## 1. Stage 1 - Bane 13a

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 2 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	10.71%
Procedure			
Starting position			
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 12a

CoF	Comstock - Short	Points	55 p
Targets	5 paper, 1 popper, 2 no-shoot, Total 6 targets	Min rounds	11
Firearm	Handgun	Match-%	9.82%
Procedure			
Starting position			
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 10a

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 plates, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	10.71%
Procedure			
Starting position			
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 16

CoF	Comstock - Medium	Points	115 p
Targets	10 paper, 1 popper, 2 plates, 2 no-shoot, Total 13 targets	Min rounds	23
Firearm	Handgun	Match-%	20.54%
Procedure			
Starting position			
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 15

CoF	Comstock - Medium	Points	110 p
Targets	11 paper, 2 no-shoot, Total 11 targets	Min rounds	22
Firearm	Handgun	Match-%	19.64%
Procedure			
Starting position			
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 - Long	Points	160 p
Targets	16 paper, 3 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	28.57%
Procedure			
Starting position			
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			