



# MCTS Indoor – NA September #4 2015

## Stage X Run n Gun

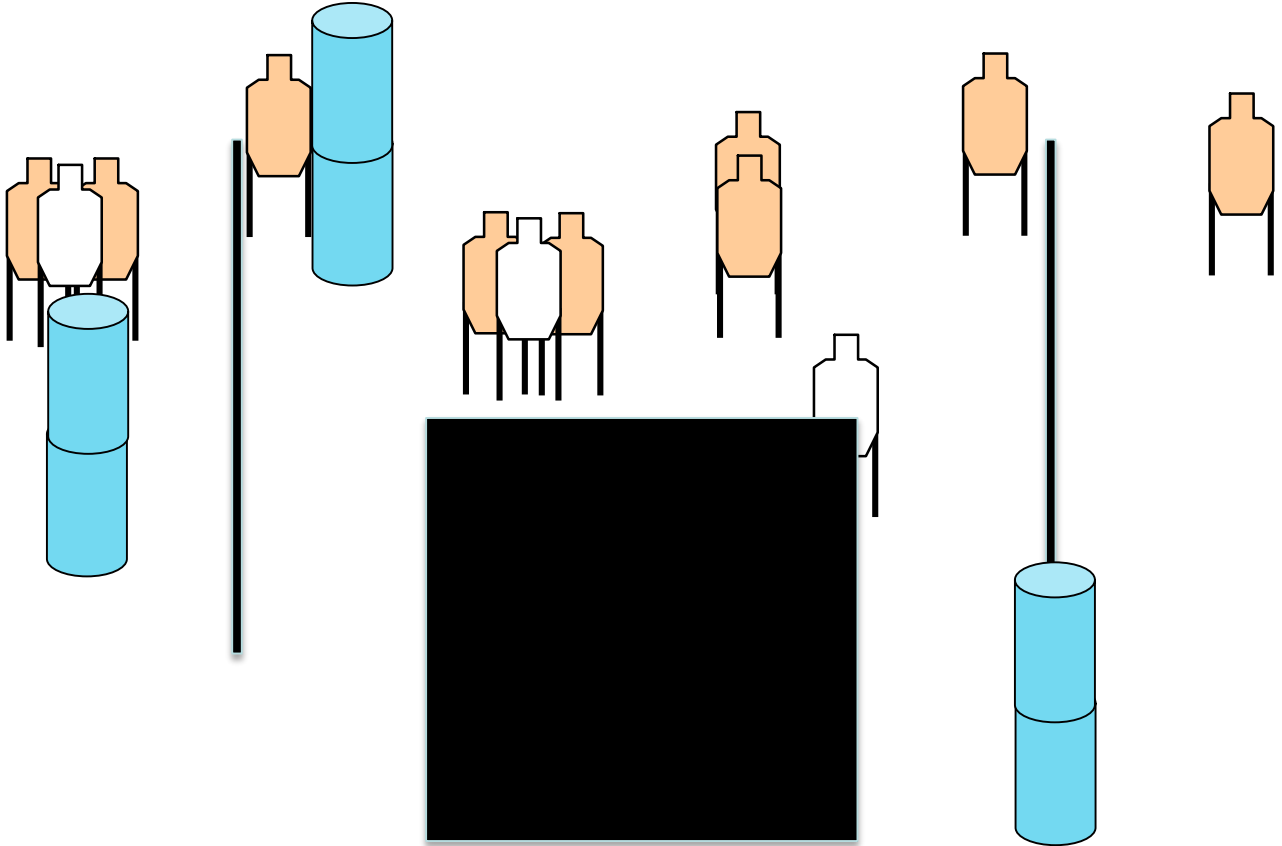
Course Designer: J. Michael Bresson



**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:** 18 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 X Run n Gun

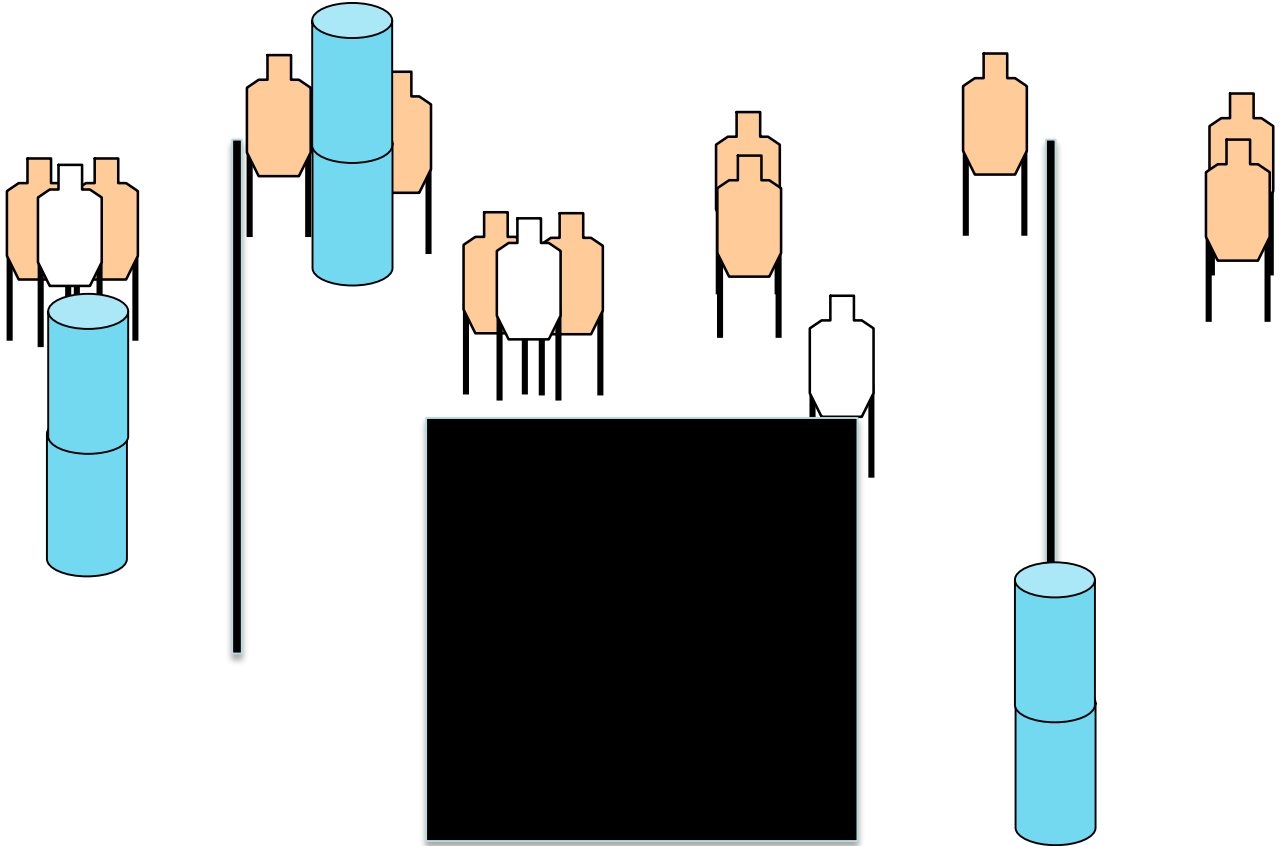
Course Designer: J. Michael Bresson



**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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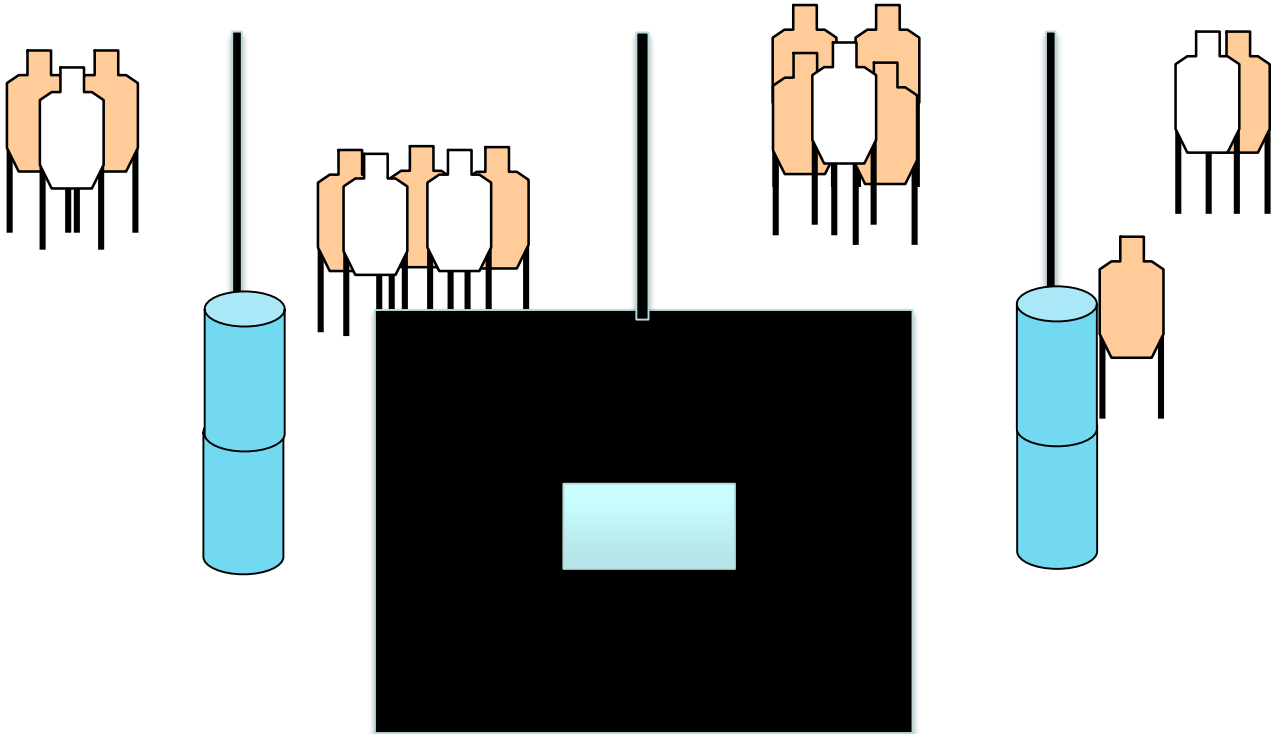
Course Designer: J. Michael Bresson



**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



# MCTS Indoor – NA September #4 2015

## Stage X Run n Gun

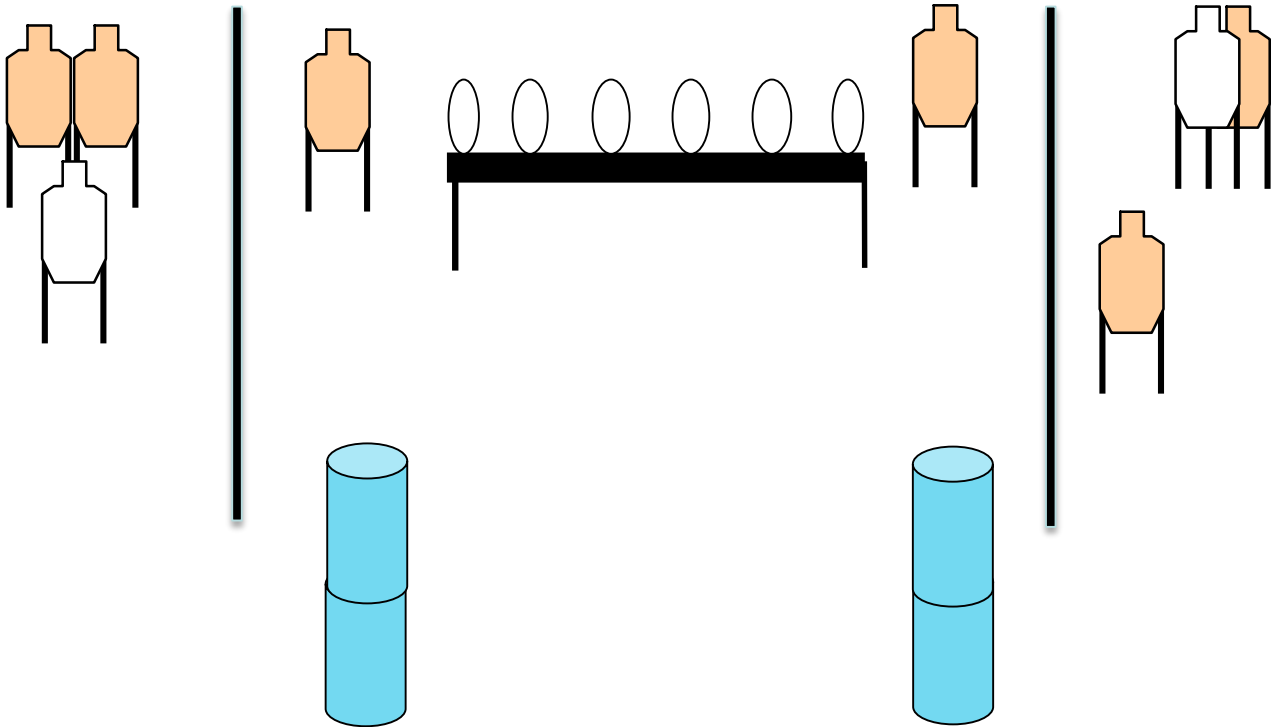
Course Designer: J. Michael Bresson



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

**STRINGS:** 1  
**SCORING:** 18 rounds min, Comstock  
**TARGETS:** 6 targets, 2 no shoots, 6 Pins  
**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.



10 Yds

P1



# MCTS Indoor – NA September #4 2015

## Stage X Run n Gun

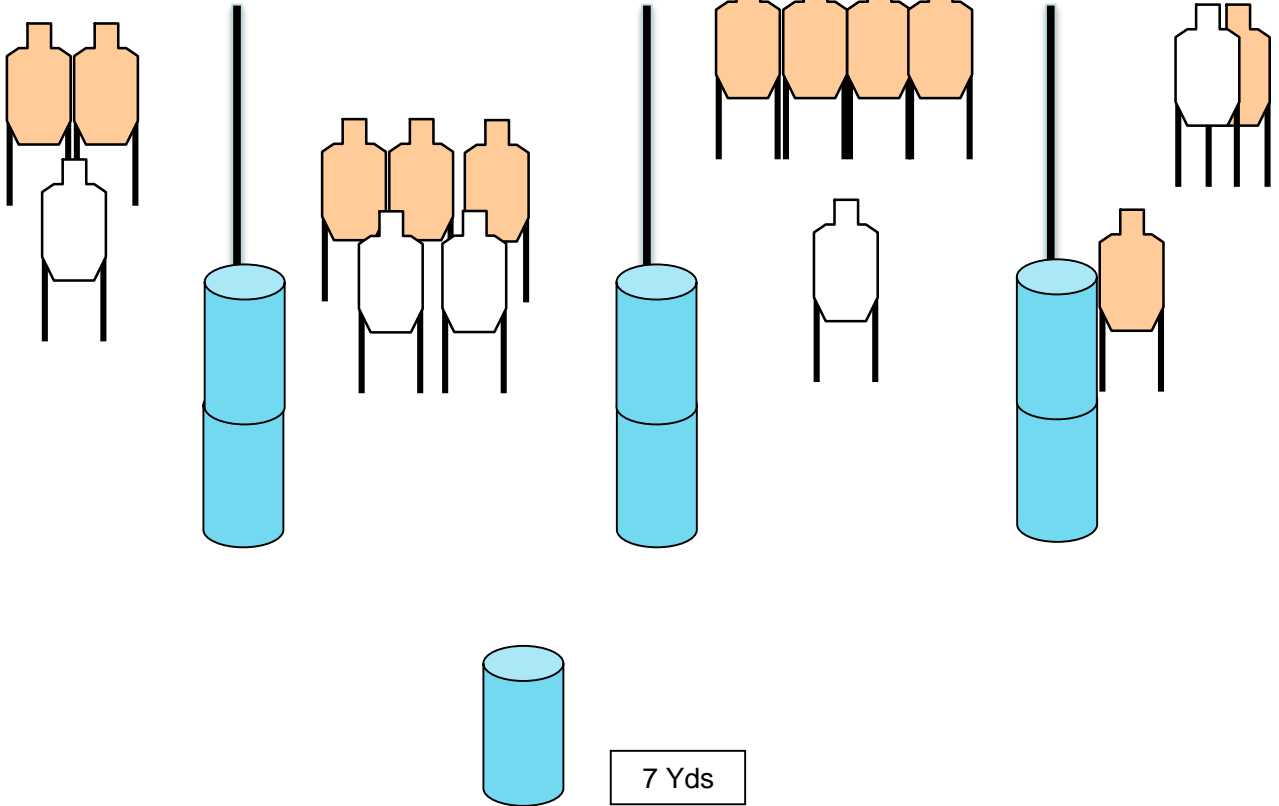
Course Designer: J. Michael Bresson



**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 X Run n Gun

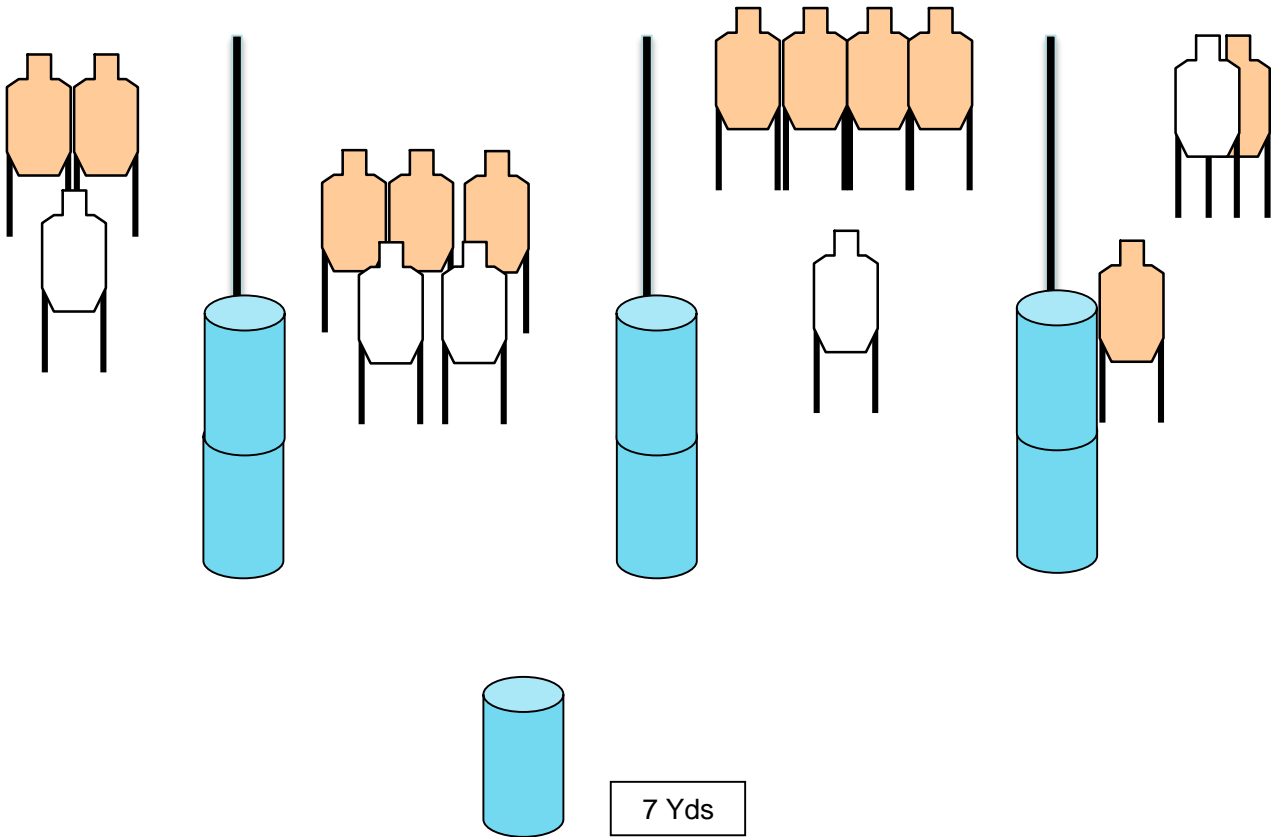
Course Designer: J. Michael Bresson



**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 X Run n Gun

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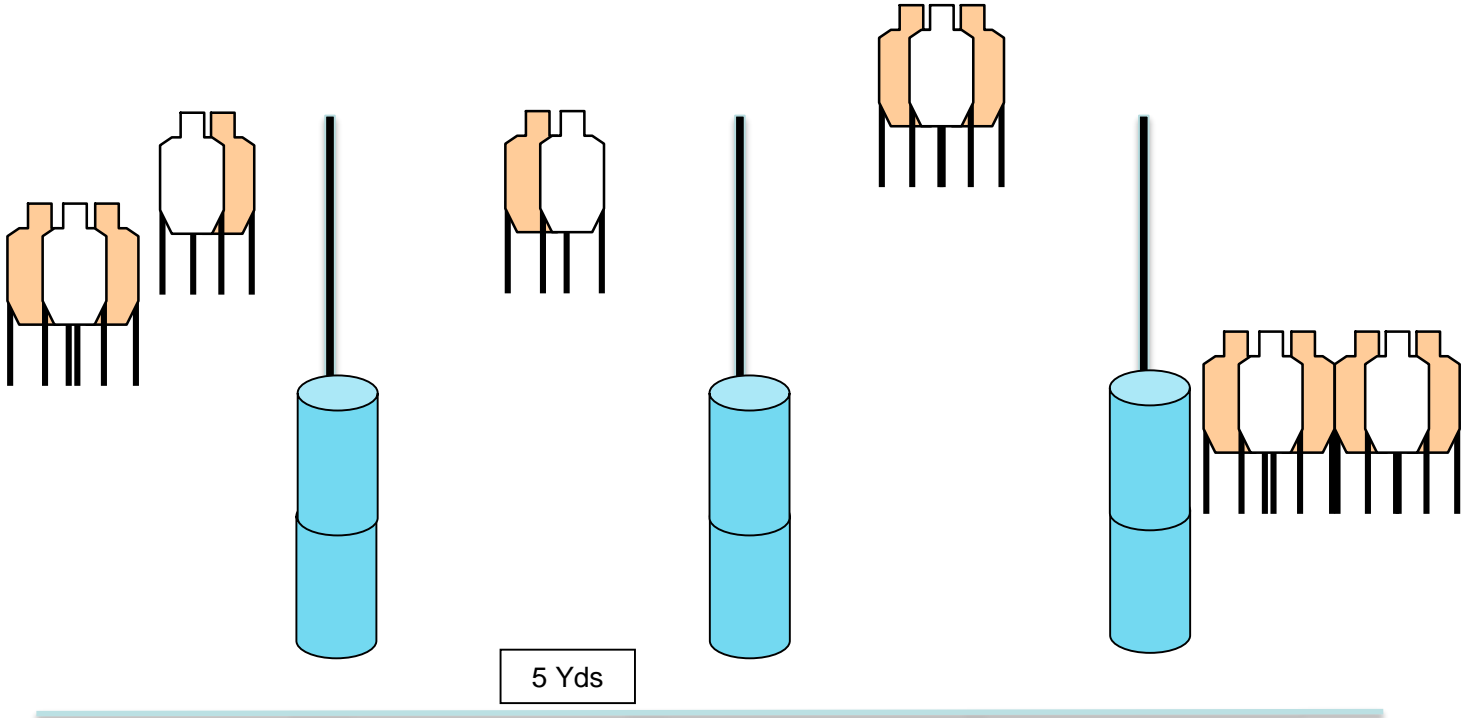


**START POSITION:** Standing at P1, weapon dictated by string CoF. Hands in the relaxed position.

**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 X Run n Gun

Course Designer: J. Michael Bresson

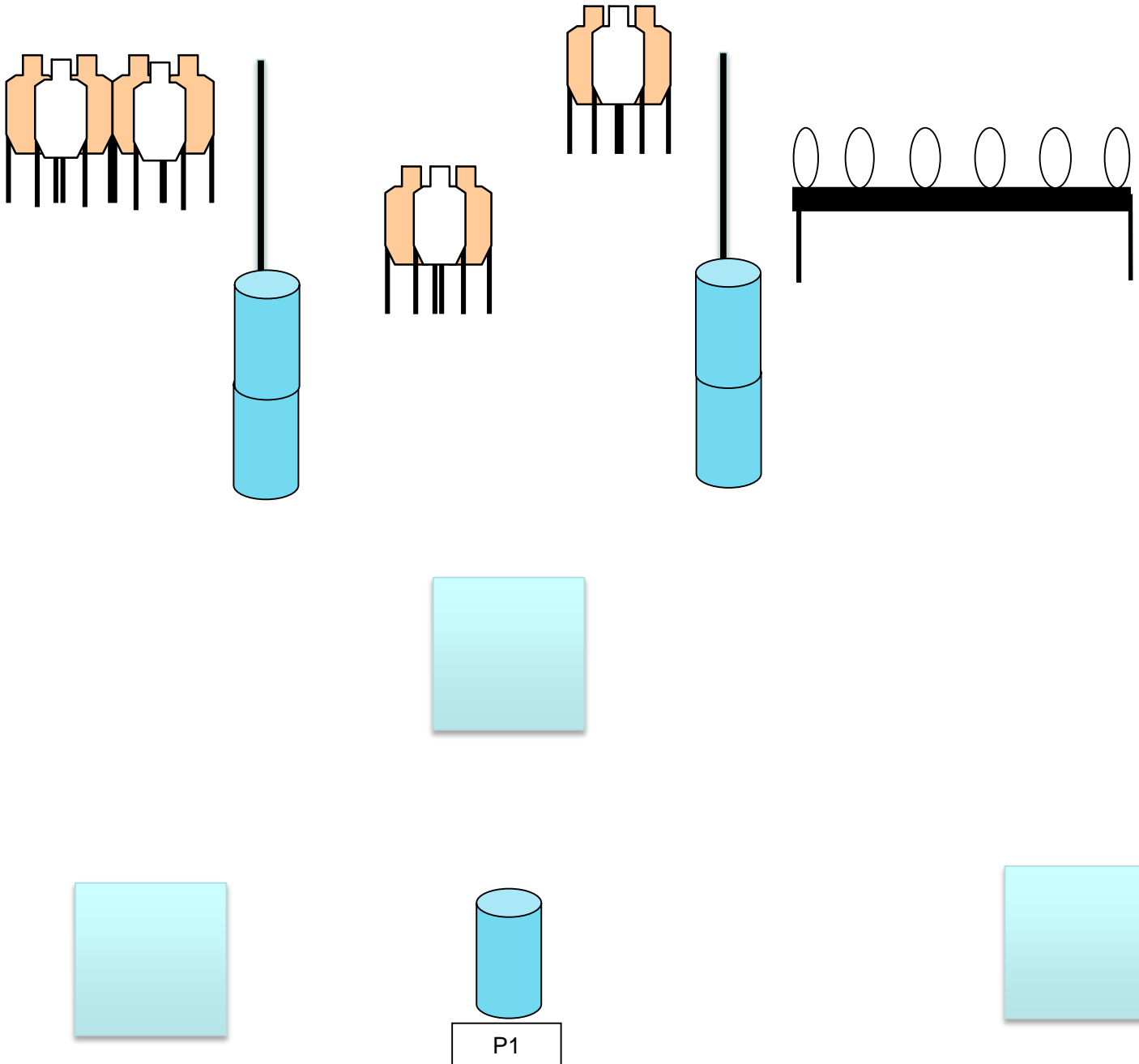


**START POSITION:** Standing at P1, weapon dictated by string CoF. Hands in the relaxed position.

**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:**







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## Stage X 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:**

