

# 1. Bane 10a - Stage 1

No Image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 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. Bane 10b - Stage 2

No Image

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, Total 12 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. Bane 16 - Stage 3

No Image

CoF	Comstock - Long	Points	160 p
Targets	16 paper, Total 16 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	

## 4. Bane 15 - Stage 4

No Image

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, Total 12 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. Bane 14a - Stage 5

No Image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 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. Bane 14b - Stage 6

No Image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 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	