






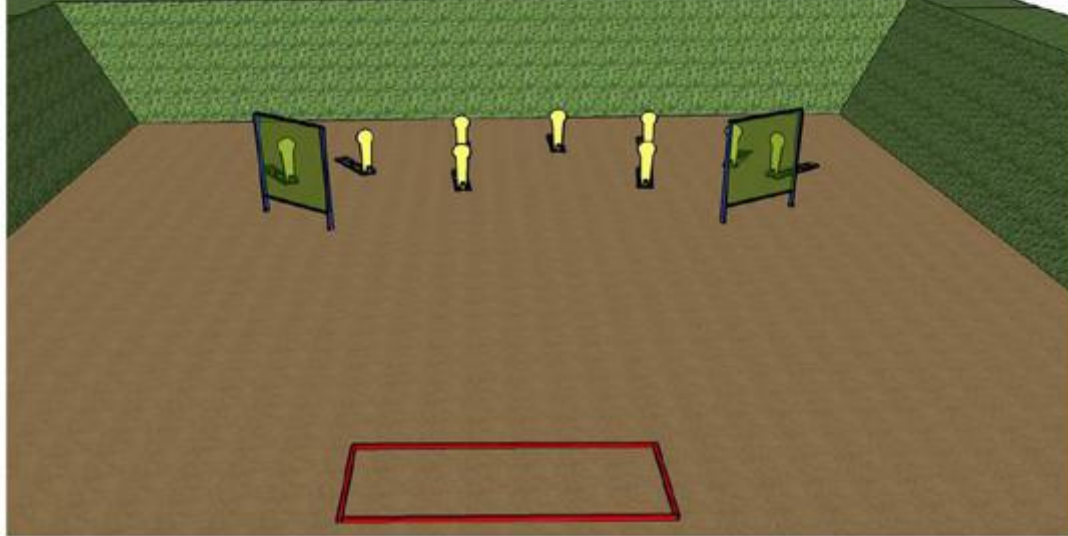


# 1. FAZNET

STAGE NUMBER:	1	RANGE NUMBER:	1	<b>GOLDEN CITY</b> <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 as they become visible whilst remaining within the demarcated area.												
	9		0		0		0		9		0		0



CoF	Comstock - Short	Points	45 p
Targets	9 popper, Total 9 targets	Min rounds	9
Firearm	Handgun	Match-%	5.08%

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>SHOOTING CLUB</small>	Sponsored by: <b>SPARTAN ARMS</b>								
START POSITION:	Shooter starts with toes of both feet touching A hands in surrender position, in the designated area. Gun is loaded and holstered.												
STAGE PROCEDURE:	On the audible start signal engage targets whilst remaining within the designated area.												
	12		0		5		0		2		0		0

<b>CoF</b>	Comstock - Short	<b>Points</b>	60 p
<b>Targets</b>	5 paper, 2 popper, Total 7 targets	<b>Min rounds</b>	12
<b>Firearm</b>	Handgun	<b>Match-%</b>	6.78%

<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>SHOOTING CLUB</small>	Sponsored by: <b>MOTRADE ENGINEERING</b>								
START POSITION:	Shooter starts standing at A or seated at B back against back rest. Gun is unloaded and place flat on the table.												
STAGE PROCEDURE:	On the audible start signal engage targets whilst remaining within the designated area. P1 activates bobber B1 and P2 activates swinger S1. B1 and S1 remain visible.												
	30		11		0		1		5		0		3

CoF	Comstock - Long	Points	150 p
Targets	11 paper, 8 popper, 1 no-shoot, Total 19 targets	Min rounds	30
Firearm	Handgun	Match-%	16.95%

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

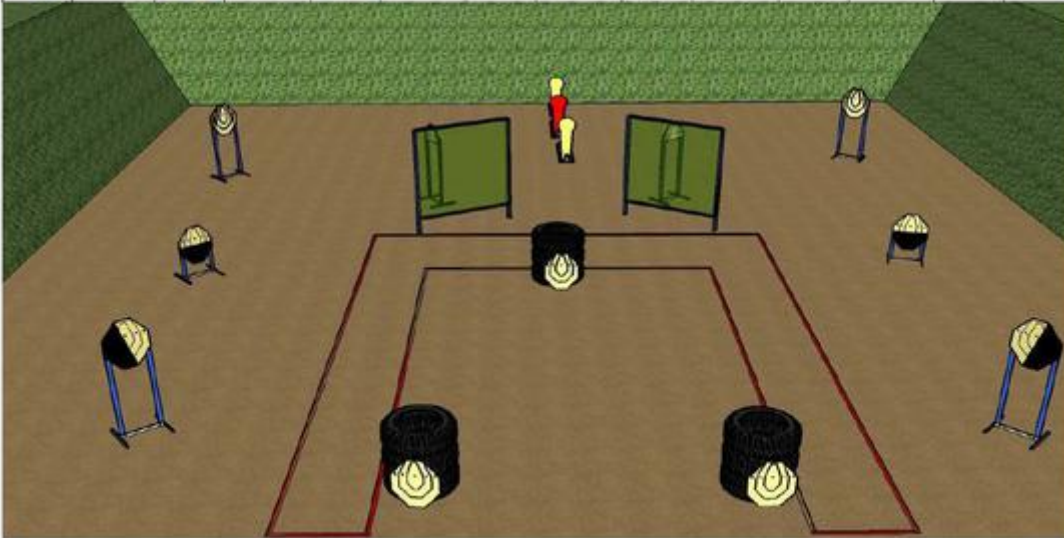
STAGE NUMBER:	4	RANGE NUMBER:	4	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>COMPLETE CABLING EQUIPMENT</b>								
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and holstered.												
STAGE PROCEDURE:	On the audible start signal engage targets whilst remaining within the designated area. P1 Activates S1 and P2 activates B1. S1 and B1 remain visible.												
	32		14		0		3		2		0		2

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 3 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	18.08%

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 CLUB</small>	Sponsored by: AD Tactical								
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.												
	24		11		0		1		2		0		0

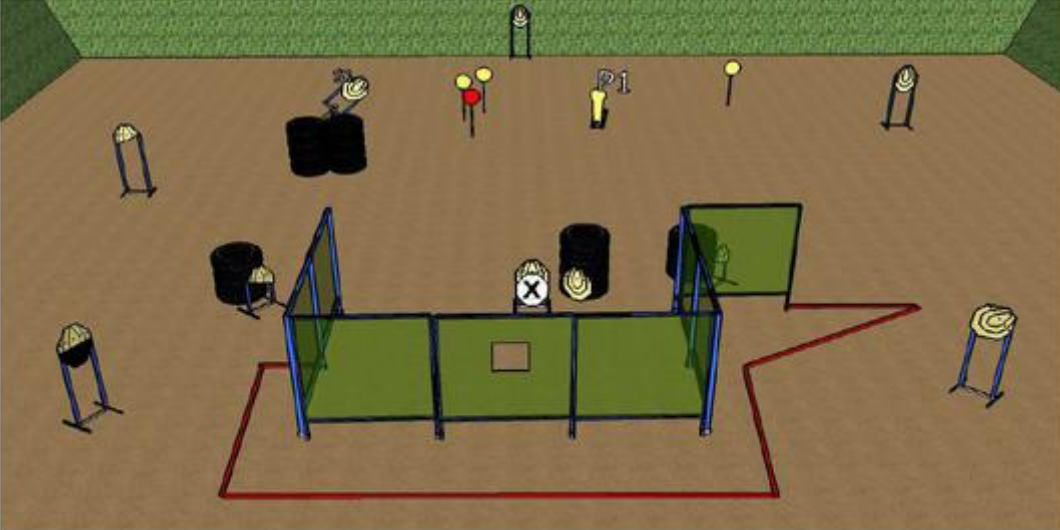


CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 1 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	13.56%

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. PROF ENGINEERING








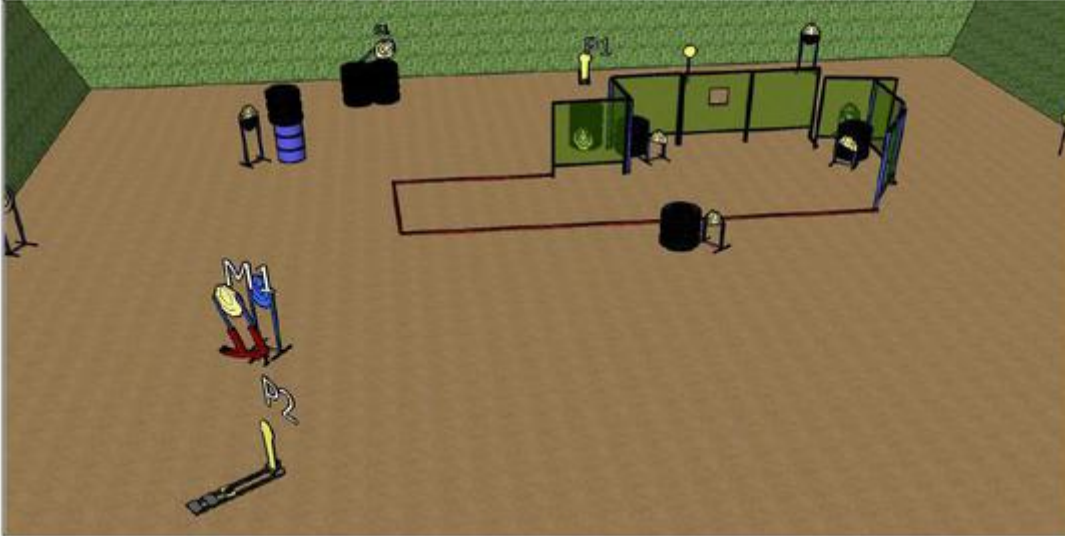
STAGE NUMBER:	6	RANGE NUMBER:	8	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>PROF ENGINEERING</b>								
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and holstered.												
STAGE PROCEDURE:	On the audible start signal engage targets whilst remaining within the designated area. P1 Activates S1 which remains visible.												
	24		10		0		2		1		0		3



CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, 2 no-shoot, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	13.56%

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. SA BLOCK AFRIMAT

STAGE NUMBER:	7	RANGE NUMBER:	9	<b>GOLDEN CITY</b> <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. P1 Activated S1 and P2 activates M1. S1 and M1 remain visible. This is a 270 degree range.												
	24		10		0		2		2		0		2
													

CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, 2 no-shoot, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	13.56%

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. HUNTING & TACTICAL

STAGE NUMBER:	8	RANGE NUMBER:	11	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: Hunting & Tactical								
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 S1 which remains visible.												
	22		9		0		7		1		0		3

The diagram shows a top-down view of a shooting range. A red line outlines a designated area. Inside this area, there are several targets: a paper target (yellow circle), a popper target (orange circle), a no-shoot target (white circle with an 'X'), and key targets (white circles with a keyhole). There are also obstacles like black barrels and a green wall. A shooter icon labeled 'P1' is positioned at the top center of the range. Outside the red line, there are additional targets and obstacles.

CoF	Comstock - Medium	Points	110 p
Targets	9 paper, 4 popper, 7 no-shoot, Total 13 targets	Min rounds	22
Firearm	Handgun	Match-%	12.43%

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	