1. Stage 1 - Bane 16

0.5	Comstock - Short	Deixte	00 -
CoF		Points	60 p
Targets	11 paper, 1 popper, 2 no-shoot, Total 12 targets	Min rounds	12
Firearm	Handgun	Match-%	10.53%
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

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 3 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	28.07%
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

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 plates, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	10.53%
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

CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 plates, 2 no-shoot, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	21.05%
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

CoF	Comstock - Short	Points	55 p
Targets	5 paper, 1 popper, Total 6 targets	Min rounds	11
Firearm	Handgun	Match-%	9.65%
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			

6. Stage 6 - Bane 14

CoF	Comstock - Medium	Points	115 p
Targets	11 paper, 1 popper, 1 no-shoot, Total 12 targets	Min rounds	23
Firearm	Handgun	Match-%	20.18%
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			