1. Stage 1 - Bane 16

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.71%
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, 4 popper, 2 plates, 3 no-shoot, Total 15 targets	Min rounds	24
Firearm	Handgun	Match-%	21.43%
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			

3. Stage 3 - Bane 15

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.71%
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 - Medium	Points	120 p
Targets	10 paper, 4 popper, 2 no-shoot, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	21.43%
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			

5. Stage 5 - Bane 14

CoF	Comstock - Short	Points	60 p
Targets	11 paper, 1 plates, 1 no-shoot, Total 12 targets	Min rounds	12
Firearm	Handgun	Match-%	10.71%
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 - Long	Points	140 p
Targets	13 paper, 1 popper, 1 plates, 1 no-shoot, Total 15 targets	Min rounds	28
Firearm	Handgun	Match-%	25.00%
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			