	12		2		0		0		5		0		3



CoF	Comstock - Short	Points	60 p
Targets	2 paper, 8 popper, Total 10 targets	Min rounds	12
Firearm	Handgun	Match-%	7.27%

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:	On the audible start signal engage targets whilst remaining within the designated area.												
	9		0		4		2		0		1		0
													

CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, 2 no-shoot, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	5.45%

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	

# 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 with the heel of one foot touching area "X". Gun is loaded and holstered.												
STAGE PROCEDURE:	On the audible start signal engage targets whilst remaining within the designated area.												
	32		12		2		11		2		0		2

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 11 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	19.39%

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

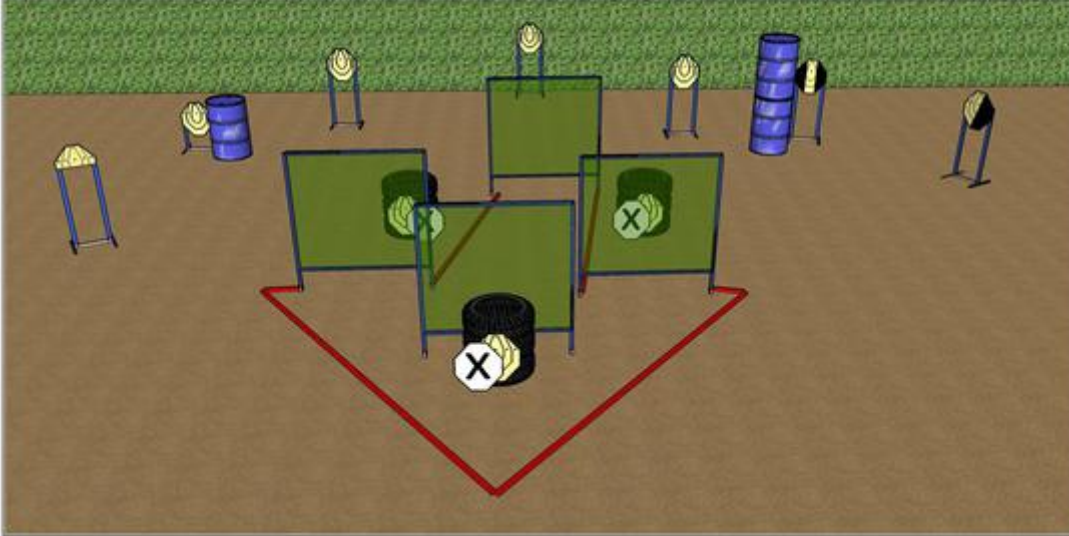
STAGE NUMBER:	4	RANGE NUMBER:	4	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>MOTRADE ENGINEERING</b>								
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and holstered chamber empty.												
STAGE PROCEDURE:	On the audible start signal engage targets whilst remaining within the designated area. Either P1 or P2 will activate mover S1 which remains visible.												
	25		10		0		2		2		0		3

CoF	Comstock - Long	Points	125 p
Targets	10 paper, 5 popper, 2 no-shoot, Total 15 targets	Min rounds	25
Firearm	Handgun	Match-%	15.15%

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








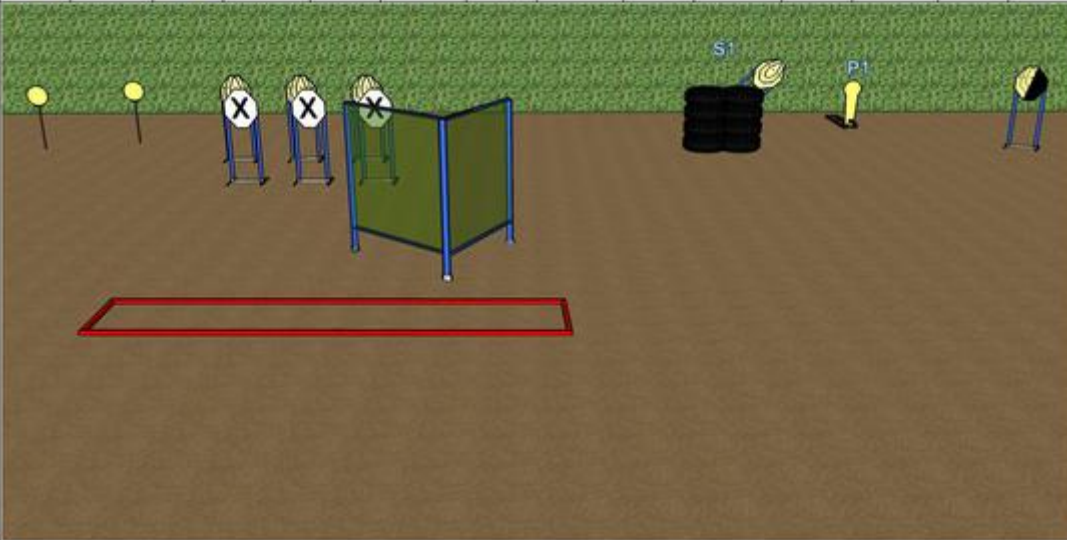
STAGE NUMBER:	5	RANGE NUMBER:	5	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>ESKAN INVESTMENTS</b>								
START POSITION:	Shooter starts at anywhere in the designated area. Gun is loaded and holstered.												
STAGE PROCEDURE:	On the audible start signal engage targets whilst remaining within the designated area.												
	20		10		0		3		0		0		0



CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 3 no-shoot, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	12.12%

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:	On the audible start signal engage targets whilst remaining within the designated. P1 activates mover S1 which remains visible.												
	13		5		0		3		1		0		2
													

CoF	Comstock - Medium	Points	65 p
Targets	5 paper, 3 popper, 3 no-shoot, Total 8 targets	Min rounds	13
Firearm	Handgun	Match-%	7.88%

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	

# 7. BERNHARD AGENCIES

STAGE NUMBER:	7	RANGE NUMBER:	7	<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:	On the audible start signal engage targets whilst remaining within the designated area. P1 activates mover S1 and R1. Both S1 and R1 remains visible.												
	22		9		0		5		1		0		3

CoF	Comstock - Medium	Points	110 p
Targets	9 paper, 4 popper, 5 no-shoot, Total 13 targets	Min rounds	22
Firearm	Handgun	Match-%	13.33%

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:	8	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>SA BLOCK AFRIMAT</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, P2 activates mover T1 and T2. S1, T1 and T2 remain visible.												
	32		12		0		6		2		0		6

CoF	Comstock - Long	Points	160 p
Targets	12 paper, 8 popper, 6 no-shoot, Total 20 targets	Min rounds	32
Firearm	Handgun	Match-%	19.39%

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	