







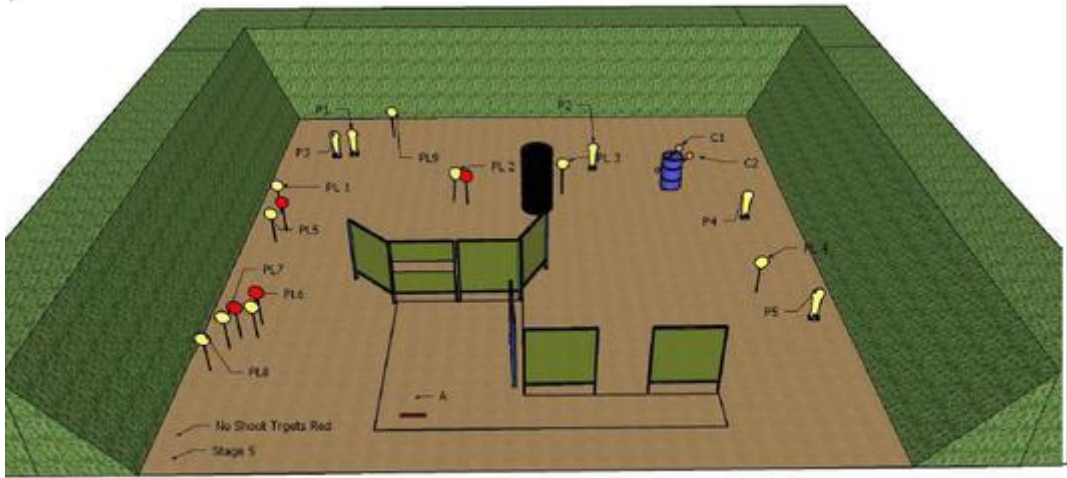
1. MOTRADE ENGINEERING

Diagram illustrating the layout of Stage 3 of the experiment. The arena is a rectangular space with a central V-shaped obstacle. The arena is divided into two green grassy areas and a central brown path. Various positions are marked with yellow and red dots, labeled PL 1 through PL 16. A legend in the bottom left corner indicates 'Stage 3'.

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. AD TACTICAL







STAGE NO	5	COURSE TYPE	Medium Course			RANGE NO	5				
AMMUNITION	Birdshot	Shotgun Ready Condition		Option 1		Maximum Points	80				
START POSITION		Shooter starts anywhere in demarcated area. Standing erect with the shotgun in the ready condition held in both hands as demonstrated.									
START PROCEDURE		After start signal engage targets from within designated area. P2 activates C1,C2. Which remain visible.									
	16		2		5		0		9		4

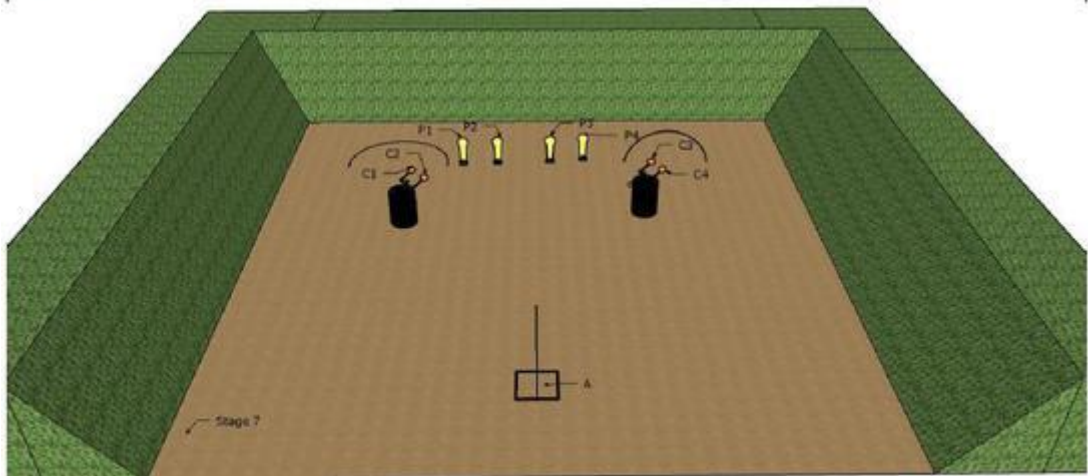


CoF	Comstock - Medium	Points	80 p
Targets	14 popper, 2 frangible, 4 no-shoot, Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	25.00%

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. DEL FORNO - LEMON TREE







STAGE NO	6	COURSE TYPE	Short Course				RANGE NO	7			
AMMUNITION	Birdshot	Shotgun Ready Condition			Option 2		Maximum Points	40			
START POSITION		Shooter starts anywhere in demarcated area. Standing erect with the shotgun in the ready condition held in both hands as demonstrated.									
START PROCEDURE		After start signal engage targets from within designated area. P1 activates C1,C2,C4 and C4, which remain visible.									
	8		4		4		0		0		0

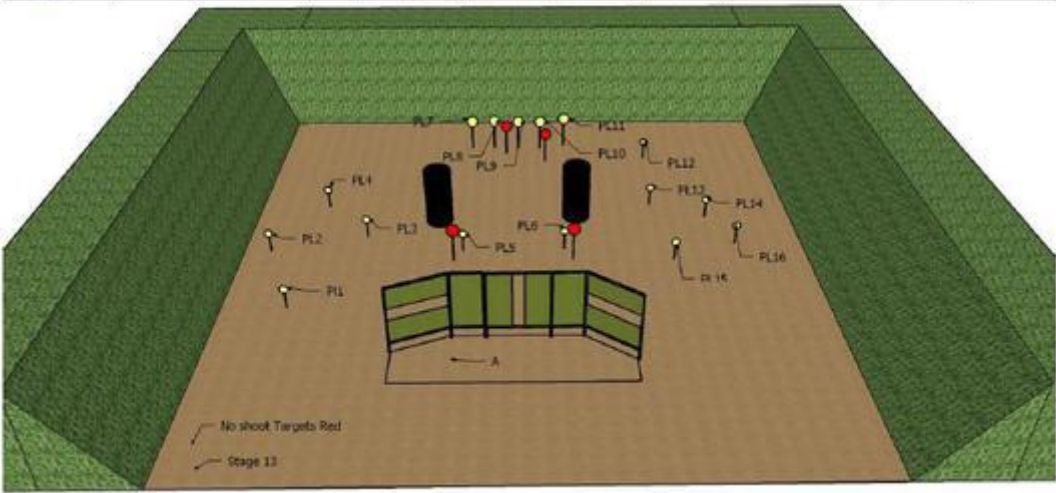


CoF	Comstock - Short	Points	40 p
Targets	4 popper, 4 frangible, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	12.50%

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. GOLDEN CITY

STAGE NO	7	COURSE TYPE	Medium Course			RANGE NO			13		
AMMUNITION	Birdshot	Shotgun Ready Condition			Option 1			Maximum Points		80	
START POSITION		Shooter starts anywhere in demarcated area. Standing erect with the shotgun in the ready condition held in both hands as demonstrated.									
START PROCEDURE		After start signal engage targets from within designated area.									
	16		0		0		0		16		4



CoF	Comstock - Medium	Points	80 p
Targets	16 popper, 4 no-shoot, Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	25.00%

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	