



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

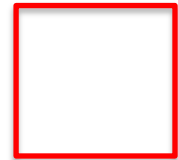
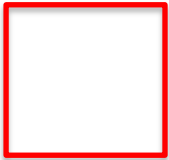
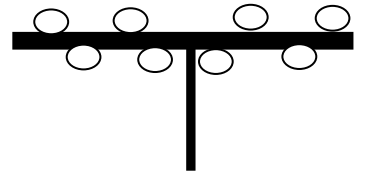
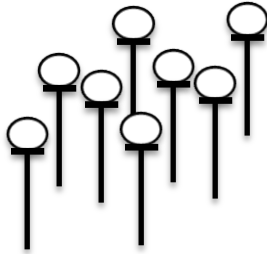
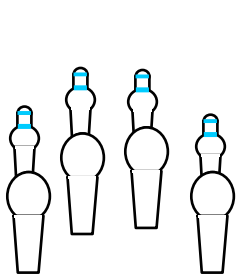
# Outlaw Steel

**START POSITION:** Middle box. Weapon loaded and holstered.

**STAGE PROCEDURE:** Str. 1--At the signal engage each array from it's box. One array freestyle, one SHO, and one WHO.

Str. 2 – Engage each array from it's box.

**STRINGS:** 2  
**SCORING:** 18 rounds min Comstock 90 pts.  
**TARGETS:** 18 Steel  
**SCORED HITS:** Steel must fall  
**START-STOP:** Audible - Last shot  
**RULES:** Outlaw Match





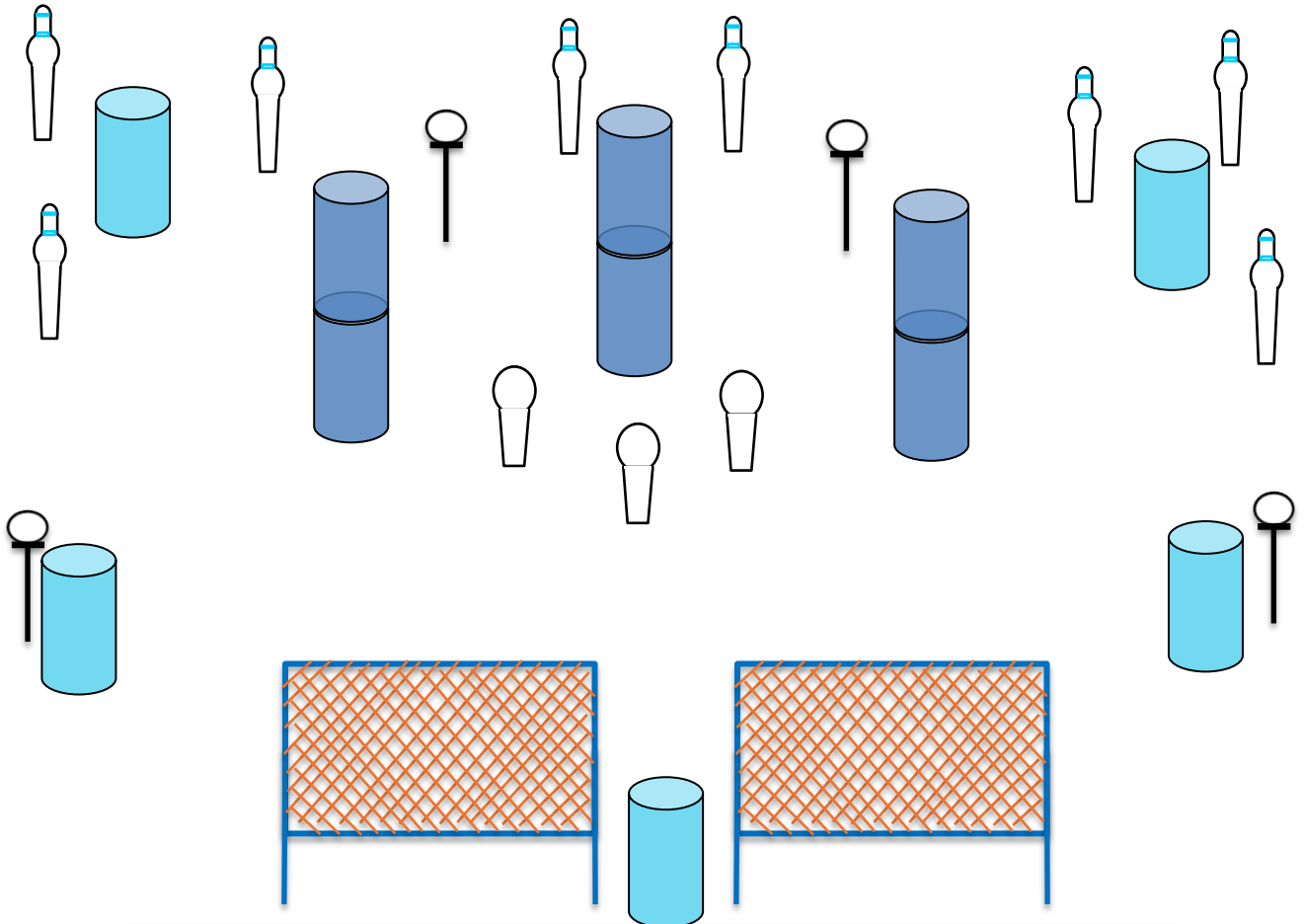
Music City Tactical Shooters  
Stage:3 – 4 Bay: 3  
Course Designer: John R. Finkle

# Outlaw Steel

**START POSITION:** Str. 1 Anywhere in shooting area.  
Weapon loaded and holstered.  
Str. 2 Weapon and one mag on barrel in the middle.  
Weapon unloaded.

**STRINGS:** 2  
**SCORING:** 15 rounds min Comstock 75 pts.  
**TARGETS:** 15 Steel  
**SCORED HITS:** Steel must fall  
**START-STOP:** Audible - Last shot  
**RULES:** Outlaw Match

**STAGE PROCEDURE:** At signal engage all targets form shooting area.





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

# Outlaw Steel

**START POSITION:** Str. 1 Weapon loaded and holstered. Feet on X's in front of Texas Star. Str. 2 Weapon loaded and holstered, feet on X's in front of Plate Rack.

**STRINGS:** 2  
**SCORING:** 23 rounds min Comstock 115 pts.  
**TARGETS:** 23 Steel  
**SCORED HITS:** Steel must fall  
**START-STOP:** Audible - Last shot  
**RULES:** Outlaw Match

**STAGE PROCEDURE:** Engage all targets from within shooting area.

