



MCTS Indoor – NA July 2015 #3

Stage 1 Run n Gun

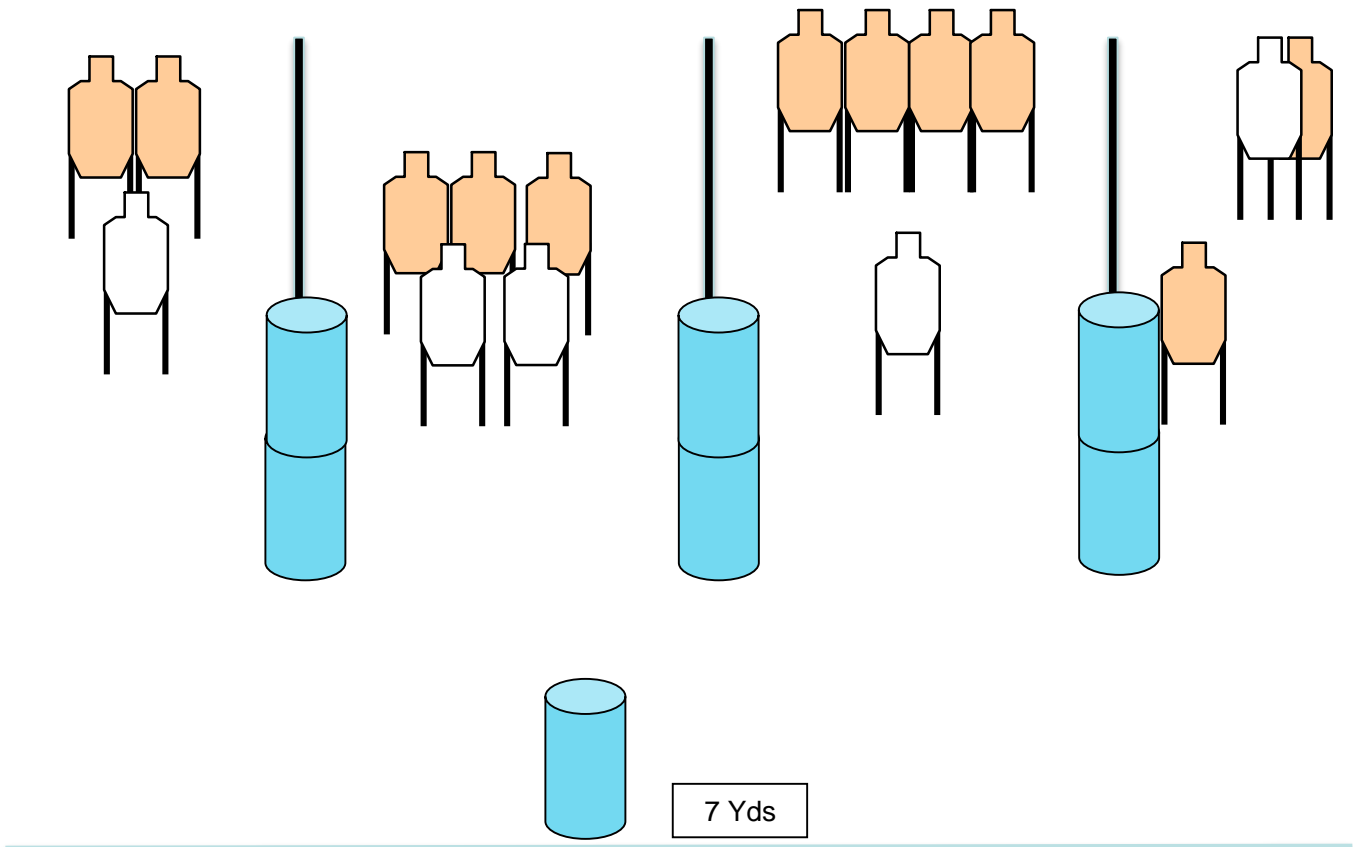
Course Designer: J. Michael Bresson



START POSITION: Standing at P1, weapon dictated by string CoF. Hands in the relaxed position.

STAGE PROCEDURE: At the signal, engage all targets within the shooting area.

STRINGS: 1
SCORING: 22 rounds min, Comstock
TARGETS: 11 threat, 5 non threat, 0 Steel
SCORED HITS: Best 2 per cardboard
START-STOP: Audible - Last shot
RULES: Outlaw





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Stage 2 Run n Gun

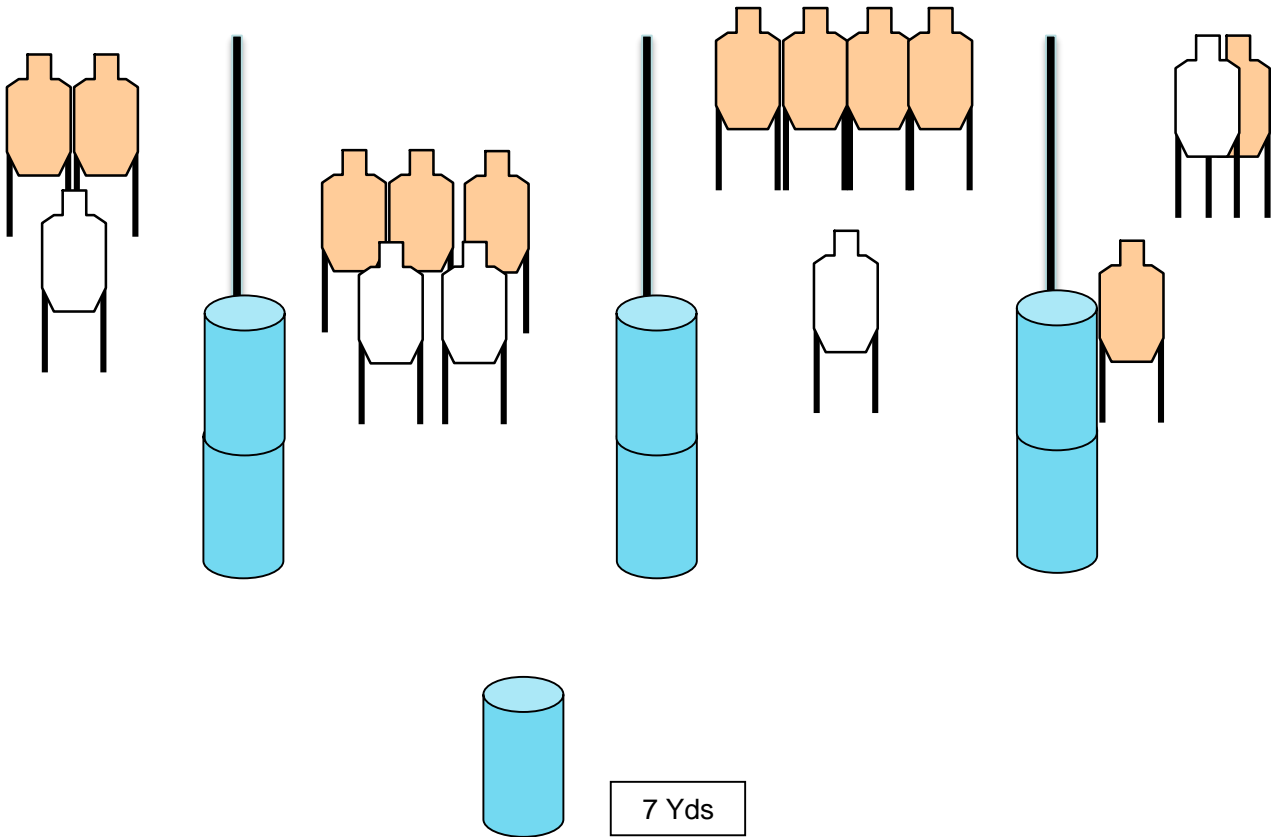
Course Designer: J. Michael Bresson



START POSITION: Standing at P1, weapon dictated by string CoF. Hands in the relaxed position.

STRINGS: 1
SCORING: 22 rounds min, Comstock
TARGETS: 11 threat, 5 non threat, 0 Steel
SCORED HITS: Best 2 per cardboard
START-STOP: Audible - Last shot
RULES: Outlaw

STAGE PROCEDURE: At the signal, engage all targets within the shooting area.





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Stage 1 Run n Gun

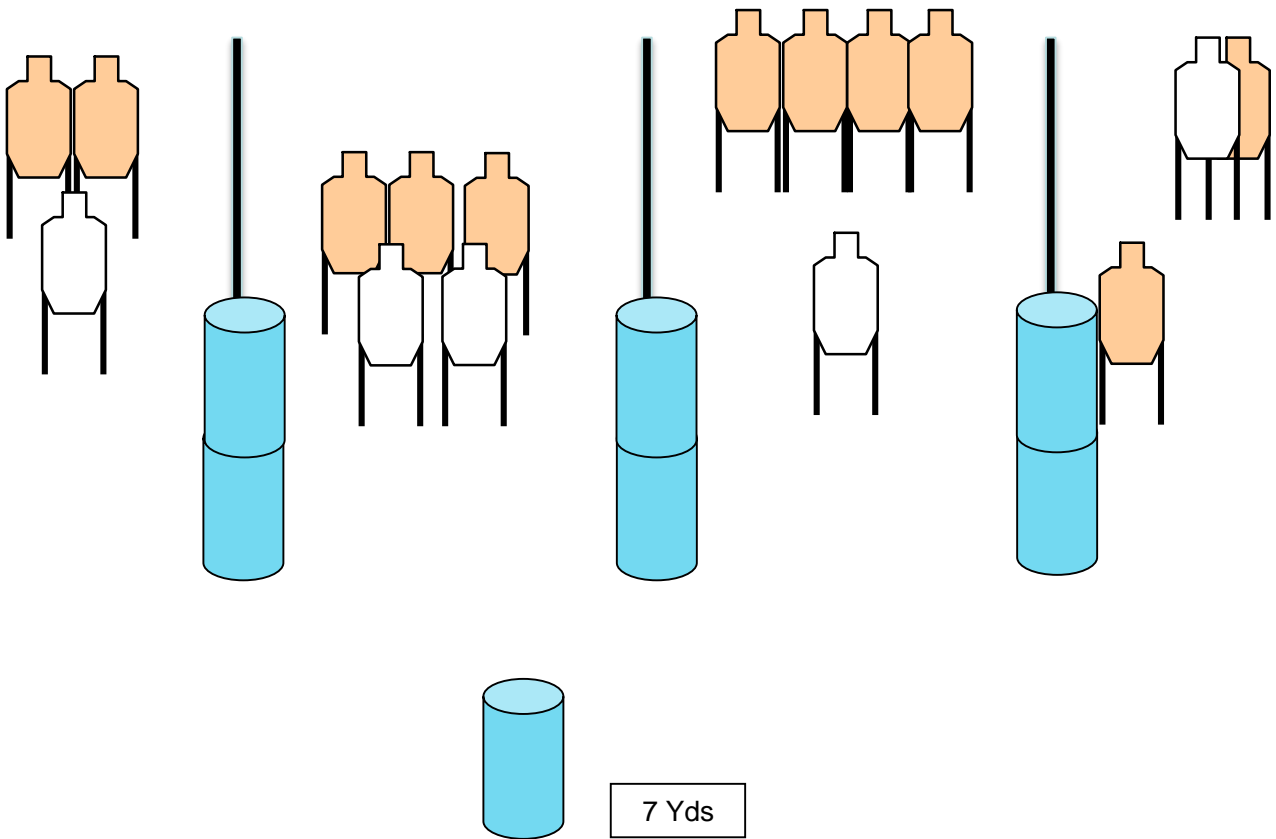
Course Designer: J. Michael Bresson



START POSITION: Standing at P1, weapon dictated by string CoF. Hands in the relaxed position.

STAGE PROCEDURE: At the signal, engage all targets within the shooting area.

STRINGS: 1
SCORING: 22 rounds min, Comstock
TARGETS: 11 threat, 5 non threat, 0 Steel
SCORED HITS: Best 2 per cardboard
START-STOP: Audible - Last shot
RULES: Outlaw





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Stage 3 Run n Gun

Course Designer: J. Michael Bresson

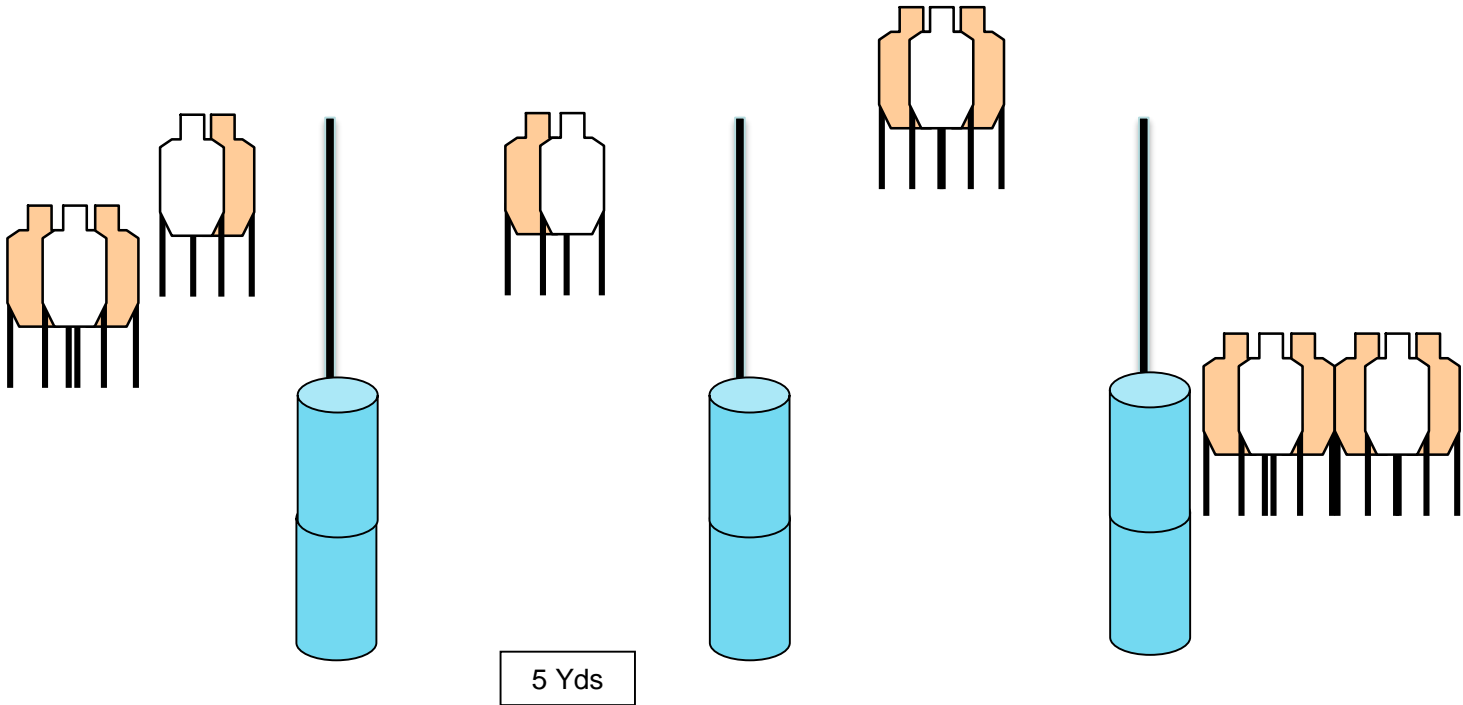


START POSITION: Standing at P1, weapon dictated by string CoF. Hands in the relaxed position.

STAGE PROCEDURE:

Stage 1: 5 yards: Weapon loaded to division capacity and holstered. Hands relaxed position at side.

STRINGS: 1
SCORING: 20 rounds min, Comstock
TARGETS: 10 threat, 6 non threat, 0 Steel
SCORED HITS: Best 2 per cardboard
START-STOP: Audible - Last shot
RULES:





MCTS Indoor – Nashville Armory

Stage 5 Run n Gun

Course Designer: J. Michael Bresson

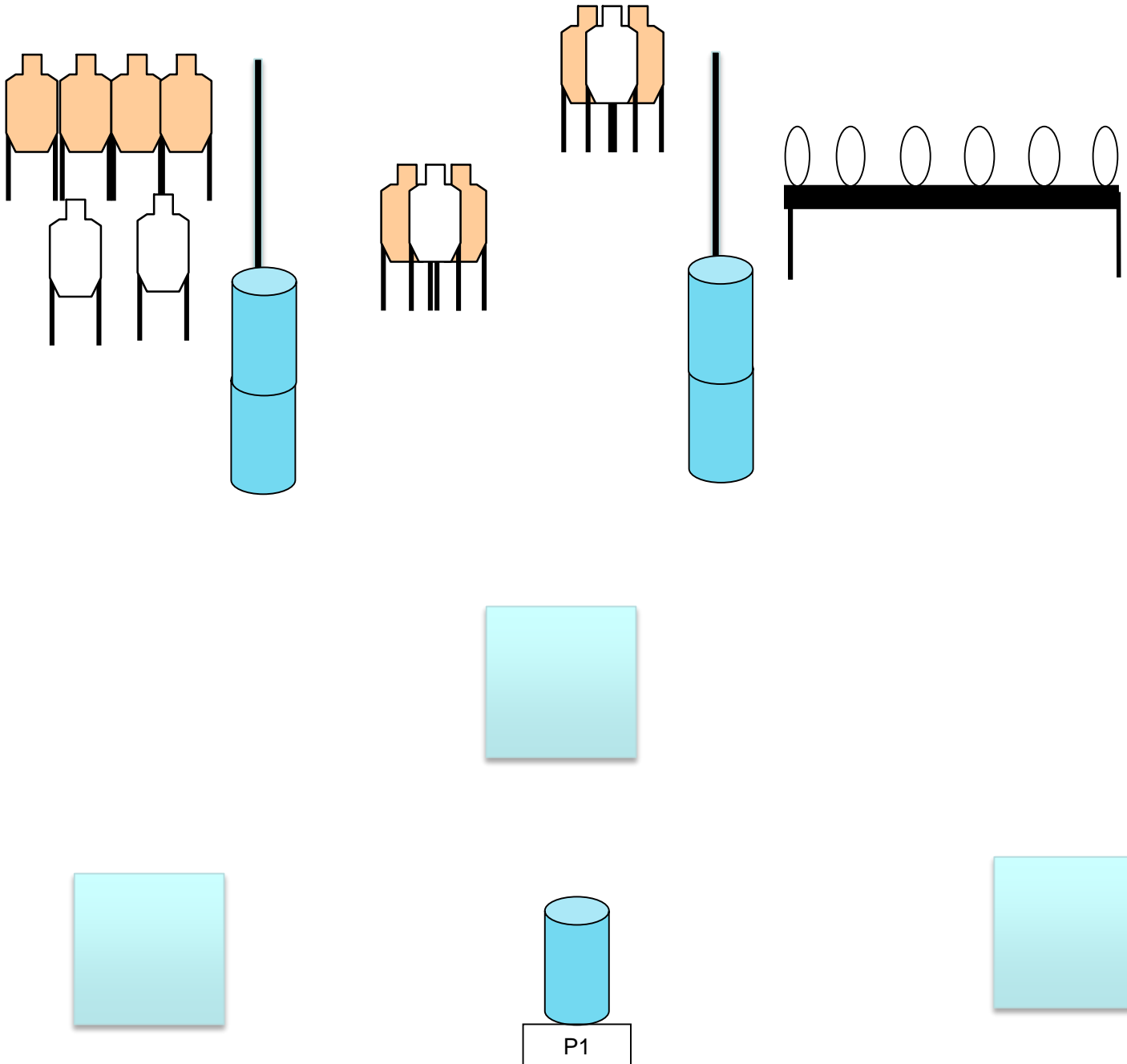


START POSITION: Standing at P1, weapon dictated by string CoF. Hands in the relaxed position.

STAGE PROCEDURE:

Stage 1: Weapon loaded to division capacity and holstered. Hands relaxed position at side. Each array must be engaged from each corresponding box. Mandatory reload at every array.

STRINGS: 1
SCORING: 24 rounds min, Comstock
TARGETS: 12 threat, 6 non threat, 0 Steel
SCORED HITS: Best 2 per cardboard
START-STOP: Audible - Last shot
RULES:





Music City Tactical Shooters – Run & Gun

Stage 3 Bay 3

Course Designer: MCTS Crew

START POSITION: Standing at P1, weapon loaded and holstered. Hands relaxed by side.

STAGE PROCEDURE: At the sound of the buzzer, engage all targets in any order.

STRINGS: 1
SCORING: 24 rounds min
TARGETS: 8 threat, 2 No Shoots, 0 steel
SCORED HITS: Best 2 per target, Steel down
START-STOP: Audible - Last shot
RULES: Outlaw

