








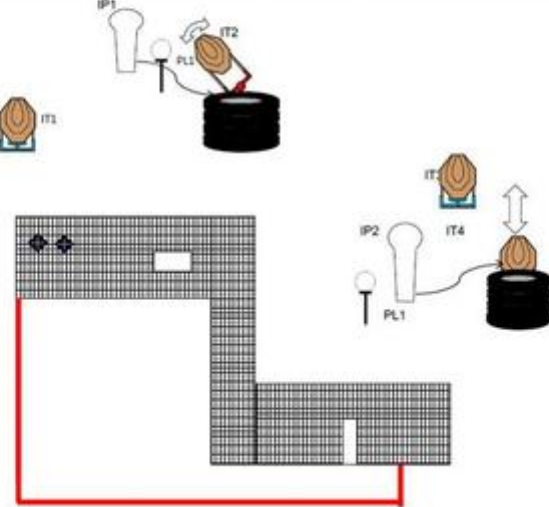
# 1. FAZNET

STAGE NUMBER:	1	RANGE NUMBER:	1	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	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 in the designated area. Either P1 or P3 will activate mover T2 which remains visible.												
	24		10		0		3		3		0		1

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	








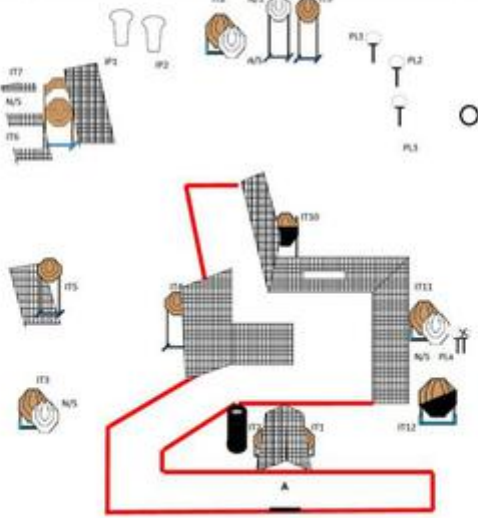
## 2. SPARTAN ARMS

STAGE NUMBER:	2	RANGE NUMBER:	2	<b>GOLDEN CITY</b> <small>EST. 1996</small>	Sponsored by: <b>SPARTAN ARMS</b>								
START POSITION:	Shooter starts with the palms of both hands flat on the barricade in the demarcated area. Firearm is loaded and holstered with the chamber empty.												
STAGE PROCEDURE:	After the start signal engage targets whilst remaining in the designated area. P1 activates mover T2, P2 activates mover T4. Both movers T2 and T4 remain visible.												
	12		4		0		2		2		0		2
													

<b>CoF</b>	Comstock - Short	<b>Points</b>	60 p
<b>Targets</b>	4 paper, 4 popper, Total 8 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>1000 FT x 1000 FT</small>	Sponsored by: <b>MOTRADE ENGINEERING</b>								
START POSITION:	Shooter with the heels of both feet touching the demarcated area at "A". Firearm is loaded and holstered.												
STAGE PROCEDURE:	After the start signal engage targets whilst remaining in the designated area.												
	32		12		0		6		2		0		6
													

CoF	Comstock - Long	Points	160 p
Targets	12 paper, 8 popper, 6 no-shoot, Total 20 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: <b>COMPLETE CABLING EQUIPMENT</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 in the designated area. P1 activates mover T7 which remains visible.												
	24		10		0		4		2		0		2

CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, 4 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	








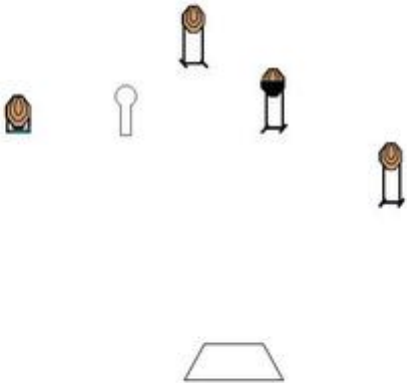
# 5. AD TACTICAL

STAGE NUMBER:	5	RANGE NUMBER:	5	<b>GOLDEN CITY</b>	Sponsored by: <b>AD TACTICAL</b>								
START POSITION:	Shooter starts with the heels of both feet touching the demarcated area at "A". Firearm is loaded and holstered.												
STAGE PROCEDURE:	After the start signal engage targets whilst remaining in the designated area.												
	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-%	12.12%

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>10000 FTMS CLUB</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 in the designated area.												
	9		4		0		0		1		0		0
													

CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, Total 5 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>	Sponsored by: <b>PROF ENGINEERING</b>								
START POSITION:	Shooter starts with the heels of both feet touching the demarcated area at "XX". Firearm is loaded and holstered with the chamber empty..												
STAGE PROCEDURE:	After the start signal engage targets whilst remaining in the designated area. P1 activates mover T3 which remains visible.												
	12		4		0		1		1		0		3

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, 1 no-shoot, Total 8 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	

# 8. SA BLOCK AFRIMAT

STAGE NUMBER:	8	RANGE NUMBER:	9	<b>GOLDEN CITY</b>	Sponsored by: <b>PROF ENGINEERING</b>								
START POSITION:	Shooter starts with the heels of both feet touching the demarcated area at "A". Firearm is loaded and holstered.												
STAGE PROCEDURE:	After the start signal engage targets whilst remaining in the designated area.												
	32		9		0		2		4		1		3

CoF	Comstock - Long	Points	160 p
Targets	12 paper, 8 popper, 2 no-shoot, Total 20 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	