





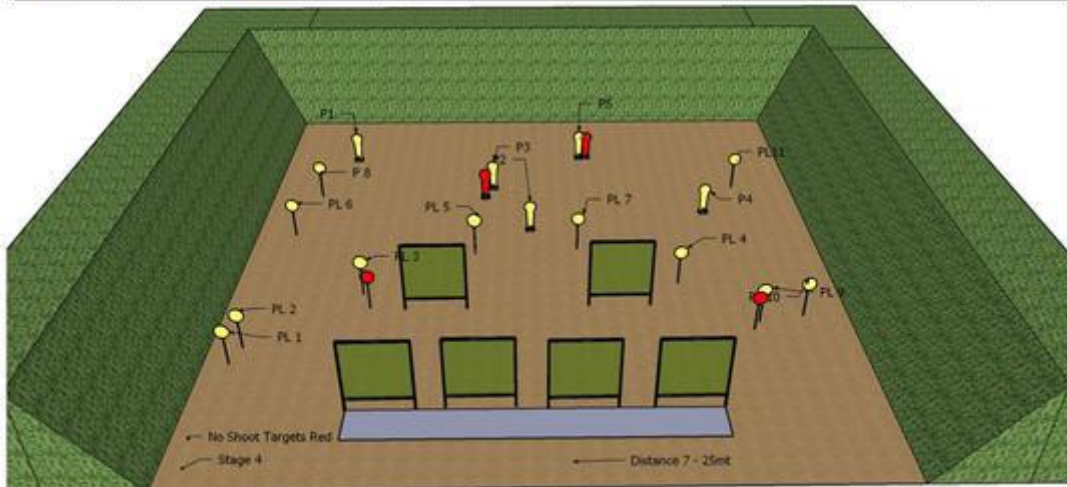


# 1. COMPLETE CABLING EQUIPMENT







STAGE NO	1	COURSE TYPE	Medium Course	RANGE NO	4						
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		3		2		11		4

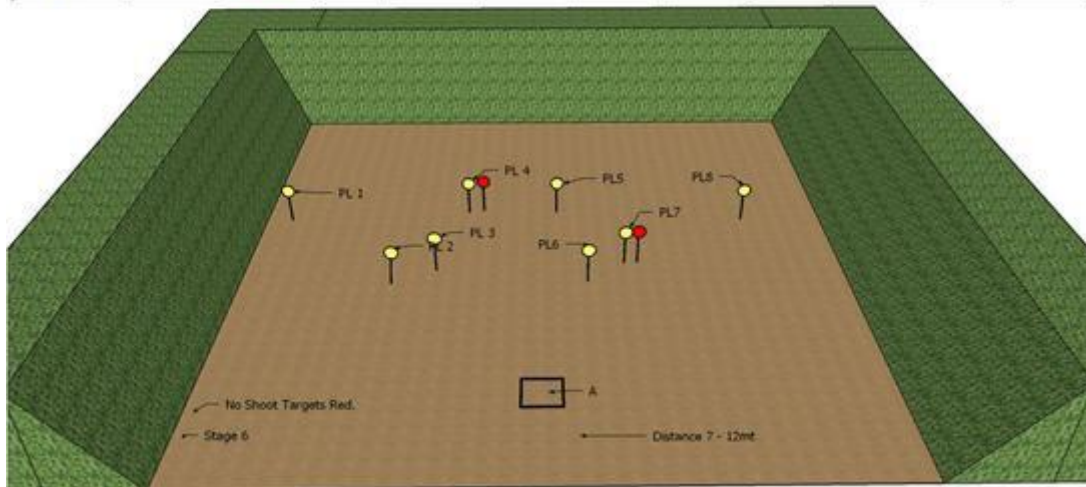


CoF	Comstock - Medium	Points	80 p
Targets	16 popper, 4 no-shoot, Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	20.25%

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. PIZZA DELFORNO - LEMON TREE







STAGE NO	2	COURSE TYPE	Short Course	RANGE NO	6						
AMMUNITION	Birdshot	Shotgun Ready Condition	Option 1	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.										
	8		0		0		0		8		2

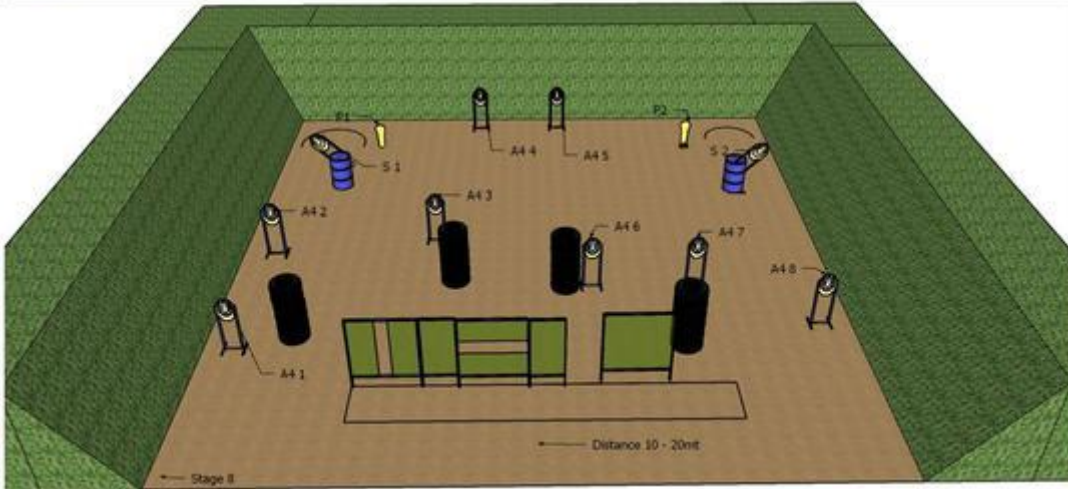


CoF	Comstock - Short	Points	40 p
Targets	8 popper, 2 no-shoot, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	10.13%

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. PROF ENGINEERING







STAGE NO	3	COURSE TYPE	Medium Course	RANGE NO	8						
AMMUNITION	Buck Shot	Shotgun Ready Condition	Option 1	Maximum Points	110						
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 Swinger 1 and P2 activates Swinger 2. Both remain visible.										
	12		10		2		0		0		0

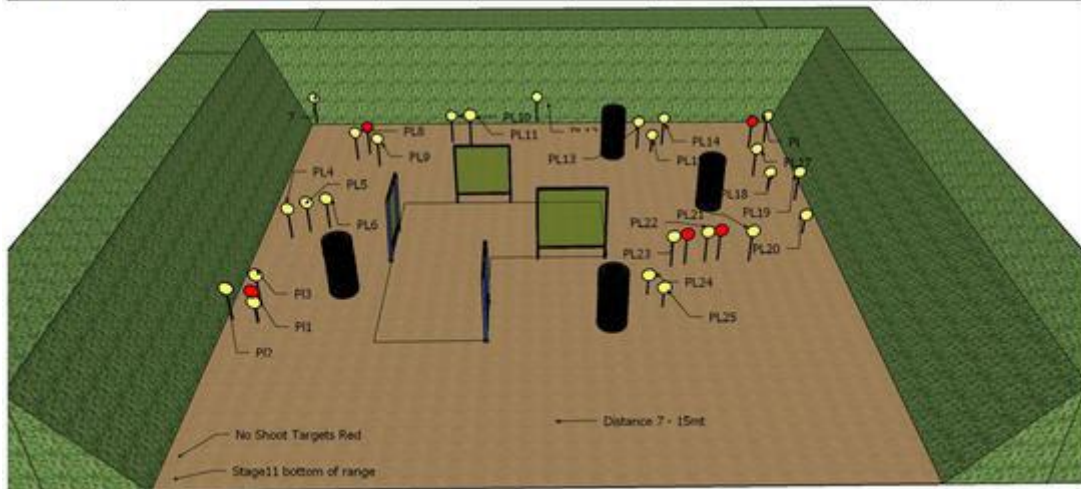


CoF	Comstock - Long	Points	110 p
Targets	10 paper, 2 popper, Total 12 targets	Min rounds	22
Firearm	Shotgun	Match-%	27.85%

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. SA BLOCK AFRIMAT







STAGE NO	4	COURSE TYPE	Long Course	RANGE NO	9						
AMMUNITION	Birdshot	Shotgun Ready Condition	Option 2	Maximum Points	125						
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.										
	25		0		0		0		25		5

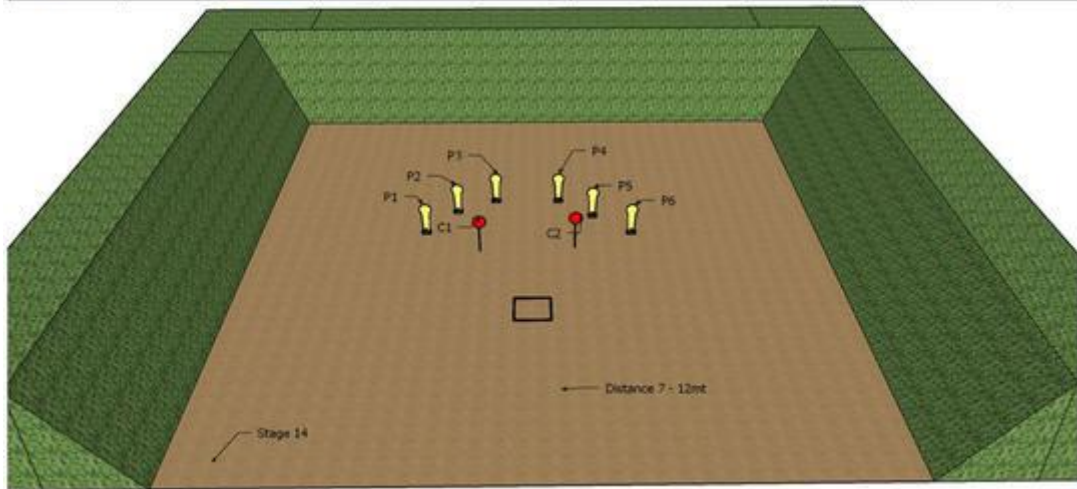


CoF	Comstock - Long	Points	125 p
Targets	25 popper, 5 no-shoot, Total 25 targets	Min rounds	25
Firearm	Shotgun	Match-%	31.65%

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. AD TACTICAL

STAGE NO	5	COURSE TYPE	Short Course	RANGE NO	5						
AMMUNITION	Birdshot	Shotgun Ready Condition	Option 1	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.										
	8		2		6		0		0		0



CoF	Comstock - Short	Points	40 p
Targets	6 popper, 2 frangible, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	10.13%

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	