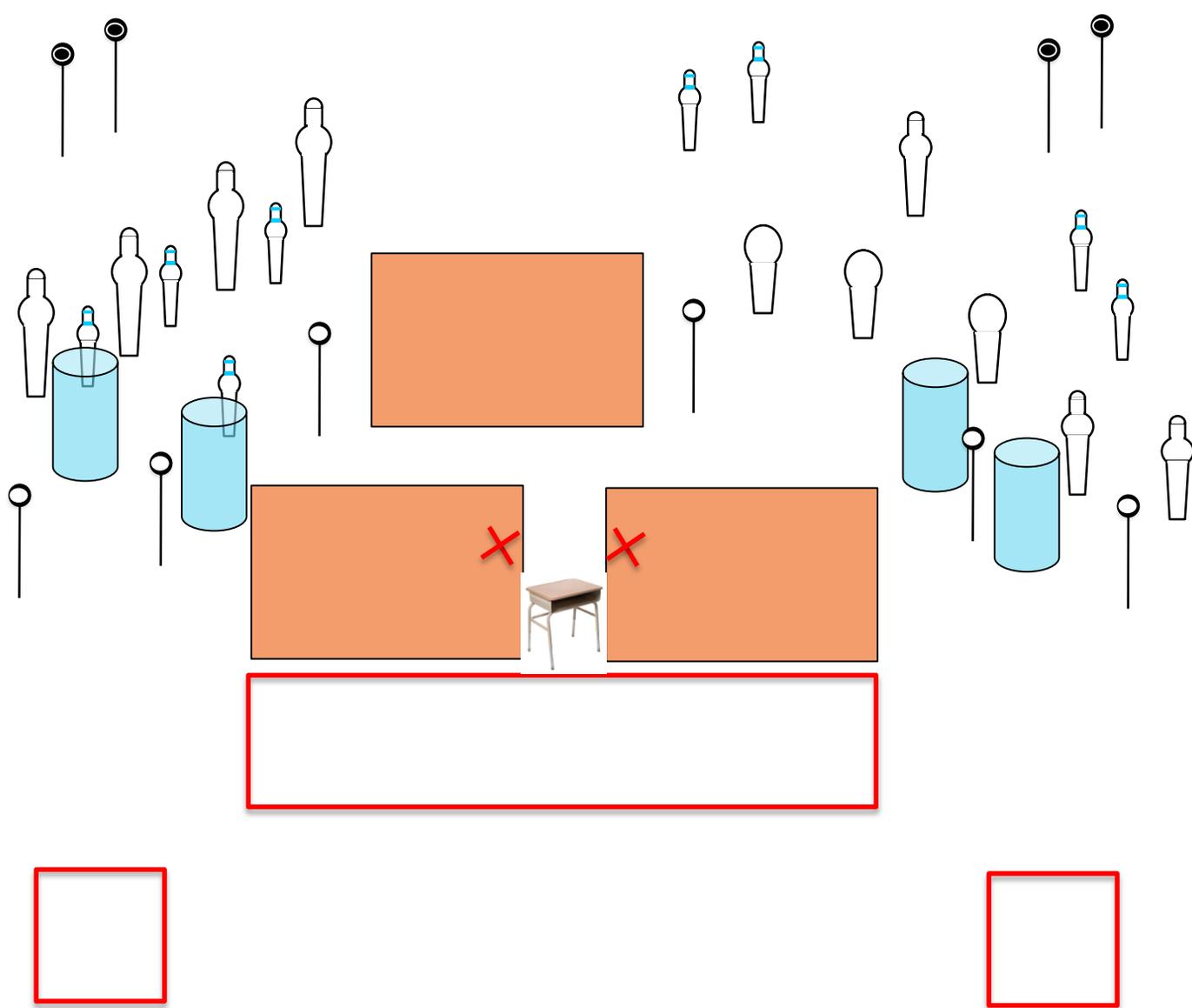




Music City Tactical Shooters  
Stage: 1 and 2 Bay: 1  
Course Designer: John R. Finkle

# Outlaw Steel

<b>START POSITION:</b> Hands on X's, weapon on table loaded, empty chamber. If shotgun start: pistol will be holstered and loaded with empty chamber.	<b>STRINGS:</b> 1 <b>SCORING:</b> 48 rounds min Comstock 240 pts. <b>TARGETS:</b> 24 Steel <b>SCORED HITS:</b> Steel must fall <b>START-STOP:</b> Audible - Last shot <b>RULES:</b> Outlaw Match. <b>BONUS PLATES:</b> First plate Minus 2.5 sec. Second Minus 5 sec. Third Minus 7.5 sec. Forth Minus 10 sec. All four Total Minus 25 sec.
<b>STAGE PROCEDURE:</b> Str. 1 – Engage all targets from shooting area except bonus plates. Str. 2 – Engage all targets form shooting area except bonus plates which are taken from each box.	

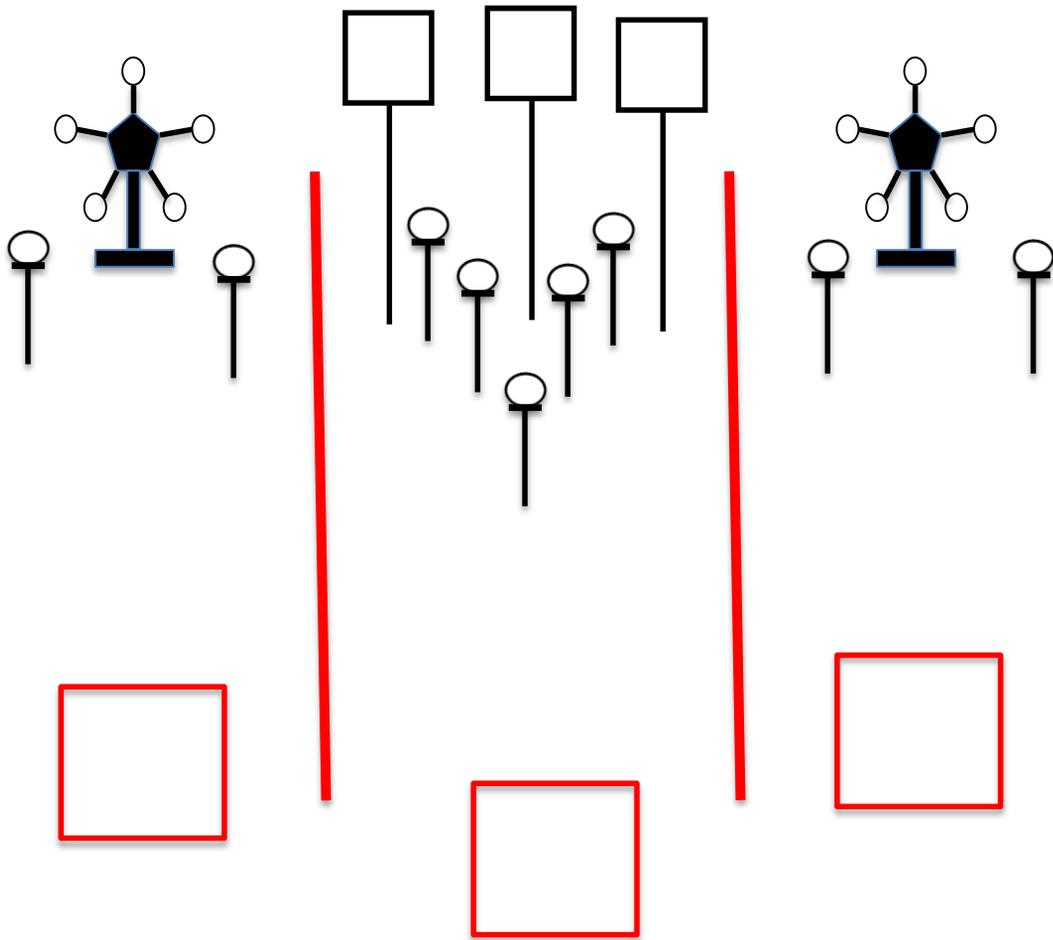




Music City Tactical Shooters  
Stage: 3 and 4 Bay: 3  
Course Designer: John R. Finkle

# Outlaw Steel

<b>START POSITION:</b> Any box. Pistol unloaded.	<b>STRINGS:</b> 2 <b>SCORING:</b> 44 rounds min Comstock 110 pts. <b>TARGETS:</b> 22 Steel <b>SCORED HITS:</b> Steel must fall or be rung. <b>START-STOP:</b> Audible - Last shot <b>RULES:</b> Outlaw Match
<b>STAGE PROCEDURE:</b> Str. 1 – Engage all targets. Each array from it's box. Str. 2 – Engage all head plates first then the rest. Each array from it's box.	





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

# *Outlaw Steel*

<b>START POSITION:</b> Anywhere inside of shooting area. Pistol loaded and holstered.	<b>STRINGS:</b> 2 <b>SCORING:</b> 56 rounds min Comstock 140 pts. <b>TARGETS:</b> 28 Steel <b>SCORED HITS:</b> Steel must fall <b>START-STOP:</b> Audible - Last shot <b>RULES:</b> Outlaw Match
<b>STAGE PROCEDURE:</b> Str. 1 Racks pinned. At signal engage all targets. Str. 2 – 15 second bonus for unpinned racks.	

