1. MOTRADE ENGINEERING

t Shotgun Ready Co Shooter starts anyw the ready condition After start signal en 0	where in den held in both	hands as de	monstrated.	ect with the shotgun in rea.
the ready condition After start signal en	nheld in both	hands as de	monstrated.	rea.
		~	designated ar	
0	0	ମ 8	9	
				16 6
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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 C	ourse		RANGE	NO	5	
AMMUNITION	Birdshot	Birdshot Shotgun Ready Condition Optic		Option	1 Maximum Points		n Points	80	
START POSITION	Shooter starts anywhere in demarcated area. Standing erect with the si the ready condition held in both hands as demonstrated.								
START PROCEDU	RE	After start signal Which remain vis		ets from w	vithin d	designated	area. P2 a	ctivates C1,0	
16	0	2	5	R	0	9	9	1 4	
1-1		1 20-	1. 1. 1. 1. 12	A LON					

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 Co	ourse		RANGE	NO	7	
AMMUNITION	Birdshot	Shotgun Ready Condition		Optio	otion 2 Maximum Points		m Points	40	
START POSITIO	N	Shooter starts an the ready condition	where in d	emarcate oth hands	d area as der	. Standing monstrate	erect with th d.	ne shotgun i	
START PROCED	URE	After start signal C1,C2,C4 and C	engage targ 4, which rer	gets from visib	within o	designate	d area. P1 a	ctivates	
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				1 1 1	6		0		
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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		tedium Course RANGE NO 1:		OURSE TYPE Medium Course RANGE NO		SE TYPE Medium Course RANGE NO		3
AMMUNITION	Birdshot	Shotgun Ready C	Condition	Option	n 1	Maximu	m Points	8	0	
START POSITION		Shooter starts anywhere in demarcated area. Standing ere the ready condition held in both hands as demonstrated.			g erect with t d.	rect with the shotgun in				
START PROCEDU	RE	After start signal	engage targ	ets from v	within o	designate	d area.			
16			0	0	~	9	1.000		10	
			0 1.11	- PK11 - PK10 PK	O FLU		16		4	
	~	T "14 PH2 T-H3		PC11 PC10 9		-PLH P -RIM	16		4	
	8	F ni R2 P-R3 R1 R2		PLI T		PLA P_RIM	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	