

1. Bane 1.7 - Stage 1

No image

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

| | |
|-------------------------|---|
| Procedure | On Signal Engage all Targets. Popper IP2 activates Swinger 1 IT8. Popper IP3 activates Swinger 2 IT9. Moving targets will remain visible at rest. |
| Starting position | Anywhere within the demarcated area |
| Firearm ready condition | Gun loaded & holstered |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

2. Bane 1.8- Stage 2

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

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|-------------------------|--|
| Procedure | On Signal Engage all Targets. Popper IP2 activates Swinger 1 IT8. Popper IP3 activates Swinger 2 IT9. Moving targets will remain visible at rest. T1-T4 must be shot before passing first fault line |
| Starting position | Toes Touching Mark |
| Firearm ready condition | Gun loaded & holstered |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

3. Bane 2.9 - Stage 3

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|---------|--|------------|-------|
| CoF | Comstock - Short | Points | 50 p |
| Targets | 4 paper, 2 popper, 1 no-shoot, Total 6 targets | Min rounds | 10 |
| Firearm | Handgun | Match-% | 8.77% |

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|-------------------------|---|
| Procedure | On Signal Engage all Targets. Popper IP1 activates Swinger 1 IT1. Moving targets will remain visible at rest. |
| Starting position | Toes Touching Mark |
| Firearm ready condition | Gun loaded & holstered |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

4. Bane 2.10 - Stage 4

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| | | | |
|---------|--|------------|--------|
| CoF | Comstock - Medium | Points | 120 p |
| Targets | 11 paper, 2 popper, 2 no-shoot, Total 13 targets | Min rounds | 24 |
| Firearm | Handgun | Match-% | 21.05% |

| | |
|-------------------------|---|
| Procedure | On Signal Engage all Targets. Popper IP1 activates Swinger 1 IT7. Moving targets will remain visible at rest. |
| Starting position | Anywhere within the demarcated area |
| Firearm ready condition | Gun loaded & holstered |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

5. Bane 3.11 - Stage 5

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| | | | |
|---------|--|------------|--------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 5 paper, 2 popper, 1 no-shoot, Total 7 targets | Min rounds | 12 |
| Firearm | Handgun | Match-% | 10.53% |

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|-------------------------|--|
| Procedure | On Signal Engage all Targets. Popper P1 activates moving target T1. Moving target will be visible at rest. |
| Starting position | Toes Touching Mark |
| Firearm ready condition | Gun loaded & holstered |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

6. Bane 3.12 - Stage 6

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|---------|--|------------|--------|
| CoF | Comstock - Long | Points | 160 p |
| Targets | 15 paper, 2 popper, 2 no-shoot, Total 17 targets | Min rounds | 32 |
| Firearm | Handgun | Match-% | 28.07% |

| | |
|-------------------------|--|
| Procedure | On Signal Engage all Targets. Popper IP1 activates Bobber1 IT14. Moving targets will remain visible at rest. |
| Starting position | Heels touching yellow line |
| Firearm ready condition | Gun loaded & holstered |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |