






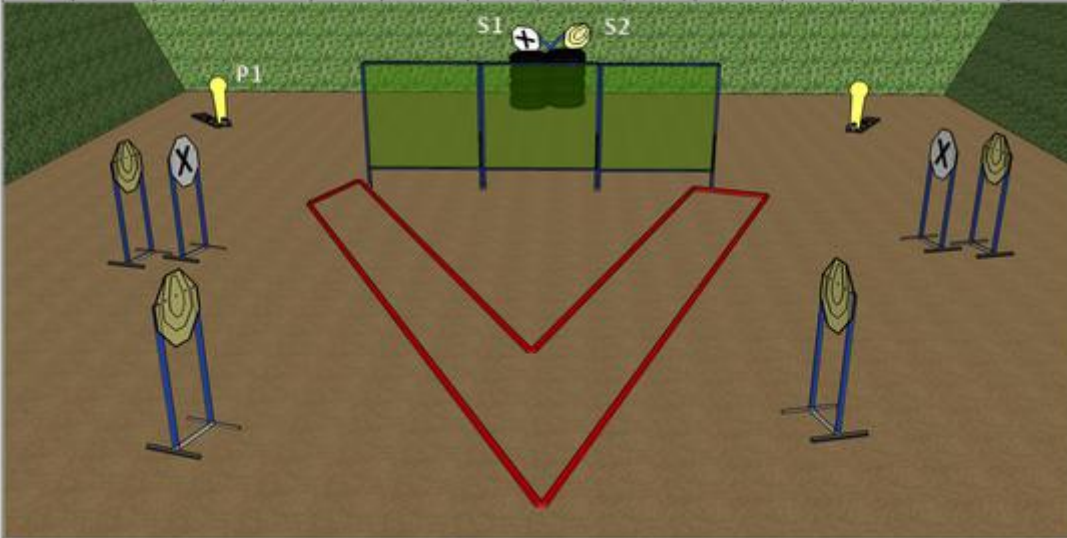


1. FAZNET








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|---|--|---|---|---|---|---|---|---|---|---|---|---|---|
| STAGE NUMBER: | 1 | RANGE NUMBER: | 1 | GOLDEN CITY <small>SHOOT'N SCORE IT</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 |

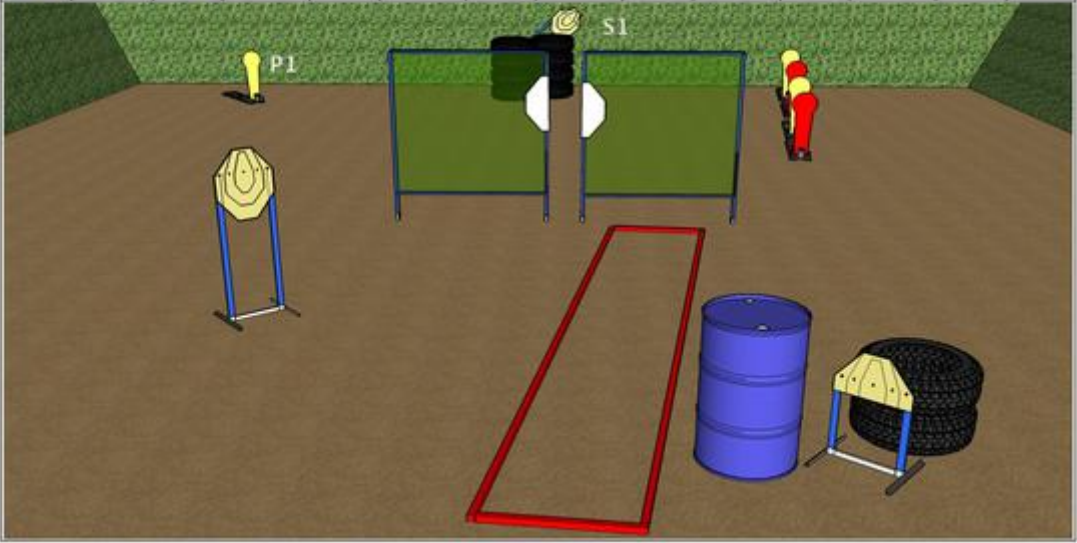


| | | | |
|---------|--|------------|-------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 5 paper, 2 popper, 3 no-shoot, Total 7 targets | Min rounds | 12 |
| Firearm | Handgun | Match-% | 6.90% |

| | |
|-------------------------|---------------------------------|
| 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








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|---|---|---|---|---|-----------------------------------|---|---|---|---|---|---|---|---|
| STAGE NUMBER: | 2 | RANGE NUMBER: | 2 | GOLDEN CITY <small>SHOOT'N SCORE IT</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 |

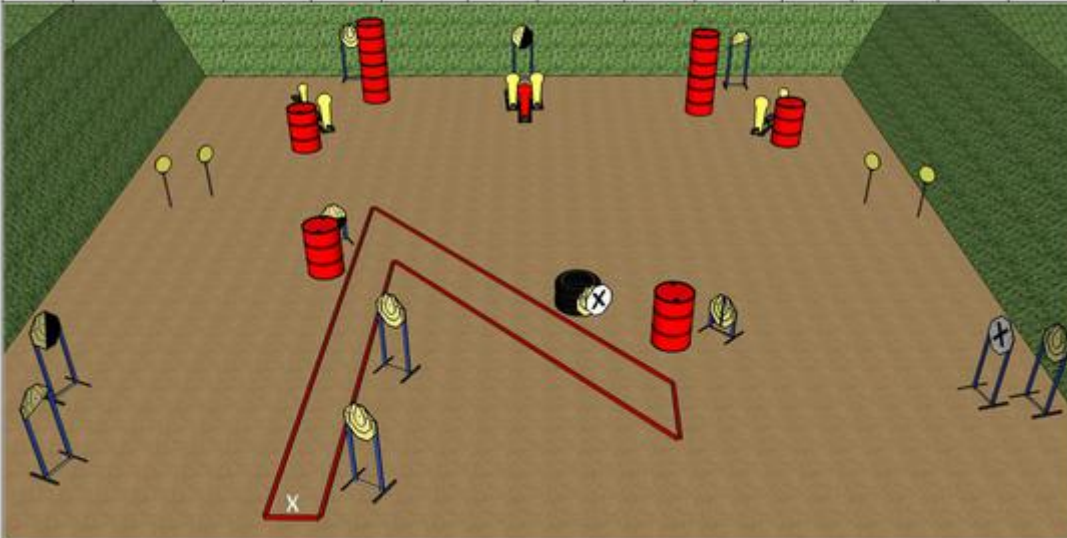


| | | | |
|---------|--|------------|-------|
| CoF | Comstock - Short | Points | 45 p |
| Targets | 3 paper, 3 popper, 4 no-shoot, Total 6 targets | Min rounds | 9 |
| Firearm | Handgun | Match-% | 5.17% |

| | |
|-------------------------|---------------------------------|
| 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 |

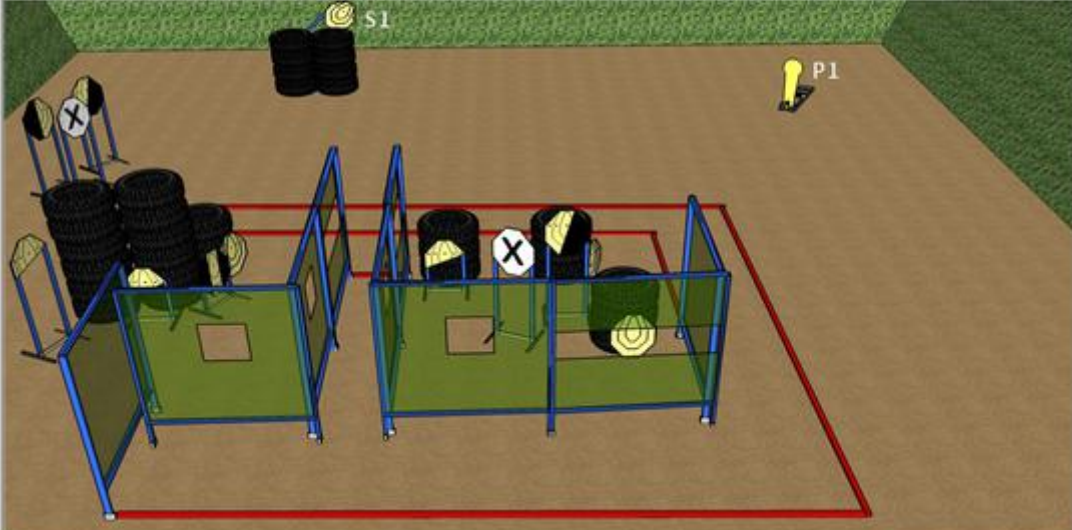


| | | | |
|---------|---|------------|--------|
| CoF | Comstock - Long | Points | 160 p |
| Targets | 11 paper, 10 popper, 3 no-shoot, Total 21 targets | Min rounds | 32 |
| Firearm | Handgun | Match-% | 18.39% |

| | |
|-------------------------|---------------------------------|
| 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








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|---|--|---|----|---|---|---|---|---|---|---|---|---|---|
| STAGE NUMBER: | 4 | RANGE NUMBER: | 4 | GOLDEN CITY <small>SHOOT'N SCORE IT</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 |

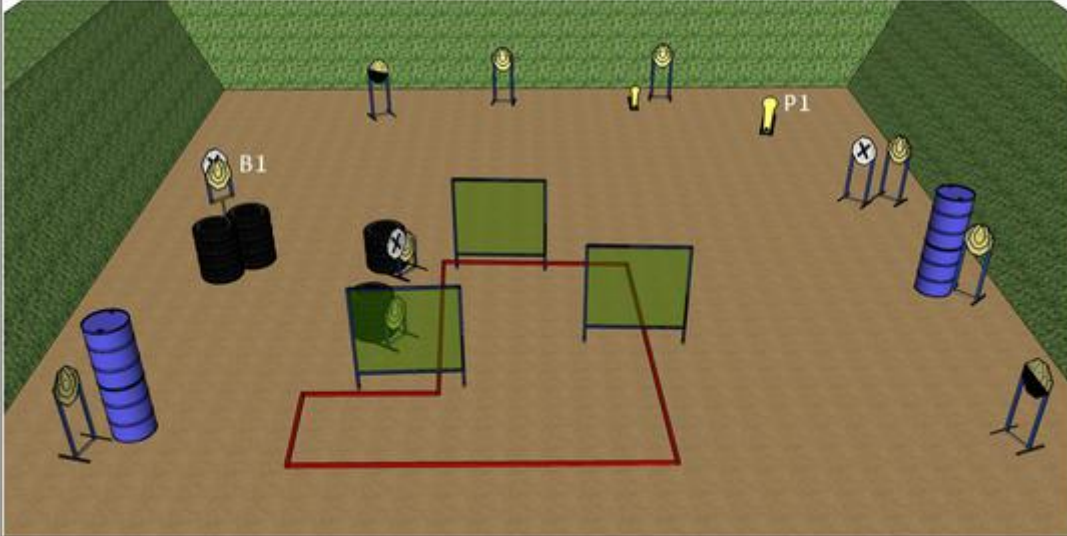


| | | | |
|---------|--|------------|--------|
| CoF | Comstock - Medium | Points | 115 p |
| Targets | 11 paper, 1 popper, 2 no-shoot, Total 12 targets | Min rounds | 23 |
| Firearm | Handgun | Match-% | 13.22% |

| | |
|-------------------------|---------------------------------|
| 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








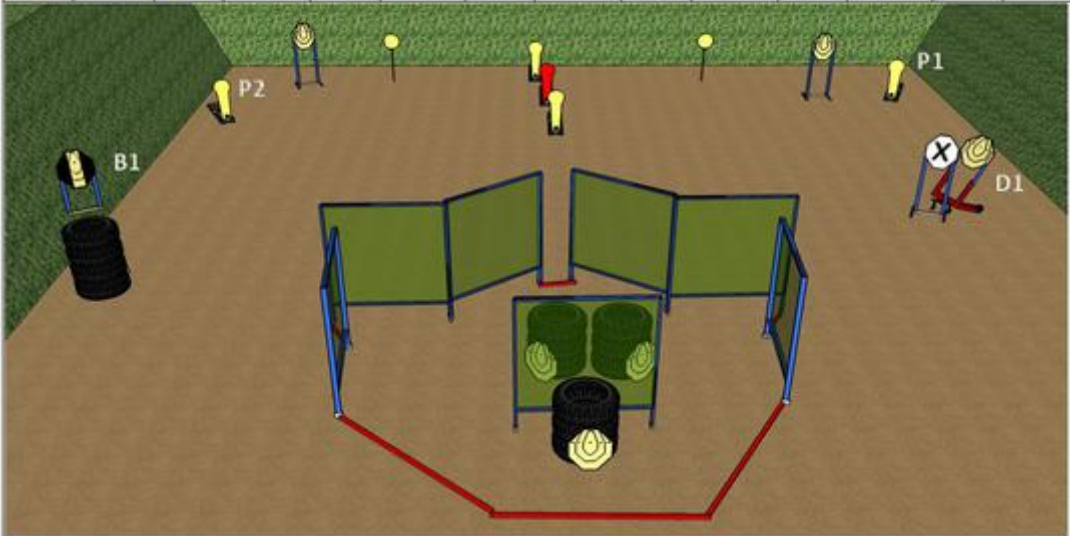
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|---|--|---|----|---|---|---|---|---|---|---|---|---|---|
| STAGE NUMBER: | 5 | RANGE NUMBER: | 5 | GOLDEN CITY <small>SHOOT'N SCORE IT</small> | | Sponsored by: ESKAN INVESTMENTS | | | | | | | |
| START POSITION: | Shooter starts anywhere in the designated 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 | |








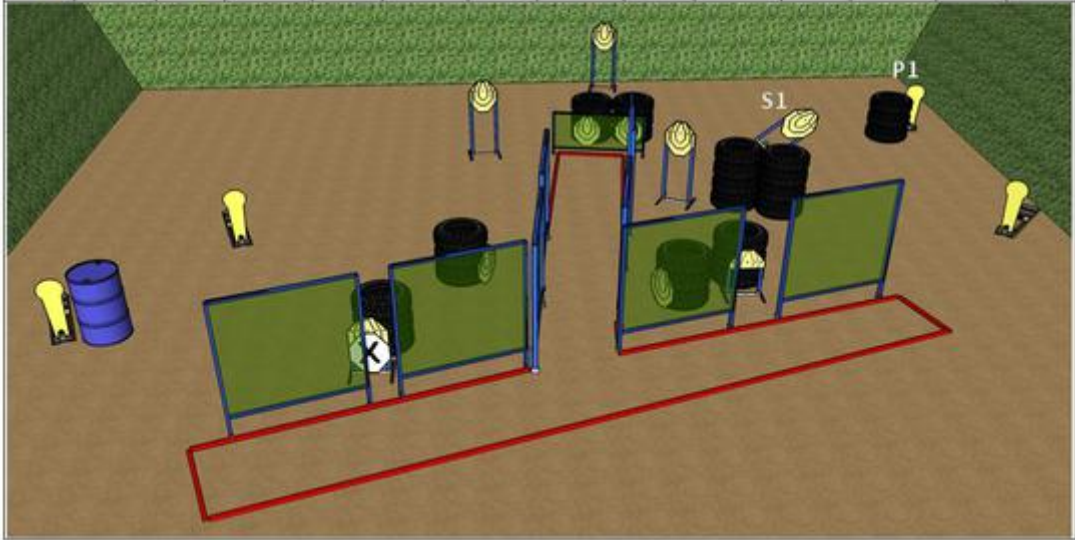
6. FIREWORX

| | | | | | | | | | | | | | |
|---|---|---|---|---|-------------------------------|---|---|---|---|---|---|---|---|
| STAGE NUMBER: | 6 | RANGE NUMBER: | 7 | GOLDEN CITY <small>SHOOT'N SCORE IT</small> | 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 | |








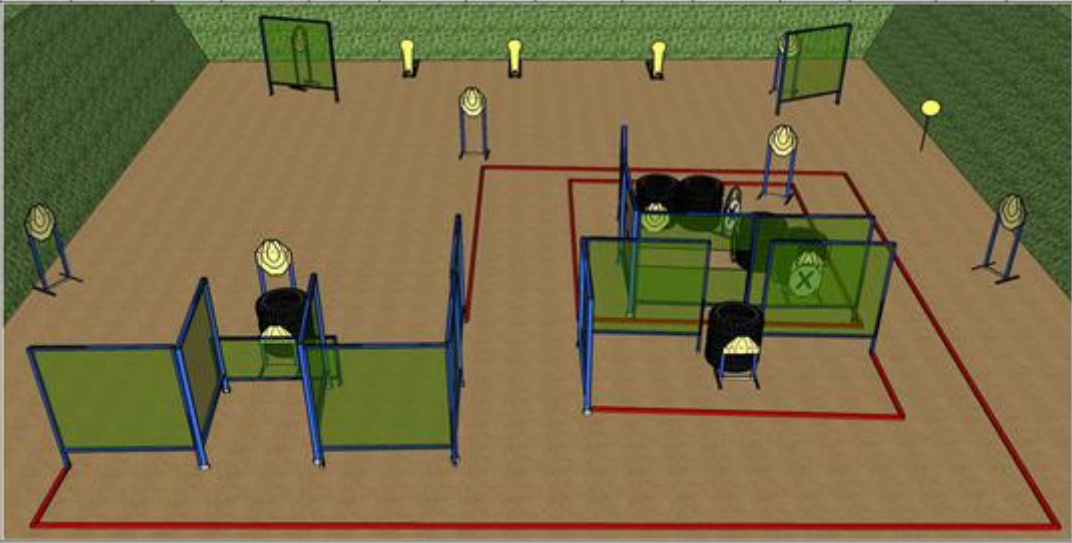
7. PROF ENGINEERING

| | | | | | | | | | | | | | |
|---|--|---|----|---|---------------------------------------|---|---|---|---|---|---|---|---|
| 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

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|---|---|---|----|---|--------------------------------|---|---|---|---|---|---|---|---|
| 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 | |