COURSE DESIGNER : Batman   STAGE NAME: Copy
SHORT COURSE
SHOTGUN STAGE 1 for BUCK SHOT

Type of course:	Comstock
Targets:	2 IPSC targets
Pepper Poppers:	4
Plates:	0
No shoot targets:	0

Minimum rounds:	6
Possible points:	40
Distance:	7 - 30m
Start:	On audible signal.
Stop:	On last shot.
Penalties:	As per latest IPSC rules.

Shooter starts standing with shotgun in the ready position. Shotgun is loaded option 2. On signal engage targets as they become visible whilst remaining in demarcated area.
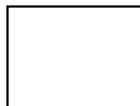
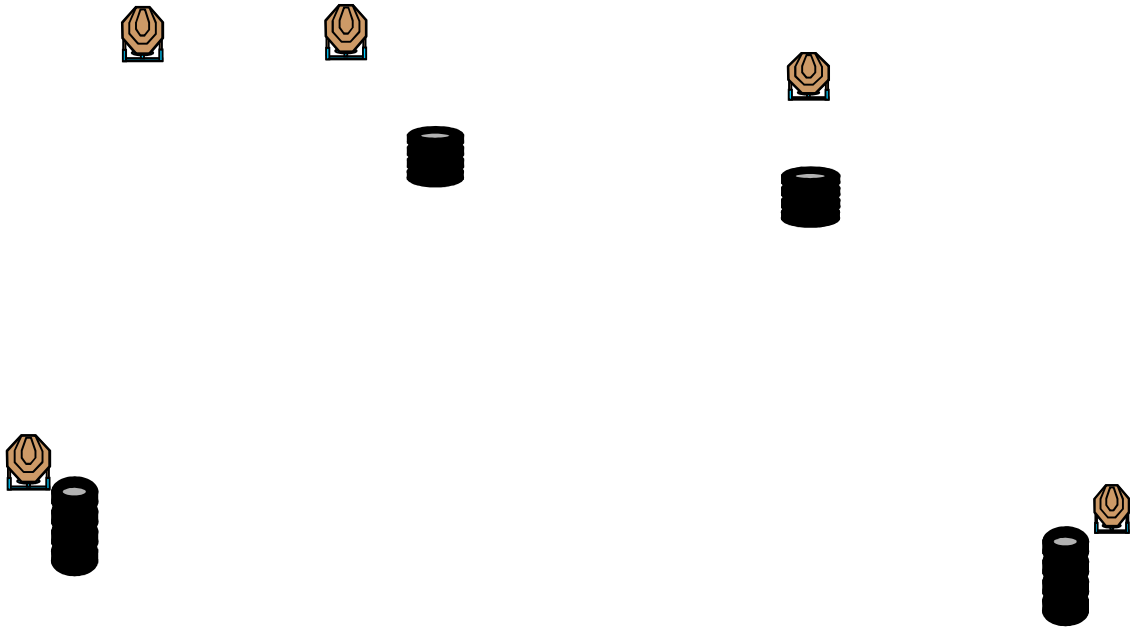|			
Type of course:	Comstock	Minimum rounds:	5
Targets:	5 IPSC targets	Possible points:	
Poppers:	0 IPSC Classic Poppers	Distance:	15- 35m
Plates:		Start:	On audible signal.
No shoot targets:	0	Stop:	On last shot.
		Penalties:	As per latest IPSC rules.

Shooter starts standing shotgun at ready position, anywhere in demarcated area,   On signal shoot targets as they become visible.
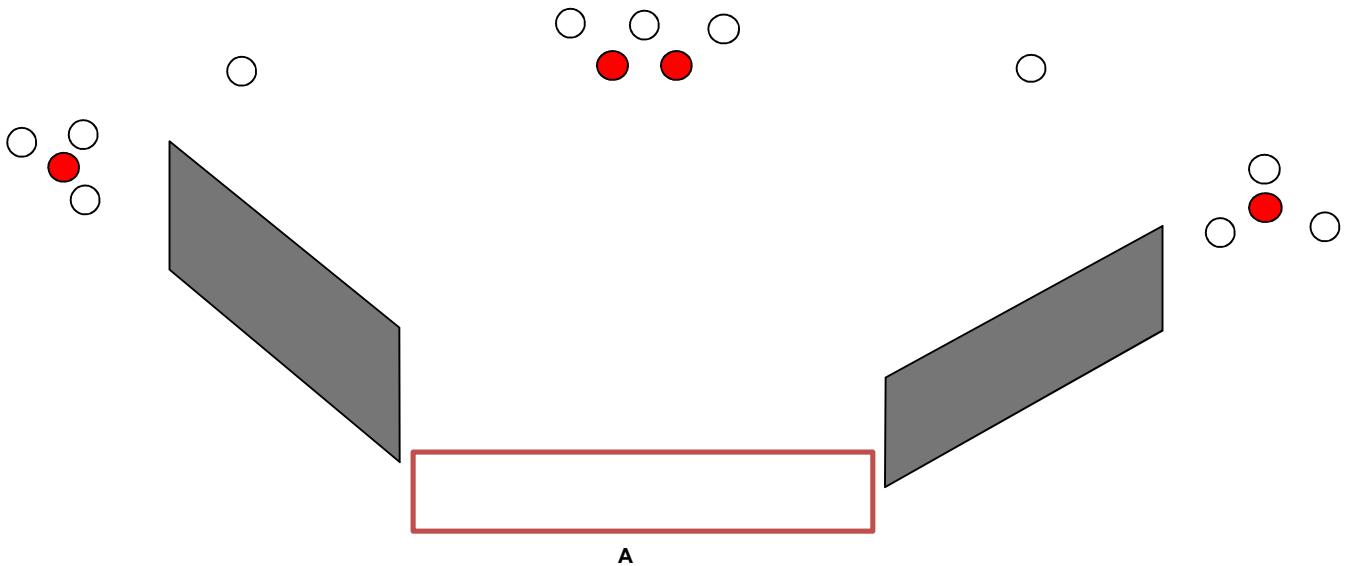
Notes for stage builder

Notes for Range Officer

COURSE DESIGNER : Captain America   STAGE NAME:
Medium COURSE
SHOTGUN STAGE 3 for Birdshot Ammo

Type of course:	Comstock	Minimum rounds:	11
Targets:	0	Possible points:	55
Poppers:	0	Distance:	5 -10
Plates:	11	Frangibles:	Start:	On audible signal.
0		Stop:	On last shot.
No shoot targets:	4	Penalties:	As per latest IPSC rules.

Shooter starts standing with one heel at A with shotgun in weak hand paralel to the ground. The gun is unloaded option 3.,On signal engage targets as they become visible whilst remaining in the demarcated area.
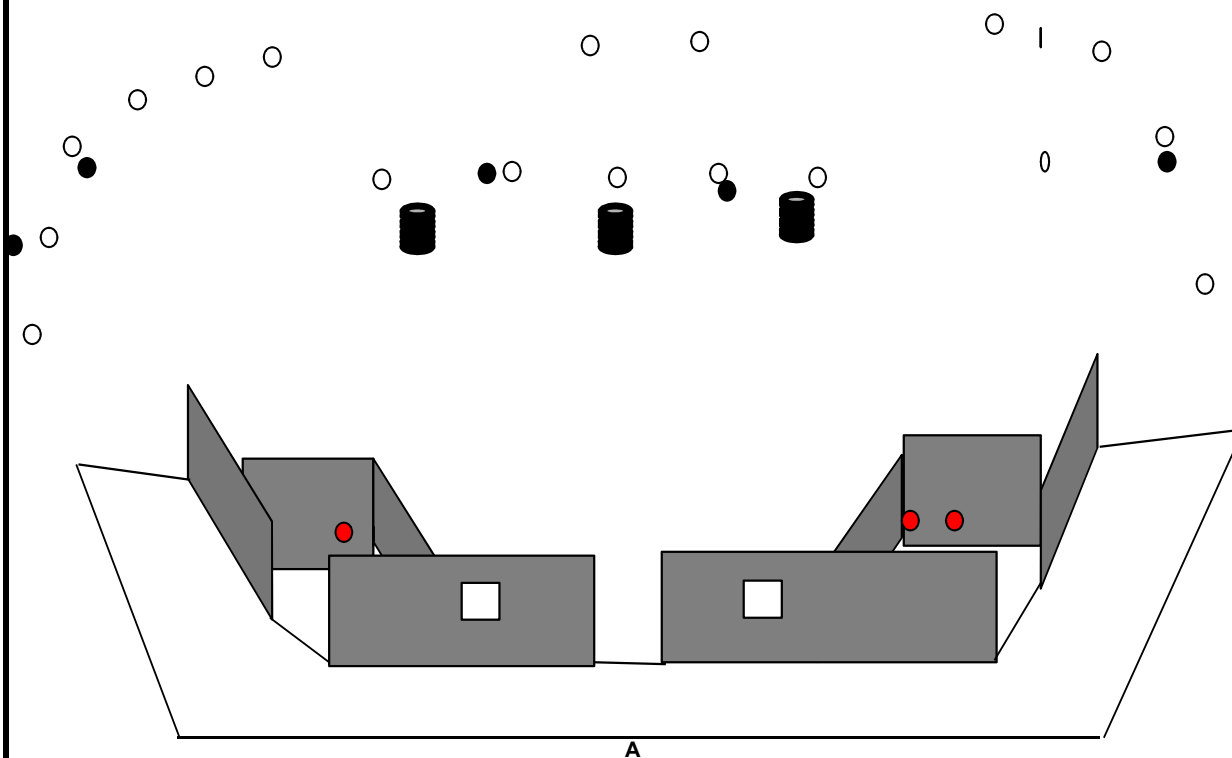

A

Notes for stage builder

Notes for Range Officer

COURSE DESIGNER : HULK   STAGE NAME:
LONG COURSE
SHOTGUN STAGE 4 for Birdshot Ammo

Type of course:	Comstock	Minimum rounds:	23
Targets:	0	Possible points:	115
Poppers:	0	Distance:	10 -15
Plates:	19	Start:	On audible signal.
Frangibles:	4	Stop:	On last shot.
No shoot targets:	5	Penalties:	As per latest IPSC rules.

Shooter starts standing with heels touching at A The shotgun is loaded option 1 and held in the ready position.
On signal engage targets as theybecome visible whilst remaining in the demarcated area.

Notes for stage builder

This is a "bushlane" type course to be constructed
at tyres course in the Stofgat .

Notes for Range Officer

Type of course:	Comstock	Minimum rounds:	6
Targets:	0	Possible points:	35
Poppers:	1	Distance:	7-12
Plates:	1	Start:	On audible signal.
Frangibles:	4	Stop:	On last shot.
No shoot targets:	0	Penalties:	As per latest IPSC rules.

Shooter starts standing in area A shotgun is loaded option 1 and held in the ready position. At signal shoot at targets while staying in the demarcated area. P1 will activate R1, S1 and S2 and B1.

P1

B1   S2   R1   S1

A
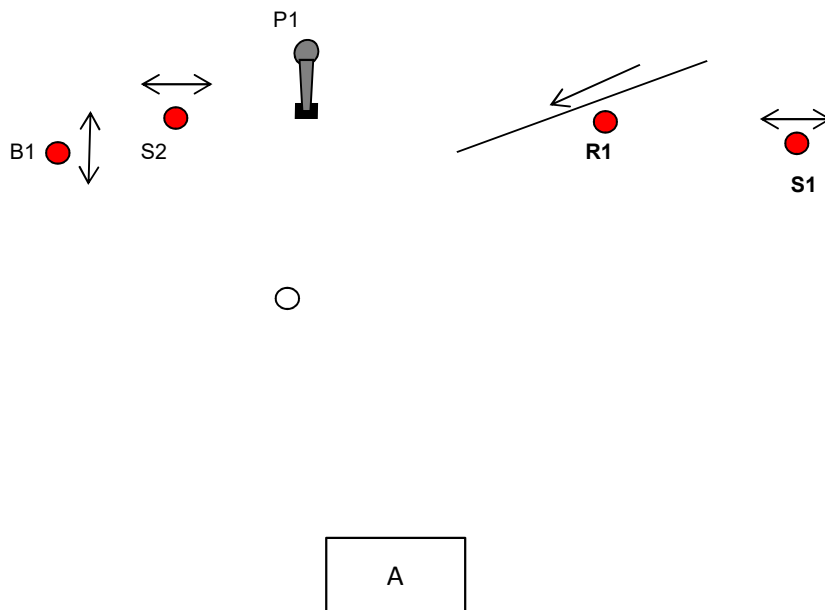
Notes for stage builder

T1 should only be visible from right hand corner.
T4 should only be visible from left hand corner.

Notes for Range Officer

COURSE DESIGNER: Spiderman   **NAME:**
MEDIUM COURSE
SHOTGUN STAGE 6 for Birdshot Ammo

Type of course: Comstock	Minimum rounds: 18
Targets: 0	Possible points: 90
Poppers: 0	Distance: 7-20m
Plates: 18	Start: On audible signal.
No shoot targets: 3	Stop: On last shot.
	Penalties: As per latest IPSC rules.

Shooter starts standing at A. Shotgun is loaded Option 1 and held in the ready position. Shoot at targets as they become visible while staying in the demarcated area.
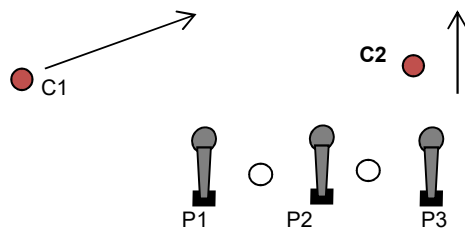
BUSHLANE

Notes for stage builder

Notes for Range Officer

COURSE DESIGNER: Magnificent 7   STAGE NAME:
SHORT COURSE
SHOTGUN STAGE 7 for Birdshot Ammo

Type of course:	Comstock	Minimum rounds:	7
Targets:	0	Possible points:	45
Poppers:	3	Distance:	10 - 20m
Plates:	2	Start:	On audible signal.
Frangibles:	2	Stop:	On last shot.
No shoot targets:		Penalties:	As per latest IPSC rules.

Shooter starts standing in area A with shotgun loaded Option 1 and held in the ready position. P1 will activate C1 and P3 will activate C2. C1 & C2 will score double. On signal engage targets as they become visable whilst remaining in the demarcated area.

Notes for stage builder

Notes for Range Officer