







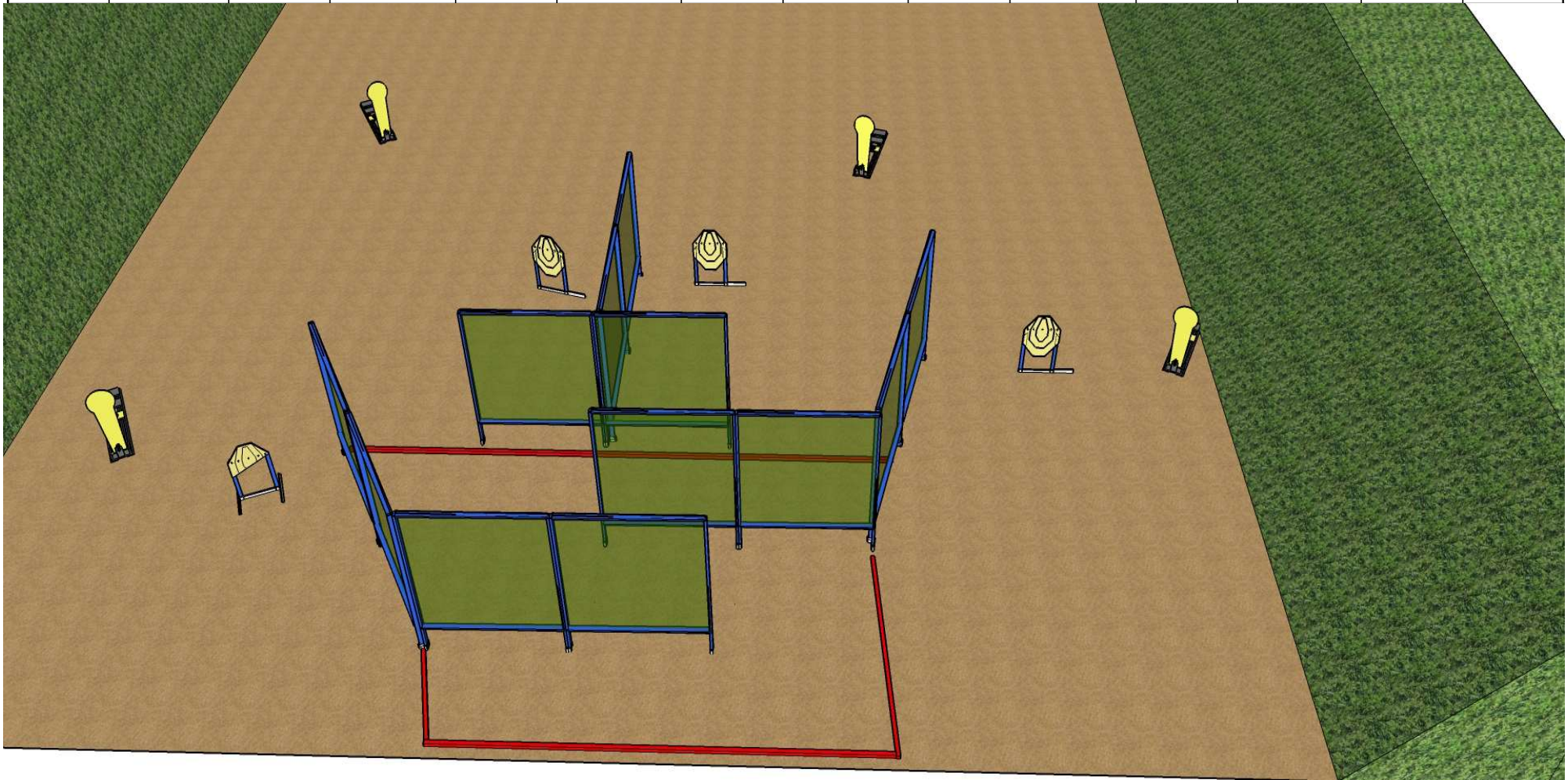




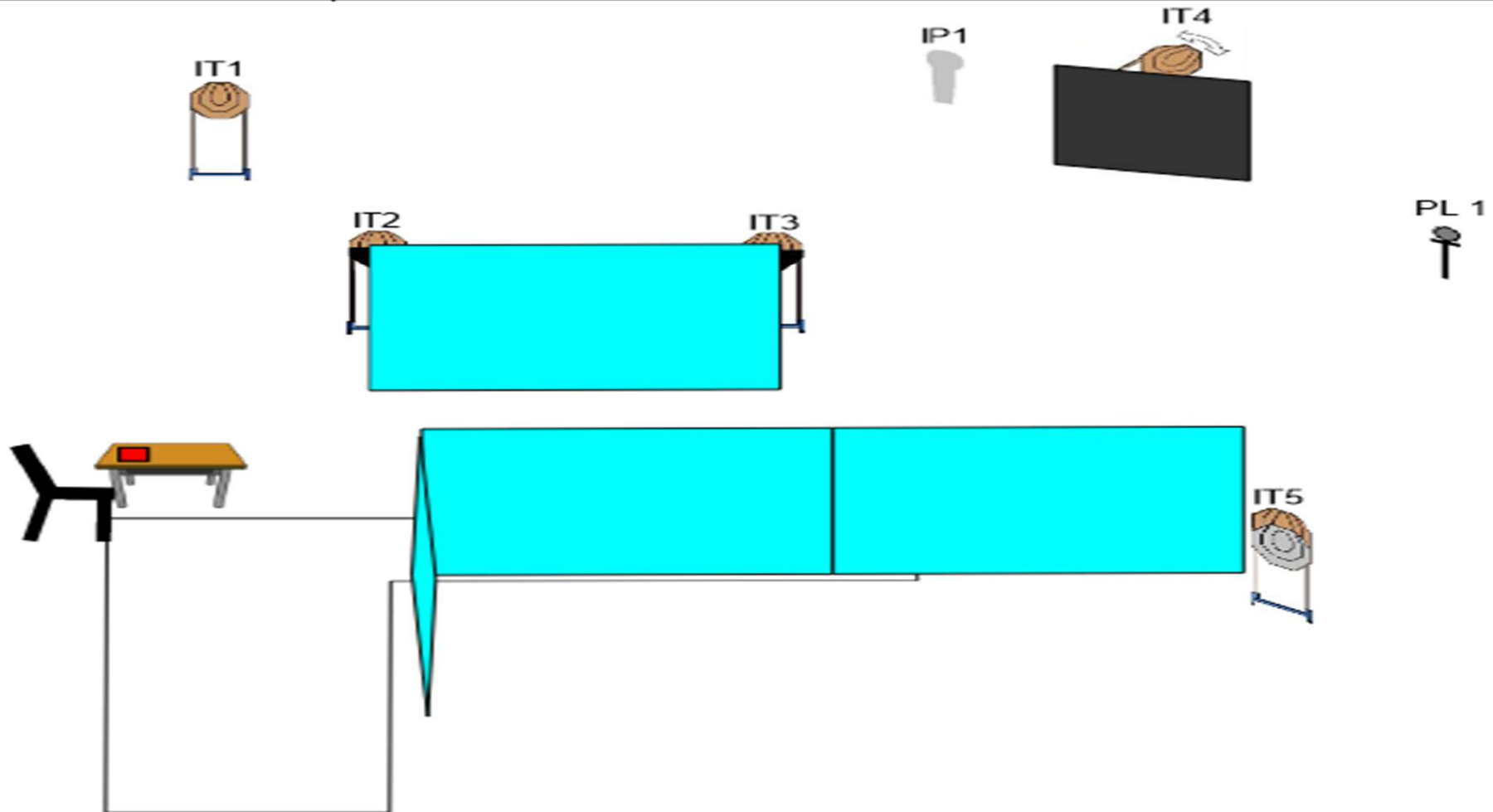
STAGE No	 <b>GOLDEN CITY</b> STAGES SPONSORED BY: <small>SHOOTING CLUB</small>	MIN ROUNDS
1	ULTIMATE SOLAR	12
2	SPARTAN ARMS	12
3	ZINIA INTERNET	25
4	THE CANES	25
5	AD TACTICAL	16
6	RMS	23
7	GEARBOX CONNEXION	11
8	SA BLOCK AFRIMAT	12
	<b>TOTAL</b>	<b>136</b>

STAGE NUMBER:	1	RANGE NUMBER:	1	<b>GOLDEN CITY</b> SHOOTING CLUB	Sponsored by: <b>ULTIMATE SOLAR</b>								
START POSITION:	Competitor starts anywhere in the designated area												
STAGE PROCEDURE:	On audible signal engage targets. Barricades extend to infinity. No shooting underneath												
	12		4		0		0		4		0		0



STAGE NUMBER:	2	RANGE NUMBER:	2	<b>GOLDEN CITY</b> <small>SHOOTING CLUB</small>	Sponsored by: <b>SPARTAN ARMS</b>
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Targets	5 IPSC Targets, 1 IPSC Metal Plate, 1 IPSC Popper.
Number of Rounds to be scored	12
Distance	5 - 10 m
Start position	Competitor starts seated erect on the chair, with both hands-on knees, with heels touching the front legs of the chair as demonstrated. Handgun loaded and placed on the demarcated area on table. All magazines to be used on table.
Time starts	Audible signal
Procedure	On audible start signal, engage targets. IP1 activates IT4 which remain visible at rest



STAGE NUMBER:

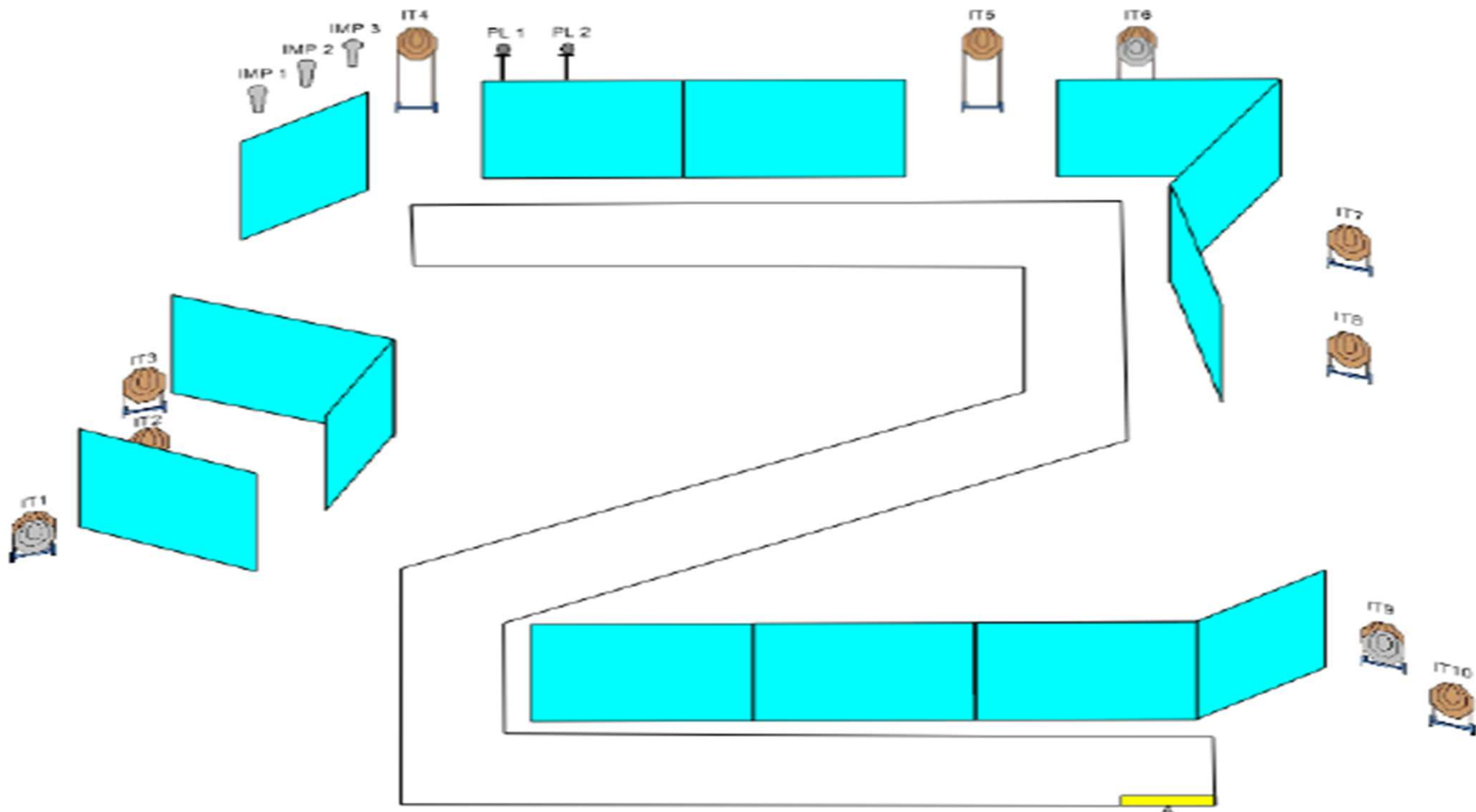
3

RANGE NUMBER:

3

**GOLDEN CITY**  
 SHOOTING CLUB
Sponsored by: **ZINIA INTERNET**

Targets	10 IPSC Targets, 2 IPSC Metal Plates, 3 IPSC Mini Poppers.
Number of Rounds to be scored	25
Distance	2 - 11m
Start position	Competitor starts with heels touching at A as demonstrated.
Time starts	Audible signal
Procedure	On audible start signal, engage targets.



STAGE NUMBER:

4

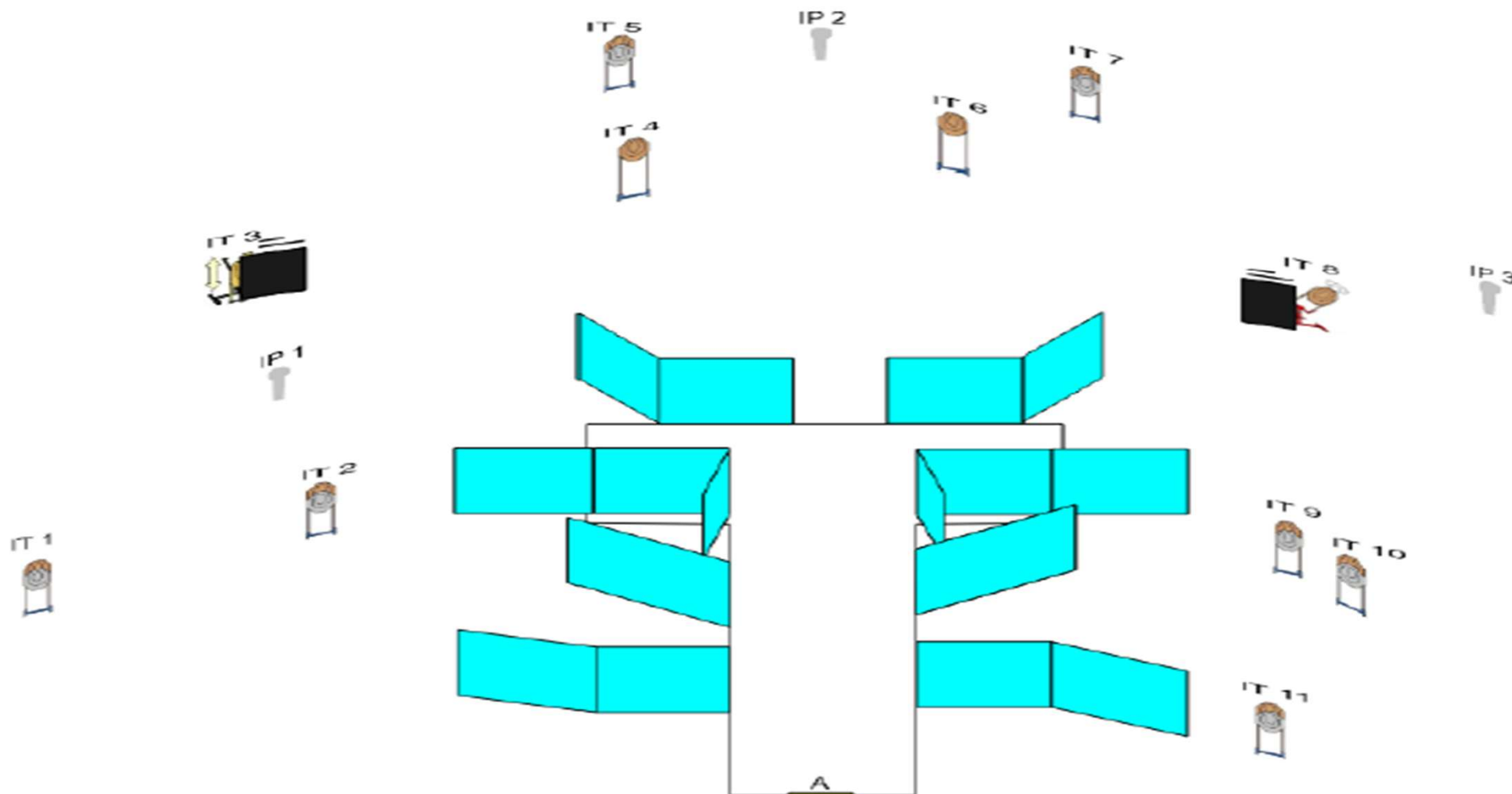
RANGE NUMBER:

4

**GOLDEN CITY**  
SHOOTING CLUB

Sponsored by: THE CANES

Targets	11 IPSC Targets, 0 IPSC Metal Plates, 3 IPSC Poppers.
Number of Rounds to be scored	25
Distance	5-13m
Start position	Competitor starts with heels touching at A as demonstrated.
Time starts	Audible signal
Procedure	On audible start signal, engage targets. IP1 activates IT3 which remain visible. IP3 activates IT8 which remain visible at rest.



STAGE NUMBER:

5

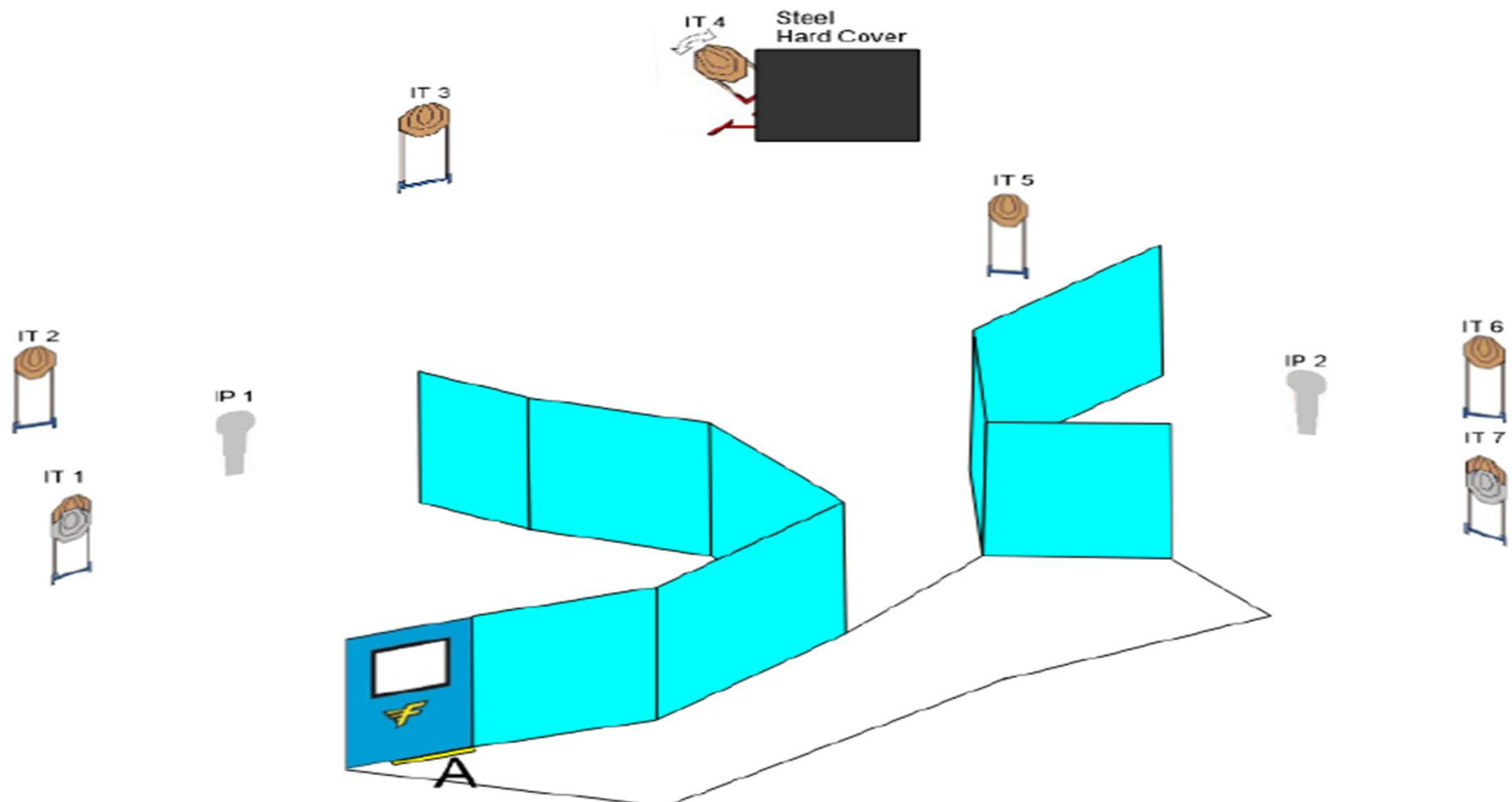
RANGE NUMBER:

10

**GOLDEN CITY**  
SHOOTING CLUB

Sponsored by: **AD TACTICAL**

Targets	7 IPSC Targets, 0 IPSC Metal Plates, 2 IPSC Poppers.
Number of Rounds to be scored	16
Distance	3-10m
Start position	Competitor starts with toes touching at A as demonstrated.
Time starts	Audible signal
Procedure	On audible start signal, engage targets. IP2 activates IT4 which remain visible at rest



STAGE NUMBER:

6

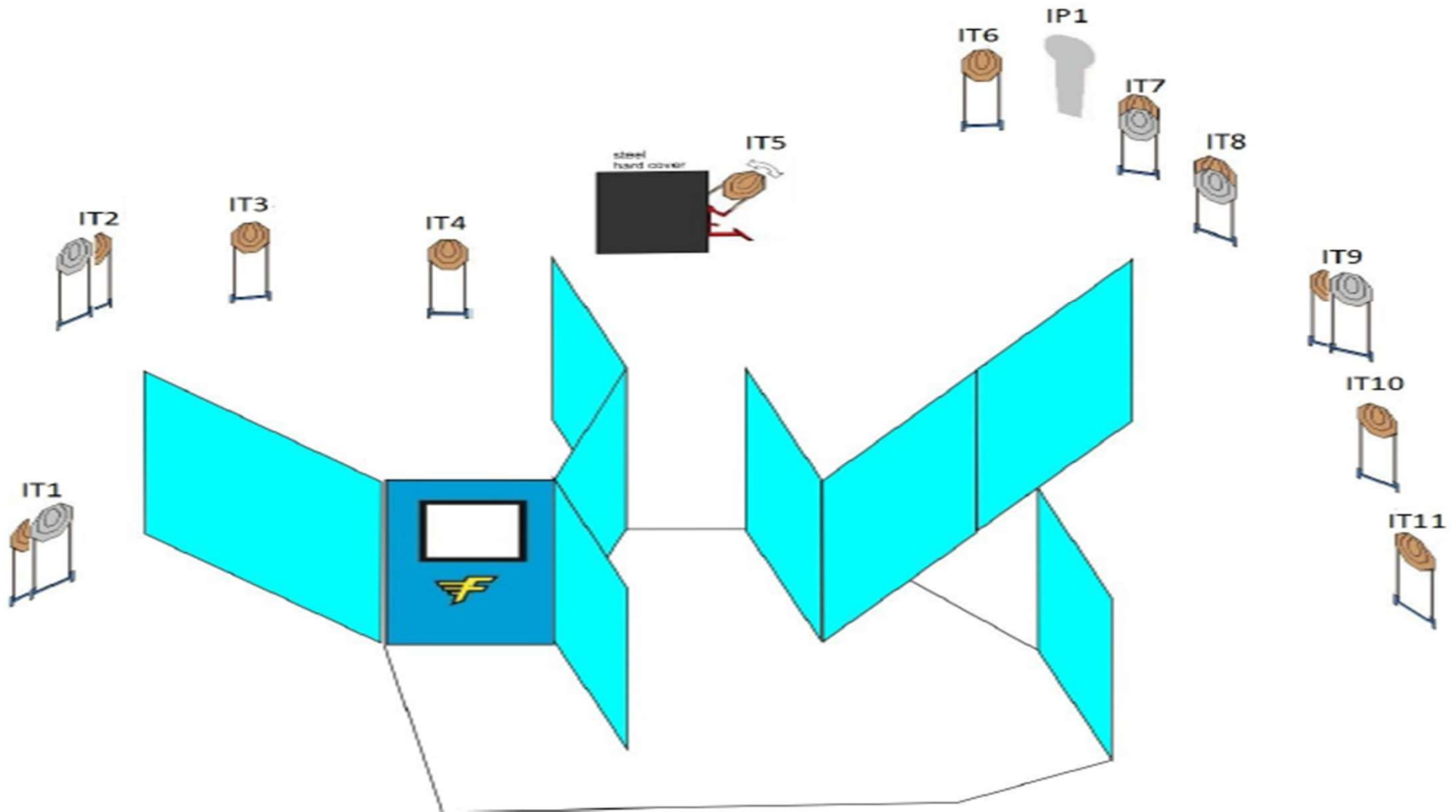
RANGE NUMBER:

7

**GOLDEN CITY**  
SHOOTING CLUB

Sponsored by: **RMS**

Targets	11 IPSC Targets, 0 IPSC Metal Plates, 1 IPSC Popper.
Number of Rounds to be scored	23
Distance	3-13 m
Start position	Competitor starts anywhere in demarcated area.
Time starts	Audible signal
Procedure	On audible start signal, engage targets. IP 1 activates IT 5 remains visible at rest



STAGE NUMBER:

7

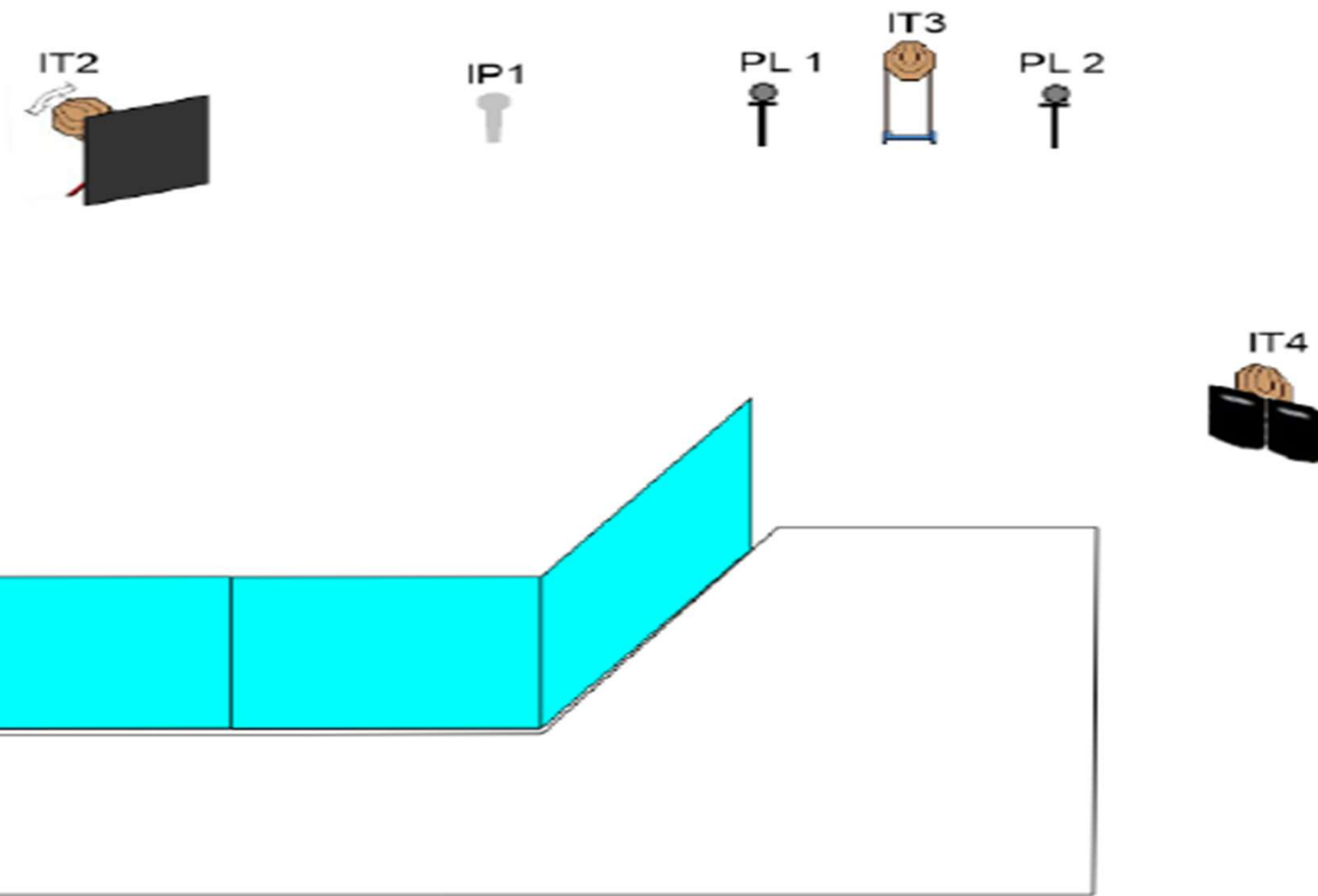
RANGE NUMBER:

8

**GOLDEN CITY**  
SHOOTING CLUB

Sponsored by: **GEARBOX CONNEXION**

Targets	4 IPSC Targets, 2 IPSC Metal Plates, 1 IPSC Popper.
Number of Rounds to be scored	11
Distance	3-11m
Start position	Competitor starts with heels touching at A as demonstrated.
Time starts	Audible signal
Procedure	On audible start signal, engage targets. IP1 activates IT2 which remain visible at rest



STAGE NUMBER:

8

RANGE NUMBER:

9

**GOLDEN CITY**  
SHOOTING CLUB

Sponsored by: **SA BLOCK AFRIMAT**

Targets	5 IPSC Targets, 0 IPSC Metal Plates, 2 IPSC Poppers.
Number of Rounds to be scored	12
Distance	3-10m
Start position	Competitor starts anywhere in demarcated area as demonstrated
Time starts	Audible signal
Procedure	On audible start signal, engage targets.

