1. Bane 13a - Stage 1

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 plates, 1 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	11.21%
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 13b - Stage 2

CoF	Comstock - Medium	Points	90 p
Targets	9 paper, 1 no-shoot, Total 9 targets	Min rounds	18
Firearm	Handgun	Match-%	16.82%
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 10a - Stage 3

CoF	Comstock - Short	Points	50 p
Targets	5 paper, 2 no-shoot, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	9.35%
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 10b - Stage 4

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 1 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	11.21%
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 10 - Stage 5

CoF	Comstock - Long	Points	160 p
Targets	13 paper, 4 popper, 2 plates, 2 no-shoot, Total 19 targets	Min rounds	32
Firearm	Handgun	Match-%	29.91%
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		
Sotup potes			
Setup notes			

6. Bane 9 - Stage 6

CoF	Comstock - Medium	Points	115 p
Targets	9 paper, 5 popper, 3 no-shoot, Total 14 targets	Min rounds	23
Firearm	Handgun	Match-%	21.50%
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			