

1. Stage 1 - Bane 16

No image

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 1 popper, 1 plates, 4 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	10.34%

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. Stage 2 - Bane 16

No image

CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 2 popper, 2 plates, 4 no-shoot, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	20.69%

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. Stage 3 - Bane 15

No image

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	10.34%

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. Stage 4 - Bane 15

No image

CoF	Comstock - Medium	Points	120 p
Targets	7 paper, 3 popper, 7 plates, 4 no-shoot, Total 17 targets	Min rounds	24
Firearm	Handgun	Match-%	20.69%

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. Stage 5 - Bane 14

No image

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 2 popper, 2 plates, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	10.34%

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	

6. Stage 6 - Bane 14

No image

CoF	Comstock - Long	Points	160 p
Targets	12 paper, 2 popper, 6 plates, Total 20 targets	Min rounds	32
Firearm	Handgun	Match-%	27.59%

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	