






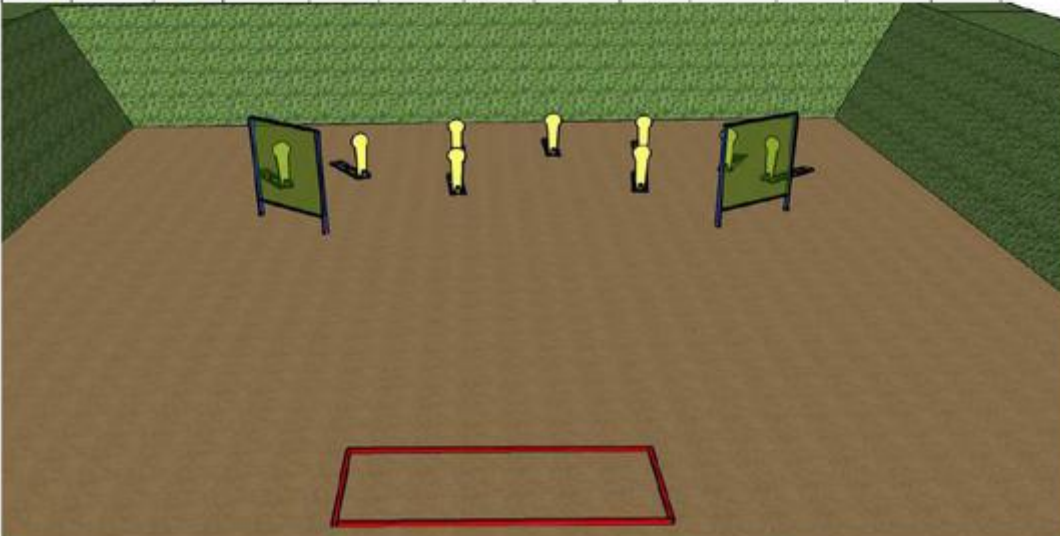


1. FAZNET








STAGE NUMBER:	1	RANGE NUMBER:	1	GOLDEN CITY <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

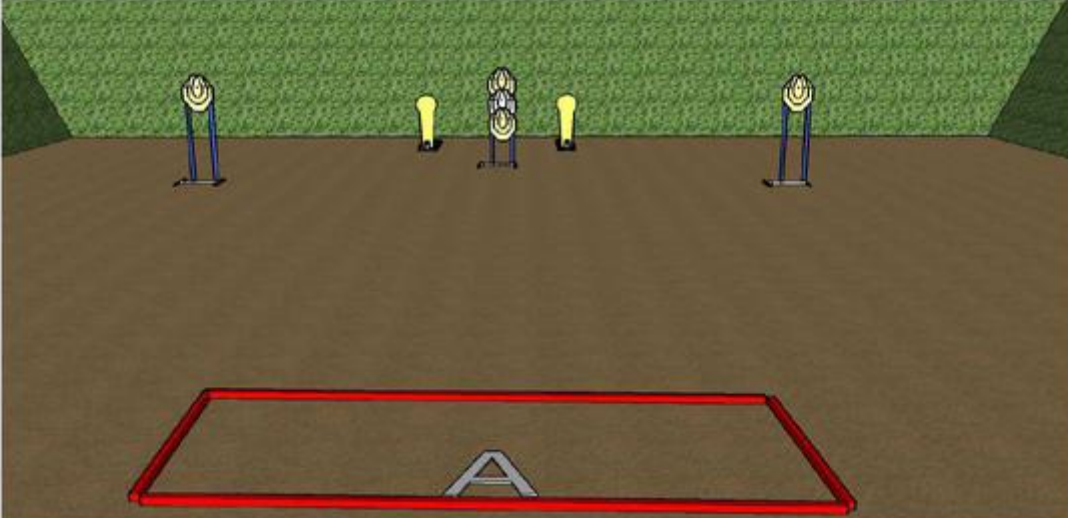


CoF	Comstock - Short	Points	45 p
Targets	9 popper, Total 9 targets	Min rounds	9
Firearm	Handgun	Match-%	5.08%

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	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: SPARTAN ARMS								
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



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

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 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	GOLDEN CITY <small>SHOOTING CLUB</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 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

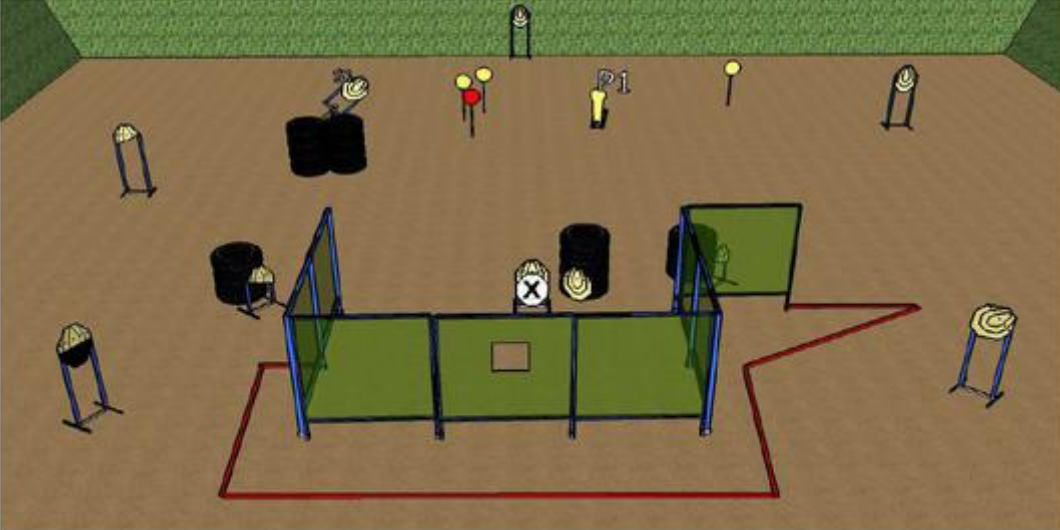
STAGE NUMBER:	5	RANGE NUMBER:	5	GOLDEN CITY <small>SHOOTING CLUB</small>	Sponsored by: AD Tactical								
START POSITION:	Shooter starts anywhere in the designated area. Gun is loaded and holstered.												
STAGE PROCEDURE:	On the audible start signal engage targets whilst remaining within the designated 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	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:	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	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. 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	GOLDEN CITY <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

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	