

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:	On the audible start signal engage targets whilst remaining within the designated area. P1 activates mover S1 and S2, both S1 and S2 remain visible.												
	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-%	6.90%

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

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 as they become visible whilst remaining within the demarcated area. P1 activate mover S1 which remain visible.												
	9		3		0		4		3		0		0

CoF	Comstock - Short	Points	45 p
Targets	3 paper, 3 popper, 4 no-shoot, Total 6 targets	Min rounds	9
Firearm	Handgun	Match-%	5.17%

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. MOTRADE ENGINEERING

STAGE NUMBER:	3	RANGE NUMBER:	3	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: MOTRADE ENGINEERING								
START POSITION:	Shooter starts with the toes of both feet touching the demarcated area at X. Gun is unloaded and holstered.												
STAGE PROCEDURE:	On the audible start signal engage targets whilst remaining within the designated area.												
	32		11		0		3		4		2		4

CoF	Comstock - Long	Points	160 p
Targets	11 paper, 10 popper, 3 no-shoot, Total 21 targets	Min rounds	32
Firearm	Handgun	Match-%	18.39%

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. COMPLETE CABLING EQUIPMENT

STAGE NUMBER:	4	RANGE NUMBER:	4	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: COMPLETE CABLING EQUIPMENT								
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 which remains visible.												
	23		11		0		2		1		0		0

CoF	Comstock - Medium	Points	115 p
Targets	11 paper, 1 popper, 2 no-shoot, Total 12 targets	Min rounds	23
Firearm	Handgun	Match-%	13.22%

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:	On the audible start signal engage targets whilst remaining within the designated area. P1 activates mover B1 which remains visible.												
	24		11		0		3		1		1		0

CoF	Comstock - Medium	Points	110 p
Targets	10 paper, 2 popper, 3 no-shoot, Total 12 targets	Min rounds	22
Firearm	Handgun	Match-%	12.64%

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	








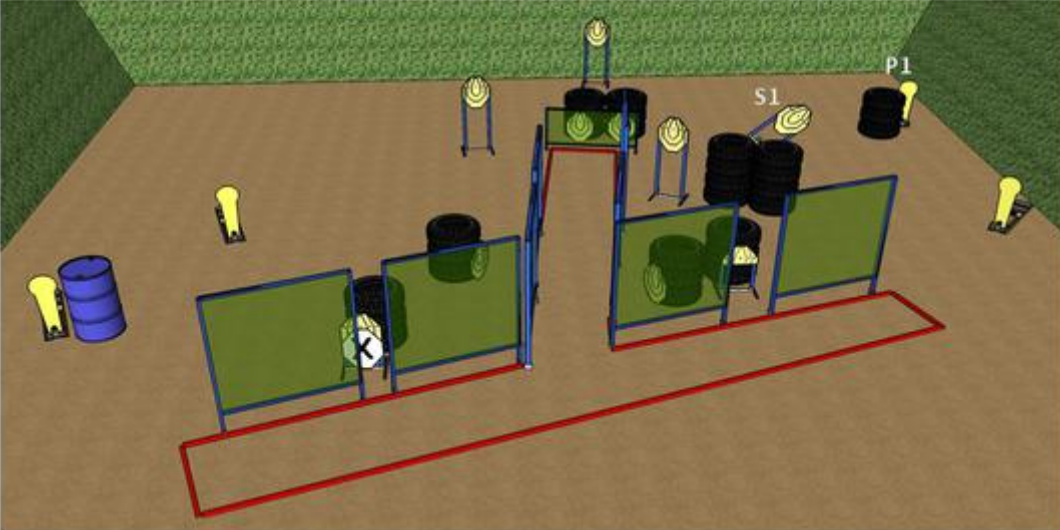
6. FIREWORX

STAGE NUMBER:	6	RANGE NUMBER:	7	GOLDEN CITY	Sponsored by: FIREWORX								
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 D1 and P2 activates mover B1. Both D1 and B1 remain visible.												
	20		7		0		2		4		0		2

CoF	Comstock - Medium	Points	100 p
Targets	7 paper, 6 popper, 2 no-shoot, Total 13 targets	Min rounds	20
Firearm	Handgun	Match-%	11.49%

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	








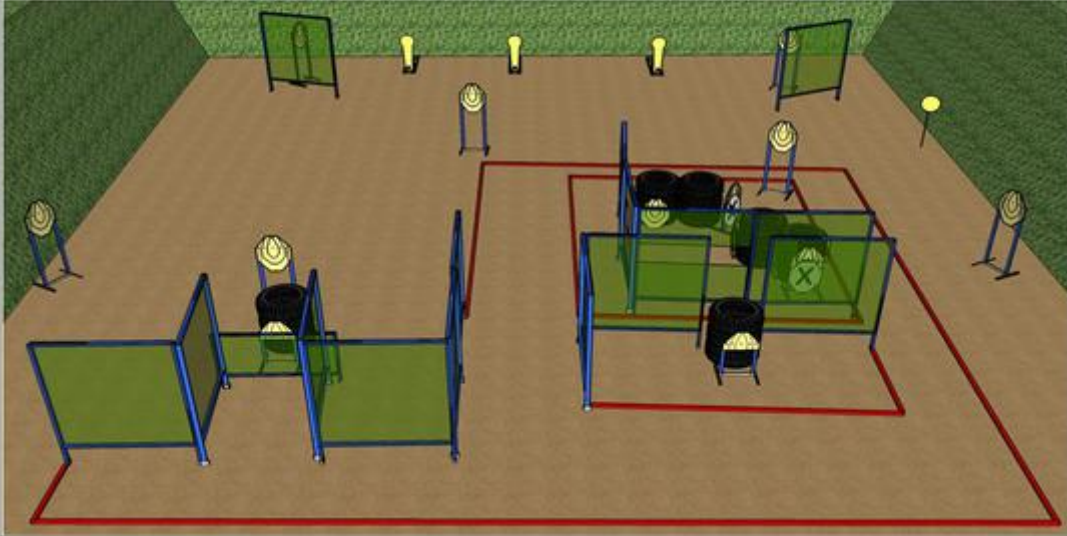
7. PROF ENGINEERING

STAGE NUMBER:	7	RANGE NUMBER:	8	GOLDEN CITY	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. P1 activated mover S1 which remains visible.												
	24		10		0		1		4		0		0
													

CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, 1 no-shoot, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	13.79%

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.												
	32		14		0		2		3		0		1
													

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 2 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	18.39%

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	