1. Stage 1 - Bane 16

CoF	Comstock - Short	Points	60 p
Targets	3 paper, 6 plates, Total 9 targets	Min rounds	12
Firearm	Handgun	Match-%	10.43%

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 - Medium	Points	120 p
Targets	9 paper, 6 plates, 1 no-shoot, Total 15 targets	Min rounds	24
Firearm	Handgun	Match-%	20.87%

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	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.43%

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 - Long	Points	155 p
Targets	15 paper, 1 popper, 2 no-shoot, Total 16 targets	Min rounds	31
Firearm	Handgun	Match-%	26.96%

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	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.43%

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	120 p
Targets	11 paper, 1 popper, 1 plates, 1 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	20.87%

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	