





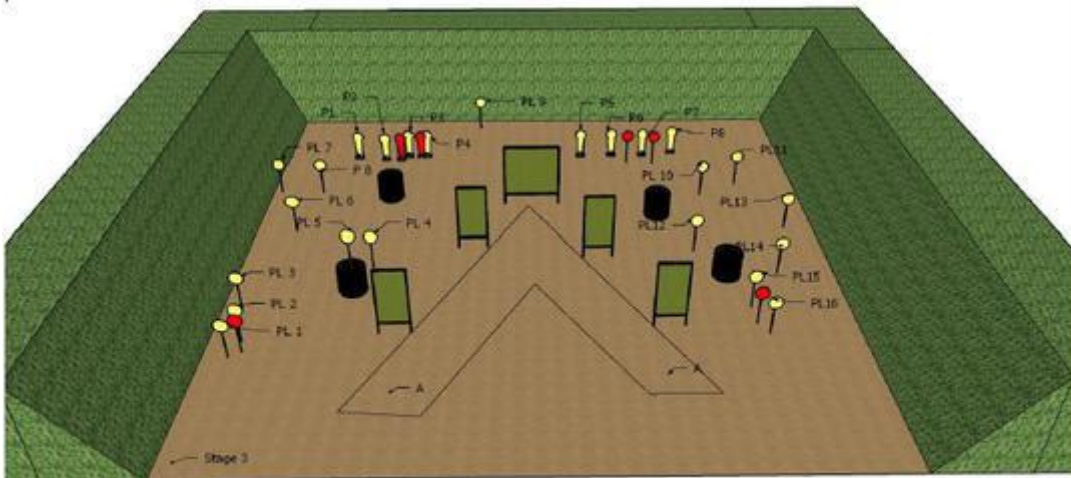


# 1. MOTRADE ENGINEERING







STAGE NO	4	COURSE TYPE	Long Course		RANGE NO	3					
AMMUNITION	Birdshot	Shotgun Ready Condition	Option 1		Maximum Points	120					
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.										
	24		0		0		8		16		6

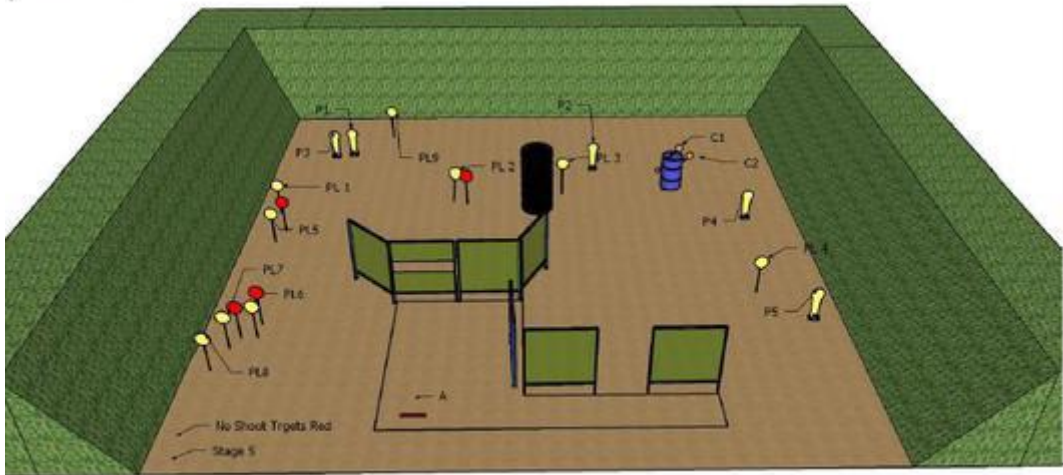


CoF	Comstock - Long	Points	120 p
Targets	24 popper, 6 no-shoot, Total 24 targets	Min rounds	24
Firearm	Shotgun	Match-%	37.50%

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. 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

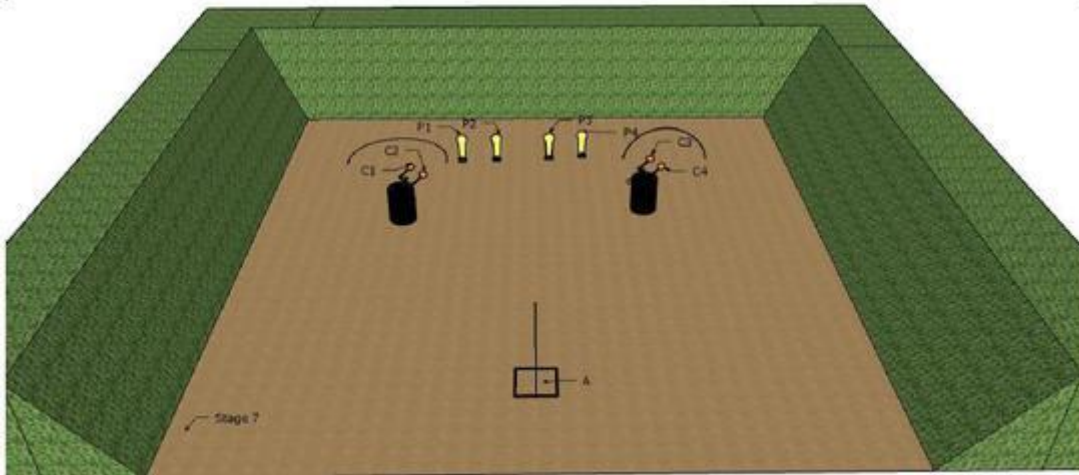


CoF	Comstock - Medium	Points	80 p
Targets	14 popper, 2 frangible, 4 no-shoot, Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	25.00%

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

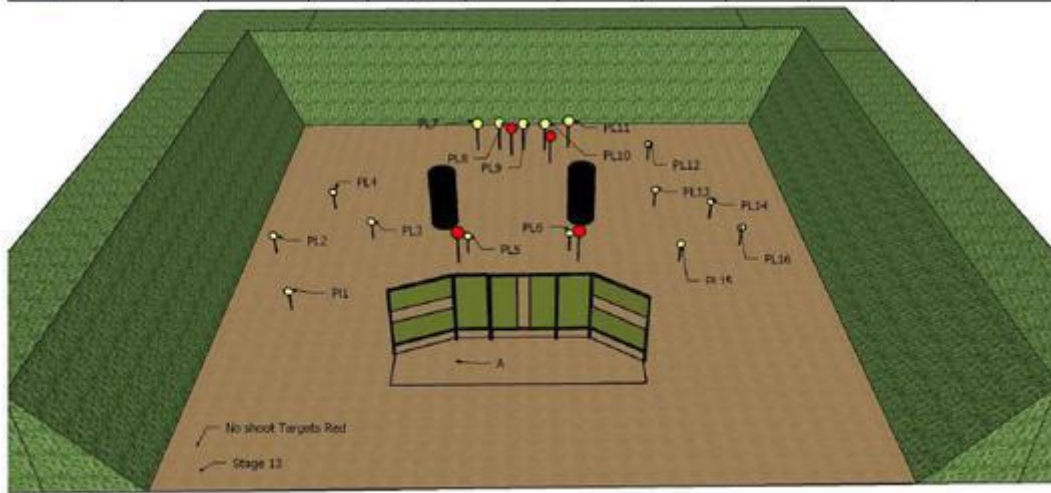


CoF	Comstock - Short	Points	40 p
Targets	4 popper, 4 frangible, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	12.50%

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	