



Music City Tactical Shooters – March Outlaw Steel Match

- No limit on the amount of magazines, carry as many as you wish
- Reloads: Anytime, Anywhere, Any type, dropped loaded mags, speed loads, etc
- All props are considered hard cover. Any hits to hard cover that also hit threat targets will **NOT** count.

• **Pistol Divisions:**

- **Production** 10 round max in mags, DA, DA/SA, Striker, iron sights.
- **Limited** hi-cap 140mm max mags, race holsters, pouches, belts, iron sights
- **Single Stack** 1911 single stacks
- **Open** hi-cap 170mm max mags, race holsters, pouches, belts, comps, optics, any shotgun or pistol caliber carbine
- **Revolver** 6 shot revolvers, speedloaders, IDPA gear placement, iron sights
- **Open Revolver** 6, 7, or 8 shot revolvers, moon clips, race holsters, pouches, belts, comps, optics

• **Classifications:**

- None, heads up within the 5 divisions

• **Shotgun Divisions:**

- **Pump**
- **Auto**
- **Open**

• **Classifications:**

- None, heads up within the 5 divisions

• **Pistol Caliber Carbine Division:**

- **Carbine**

• **Classifications:**

- None, heads up within the 5 divisions



Music City Tactical Shooters – March Outlaw Steel Match Stage 1 Bay 1

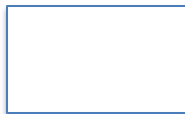
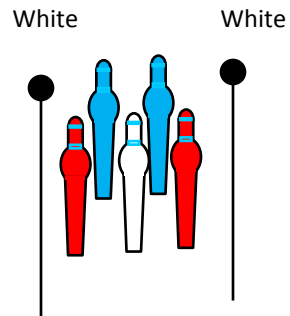
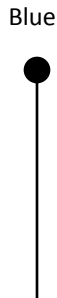
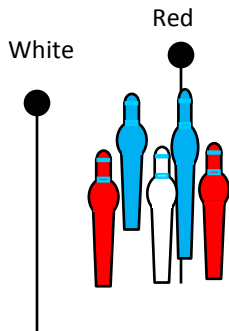
Course Designer: J. Michael Bresson

START POSITION: Standing in P1, Weapon loaded to division capacity and holstered. Hands in the surrender position.

STAGE PROCEDURE: At the signal, engage all colored steel targets in Red, White and Blue order. Multiple boxes for shooting cannot be done for any reason. All shots must be within the shooting box only.

STRINGS: 1
SCORING: 15 rounds min, Vickers
TARGETS: 0 threat, 0 non threat, 20 Steel
SCORED HITS: Steel must fall
PAR TIME: 25 Seconds

Note: Any plate knocked down from the wrong box will incur a 10 second penalty.





Music City Tactical Shooters – March Outlaw Steel Match

Stage 2 Bay 2

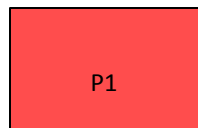
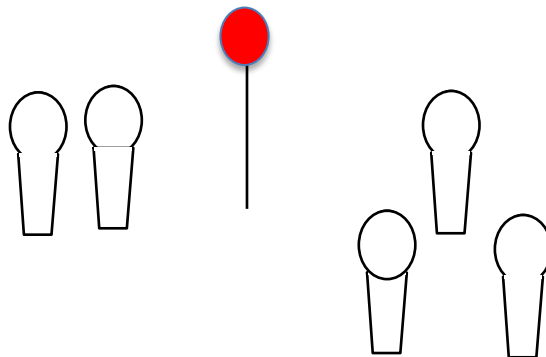
Course Designer: J. Michael Bresson

START POSITION: Standing at P1 (facing downrange), weapon loaded to division capacity and holstered. Hands in surrender position.

STAGE PROCEDURE: At the signal, engage all steel targets in any order until down (visible hit) with the stop plate (round target) must be shot last. All shots must be within the shooting box only.

STRINGS: 3
SCORING: 18 rounds min, Vickers
TARGETS: 0 threat, 0 non threat, 6 Steel
SCORED HITS: Visible Hit on Steel
START-STOP: Audible - Last shot
RULES: Outlaw

*Note: Stop plate shot = 10 second penalty plus possible FTN for each steel left up).





Music City Tactical Shooters – March Outlaw Steel Match

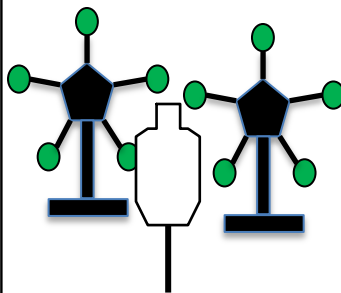
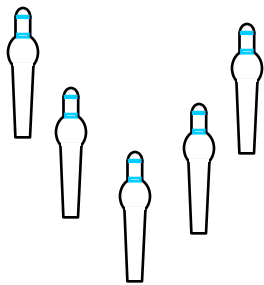
Stage 3 Bay 3

Course Designer: J. Michael Bresson

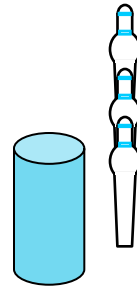
START POSITION: Standing at P1 (facing uprange), weapon loaded to division capacity and holstered. Hands in the surrender position.

STAGE PROCEDURE: At the signal, move to shooting box. Engage all steel targets in any order until down. All shots must be within the shooting box only.

STRINGS: 1
SCORING: 18 rounds min, Vickers
TARGETS: 0 threat, 0 non threat, 18 Steel
SCORED HITS: Steel Down
START-STOP: Audible - Last shot
RULES: Outlaw



Hardcover





Music City Tactical Shooters – March Outlaw Steel Match

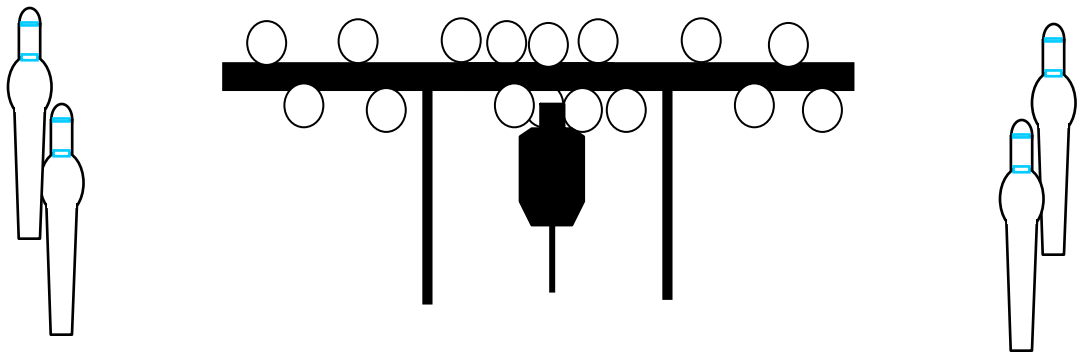
Stage 4 Bay 4

Course Designer: J. Michael Bresson

START POSITION: Weapon loaded to division capacity and holstered. Hands in the surrender position

STRINGS: 1
SCORING: 20 rounds min, Vickers
TARGETS: 0 threat, 0 non threat, 20 Steel
SCORED HITS: Steel must fall
START-STOP: Audible - Last shot
RULES: Outlaw

STAGE PROCEDURE: At the signal, move to shooting box. Engage all steel targets in any order until down. All shots must be within the shooting box only.





Music City Tactical Shooters – March Outlaw Steel Match

Stage 5 Bay 6

Course Designer: J. Michael Bresson

START POSITION: Standing at P1, weapon unloaded, slide forward and laying on the barrel. Hands relaxed by side.

STAGE PROCEDURE: At the sound of the buzzer, engage all targets in their designated order from the shooting area. Right side plates are with right hand only and left side plates with left hand only

STRINGS: 1
SCORING: 14 rounds min
TARGETS: 0 threat, 0 Non-Threats, 14 steel
SCORED HITS: Steel down
START-STOP: Audible - Last shot
RULES: Outlaw

