



MCTS Indoor – NA August 2015 #3

Stage 1 Run n Gun

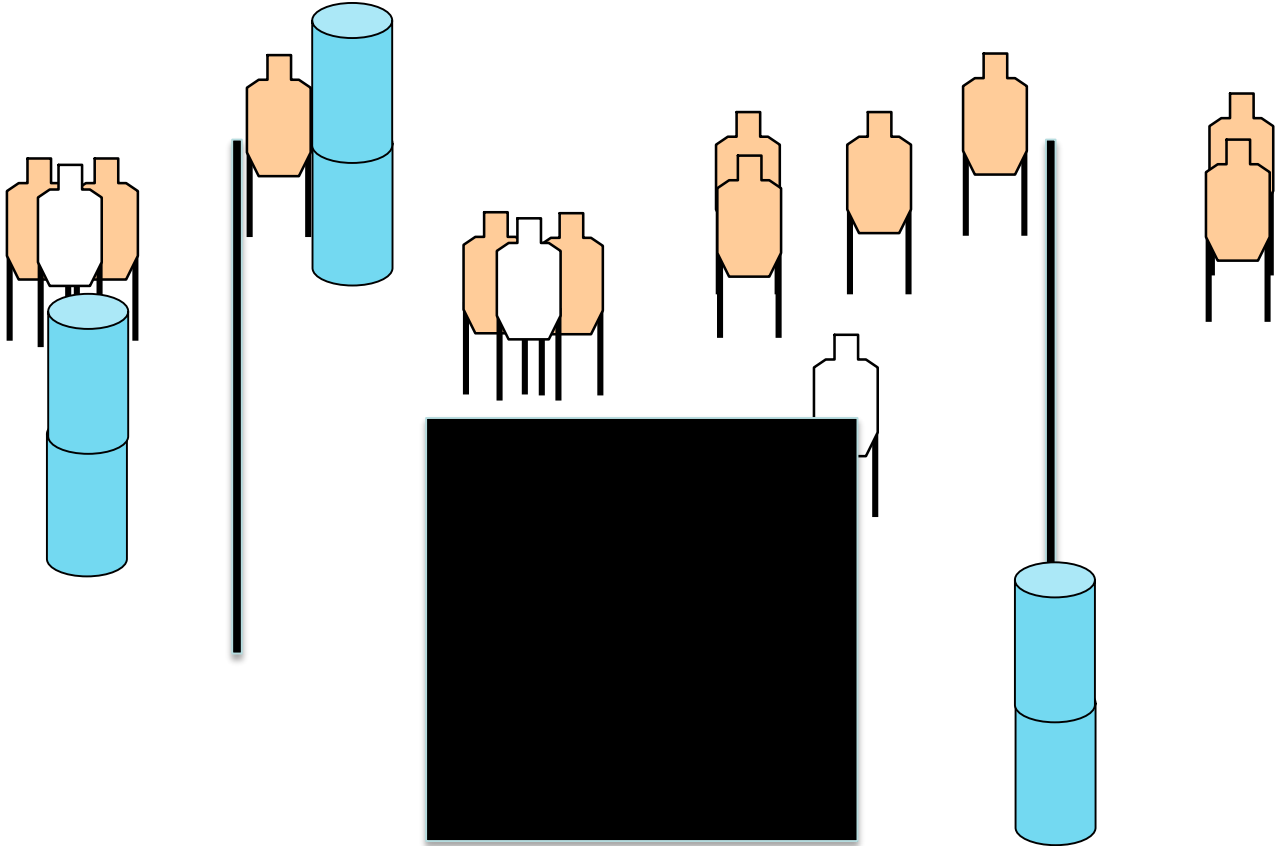
Course Designer: J. Michael Bresson



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 targets, 3 no shoots, 0 Steel
SCORED HITS: Best 2 per cardboard
START-STOP: Audible - Last shot
RULES: Outlaw



7 Yds



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Stage 2 Run n Gun

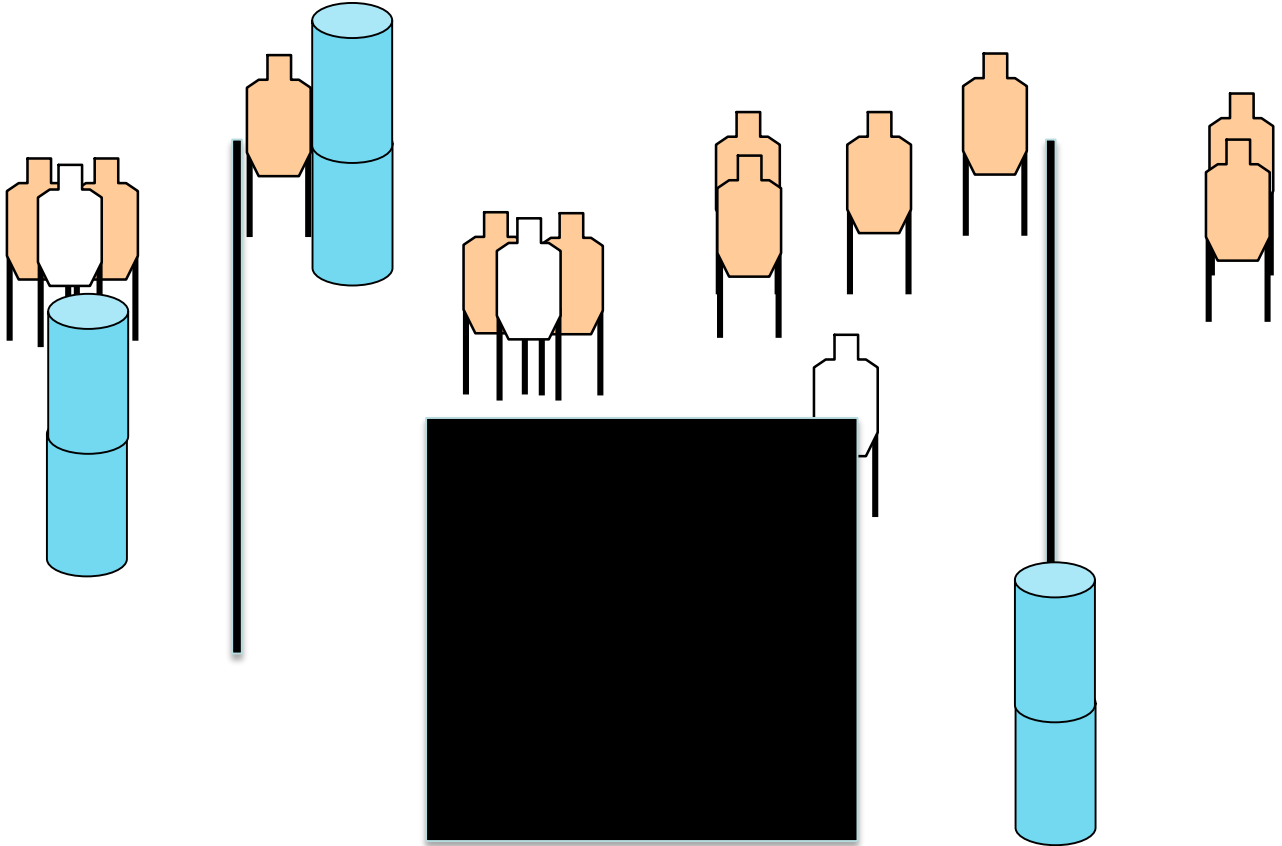
Course Designer: J. Michael Bresson



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

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

STRINGS: 1
SCORING: 22 rounds min, Comstock
TARGETS: 11 targets, 3 no shoots, 0 Steel
SCORED HITS: Best 2 per cardboard
START-STOP: Audible - Last shot
RULES: Outlaw



15 Yds



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Stage 3 Run n Gun

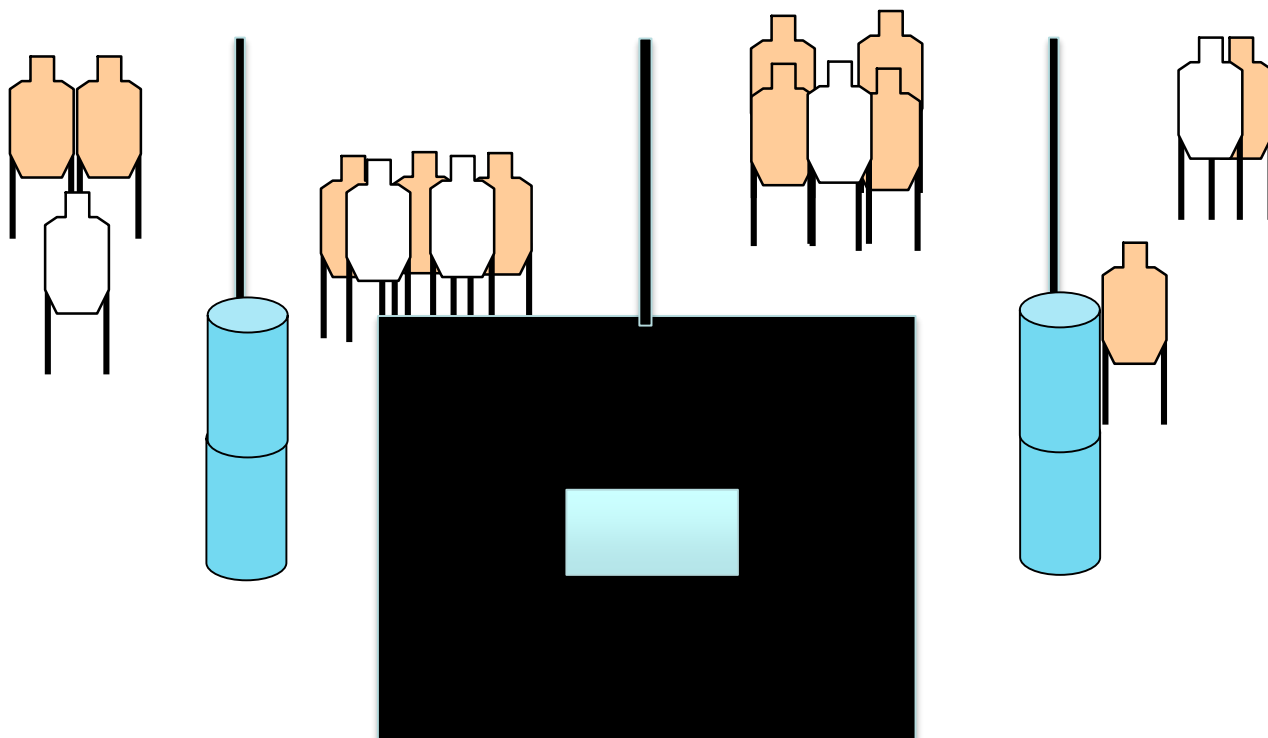
Course Designer: J. Michael Bresson



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

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

STRINGS: 1
SCORING: 22 rounds min, Comstock
TARGETS: 11 targets, 5 no shoots, 0 Steel
SCORED HITS: Best 2 per cardboard
START-STOP: Audible - Last shot
RULES: Outlaw



7 Yds



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Stage 4 Run n Gun

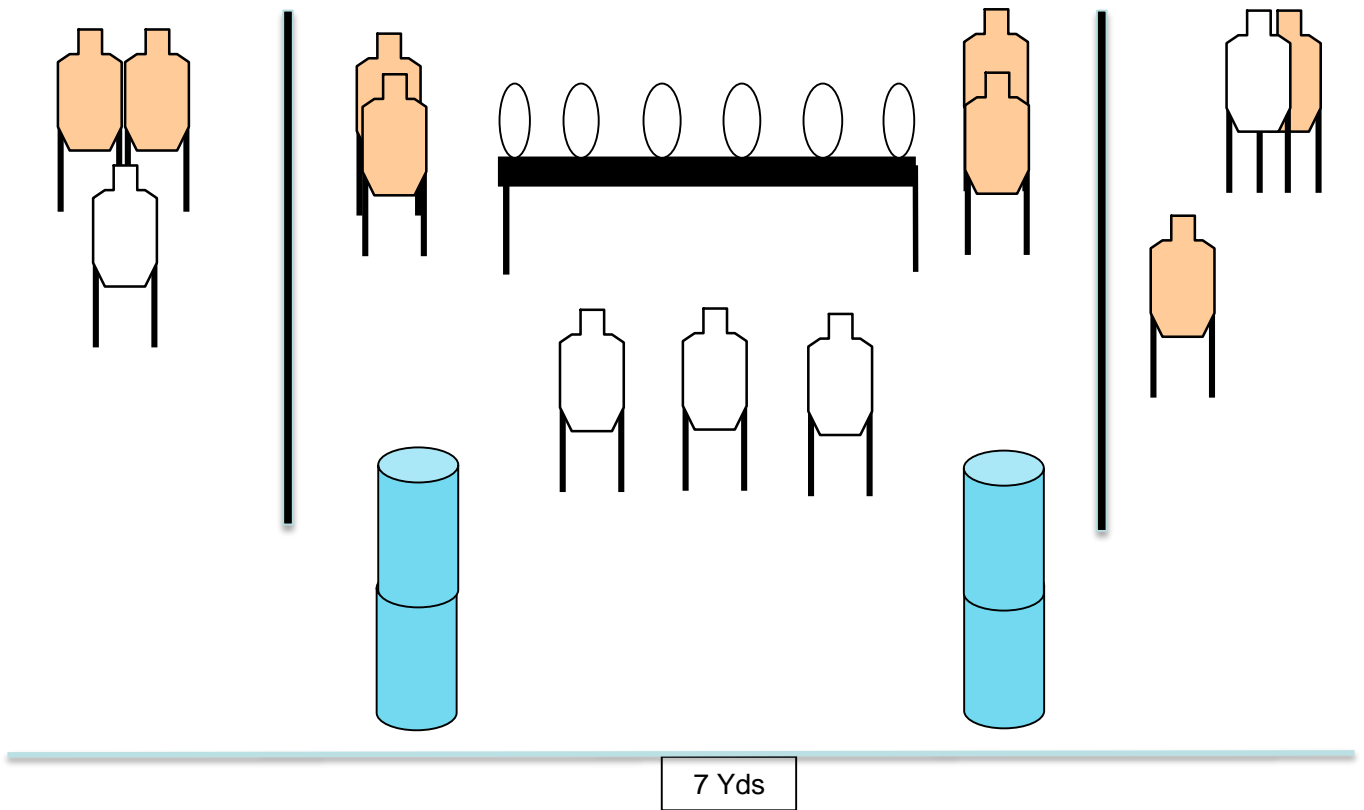
Course Designer: J. Michael Bresson



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: 8 targets, 5 no shoots, 6 Pins
SCORED HITS: Best 2 per cardboard
START-STOP: Audible - Last shot
RULES: Outlaw



P1



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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: Each array must be engaged from each corresponding box. Mandatory reload at every array.

STRINGS:

1

SCORING:

24 rounds min, Comstock

TARGETS:

8 targets, 4 no shoots, 6 Pins

SCORED HITS:

Best 2 per cardboard

START-STOP:

Audible - Last shot

RULES:

