



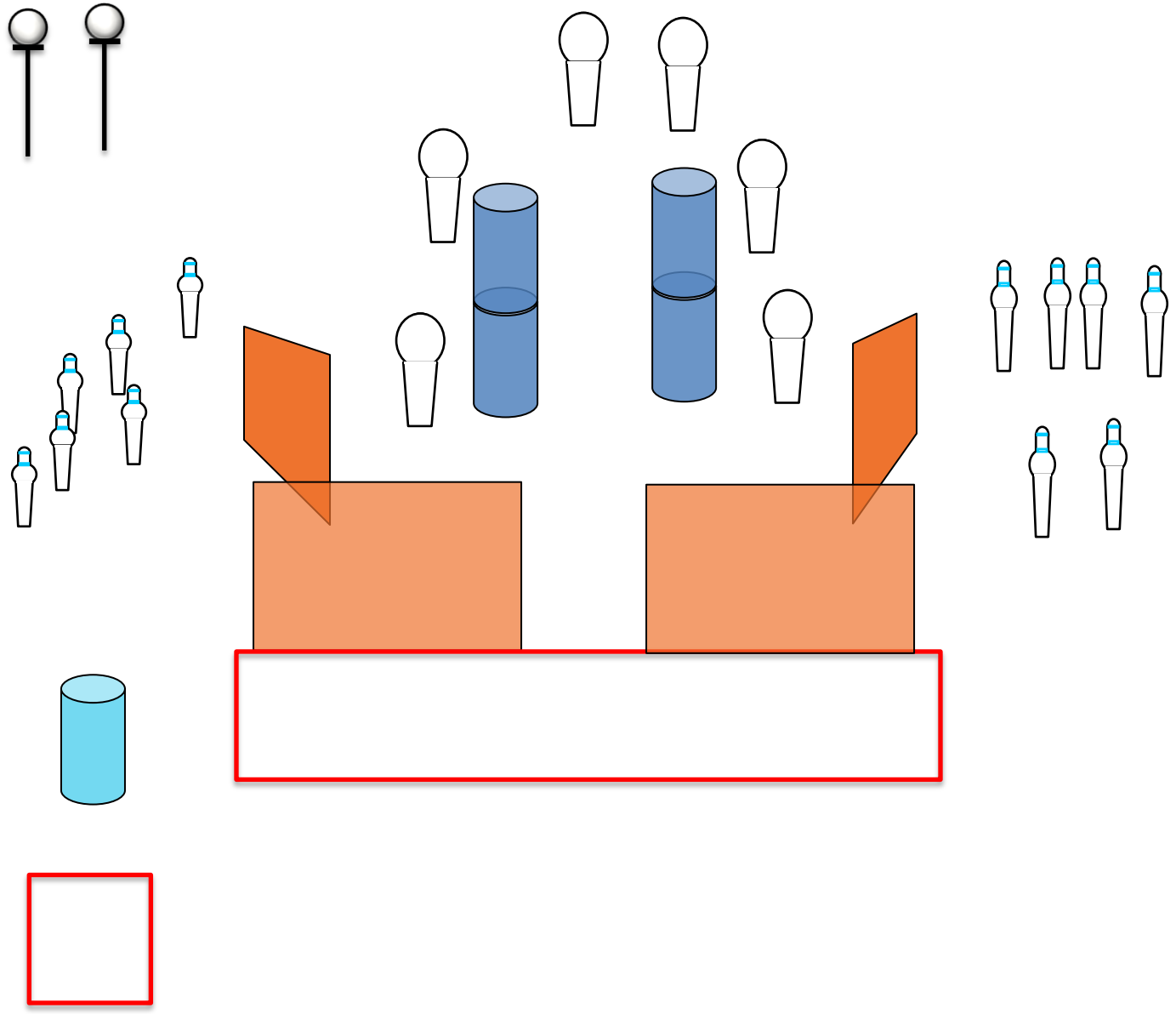
Music City Tactical Shooters
Stage:1,2 Bay:1
Course Designer: John R. Finkle

*Outlaw
Steel*

START POSITION: STR. 1 Inside large box. Gun loaded and holstered.
Str. 2 Standing in box. Gun empty, on barrel, with one mag.

STAGE PROCEDURE: STR. 1 Shoot until steel is down. Do not engage head plates.
STR. 2 Retrieve and load weapon. Engage far head plates from initial box for 10 second bonus. Optional, will not count against your score if left standing.

STRINGS: 2
SCORING: 32 rounds min Comstock 160 pts.
TARGETS: 16 Steel
SCORED HITS: Steel must fall
START-STOP: Audible - Last shot
RULES: Outlaw Match





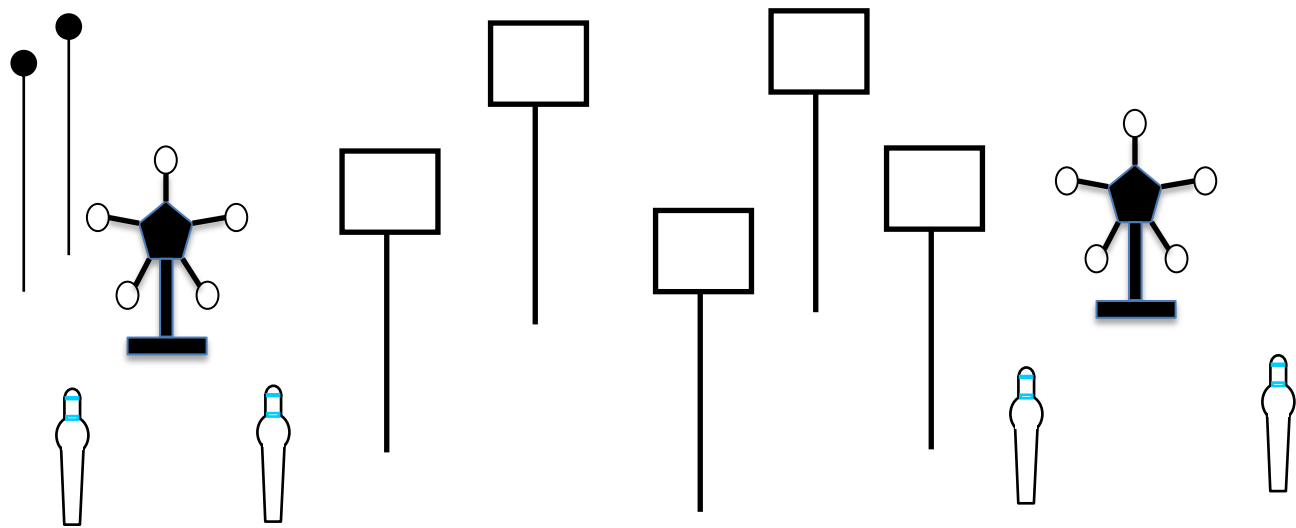
Music City Tactical Shooters
Stage:3,4 Bay:3
Course Designer: John R. Finkle

Outlaw Steel

START POSITION: Str. 1 Any box. Gun loaded and holstered. Str. 2 Far right box. Gun unloaded and holstered.

STAGE PROCEDURE: Str. 1 Engage each array from box in front of it. Do not shoot head plates. Ring steel challenge plates. Str. 2 Engage two small head plates for 10 second bonus from right side box. No penalty. Each array from it's box.

STRINGS: 2
SCORING: 38 rounds min Comstock 190 pts.
TARGETS: X Steel
SCORED HITS: Steel must fall or ring
START-STOP: Audible - Last shot
RULES: Outlaw Match
Too cold to paint, so get good hits on steel challenge plates.





Music City Tactical Shooters
Stage: 5, 6 Bay:4
Course Designer: John R. Finkle

*Outlaw
Steel*

START POSITION: STR. 1 Inside large box. Gun loaded and holstered. Racks pinned. Str. 2 Inside small box, gun loaded and holstered.

STAGE PROCEDURE: STR. 1 Engage steel from inside of box. Ignore outside head plates. STR. 2 Shoot 2 outside small head plates for 10 second bonus. No penalty.

STRINGS: 2
SCORING: 50 rounds min Comstock 250 pts.
TARGETS: 25 Steel
SCORED HITS: Steel must fall
START-STOP: Audible - Last shot
RULES: Outlaw Match

