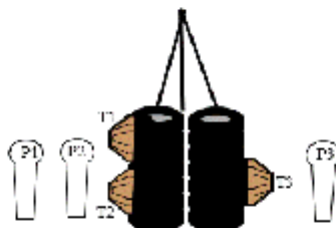


2. Stage 2

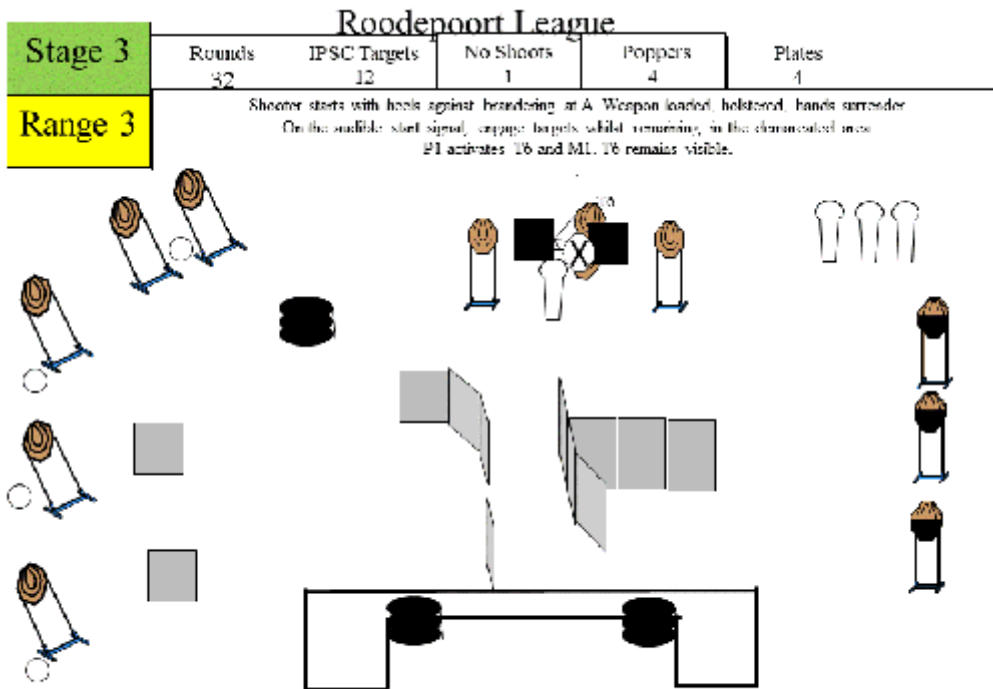
Roodepoort League				
Stage 2	Rounds 9	IPSC Targets 3	No Shoots	Poppers 3
Range 2	Shooter starts in A. Weapon loaded, holstered and hands at sides. On the audible start signal, engage targets whilst remaining in the designated area P2 includes T1, T2, and T3. All remain visible.			



CoF	Comstock - Short	Points	45 p
Targets	3 paper, 3 popper, Total 6 targets	Min rounds	9
Firearm	Handgun	Match-%	8.41%

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. Stage 3



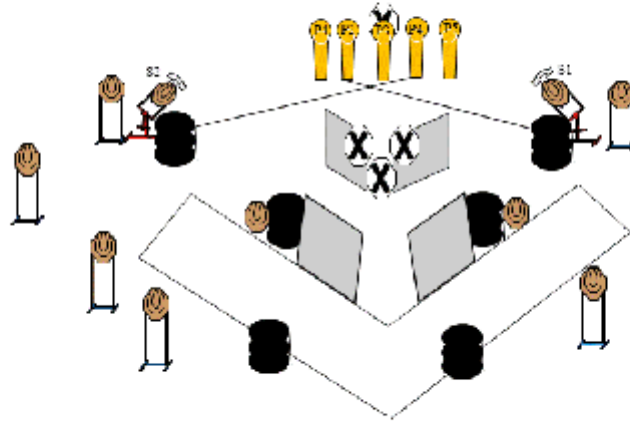
CoF	Comstock - Long	Points	160 p
Targets	12 paper, 4 popper, 4 plates, 1 no-shoot, Total 20 targets	Min rounds	32
Firearm	Handgun	Match-%	29.91%

Procedure	Shooter starts with heels against branding at A. Weapon loaded, holstered, hands surrender. On the audible start signal, engage targets whilst remaining in the demarcated area. P1 activates T6 and M1. T6 remains visible.
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. Stage 4

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Stage 4	Rounds 25	IPSC Targets 10	No Shoots 4	Poppers 5	Steel Plates
Range 4	Shooter starts anywhere in the demarcated area. Gun loaded and holstered. On the start signal engage the targets while remaining in the demarcated area. P2 activates S1 and P4 activates S2. S1 and S2 remain visible.				

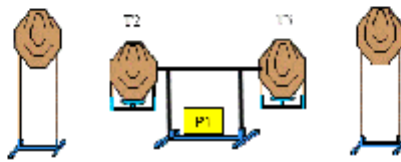


CoF	Comstock - Long	Points	125 p
Targets	10 paper, 5 popper, Total 15 targets	Min rounds	25
Firearm	Handgun	Match-%	23.36%

Procedure	Shooter starts anywhere in the demarcated area. Gun loaded and holstered. On the start signal engage the targets while remaining in the demarcated area. P2 activates S1 and P4 activates S2. S1 and S2 remain visible.
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. Stage 6

Stage 6	Rounds 9	IPSC Targets 4	No Shoots	Steel Plates 1	Mini Poppers
Range 7	Shooter starts in A. Weapon loaded, holstered and hands clasped in front of the shooter. On the audible start signal, engage targets whilst remaining in the demarcated area P1 activates T2, and T3. All remain visible.				



A

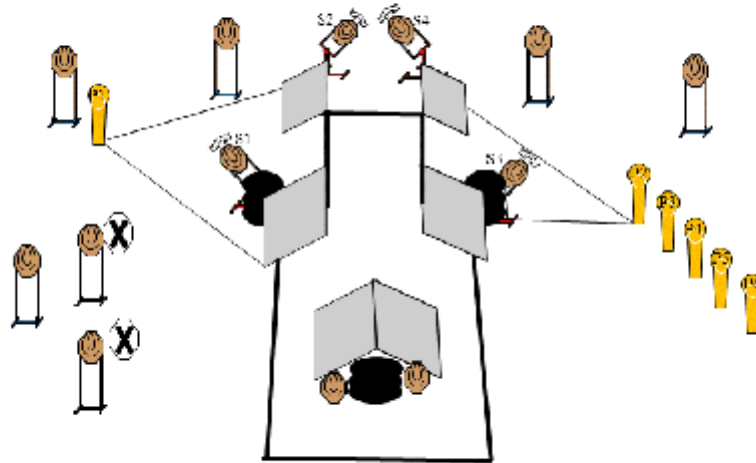
CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 plates, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	8.41%

Procedure	Shooter starts in A. Weapon loaded, holstered and hands clasped in front of the shooter. On the audible start signal, engage targets whilst remaining in the demarcated area P1 activates T2, and T3. All remain visible.
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. Stage 8

Roodepoort League

Stage 8	Rounds 32	IPSC Targets 14	No Shoots 3	Poppers 6	Steel Plates
Range 9	Shooter starts in anywhere in A. Weapon loaded, holstered and hands surrender. On the audible start signal, engage targets whilst remaining in the demarcated area. The P1 activates S1 and S2, P2 activates S3 and S4. S1,S2,S3,S4 all remain visible.				



CoF	Comstock - Long	Points	160 p
Targets	13 paper, 6 popper, 2 no-shoot, Total 19 targets	Min rounds	32
Firearm	Handgun	Match-%	29.91%

Procedure	Shooter starts in anywhere in A. Weapon loaded, holstered and hands surrender. On the audible start signal, engage targets whilst remaining in the demarcated area. The P1 activates S1 and S2, P2 activates S3 and S4. S1,S2,S3,S4 all remain visible.
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	