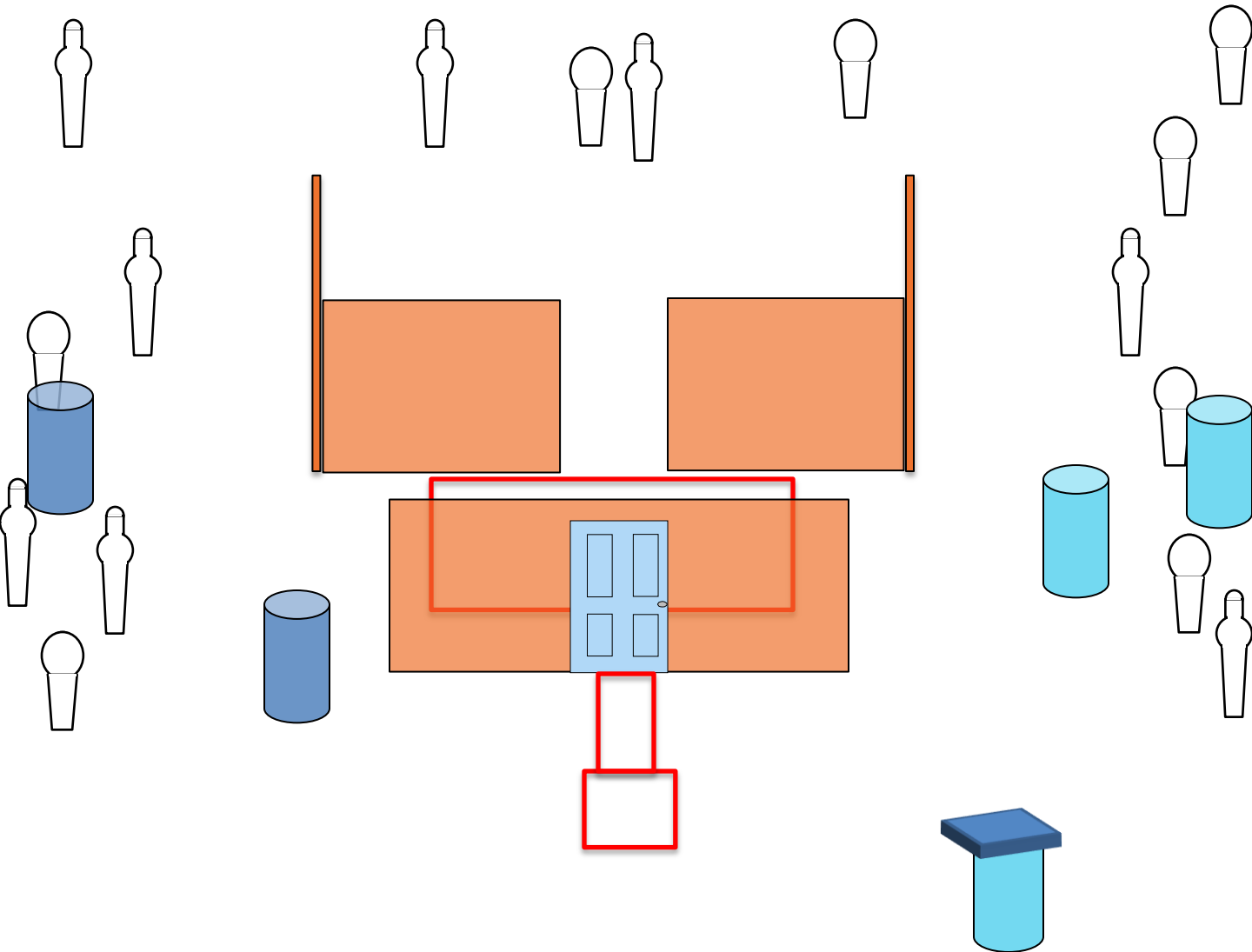




The Entry
Stage: 1 Bay: 1
Designed by: John R. Finkle

Outlaw Steel

START POSITION: P – 1, weapon and one mag on barrel.	STRINGS: 1
STAGE PROCEDURE: At the signal retrieve and load your weapon and engage targets from shooting area.	SCORING: 16 Steel 80 pts. comstock
	TARGETS: 8 Colt, 8 PP
	SCORED HITS: Steel Must Fall
	START-STOP: Audible - Last shot
	RULES: Outlaw Steel



P-1



The Door

Stage: 2 Bay: 2

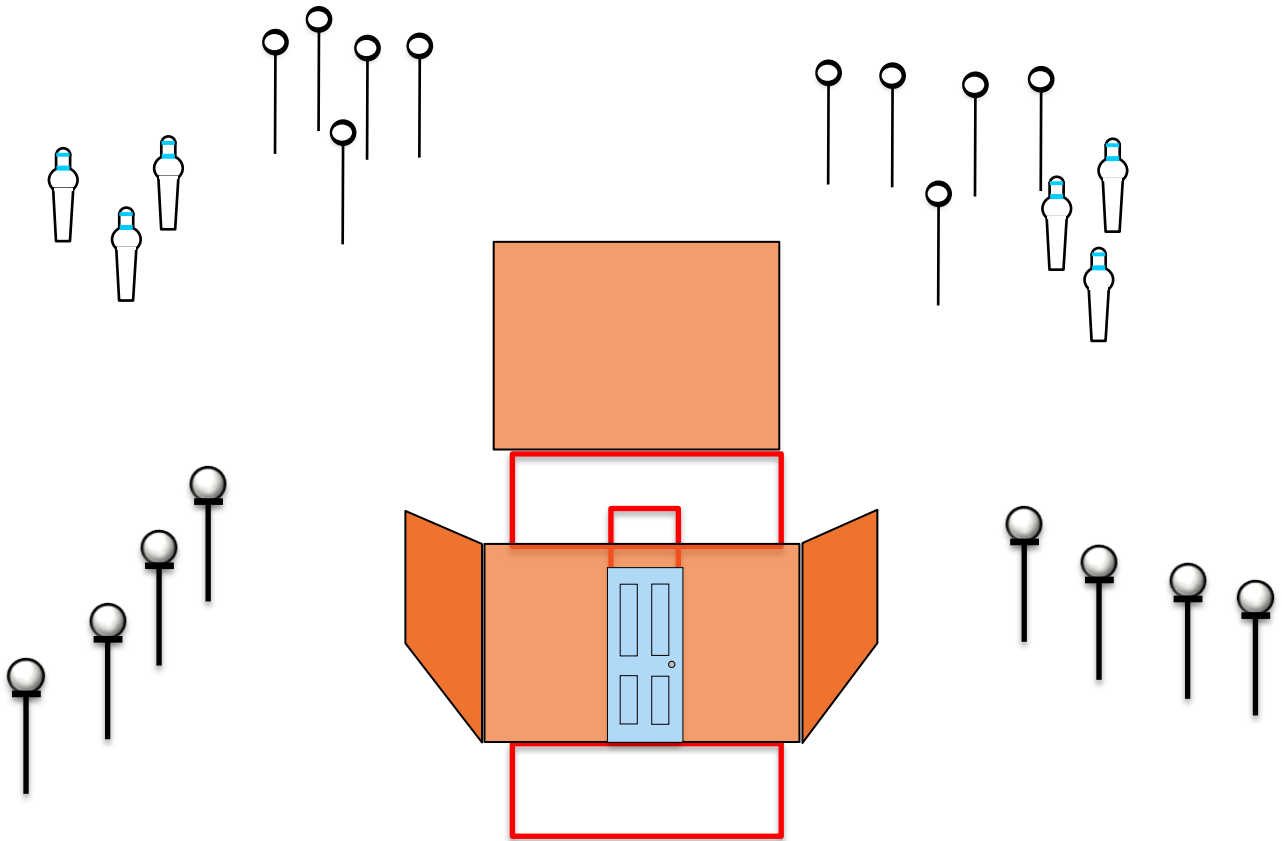
Designed by: John R. Finkle

Outlaw Steel

START POSITION: P – 1 Weapon holstered and loaded to division capacity.

STAGE PROCEDURE: At the signal draw your weapon and engage targets.

STRINGS: 1
SCORING: 24 rounds 120 pts comstock
TARGETS: 10- 4" and 8-8" plates, 6 USP
SCORED HITS: Steel Must Fall
START-STOP: Audible - Last shot
RULES: Outlaw Steel





The Window

Stage: 3 Bay: 3

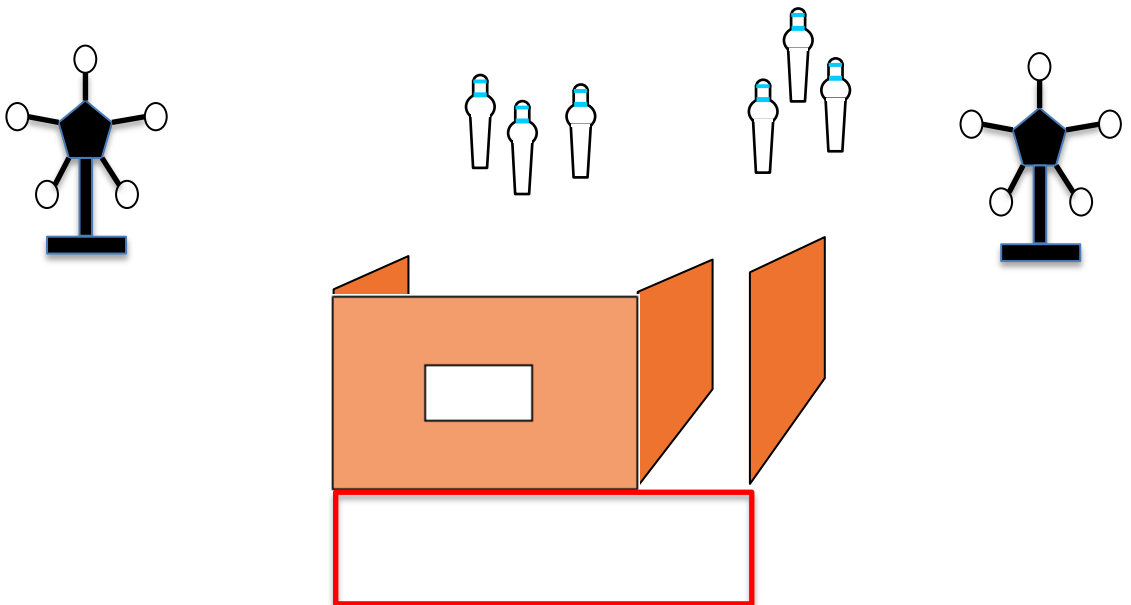
Designed by: John R. Finkle

Outlaw Steel

START POSITION: P – 1 Weapon holstered and loaded to division capacity.

STAGE PROCEDURE: At the signal draw your weapon and engage targets.

STRINGS: 1
SCORING: 16 rounds 80 pts comstock
TARGETS: 10 TS, 6 USP
SCORED HITS: Steel Must Fall
START-STOP: Audible - Last shot
RULES: Outlaw Steel





The Wall
Stage: 4 Bay: 3
Designed by: John R. Finkle

*Outlaw
Steel*

START POSITION: P – 1 Weapon holstered and loaded to division capacity.

STAGE PROCEDURE: At the signal draw your weapon and engage targets. Regular Plate racks must be engaged Strong hand and weak hand only.

STRINGS: 1
SCORING: 28 rounds 140 pts comstock
TARGETS: 16 PP. 12 RP
SCORED HITS: Steel Must Fall
START-STOP: Audible - Last shot
RULES: Outlaw Steel

