






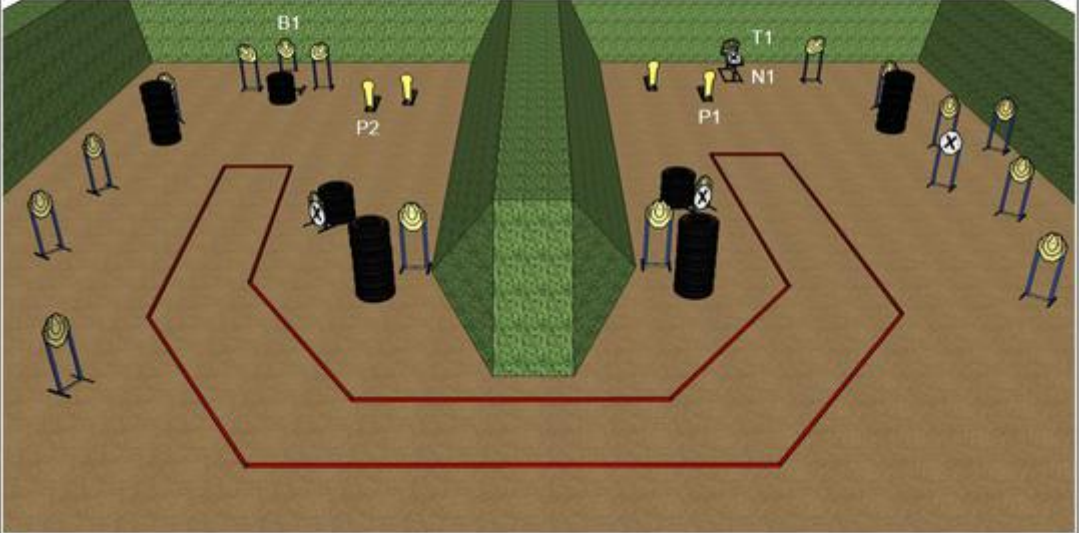









# 1. SPARTAN ARMS

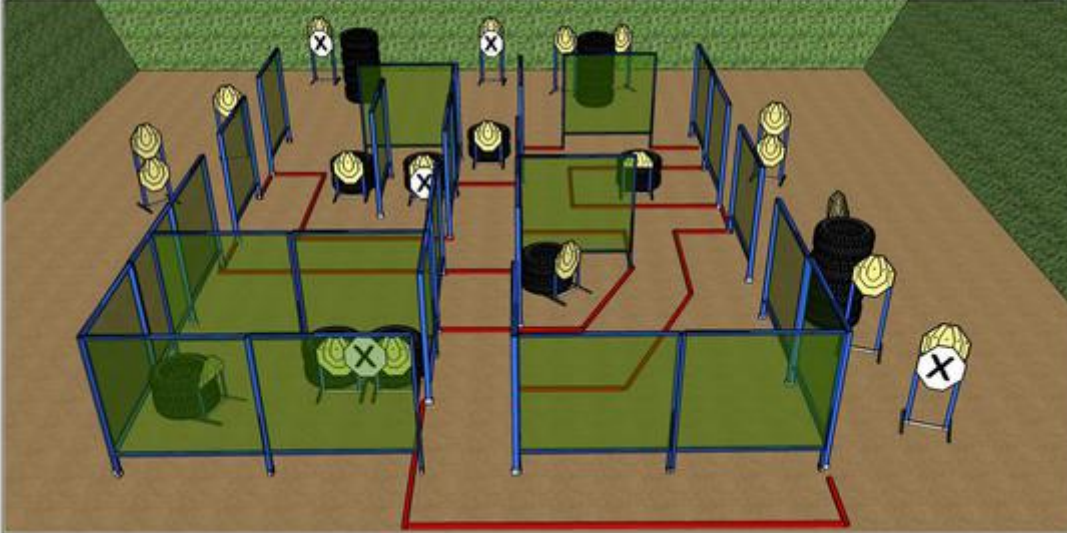
STAGE NUMBER:	1	RANGE NUMBER:	1&2	<b>GOLDEN CITY</b> <small>SHOOTN SCORE IT</small>		Sponsored by: <b>SPARTAN ARMS</b>							
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets. P1 activates mover S1 , P2 activates mover T1 and N1. S1, T1 and N1 remains visible.												
	40		18		0		4		4		0		0
													

CoF	Comstock - Long	Points	200 p
Targets	18 paper, 4 popper, 4 no-shoot, Total 22 targets	Min rounds	40
Firearm	Handgun	Match-%	12.50%

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. MOTRADE







STAGE NUMBER:	2	RANGE NUMBER:	3	<b>GOLDEN CITY</b> <small>SHOOT'N SCORE IT</small>		Sponsored by: <b>MOTRADE</b>							
START POSITION:	Shooter starts with the palms of both hands placed flat on the barricade in the demarcated area at "A".												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	40		20		0		5		0		0		0

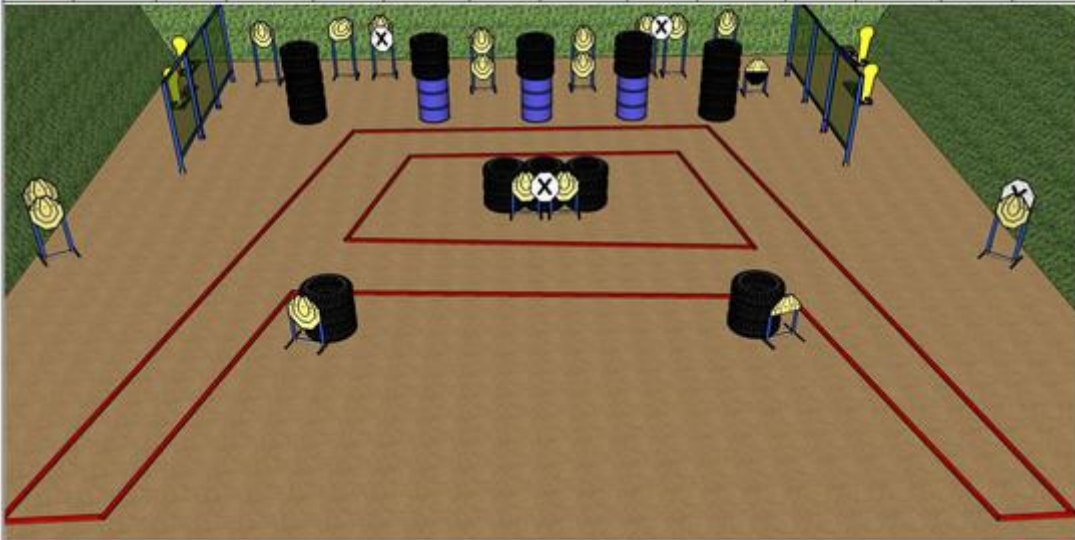


CoF	Comstock - Long	Points	200 p
Targets	20 paper, 5 no-shoot, Total 20 targets	Min rounds	40
Firearm	Handgun	Match-%	12.50%

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. COMPLETE CABLING EQUIPMENT








STAGE NUMBER:	3	RANGE NUMBER:	4	<b>GOLDEN CITY</b> Sponsored by: <b>COMPLETE CABLING EQUIPMENT</b>									
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	40		18		0		4		4		0		0

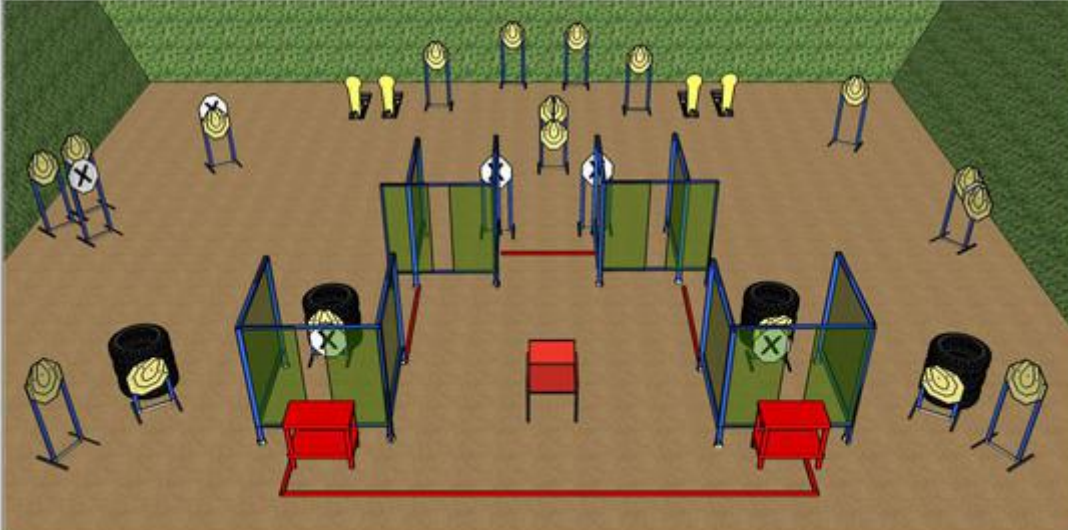


CoF	Comstock - Long	Points	200 p
Targets	18 paper, 4 popper, 4 no-shoot, Total 22 targets	Min rounds	40
Firearm	Handgun	Match-%	12.50%

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. AD TACTICAL

STAGE NUMBER:	4	RANGE NUMBER:	5	<b>GOLDEN CITY</b> <small>SHOOT'N SCORE IT CLUB</small>		Sponsored by: <b>AD TACTICAL</b>							
START POSITION:	Shooter starts seated with back against the backrest and hands on knees. The firearm is unloaded and placed flat on either table pointing downrange. One magazine may be placed flat on the table with the firearm, all spare magazines must be placed flat on the other table.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	40		18		0		7		0		4		0










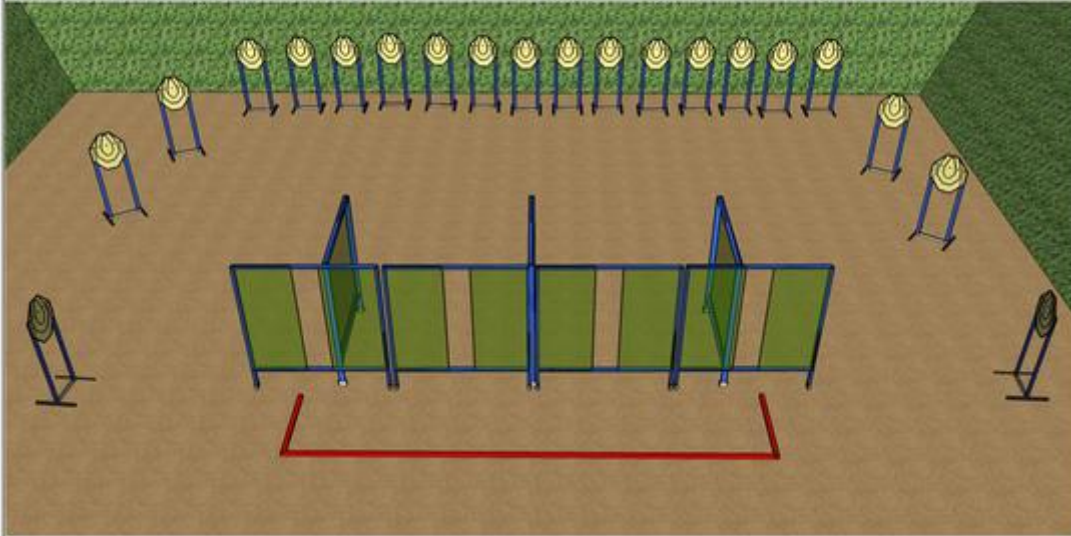
CoF	Comstock - Long	Points	200 p
Targets	18 paper, 4 popper, 7 no-shoot, Total 22 targets	Min rounds	40
Firearm	Handgun	Match-%	12.50%

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. TOYOTA BEDFORD VIEW








STAGE NUMBER:	5	RANGE NUMBER:	6	<b>GOLDEN CITY</b> <small>EST. 1994</small>		Sponsored by: <b>TOYOTA BEDFORD VIEW</b>							
START POSITION:	Shooter starts anywhere in the designated area. Firearm is loaded with an empty chamber.												
STAGE PROCEDURE:	After the audible start signal engage targets.												
	40		20		0		0		0		0		0

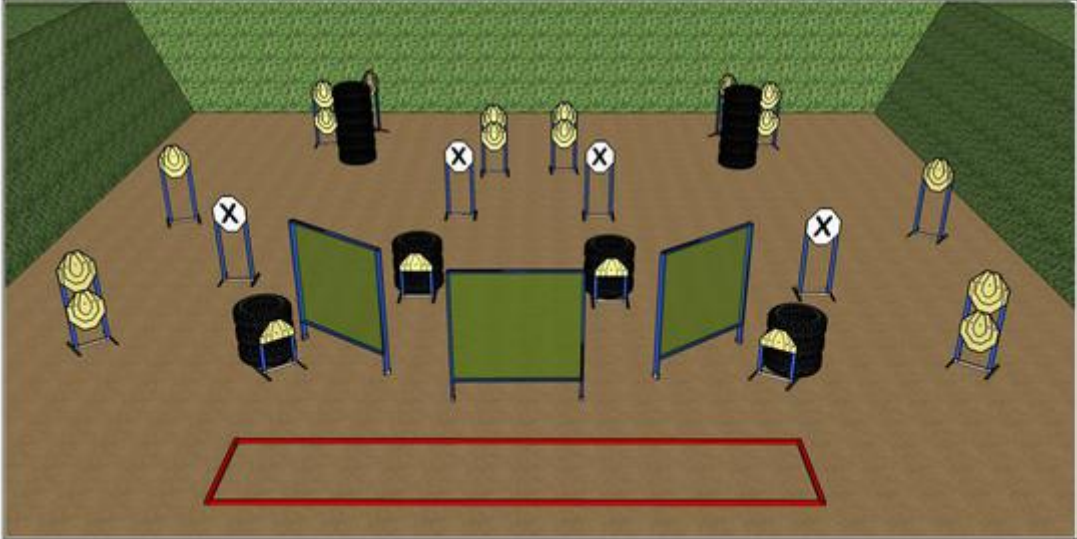


CoF	Comstock - Long	Points	200 p
Targets	20 paper, Total 20 targets	Min rounds	40
Firearm	Handgun	Match-%	12.50%

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	GOLDEN CITY <small>Law Enforcement Course</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.												
	40		0		20		4		0		0		0

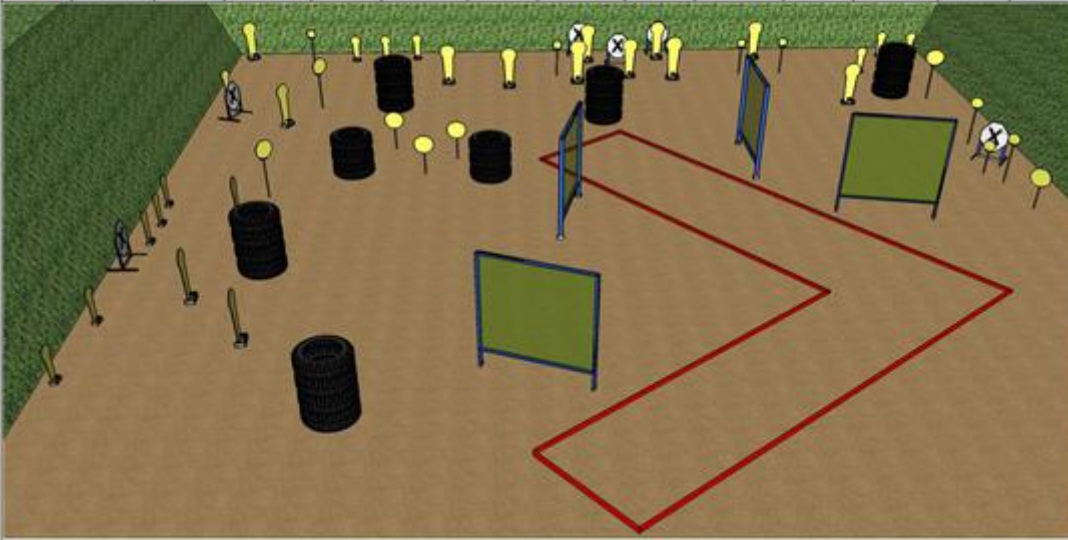


CoF	Comstock - Long	Points	200 p
Targets	20 paper, 40 no-shoot, Total 20 targets	Min rounds	40
Firearm	Handgun	Match-%	12.50%

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. A standard time of 15 seconds will be allowed. Any hits after the 15 second signal will not count for score. The last shot fired will be the competitors actual time recorded.												
	40		0		0		6		14		12		14

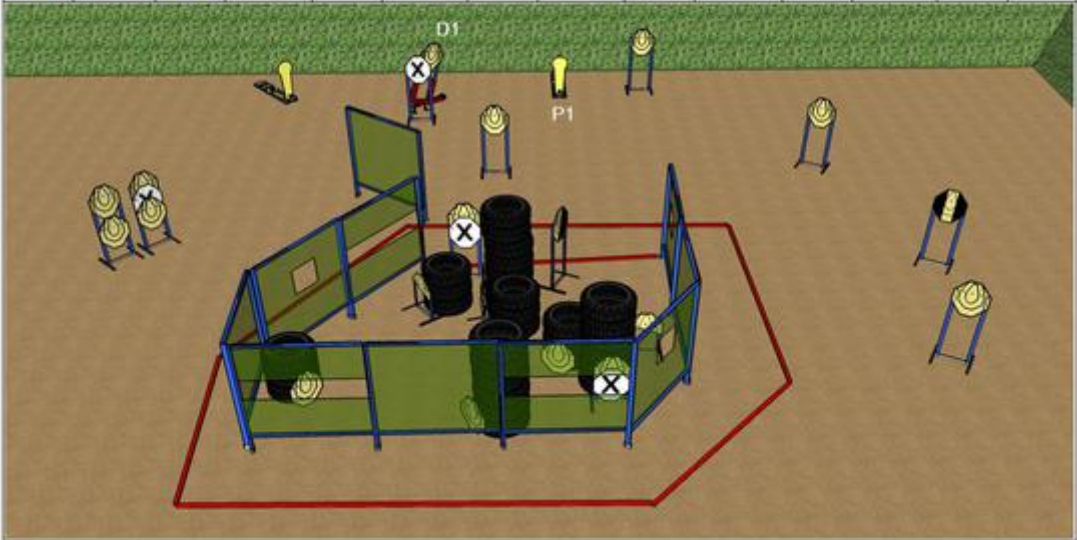


CoF	Comstock - Long	Points	200 p
Targets	20 disappearing/bonus, Total 20 targets	Min rounds	0
Firearm	Handgun	Match-%	12.50%

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>SHOOT'N SCORE IT</small>	Sponsored by: SA BLOCK AFRIMAT								
START POSITION:	Shooter starts anywhere in the designated area.												
STAGE PROCEDURE:	After the audible start signal engage targets. P1 activates mover D1 which remains visible.												
	40		19		0		4		2		0		0



CoF	Comstock - Long	Points	200 p
Targets	19 paper, 2 popper, 4 no-shoot, Total 21 targets	Min rounds	40
Firearm	Handgun	Match-%	12.50%

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	