








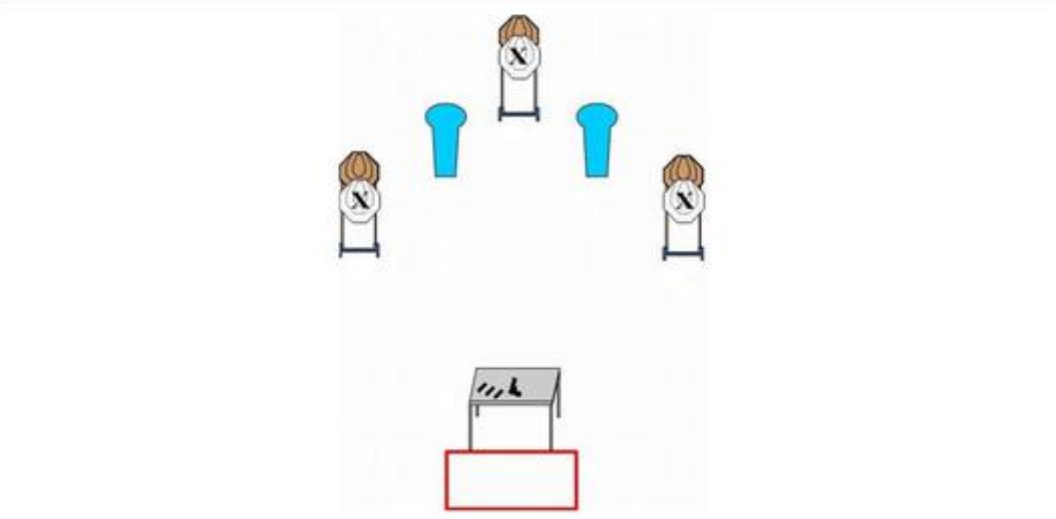
1. FAZNET

STAGE NUMBER:	1	RANGE NUMBER:	1	GOLDEN CITY <small>EST. 1988</small>		Sponsored by: FAZNET							
START POSITION:	Shooter starts with the heels of both feet touching the demarcated area at "A". Gun is loaded and holstered.												
STAGE PROCEDURE:	After the start signal engage targets whilst remaining in the designated area. P1 activates mover T1 which remains visible.												
	12		5		0		1		1		0		1

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 2 no-shoot, Total 7 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

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 unloaded and placed flat on the table in the demarcated area pointing downrange. All magazines are to be placed flat on the table in the demarcated area.												
STAGE PROCEDURE:	After the start signal engage targets whilst remaining in the designated area.												
	8		3		0		3		2		0		0
													

CoF	Comstock - Short	Points	40 p
Targets	3 paper, 2 popper, 3 no-shoot, Total 5 targets	Min rounds	8
Firearm	Handgun	Match-%	4.85%

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: PROF ENGINEERING								
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and holstered.												
STAGE PROCEDURE:	After the start signal engage targets whilst remaining in the designated area.												
	32		14		0		3		0		4		0

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 3 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. COMPLETE CABLING EQUIPMENT

STAGE NUMBER:	4	RANGE NUMBER:	4	GOLDEN CITY Sponsored by: COMPLETE CABLING EQUIPMENT									
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and holstered.												
STAGE PROCEDURE:	After the start signal engage targets whilst remaining in the designated area.												
	24		10		0		3		0		4		0

CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, 3 no-shoot, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	14.55%

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	








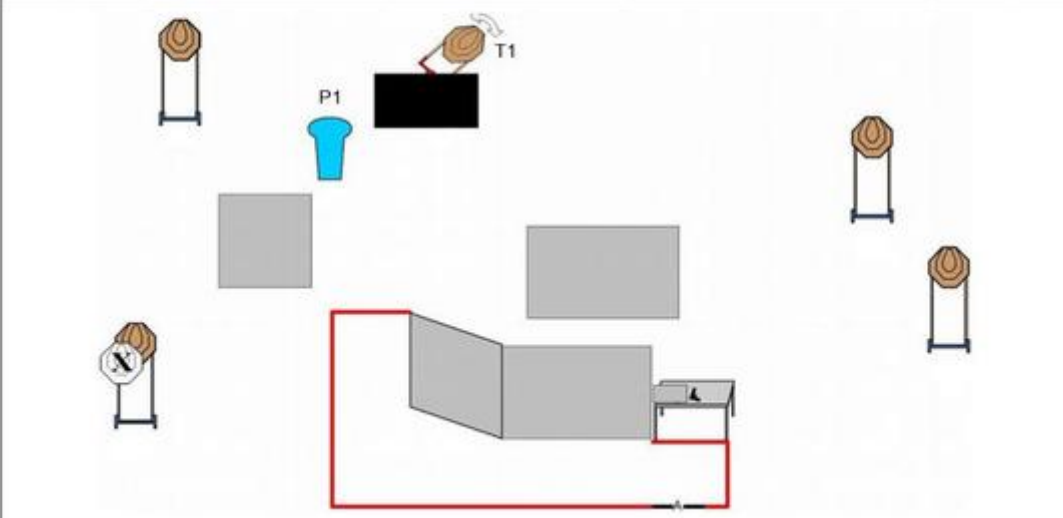
5. AD TACTICAL

STAGE NUMBER:	5	RANGE NUMBER:	5	GOLDEN CITY	Sponsored by: ESKAN INVESTMENTS								
START POSITION:	Shooter starts with the palms of both hands placed flat on the barricade at "XX". Gun is loaded and holstered.												
STAGE PROCEDURE:	After the start signal engage targets whilst remaining in 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-%	14.55%

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>SHOOTING CLUB</small>	Sponsored by: FIREWORX								
START POSITION:	Shooter starts with the heels of both feet touching the demarcated area at "A". Gun is unloaded and placed flat on the table in the demarcated area pointing downrange.												
STAGE PROCEDURE:	After the start signal engage targets whilst remaining in the designated area. P1 activates mover T1 which remains visible.												
	11		5		0		1		1		0		0
													

CoF	Comstock - Short	Points	55 p
Targets	5 paper, 1 popper, 1 no-shoot, Total 6 targets	Min rounds	11
Firearm	Handgun	Match-%	6.67%

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 <small>SHOOTING CLUB</small>	Sponsored by: MOTRADE ENGINEERING								
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and holstered.												
STAGE PROCEDURE:	After the start signal engage targets whilst remaining in the designated area.												
	24		11		0		3		0		2		0

CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 3 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	14.55%

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:	After the start signal engage targets whilst remaining in the designated area.												
	30		12		0		2		4		0		2

CoF	Comstock - Long	Points	150 p
Targets	12 paper, 6 popper, 2 no-shoot, Total 18 targets	Min rounds	30
Firearm	Handgun	Match-%	18.18%

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	