1. Stage 1 - Bane 16 Venstre

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	13.19%

Procedure	After signal engage all targets Weak hand only
Starting position	Toes touching green bar.
Firearm ready condition	Loaded, lying flat on the table, muzzle pointing downrange.
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 Højre

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	13.19%

Procedure	After signal engage all targets Strong hand only
Starting position	Heels touching green bar.
Firearm ready condition	Holstered, empty chamber, empty magwell.
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 - Long	Points	160 p
Targets	15 paper, 1 popper, 1 plates, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	35.16%

Procedure	After signal engage all targets. Popper P1 activates T13 Which is visible at rest.
Starting position	Anywhere in designated area
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 14 Venstre

CoF	Comstock - Short	Points	55 p
Targets	5 paper, 1 popper, Total 6 targets	Min rounds	11
Firearm	Handgun	Match-%	12.09%

Procedure	After signal engage all targets. P1 activate T3 which is visible at rest
Starting position	Anywhere inside designated area
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 - Medium	Points	120 p
Targets	11 paper, 1 popper, 1 plates, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	26.37%

Procedure	After signal engage all targets. P1 activate T3 which is visible at rest
Starting position	Anywhere inside designated area
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	