






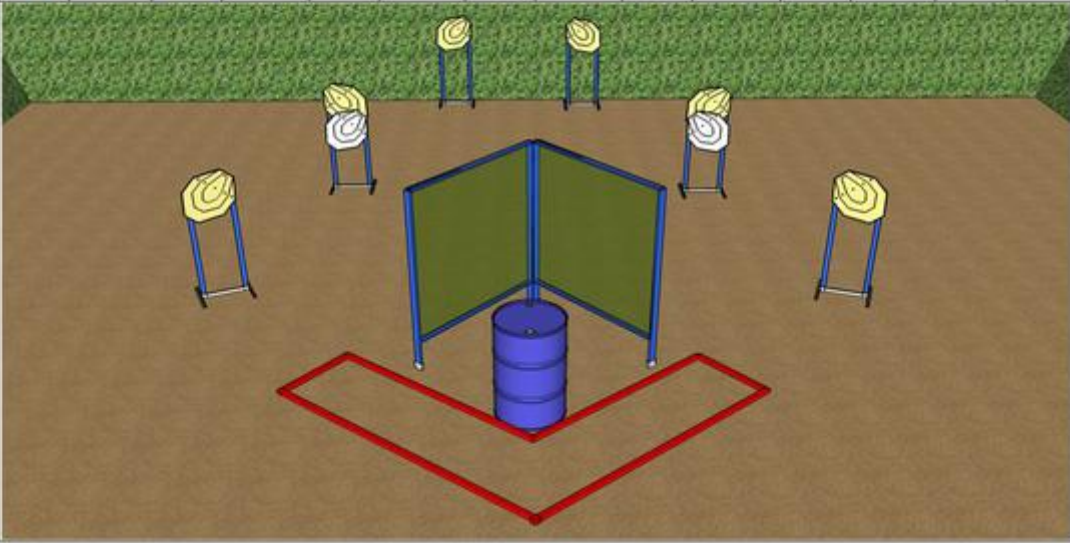


# 1. FAZNET








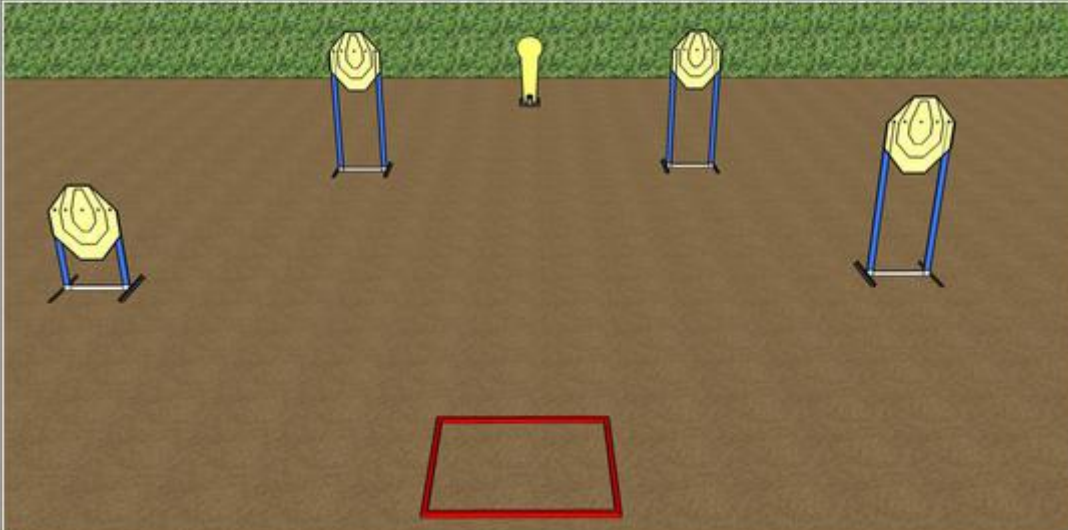
STAGE NUMBER:	1	RANGE NUMBER:	1	<b>GOLDEN CITY</b>	Sponsored by: <b>FAZNET</b>								
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	12		6		0		2		0		0		0



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	








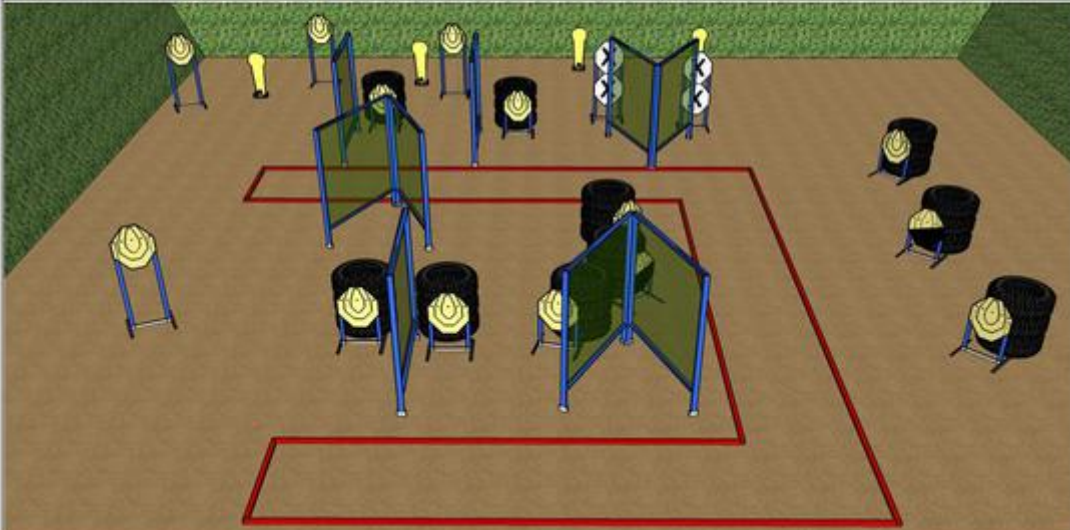
## 2. SPARTAN ARMS

STAGE NUMBER:	2	RANGE NUMBER:	2	<b>GOLDEN CITY</b> <small>www.goldencity.com</small>	Sponsored by: <b>SPARTAN ARMS</b>								
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
													

<b>CoF</b>	Comstock - Short	<b>Points</b>	45 p
<b>Targets</b>	4 paper, 1 popper, Total 5 targets	<b>Min rounds</b>	9
<b>Firearm</b>	Handgun	<b>Match-%</b>	5.45%

<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>USA SHOOTING</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>SHOOTING CLUB</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	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>AD TACTICAL</b>								
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

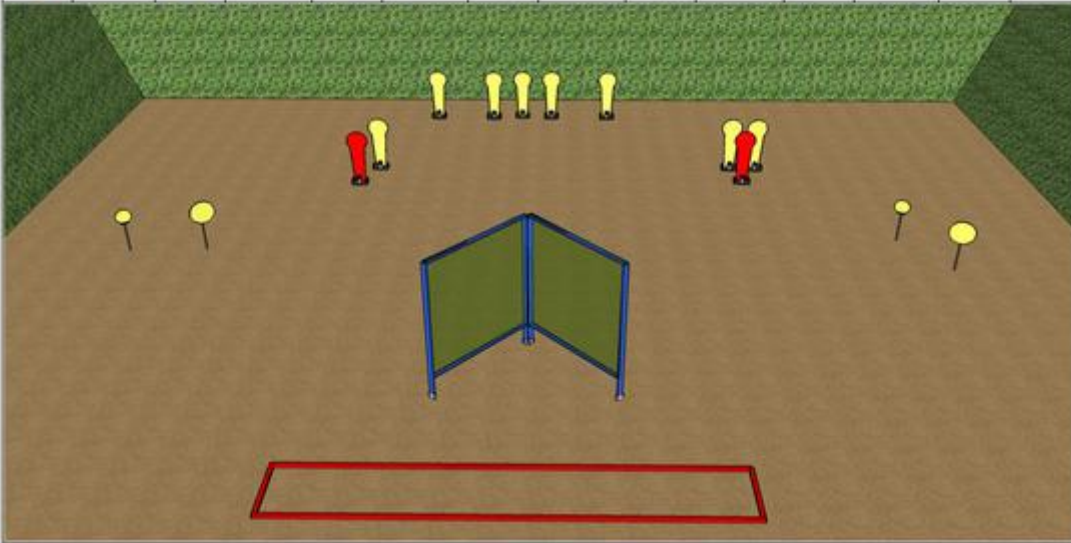
CoF	Comstock - Medium	Points	120 p
Targets	8 paper, 8 popper, 2 no-shoot, Total 16 targets	Min rounds	24
Firearm	Handgun	Match-%	14.55%

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>SHOOTING CLUB</small>		Sponsored by: DEL FORNO – LEMON TREE							
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> <small>SHOOTING CLUB</small>	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

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

<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>	

# 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 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	