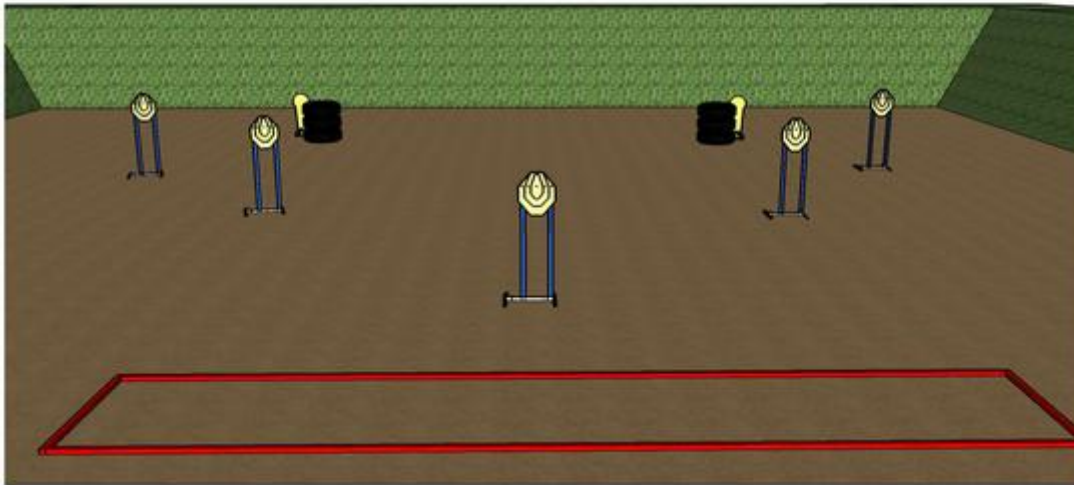


# 1. FAZNET

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| STAGE NUMBER:   | 1   | RANGE NUMBER:   | 1 | GOLDEN CITY<br><small>SHOOTING CLUB</small>                                       |   | Sponsored by: FAZNET  |   |   |   |   |   |   |   |
| START POSITION:   | Shooter starts anywhere.                    |   |   |   |   |   |   |   |   |   |   |   |   |
| STAGE PROCEDURE:  | On the audible start signal engage targets. |   |   |   |   |   |   |   |   |   |   |   |   |
|  | 12  |  | 0 |  | 5 |  | 0 |  | 2 |  | 0 |  | 0 |

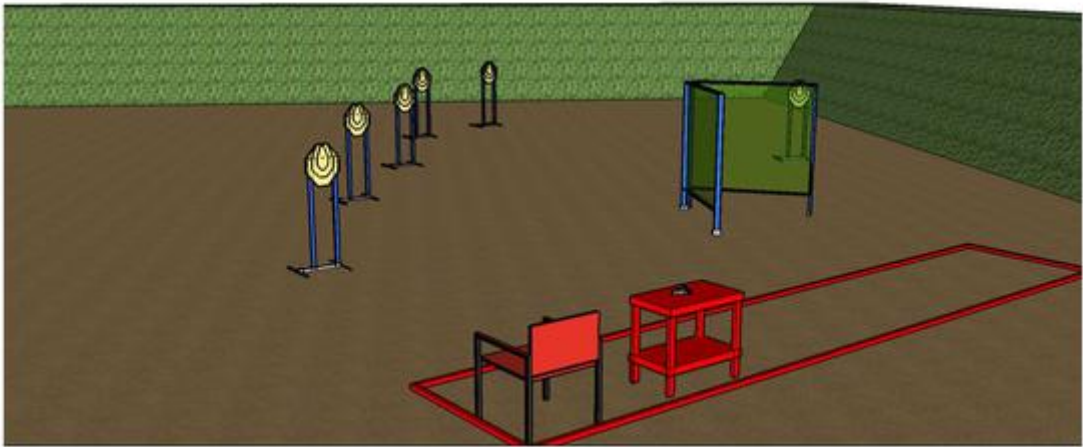


|         |                                    |            |       |
|---------|------------------------------------|------------|-------|
| CoF     | Comstock - Short                   | Points     | 60 p  |
| Targets | 5 paper, 2 popper, Total 7 targets | Min rounds | 12    |
| Firearm | Handgun                            | Match-%    | 6.82% |

|                         |                                 |
|-------------------------|---------------------------------|
| 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><br><small>by Shoot'n Score It</small>                          | Sponsored by: <b>SPARTAN ARMS</b> |   |   |   |   |   |   |   |   |  |
| START POSITION:   | Shooter starts seated back against the back rest of the chair. Firearm is unloaded and placed flat on the table. |   |   |   |                                   |   |   |   |   |   |   |   |   |  |
| STAGE PROCEDURE:  | On the audible start signal engage targets.  |   |   |   |                                   |   |   |   |   |   |   |   |   |  |
|  | 12   |  | 0 |  | 6                                 |  | 0 |  | 0 |  | 0 |  | 0 |  |
|   |  |   |   |   |                                   |   |   |   |   |   |   |   |   |  |

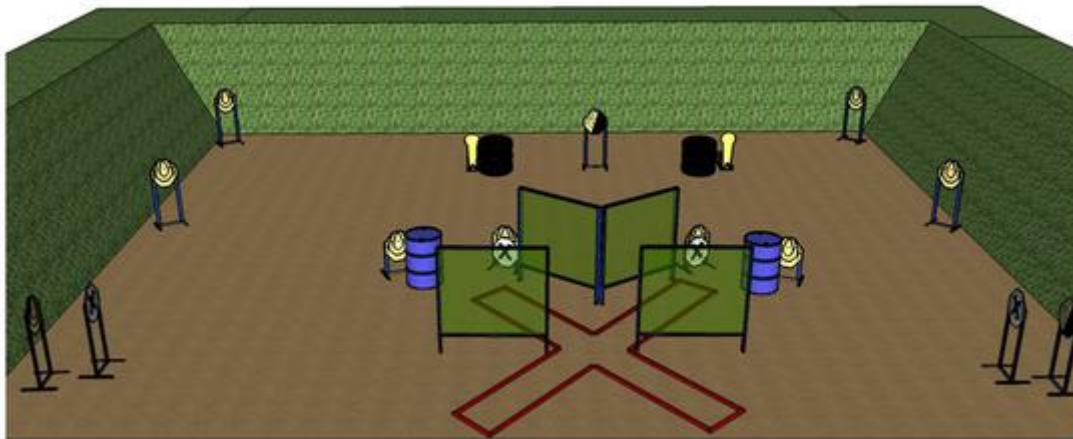


|         |                          |            |       |
|---------|--------------------------|------------|-------|
| CoF     | Comstock - Short         | Points     | 60 p  |
| Targets | 6 paper, Total 6 targets | Min rounds | 12    |
| Firearm | Handgun                  | Match-%    | 6.82% |

|                         |                                 |
|-------------------------|---------------------------------|
| 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<br><small>SHOOT'N SCORE IT</small>                                    |   | Sponsored by: MOTRADE ENGINEERING   |   |   |   |   |   |
| START POSITION:   |    | Shooter starts anywhere in the designated area.                                   |               |   |   |   |   |   |   |   |   |   |   |
| STAGE PROCEDURE:  |    | On the audible start signal engage targets.                                       |               |   |   |   |   |   |   |   |   |   |   |
|  | 24 |  | 11            |  | 0 |  | 4 |  | 2 |  | 0 |  | 0 |










|         |  |            |        |
|---------|--|------------|--------|
| CoF     | Comstock - Medium                                | Points     | 120 p  |
| Targets | 11 paper, 2 popper, 4 no-shoot, Total 13 targets | Min rounds | 24     |
| Firearm | Handgun  | Match-%    | 13.64% |

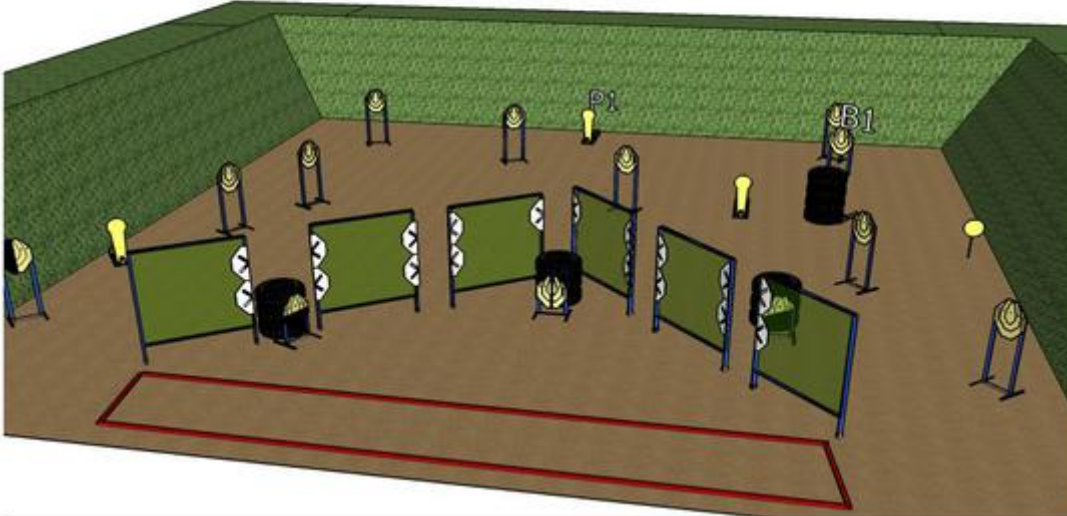
|                         |                                 |
|-------------------------|---------------------------------|
| Procedure               |                                 |
| Starting position       | Gun loaded & holstered          |
| Firearm ready condition |                                 |
| 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><br>EQUIPMENT | Sponsored by: COMPLETE CABLING |
| START POSITION:  | Shooter starts anywhere in the designated area.  |               |   |                                 |                                |
| STAGE PROCEDURE: | On the audible start signal engage targets. P1 Activates mover B1 which remains visible. |               |   |                                 |                                |








|   |    |   |    |   |   |   |    |   |   |   |   |   |   |
|---|----|---|----|---|---|---|----|---|---|---|---|---|---|
|  | 30 |  | 13 |  | 0 |  | 18 |  | 3 |  | 0 |  | 1 |
|---|----|---|----|---|---|---|----|---|---|---|---|---|---|

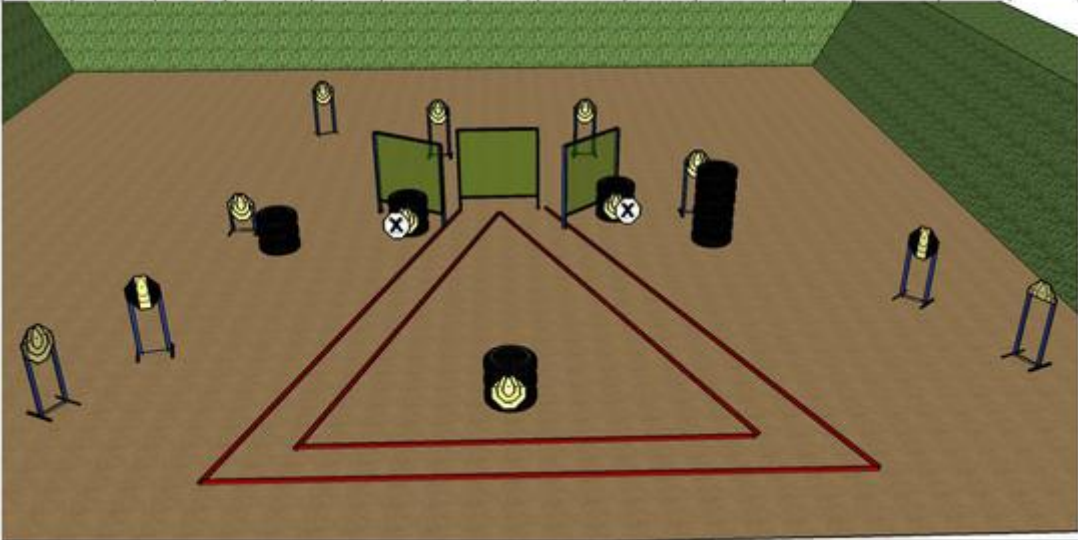
  


|         |   |            |        |
|---------|---|------------|--------|
| CoF     | Comstock - Long                                   | Points     | 150 p  |
| Targets | 13 paper, 4 popper, 18 no-shoot, Total 17 targets | Min rounds | 30     |
| Firearm | Handgun   | Match-%    | 17.05% |

|                         |                                 |
|-------------------------|---------------------------------|
| 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<br><small>2014-2015</small>   |   | Sponsored by: AD TACTICAL   |   |   |   |   |   |   |   |
| START POSITION:   | Shooter starts anywhere .                   |   |    |   |   |   |   |   |   |   |   |   |   |
| STAGE PROCEDURE:  | On the audible start signal engage targets. |   |    |   |   |   |   |   |   |   |   |   |   |
|  | 24  |  | 12 |  | 0 |  | 2 |  | 0 |  | 0 |  | 0 |










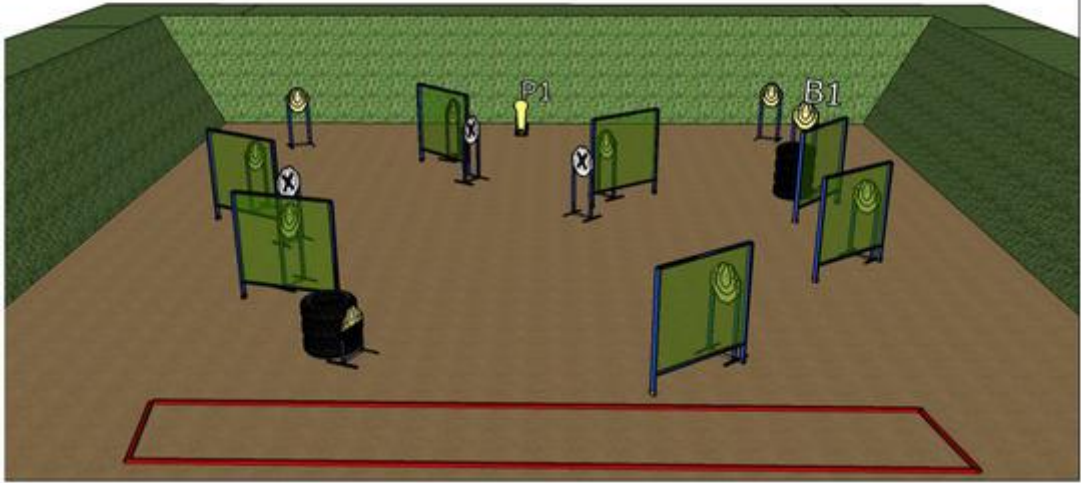
|         |  |            |        |
|---------|--|------------|--------|
| CoF     | Comstock - Medium                      | Points     | 120 p  |
| Targets | 12 paper, 2 no-shoot, Total 12 targets | Min rounds | 24     |
| Firearm | Handgun                                | Match-%    | 13.64% |

|                         |                                 |
|-------------------------|---------------------------------|
| 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>  | Sponsored by: DEL FORNO – LEMON TREE |   |   |   |   |   |   |   |   |
| START POSITION:   | Shooter starts anywhere in the designated area.  |   |    |   |                                      |   |   |   |   |   |   |   |   |
| STAGE PROCEDURE:  | On the audible start signal engage targets. P1 Activates mover B1 which remains visible. |   |    |   |                                      |   |   |   |   |   |   |   |   |
|  | 21   |  | 10 |  | 0                                    |  | 3 |  | 1 |  | 0 |  | 0 |

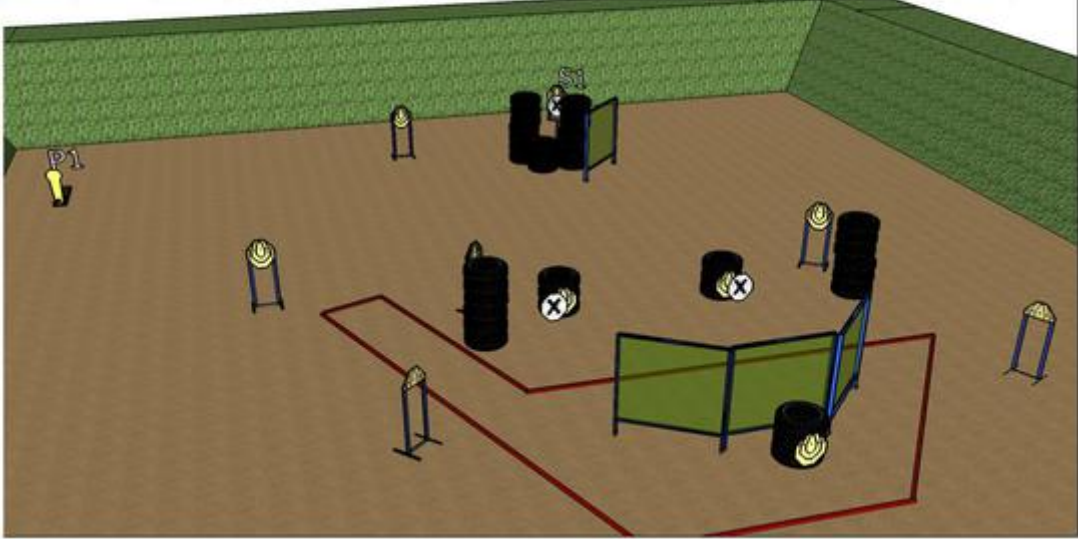


|         |  |            |        |
|---------|--|------------|--------|
| CoF     | Comstock - Medium                                | Points     | 105 p  |
| Targets | 10 paper, 1 popper, 4 no-shoot, Total 11 targets | Min rounds | 21     |
| Firearm | Handgun  | Match-%    | 11.93% |

|                         |                                 |
|-------------------------|---------------------------------|
| 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 anywhere . Firearm is loaded chamber empty.                         |   |    |   |                                       |   |   |   |   |   |   |   |   |
| STAGE PROCEDURE:  | On the audible start signal engage targets. P1 Activates S1 which remains visible. |   |    |   |                                       |   |   |   |   |   |   |   |   |
|  | 23   |  | 11 |  | 0                                     |  | 2 |  | 1 |  | 0 |  | 0 |

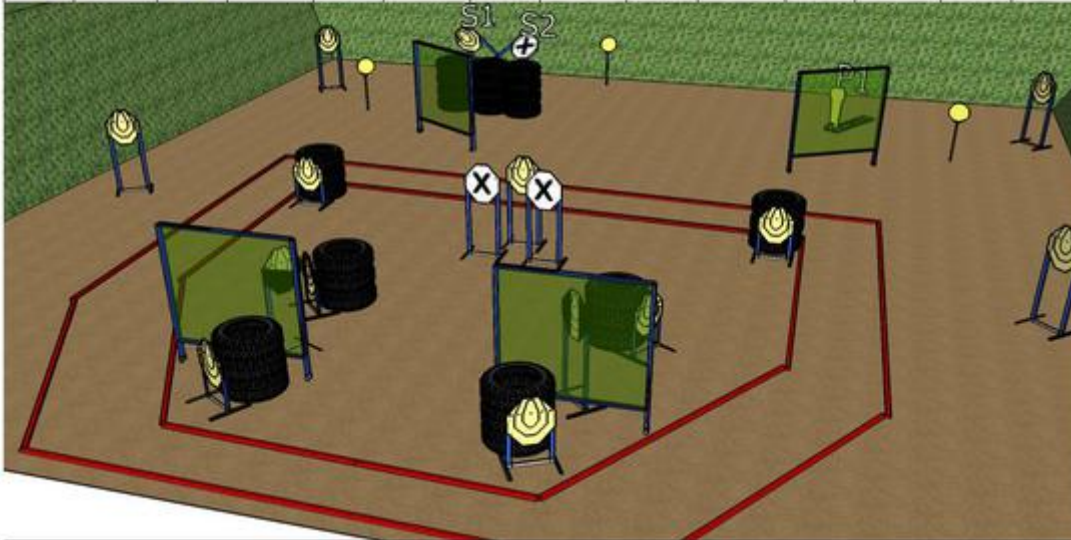


|         |  |            |        |
|---------|--|------------|--------|
| CoF     | Comstock - Medium                                | Points     | 105 p  |
| Targets | 10 paper, 1 popper, 3 no-shoot, Total 11 targets | Min rounds | 21     |
| Firearm | Handgun  | Match-%    | 11.93% |

|                         |                                 |
|-------------------------|---------------------------------|
| 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><br><small>SHOOT'N SCORE IT</small>                             | Sponsored by: SA BLOCK AFRIMAT |   |   |   |   |   |   |   |   |
| START POSITION:   | Shooter starts anywhere in the designated area. Firearm is loaded chamber empty.                |   |    |   |                                |   |   |   |   |   |   |   |   |
| STAGE PROCEDURE:  | On the audible start signal engage targets. P1 Activates movers S1 and S2 which remain visible. |   |    |   |                                |   |   |   |   |   |   |   |   |
|  | 32  |  | 14 |  | 0                              |  | 3 |  | 1 |  | 0 |  | 3 |



|         |  |            |        |
|---------|--|------------|--------|
| CoF     | Comstock - Long                                  | Points     | 160 p  |
| Targets | 14 paper, 4 popper, 3 no-shoot, Total 18 targets | Min rounds | 32     |
| 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             |                                 |