




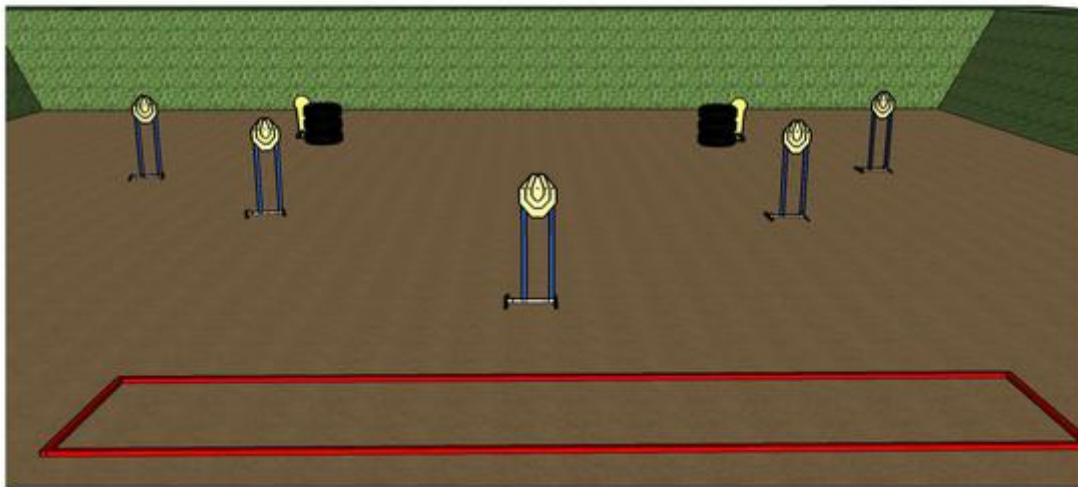


# 1. FAZNET






STAGE NUMBER:	1	RANGE NUMBER:	1	<b>GOLDEN CITY</b> <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

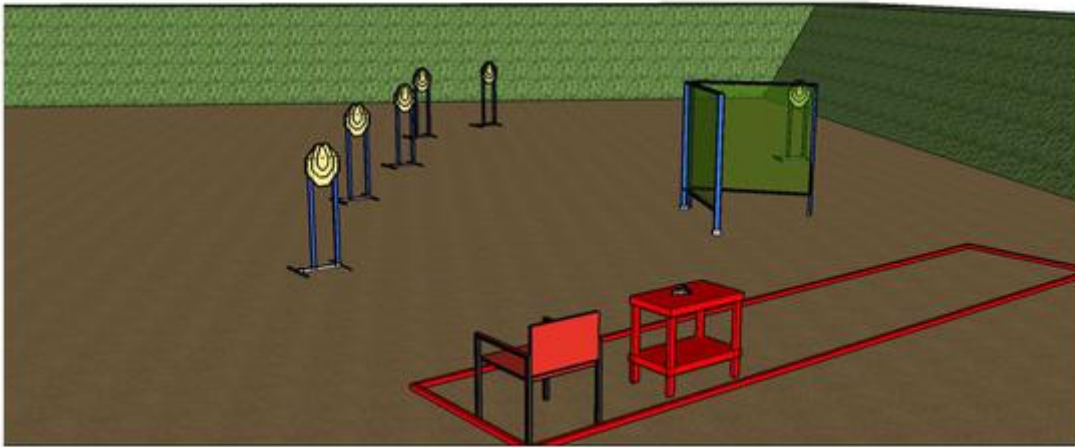


CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	6.82%

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> <small>SHOOTING CLUB</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

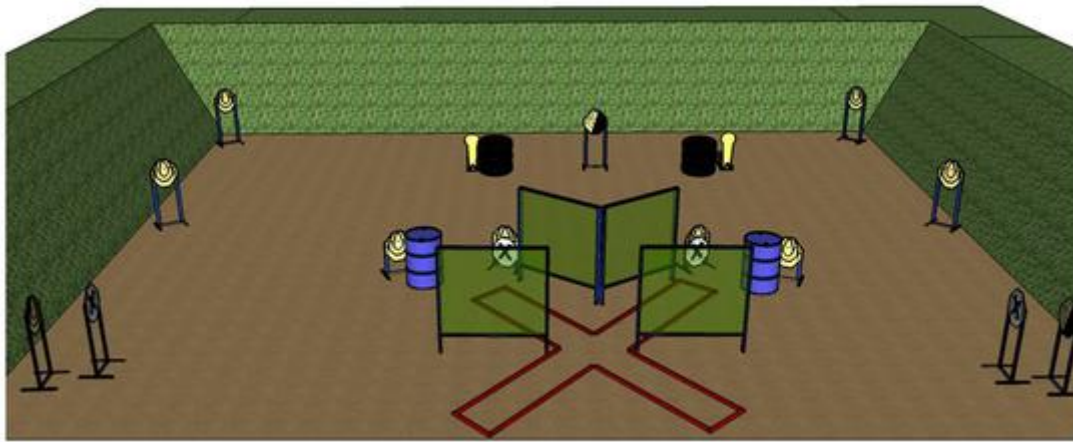


<b>CoF</b>	Comstock - Short	<b>Points</b>	60 p
<b>Targets</b>	6 paper, Total 6 targets	<b>Min rounds</b>	12
<b>Firearm</b>	Handgun	<b>Match-%</b>	6.82%

<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>www.scoreit.com</small>	Sponsored by: <b>MOTRADE ENGINEERING</b>								
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

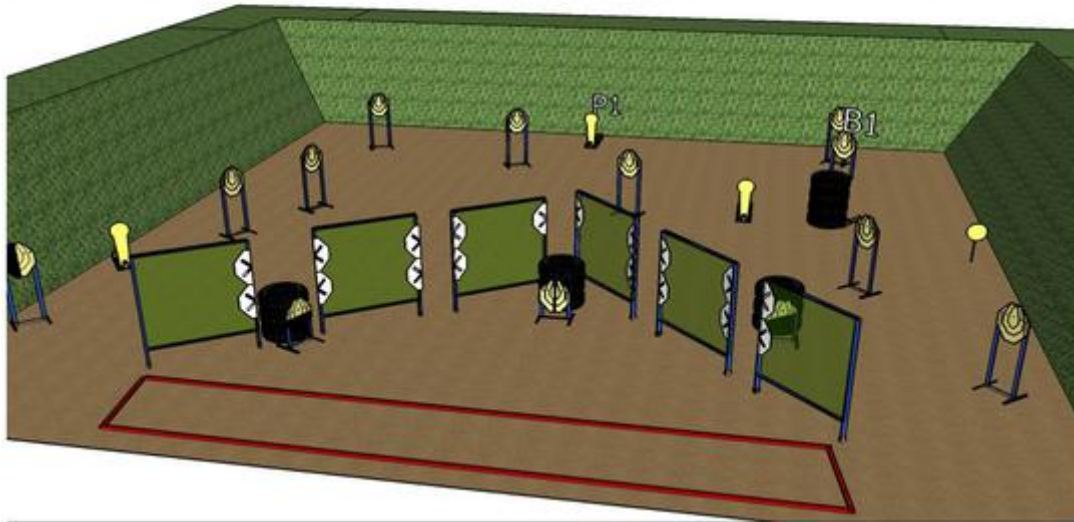


CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 4 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	13.64%

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> 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

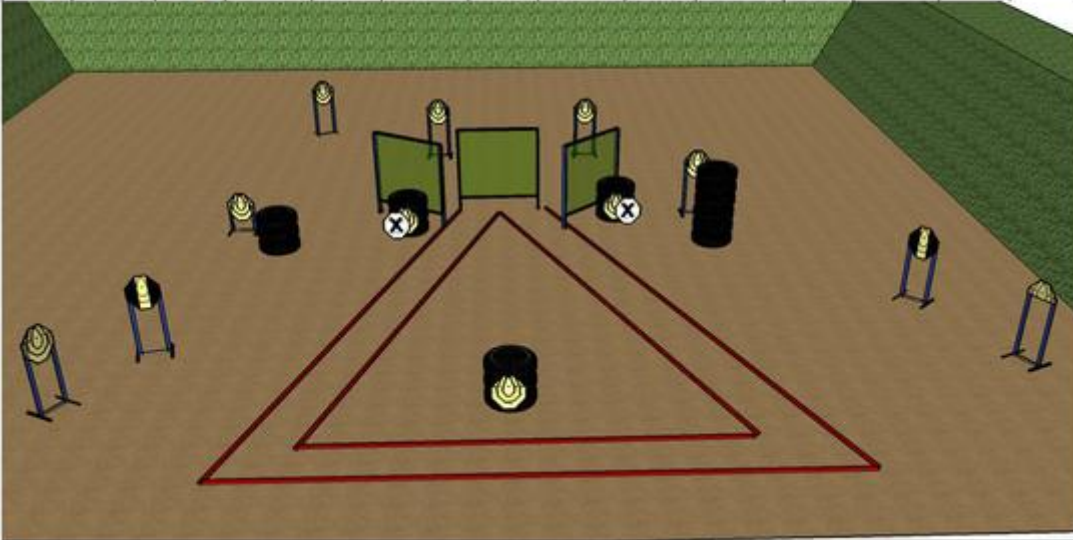


CoF	Comstock - Long	Points	150 p
Targets	13 paper, 4 popper, 18 no-shoot, Total 17 targets	Min rounds	30
Firearm	Handgun	Match-%	17.05%

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	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>AD TACTICAL</b>								
START POSITION:	Shooter starts anywhere .												
STAGE PROCEDURE:	On the audible start signal engage targets.												
	24		12		0		2		0		0		0

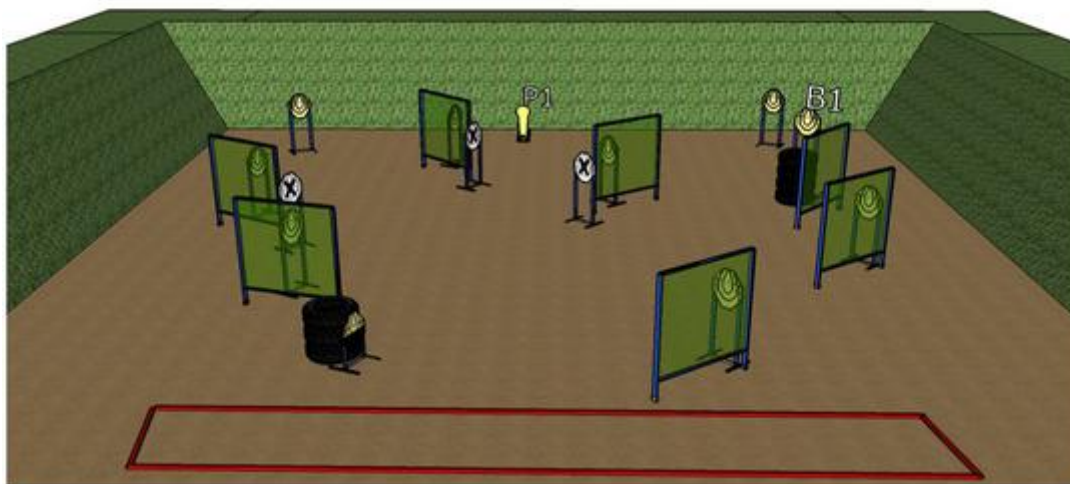


CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 2 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	13.64%

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

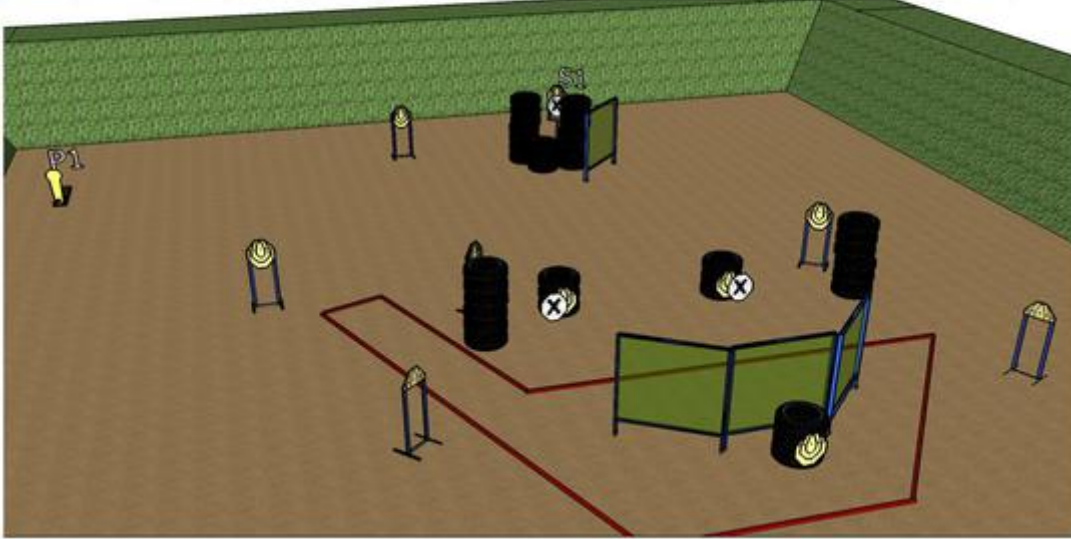


CoF	Comstock - Medium	Points	105 p
Targets	10 paper, 1 popper, 4 no-shoot, Total 11 targets	Min rounds	21
Firearm	Handgun	Match-%	11.93%

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: PROF ENGINEERING								
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> <small>SHOOTING CLUB</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	