



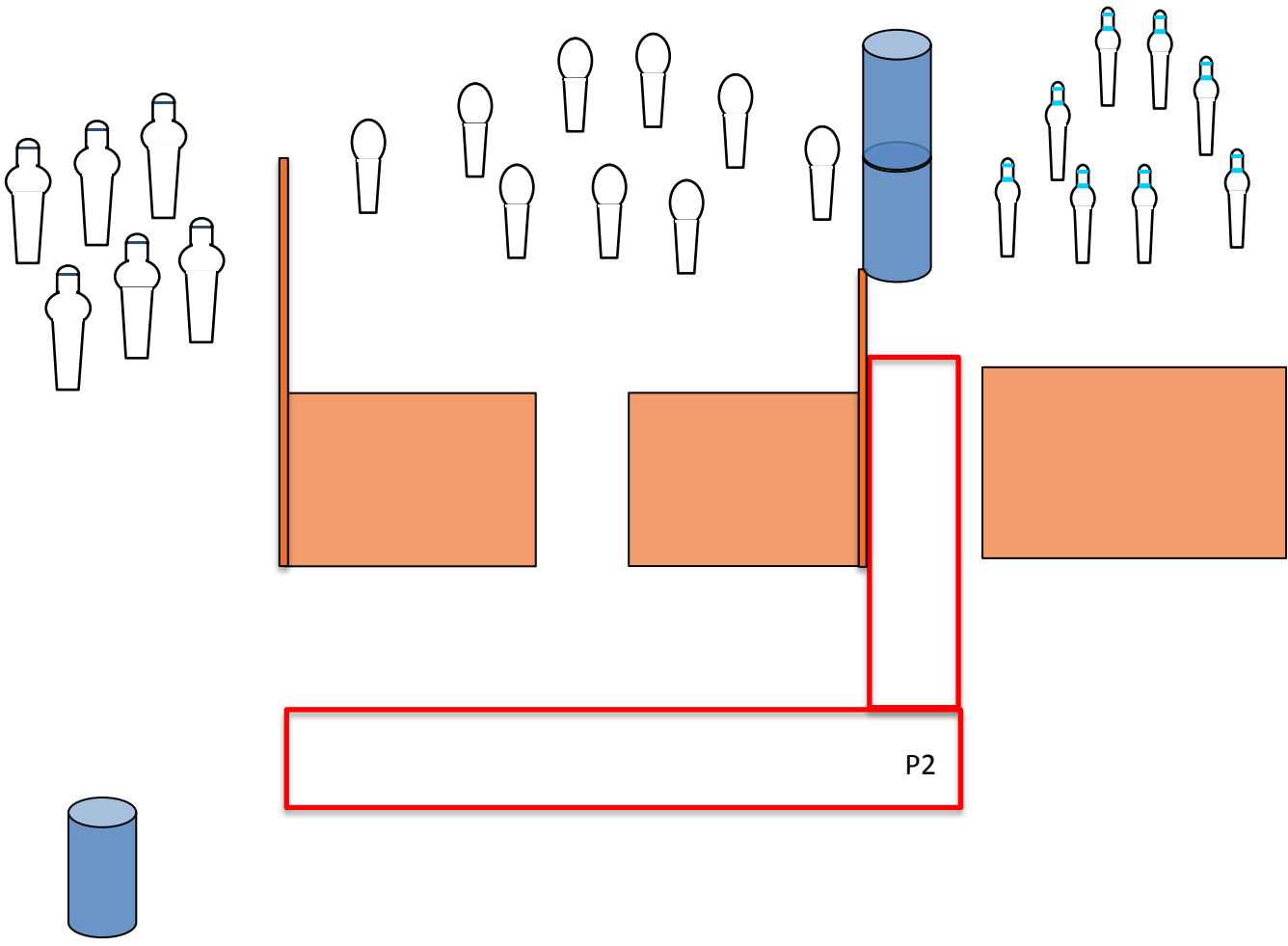
Music City Tactical Shooters
Stage:1 Bay:1
Course Designer: John R. Finkle

*Outlaw
Steel*

START POSITION: S1, P – 1 Weapon unloaded and laying on barrel. One magazine on barrel.
S2, Weapon loaded and holstered. Inside area at P – 2.

STAGE PROCEDURE: At signal engage all steel from shooting area.

STRINGS: 2
SCORING: 46 rounds min Comstock 230 pts.
TARGETS: 23 Steel
SCORED HITS: Steel must fall
START-STOP: Audible - Last shot
RULES: Outlaw Match



P1

P2



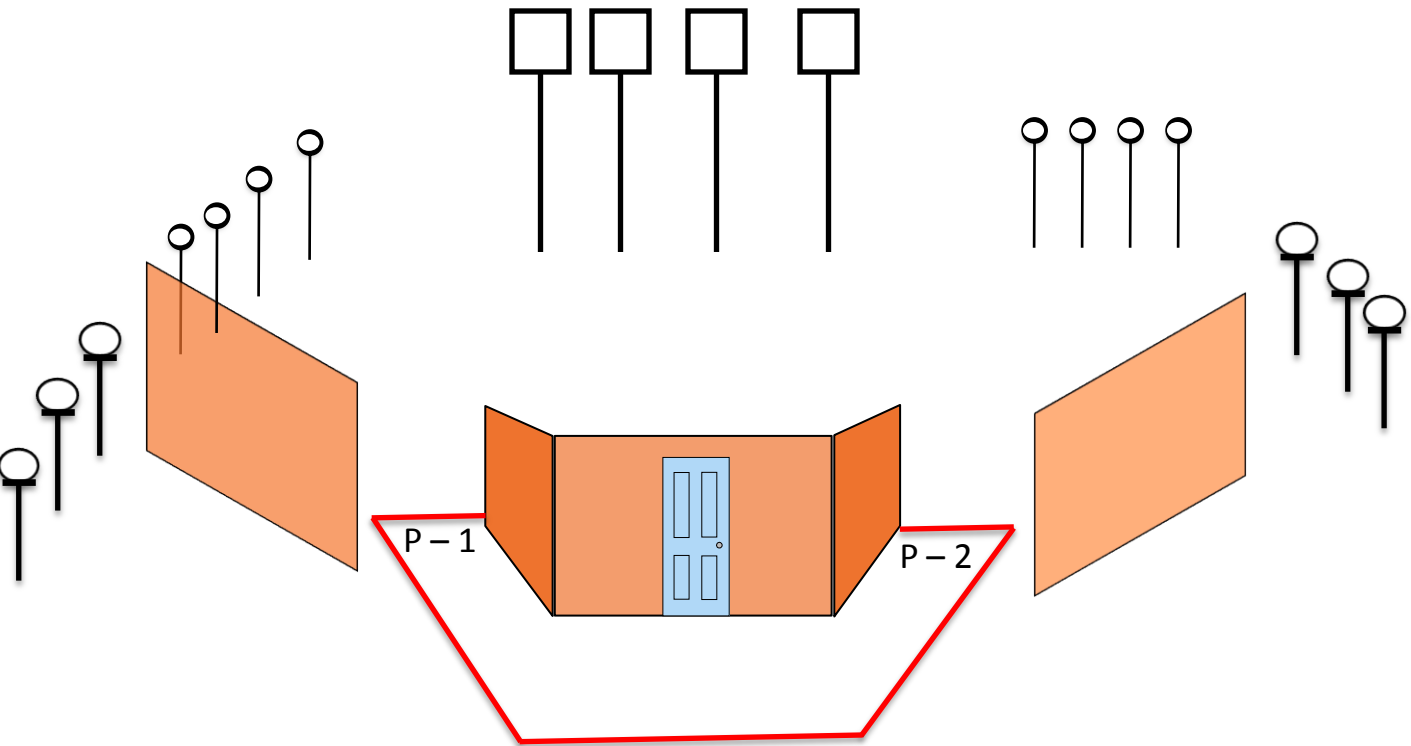
Music City Tactical Shooters
Stage:2 Bay:2
Course Designer: John R. Finkle

*Outlaw
Steel*

START POSITION: S1, P - 1 Weapon loaded and holstered.
S2, P - 2 Weapon unloaded and holstered.

STRINGS: 2
SCORING: 36 rounds min Comstock 180 pts.
TARGETS: 18 Steel
SCORED HITS: Steel must fall or challenge plates be hit.
START-STOP: Audible - Last shot
RULES: Outlaw Match

STAGE PROCEDURE: Engage all steel from shooting area.





Music City Tactical Shooters
Stage:4 Bay:4
Course Designer: John R. Finkle

*Outlaw
Steel*

START POSITION: S1, Any box, weapon loaded and holstered.
S2, Left hand box. Weapon loaded and holstered. Plate racks pinned.

STAGE PROCEDURE: S1, Engage each array from box in front of it.
S2, Shoot LH array left hand only and then move to RH array and shoot it right hand only. Move to center and shoot tree freestyle to finish.

STRINGS: 2
SCORING: 44 rounds min Comstock 220 pts.
TARGETS: 22 Steel
SCORED HITS: Steel must fall or flip
START-STOP: Audible - Last shot
RULES: Outlaw Match

