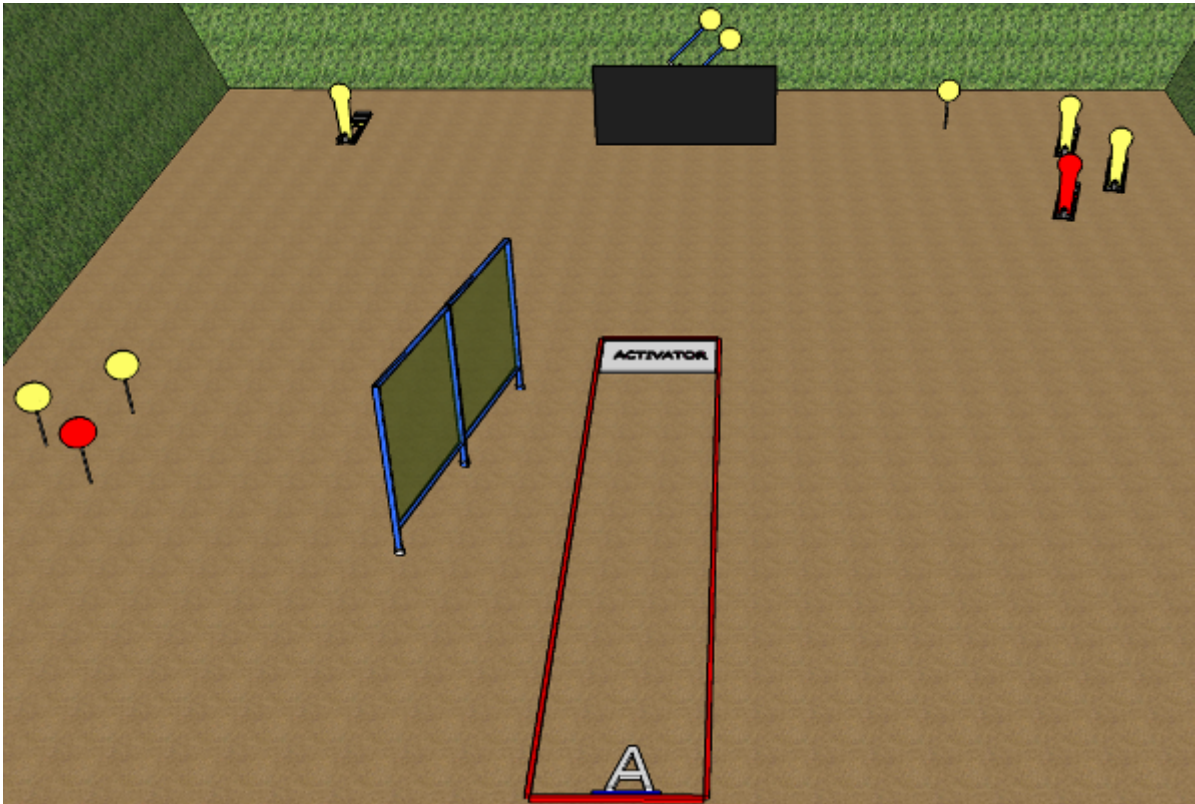


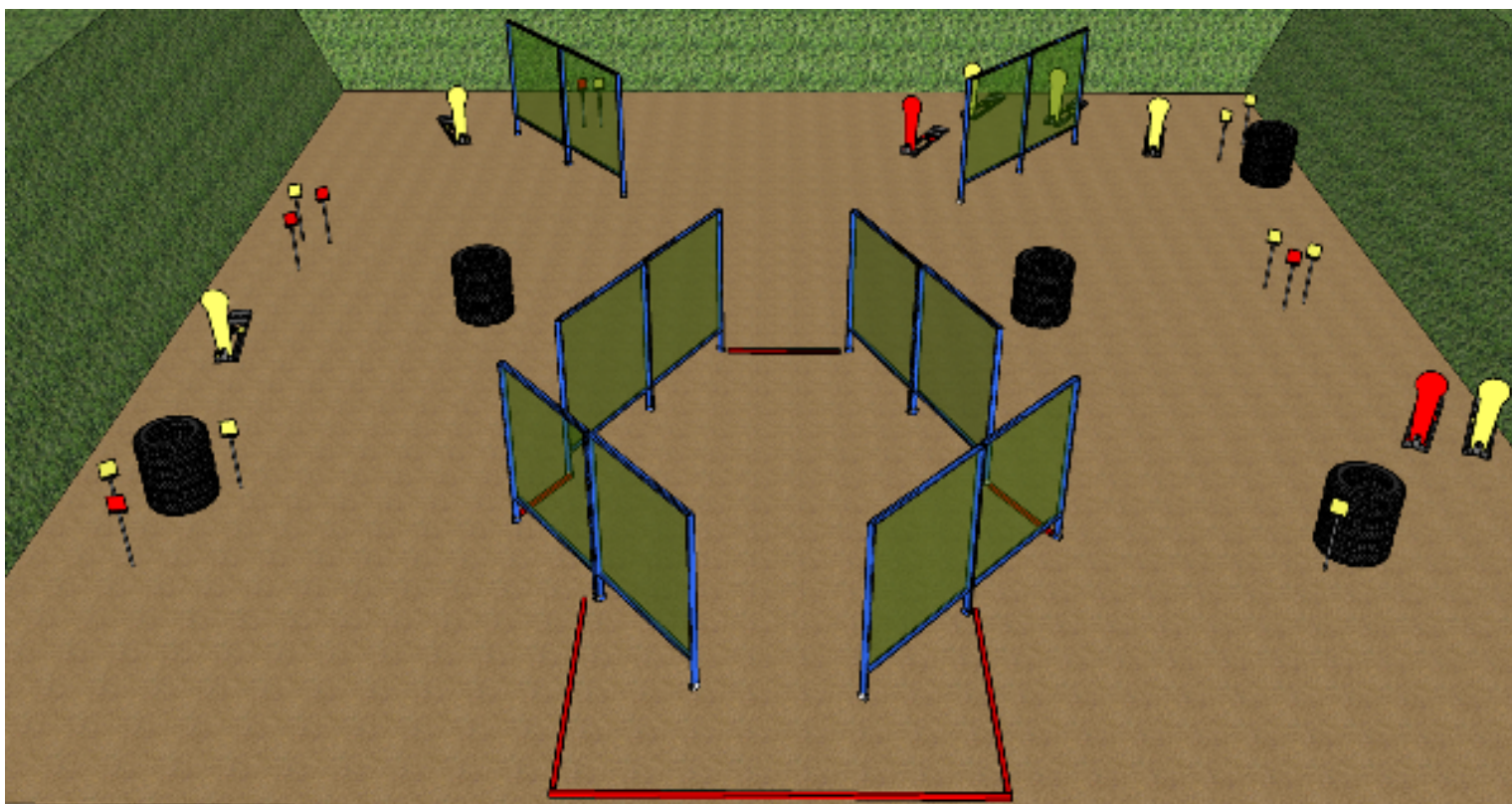
1. CGPSA Shotgun League Stage 1



CoF	Comstock - Short	Points	40 p
Targets	3 popper, 3 plates, 2 frangible, 2 no-shoot, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	6.67%

Procedure	On the audible start signal engage targets. Activator activates clays 1 and 2 which will remain visible.
Starting position	Competitor starts with both heels touching the mark at A as demonstrated. Firearm loaded Option 1: Held in both hands in the normal position as demonstrated.
Firearm ready condition	Loaded
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

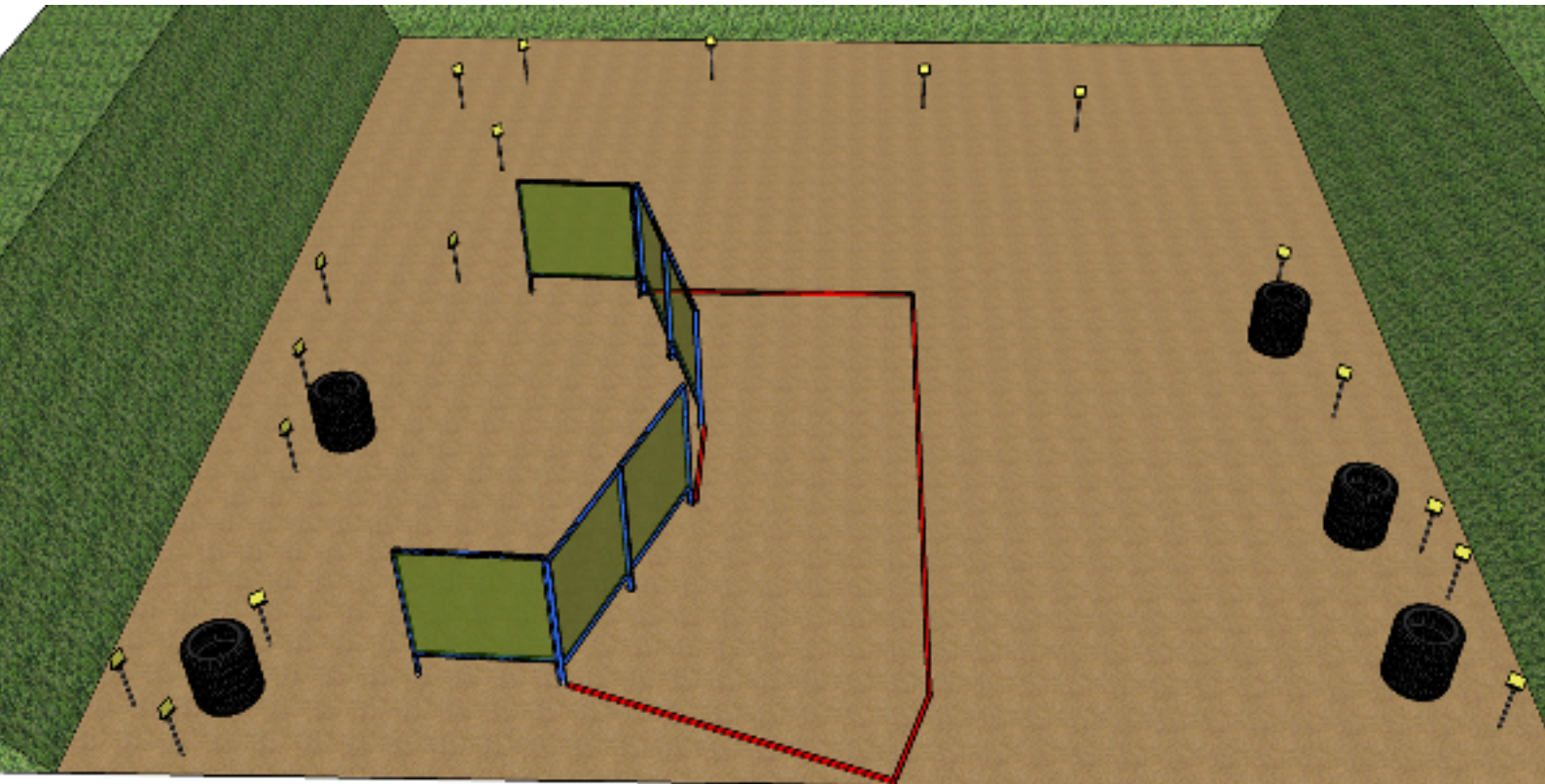
2. CGPSA Shotgun League stage 2



CoF	Comstock - Medium	Points	75 p
Targets	6 popper, 9 plates, 7 no-shoot, Total 15 targets	Min rounds	15
Firearm	Shotgun	Match-%	12.50%

Procedure	On the audible start signal engage targets. P1 activates S1 which remains visible
Starting position	Competitor starts with heels touching at A
Firearm ready condition	Loaded
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

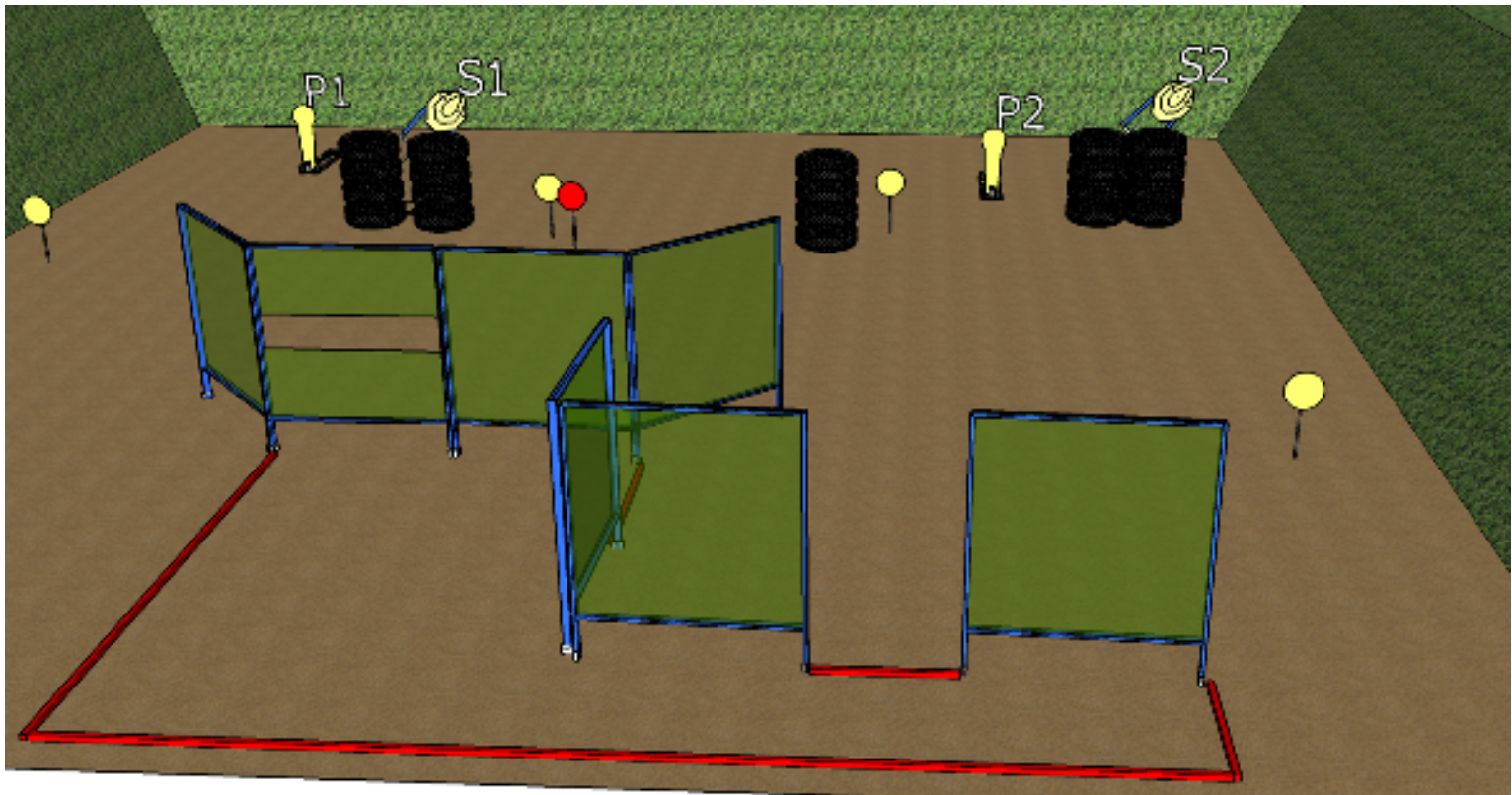
3. CGPSA Shotgun League stage 3



CoF	Comstock - Long	Points	90 p
Targets	18 plates, Total 18 targets	Min rounds	18
Firearm	Shotgun	Match-%	15.00%

Procedure	On the audible start signal engage targets.
Starting position	Shooter starts anywhere in the designated area. Firearm loaded Option 1: Held in both hands in the normal position as demonstrated
Firearm ready condition	Loaded
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

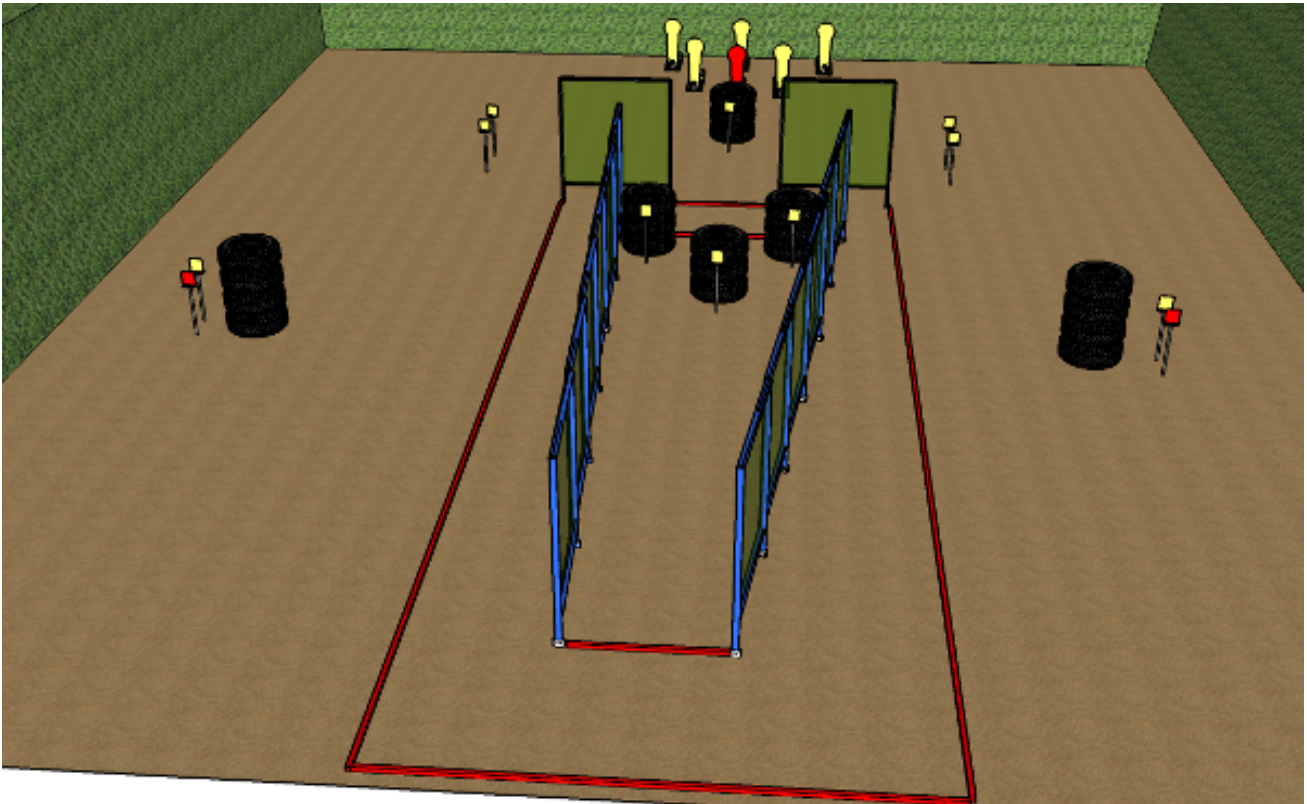
4. CGPSA Shotgun League stage 4



CoF	Comstock - Short	Points	50 p
Targets	2 paper, 2 popper, 4 plates, 1 no-shoot, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	8.33%

Procedure	On the audible start signal engage targets. P1 Activates S1 which remains visible. P2 Activates S2 which remains visible.
Starting position	Shooter starts anywhere in the designated area Firearm loaded option 1: Held in both hands in the normal position as demonstrated
Firearm ready condition	Loaded
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

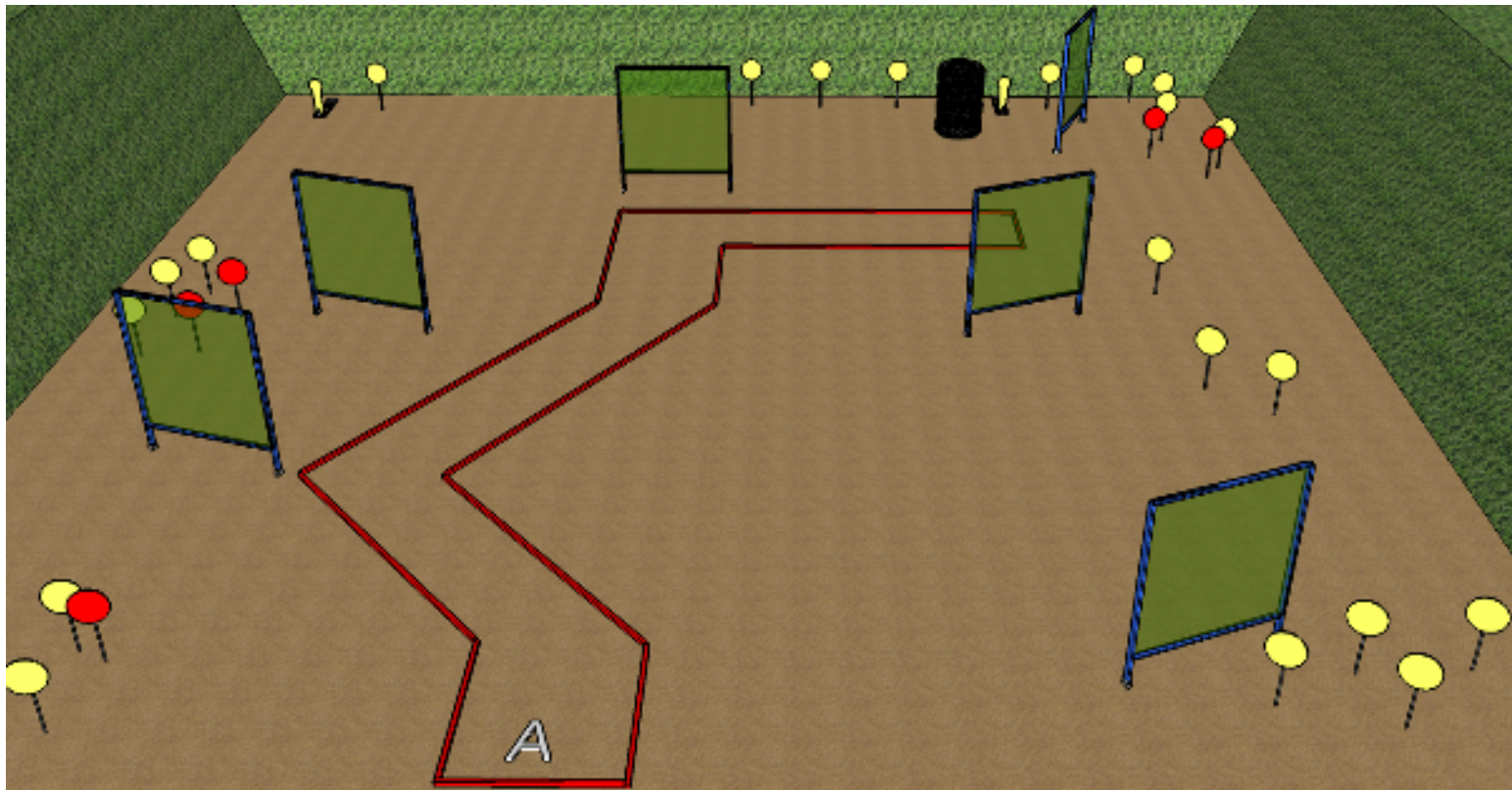
5. CGPSA Shotgun League stage 5



CoF	Comstock - Medium	Points	75 p
Targets	5 popper, 10 plates, 3 no-shoot, Total 15 targets	Min rounds	15
Firearm	Shotgun	Match-%	12.50%

Procedure	On the audible start signal engage targets.
Starting position	Shooter starts at anywhere in the designated area. Firearm loaded Option 1: Held in both hands in the normal position as demonstrated
Firearm ready condition	Loaded
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

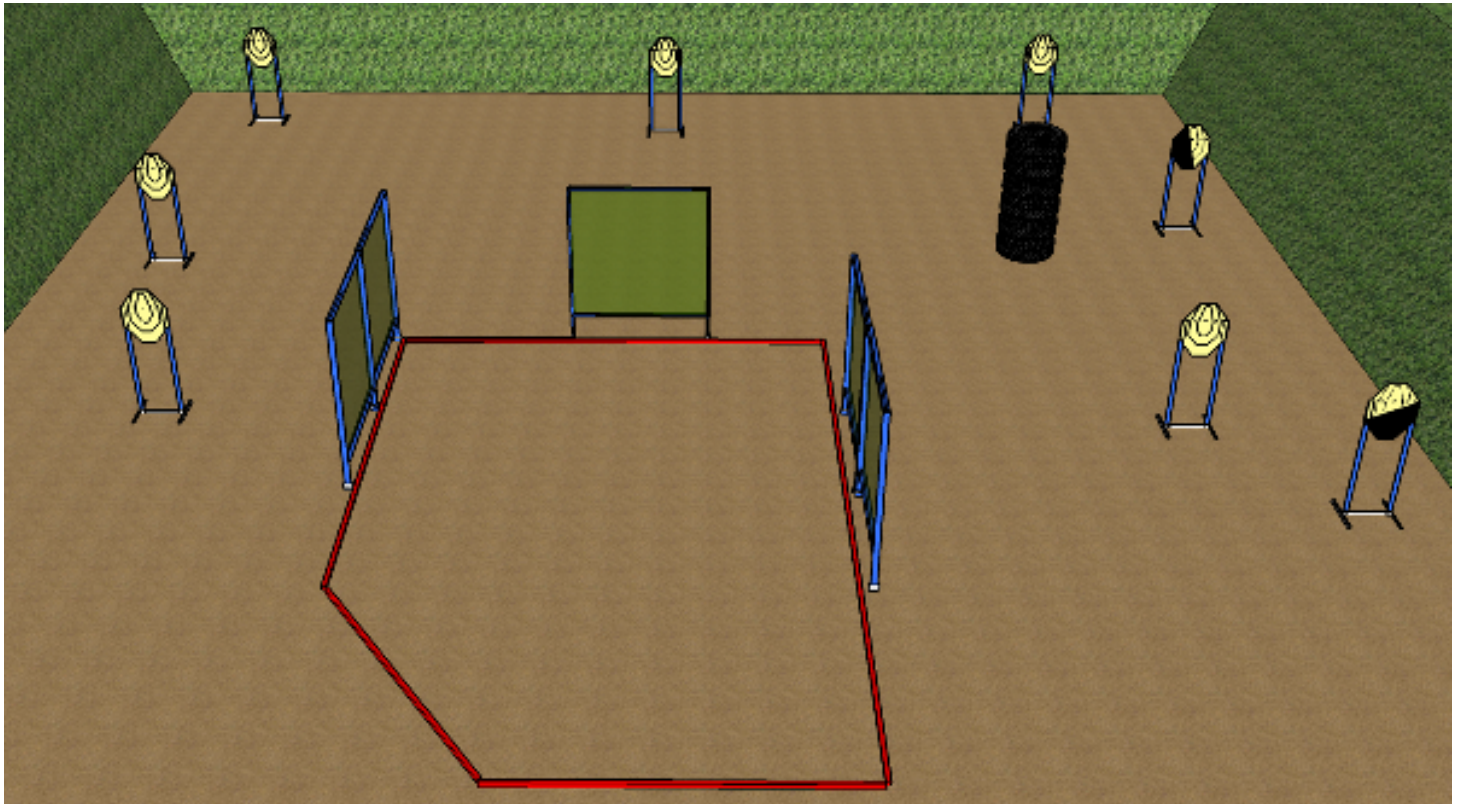
6. CGPSA Shotgun League stage 6



CoF	Comstock - Long	Points	115 p
Targets	2 popper, 21 plates, 5 no-shoot, Total 23 targets	Min rounds	23
Firearm	Shotgun	Match-%	19.17%

Procedure	On the audible start signal engage targets
Starting position	Start at one heel touching the fault line at A. Firearm loaded Option 1: Held in both hands in the normal position as demonstrated
Firearm ready condition	Loaded
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

7. CGPSA Shotgun League Stage 7



CoF	Comstock - Short	Points	40 p
Targets	8 paper, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	6.67%

Procedure	On the audible start signal engage targets.
Starting position	Shooter starts anywhere in the designated area. Firearm loaded Option 1: Held in both hands in the normal position as demonstrated
Firearm ready condition	Loaded
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

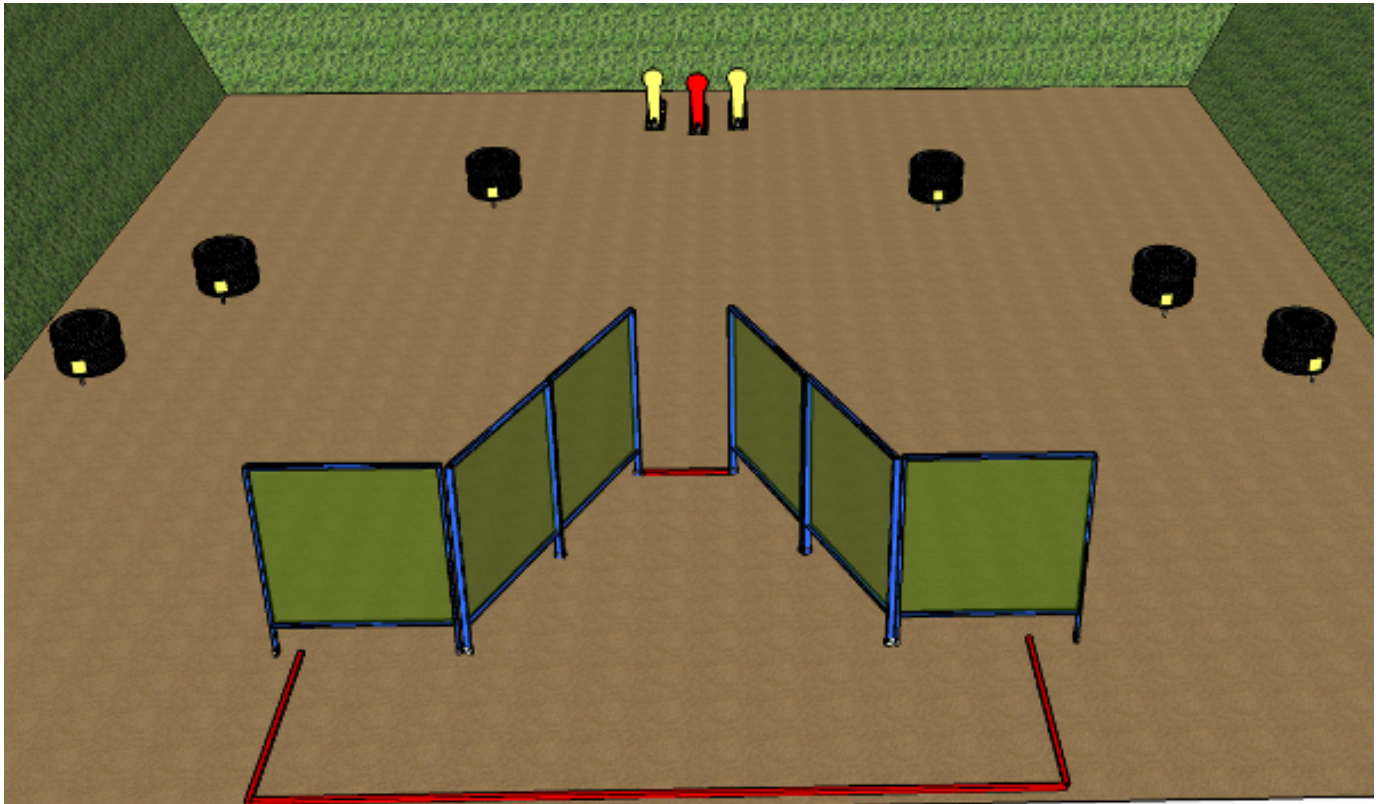
8. CGPSA Shotgun League Stage 8

No image

CoF	Comstock - Medium	Points	75 p
Targets	7 popper, 8 plates, 5 no-shoot, Total 15 targets	Min rounds	15
Firearm	Shotgun	Match-%	12.50%

Procedure	On the audible start signal engage targets.
Starting position	Shooter starts with one heel touching A in the designated area. Firearm is unloaded option 3: Placed flat on the table pointing down range with the butt on the table
Firearm ready condition	Unloaded
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

9. CGPSA Shotgun League Stage 9



CoF	Comstock - Short	Points	40 p
Targets	2 popper, 6 plates, 1 no-shoot, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	6.67%

Procedure	On the audible start signal engage targets.
Starting position	Shooter starts anywhere in the designated area. Firearm is loaded Option 1: Held in both hands in the normal position as demonstrated
Firearm ready condition	Loaded
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	