






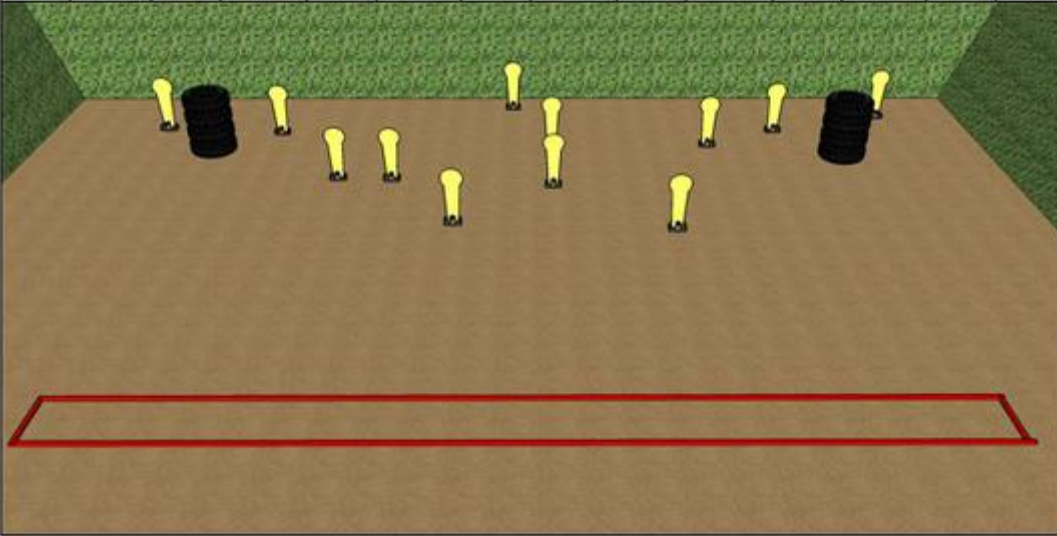


# 1. FAZNET

STAGE NUMBER:	1	RANGE NUMBER:	1	<b>GOLDEN CITY</b>	Sponsored by: <b>FAZNET</b>								
START POSITION:	Shooter starts anywhere in the designated area. Firearm is loaded and holstered.												
STAGE PROCEDURE:	After the start signal engage targets whilst remaining within the designated area.												
	12		0		0		0		12		0		0

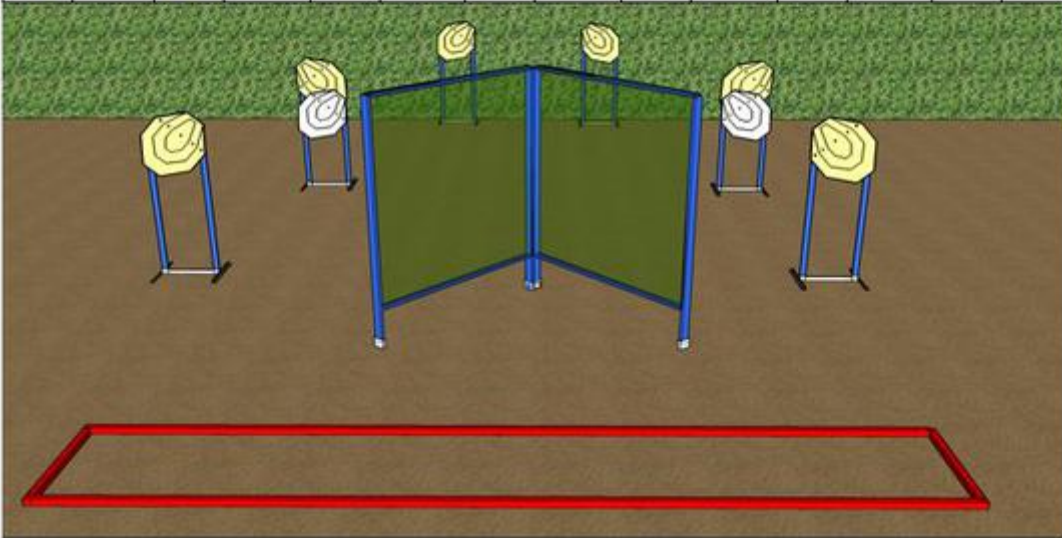


CoF	Comstock - Short	Points	60 p
Targets	12 popper, Total 12 targets	Min rounds	12
Firearm	Handgun	Match-%	7.27%

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	<b>GOLDEN CITY</b> <small>www.gocity.com</small>	Sponsored by: <b>SPARTAN ARMS</b>								
START POSITION:	Shooter starts anywhere in the designated area. Firearm is loaded and holstered. Hands on head fingers interlaced when ready.												
STAGE PROCEDURE:	After the start signal engage targets whilst remaining within the designated area.												
	12		6		0		2		0		0		0



<b>CoF</b>	Comstock - Short	<b>Points</b>	60 p
<b>Targets</b>	6 paper, 2 no-shoot, Total 6 targets	<b>Min rounds</b>	12
<b>Firearm</b>	Handgun	<b>Match-%</b>	7.27%

<b>Procedure</b>	
<b>Starting position</b>	Gun loaded & holstered
<b>Firearm ready condition</b>	
<b>Start on</b>	Audible signal
<b>Stop on</b>	Last shot
<b>Penalties</b>	As per current edition of rules
<b>Safety angles</b>	L/R
<b>Setup notes</b>	

# 3. MOTRADE ENGINEERING

STAGE NUMBER:	3	RANGE NUMBER:	3	<b>GOLDEN CITY</b> <small>2025-2026</small>	Sponsored by: MOTRADE								
START POSITION:	Shooter starts anywhere in the designated area. Firearm is loaded and holstered.												
STAGE PROCEDURE:	After the start signal engage targets whilst remaining within the designated area.												
	32		16		0		2		0		0		0

CoF	Comstock - Long	Points	160 p
Targets	16 paper, 2 no-shoot, Total 16 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

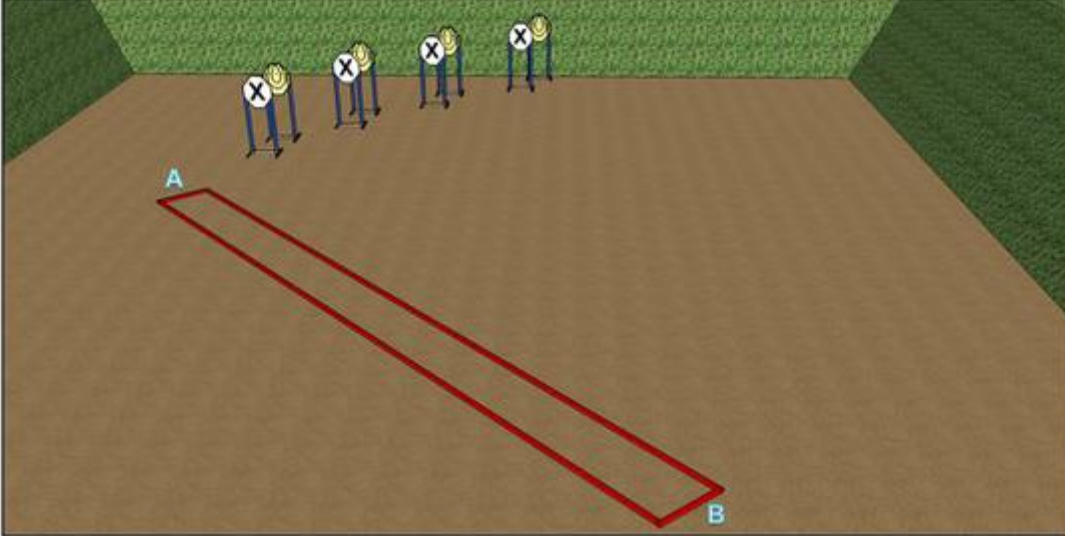
STAGE NUMBER:	4	RANGE NUMBER:	4	<b>GOLDEN CITY</b>	Sponsored by: COMPLETE CABLING EQUIPMENT								
START POSITION:	Shooter starts anywhere in the designated area. Firearm is loaded and holstered.												
STAGE PROCEDURE:	After the start signal engage targets whilst remaining within the designated area.												
	30		15		0		3		0		0		0

CoF	Comstock - Long	Points	150 p
Targets	15 paper, 3 no-shoot, Total 15 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	

# 5. AD TACTICAL








STAGE NUMBER:	5	RANGE NUMBER:	5	<b>GOLDEN CITY</b> <small>SHOOTING RANGE</small>	Sponsored by: <b>AD TACTICAL</b>								
START POSITION:	Shooter starts with the side of one foot touching the demarcated area at either "A" or "B". Firearm is loaded and holstered, chamber empty.												
STAGE PROCEDURE:	After the start signal engage targets whilst remaining within the designated area.												
	8		4		0		4		0		0		0

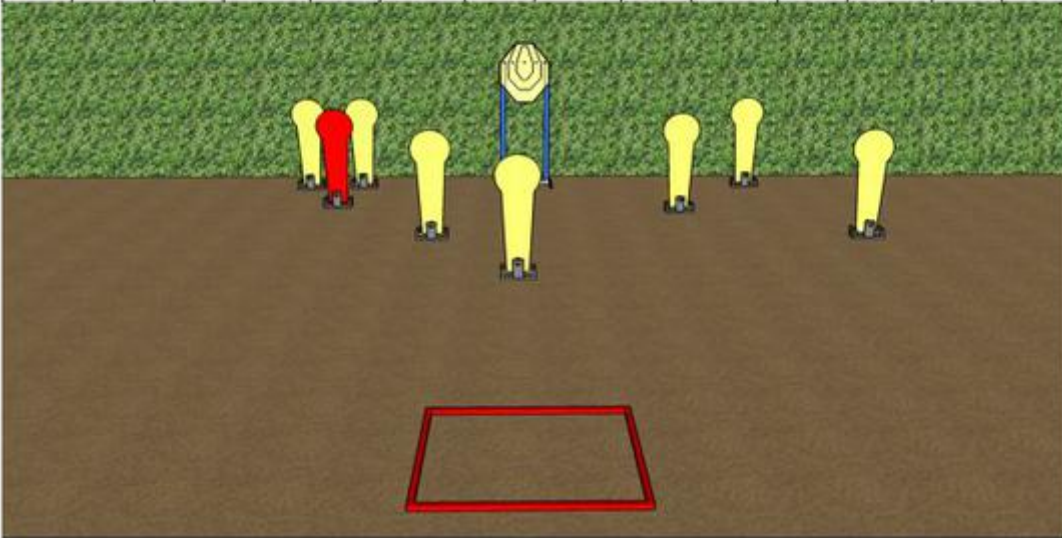


CoF	Comstock - Short	Points	40 p
Targets	4 paper, 4 no-shoot, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	4.85%

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	

# 6. DEL FORNO - LEMON TREE

STAGE NUMBER:	6	RANGE NUMBER:	7	<b>GOLDEN CITY</b> <small>www.scoreit.com</small>	Sponsored by: DEL FORNO – LEMON TREE								
START POSITION:	Shooter starts anywhere in the designated area. Firearm is loaded and holstered.												
STAGE PROCEDURE:	After the start signal engage targets whilst remaining within the designated area.												
	9		1		0		1		0		7		0



CoF	Comstock - Short	Points	45 p
Targets	1 paper, 7 popper, 1 no-shoot, Total 8 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	

# 7. PROF ENGINEERING

STAGE NUMBER:	7	RANGE NUMBER:	8	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>PROF ENGINEERING</b>								
START POSITION:	Shooter starts anywhere in the designated area. Firearm is loaded and holstered.												
STAGE PROCEDURE:	After the start signal engage targets whilst remaining within the designated area.												
	32		13		0		4		2		0		4

CoF	Comstock - Long	Points	160 p
Targets	13 paper, 6 popper, 4 no-shoot, Total 19 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	

# 8. SA BLOCK AFRIMAT

STAGE NUMBER:	8	RANGE NUMBER:	9	<b>GOLDEN CITY</b>	Sponsored by: SA BLOCK AFRIMAT								
START POSITION:	Shooter starts anywhere in the designated area. Firearm is loaded and holstered.												
STAGE PROCEDURE:	After the start signal engage targets whilst remaining within the designated area. P1 activates both movers C1 and N1, both C1 and N1 remain visible.												
	30		12		0		6		3		0		3

CoF	Comstock - Long	Points	150 p
Targets	12 paper, 6 popper, 6 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	