






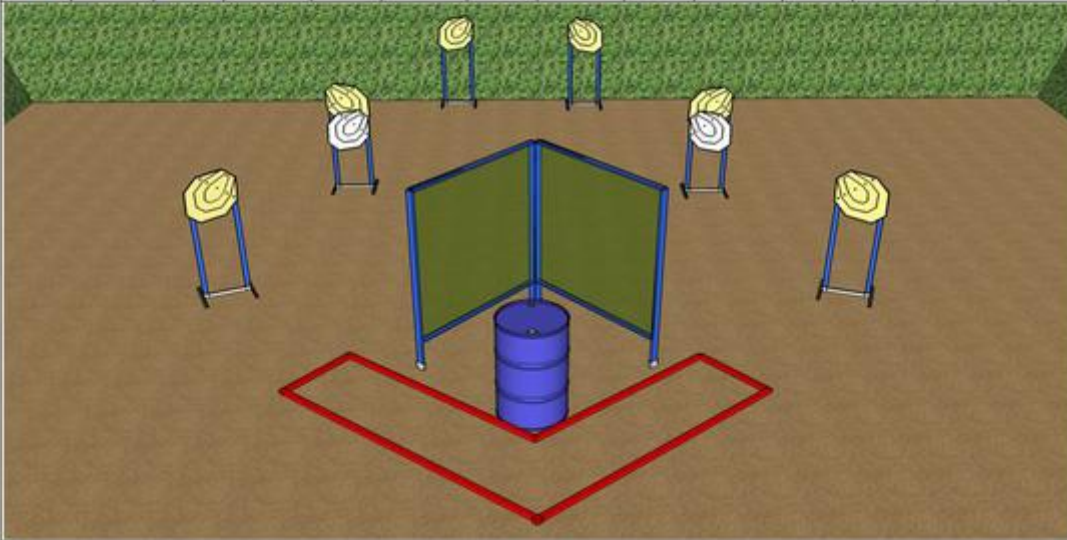


# 1. FAZNET








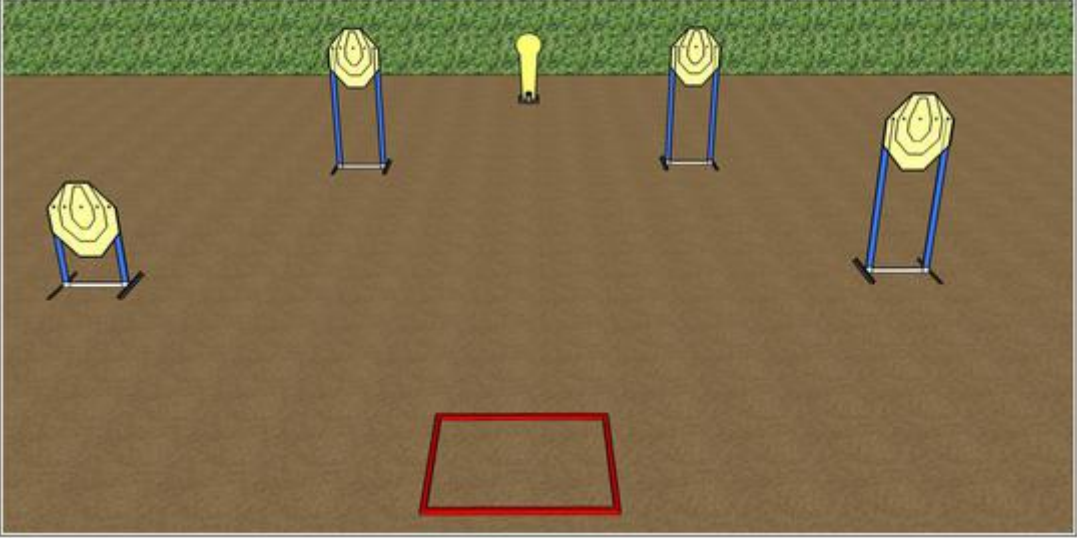
STAGE NUMBER:	1	RANGE NUMBER:	1	<b>GOLDEN CITY</b> Sponsored by: <b>FAZNET</b>									
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	12		6		0		2		0		0		0



CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 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	








## 2. SPARTAN ARMS

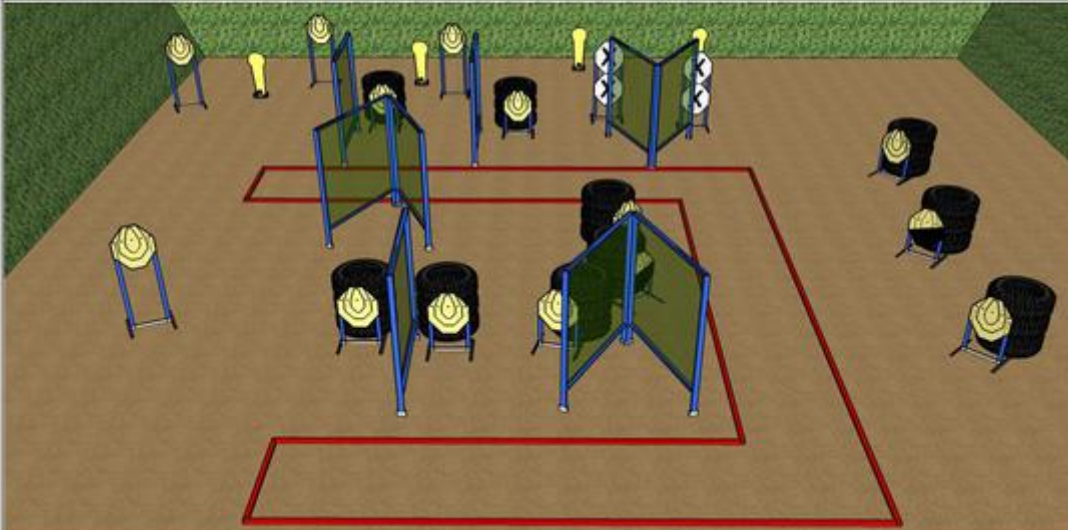
STAGE NUMBER:	2	RANGE NUMBER:	2	GOLDEN CITY <small>CO • 95140 • 951-251-1100</small>		Sponsored by: SPARTAN ARMS							
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	9		4		0		0		1		0		0
													

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	

### 3. MOTRADE ENGINEERING








STAGE NUMBER:	3	RANGE NUMBER:	3	<b>GOLDEN CITY</b> <small>USA • 1990 • 2000</small>		Sponsored by: <b>MOTRADE ENGINEERING</b>							
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	32		14		0		4		4		0		0

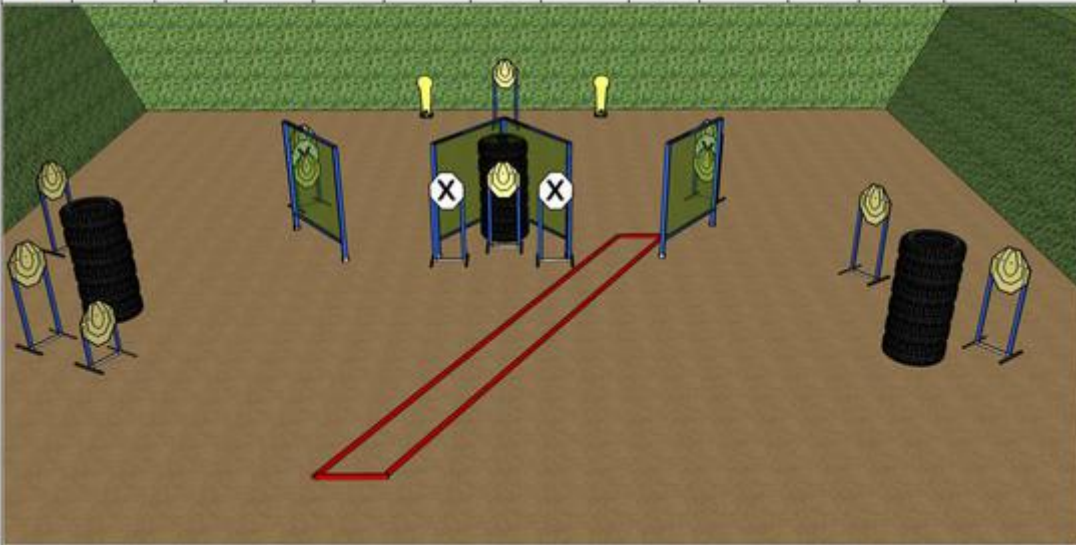


CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 4 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	19.39%

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> <small>SHOOT'N SCORE IT</small>		Sponsored by: COMPLETE CABLING EQUIPMENT							
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	0		11		0		4		2		0		0

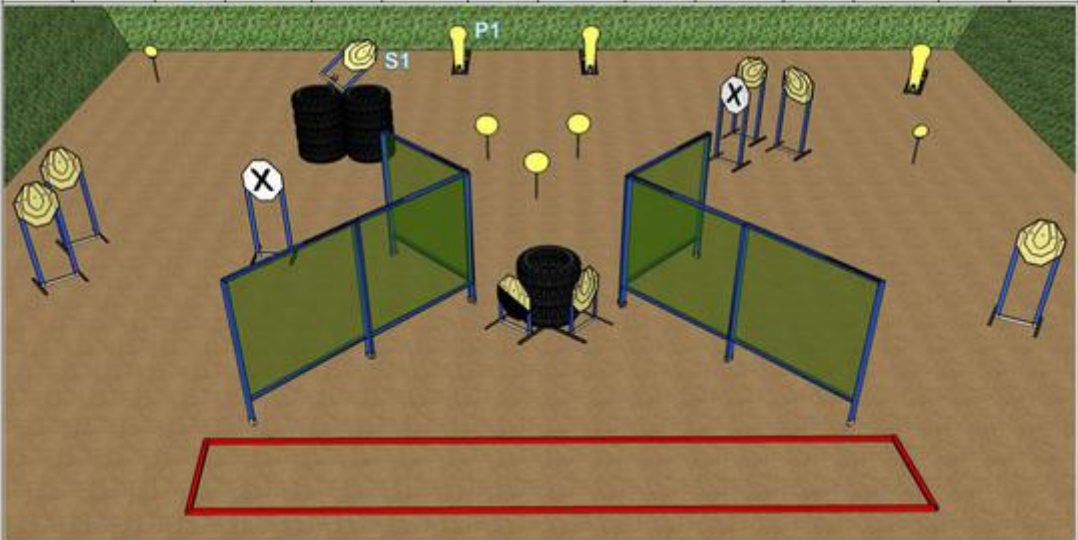


CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 4 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	14.55%

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	GOLDEN CITY <small>SHOOT'N SCORE IT CLUB</small>		Sponsored by: AD TACTICAL							
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets. P1 activates mover S1 which remains visible.												
	24		8		0		2		3		0		5










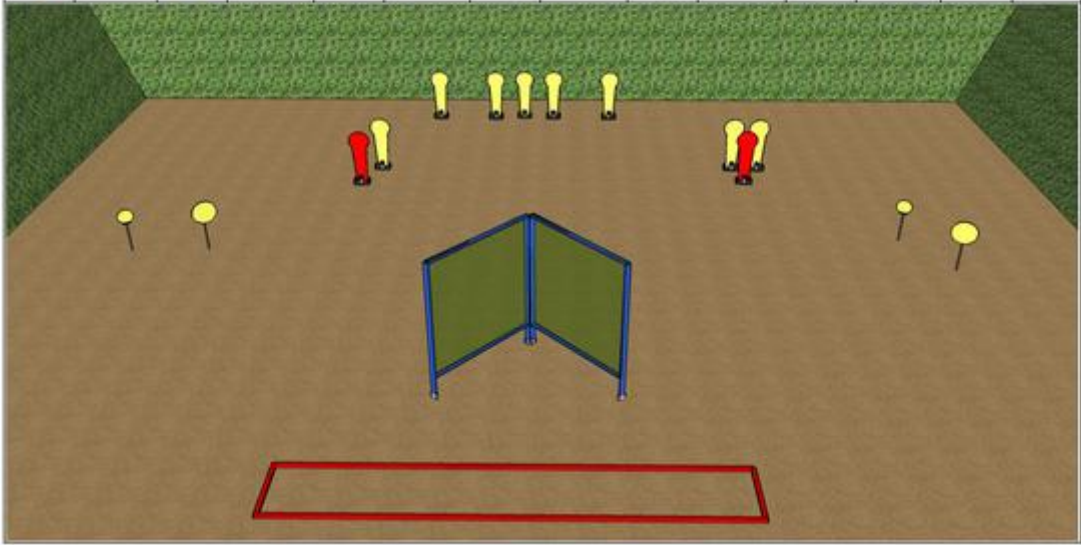
CoF	Comstock - Medium	Points	120 p
Targets	8 paper, 8 popper, 2 no-shoot, Total 16 targets	Min rounds	24
Firearm	Handgun	Match-%	14.55%

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	



# 6. DEL FORNO – LEMON TREE








STAGE NUMBER:	6	RANGE NUMBER:	7	<b>GOLDEN CITY</b> <small>SHOOTN SCORE IT</small>		Sponsored by: <b>DEL FORNO – LEMON TREE</b>							
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	12		0		0		2		8		0		4

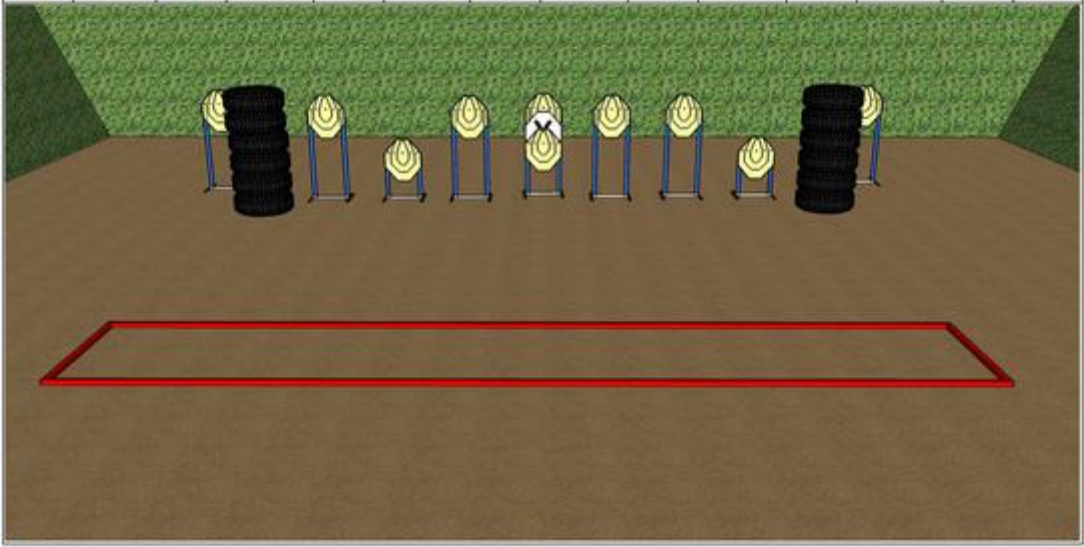


CoF	Comstock - Short	Points	60 p
Targets	12 popper, 2 no-shoot, Total 12 targets	Min rounds	12
Firearm	Handgun	Match-%	7.27%

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	

# 7. PROF ENGINEERING








STAGE NUMBER:	7	RANGE NUMBER:	8	<b>GOLDEN CITY</b> Sponsored by: <b>PROF ENGINEERING</b>									
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	20		10		0		1		0		0		0

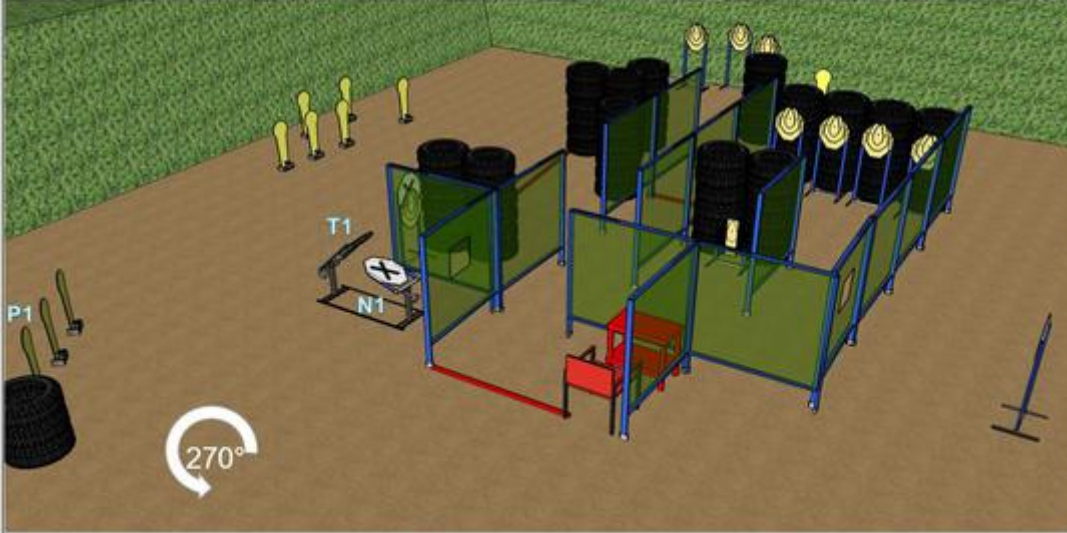


CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 1 no-shoot, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	12.12%

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	

## 8. SA BLOCK AFRIMAT

STAGE NUMBER:	8	RANGE NUMBER:	9	<b>GOLDEN CITY</b> <small>USA SHOOTING CLUB</small>		Sponsored by: <b>SA BLOCK AFRIMAT</b>							
START POSITION:	Shooter starts seated with back against the backrest and hands on knees. Firearm is loaded and placed flat in the table pointing downrange.												
STAGE PROCEDURE:	After the audible start signal engage targets. P1 activates movers T1 and N1. T1 disappears, N1 remains visible.												
	32		11		0		2		10		0		0



CoF	Comstock - Long	Points	160 p
Targets	10 paper, 1 disappearing/bonus, 10 popper, 2 no-shoot, Total 21 targets	Min rounds	30
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	