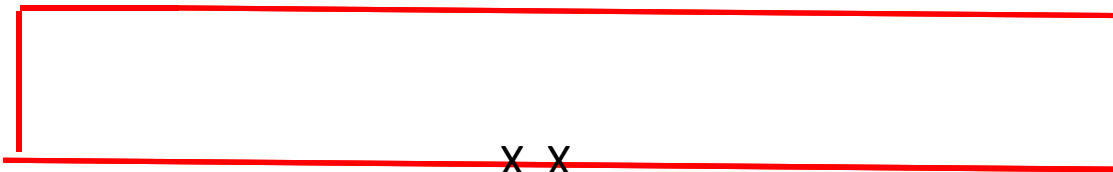
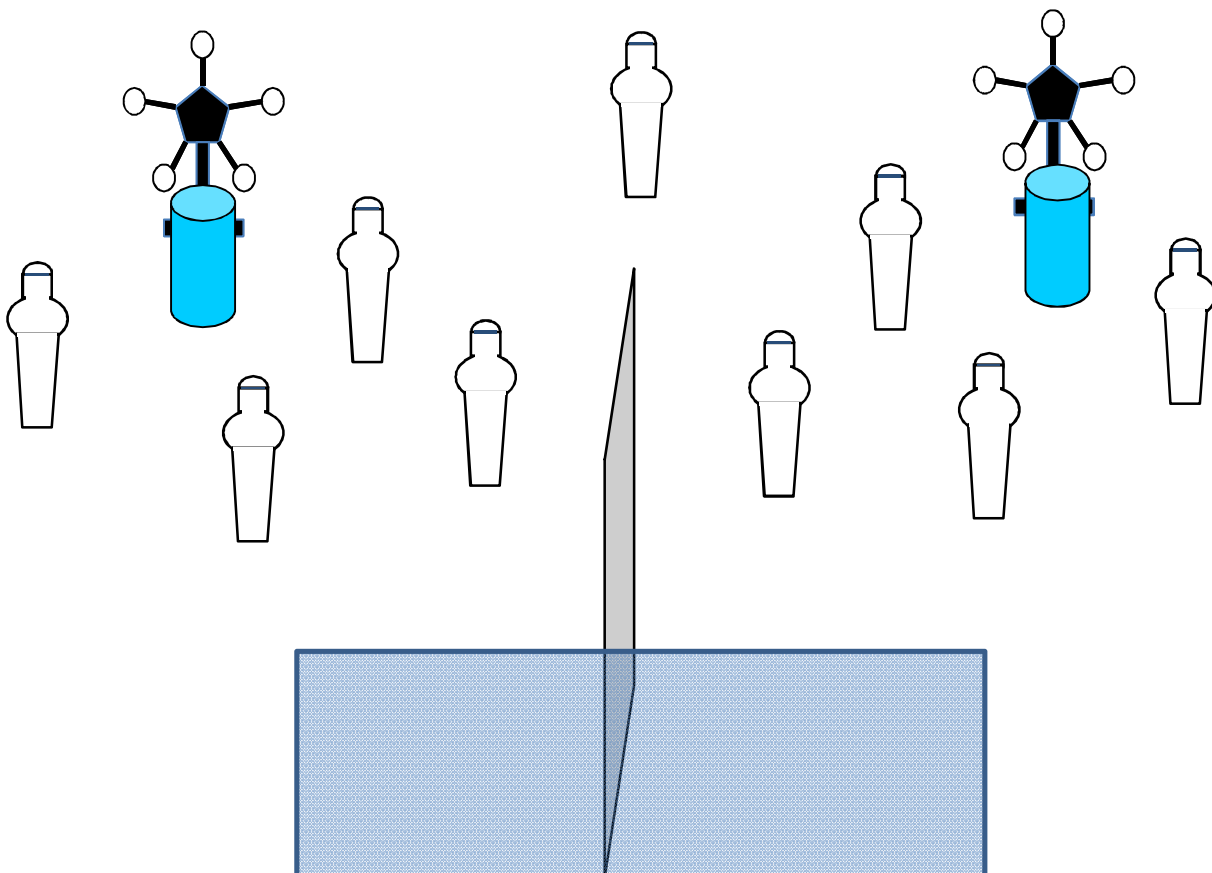




Music City Tactical Shooters
Stage: 1 & 2 Bay: 1
Course Designer: King Drummond

Outlaw Steel

START POSITION: Weapon Loaded and Holstered. Facing downrange, feet on X's, hands relaxed at sides.	STRINGS: 1 SCORING: 19 rounds min Comstock. TARGETS: 19 Steel SCORED HITS: Steel must fall START-STOP: Audible - Last shot RULES: Outlaw Match
STAGE 1 PROCEDURE: At the signal engage all targets from within the shooting area - FREESTYLE. Walls are hard cover.	
STAGE 2 PROCEDURE: At the signal engage all targets from within the shooting area - SHO. Walls are hard cover.	





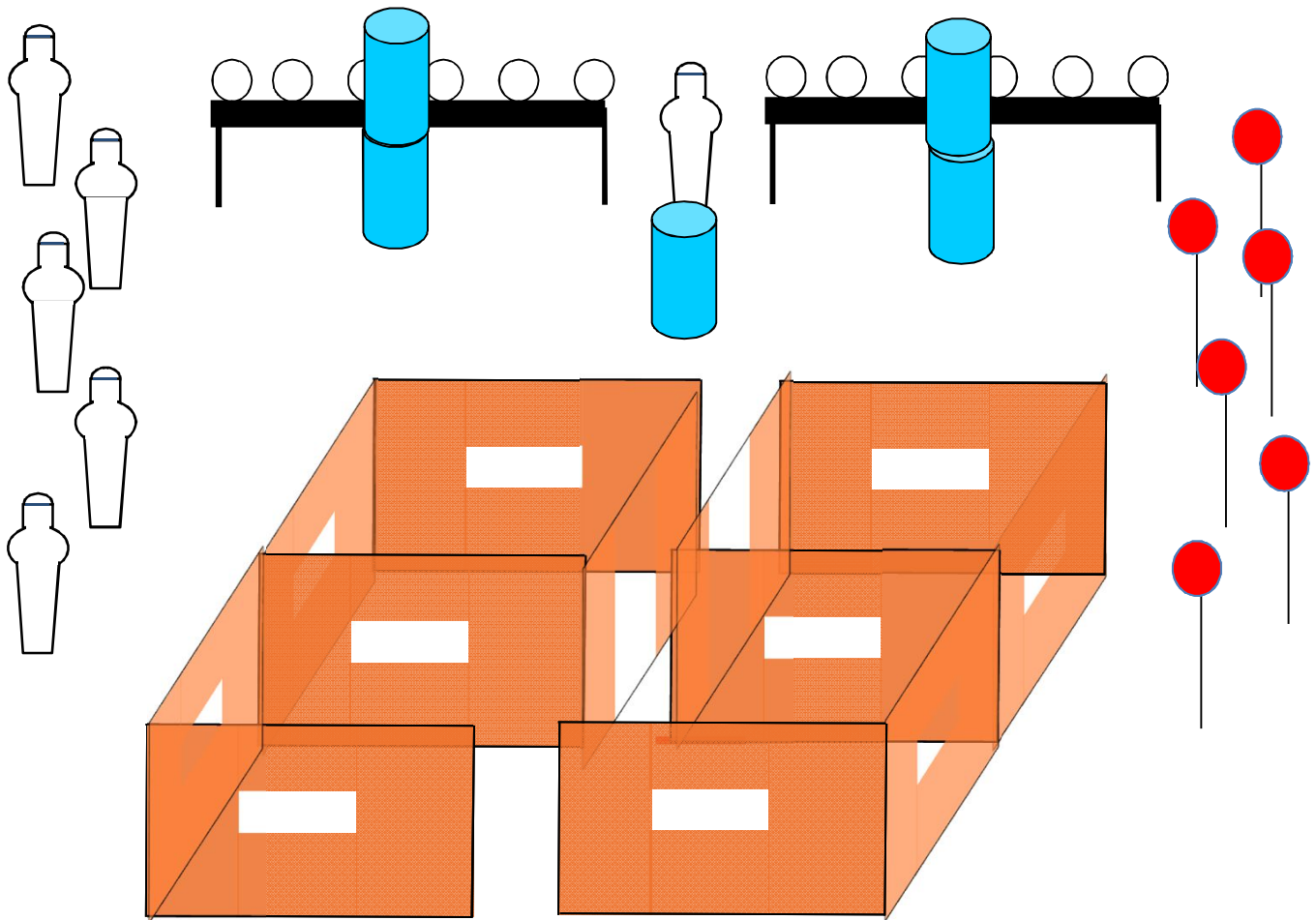
Music City Tactical Shooters
Stage: 3 Bay: 2
Course Designer: King Drummond

Outlaw Steel

START POSITION: Handgun Loaded and Holstered.
Facing downrange, feet on start line, hands relaxed at sides.

STAGE PROCEDURE: At the signal engage all targets from within the shoot house. Walls are hard cover.

STRINGS: 1
SCORING: 24 rounds min, Comstock.
TARGETS: 24 Steel
SCORED HITS: steel must fall
START-STOP: Audible - Last shot
RULES: Outlaw



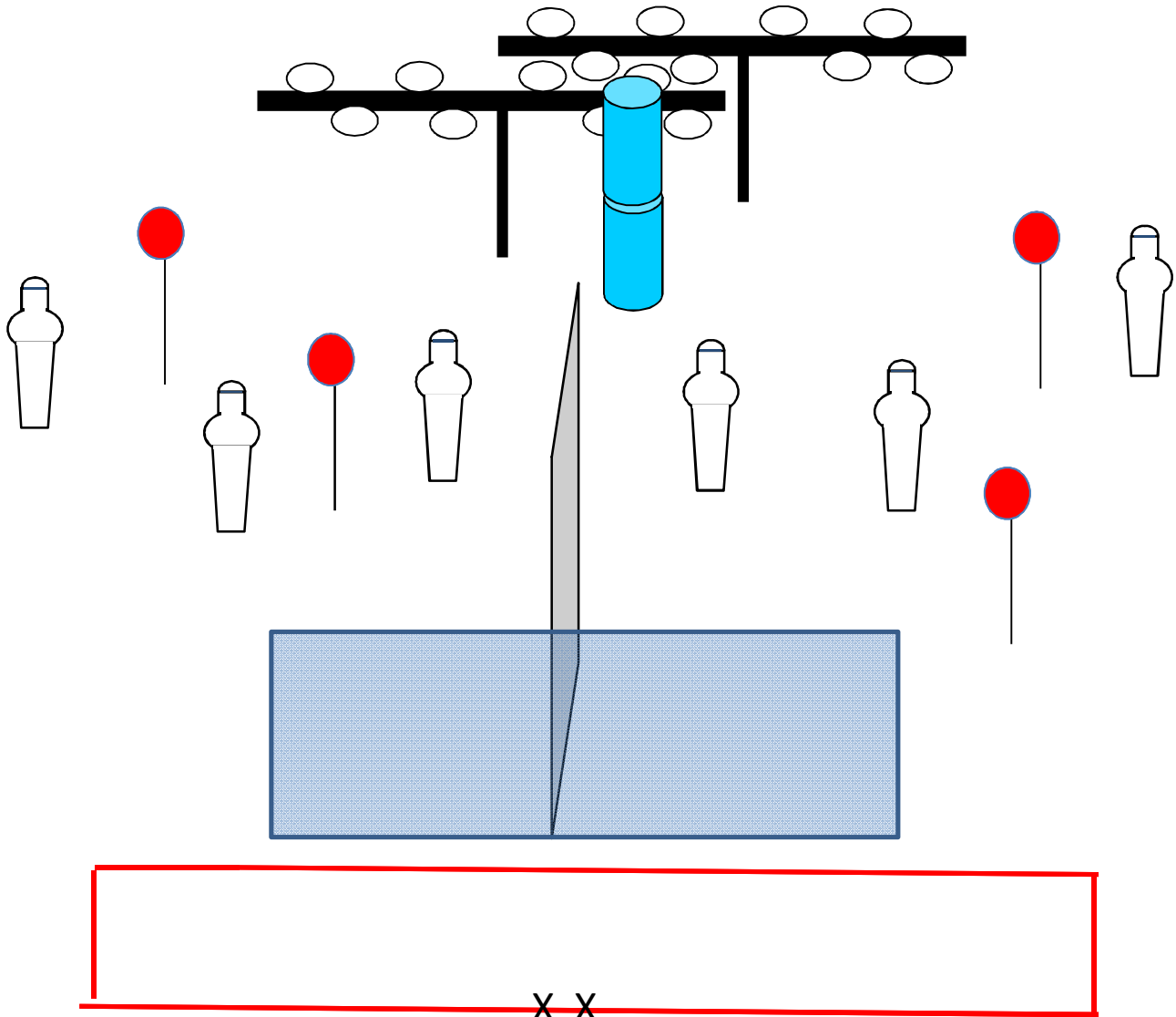
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Music City Tactical Shooters
Stage: 4 Bay: 3
Course Designer: King Drummond

Outlaw Steel

START POSITION: Weapon Loaded and Holstered. Facing downrange, feet on X's, hands relaxed at sides.	STRINGS: 1 SCORING: 26 rounds min Comstock. TARGETS: 26 Steel SCORED HITS: Steel must fall START-STOP: Audible - Last shot RULES: Outlaw Match
STAGE 1 PROCEDURE: At the signal engage all targets from within the shooting area - FREESTYLE. Walls are hard cover.	
STAGE 2 PROCEDURE: At the signal engage all targets from within the shooting area - SHO. Walls are hard cover.	



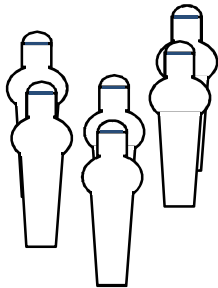


Music City Tactical Shooters
Stage: 5 Bay: 4
Course Designer: King Drummond

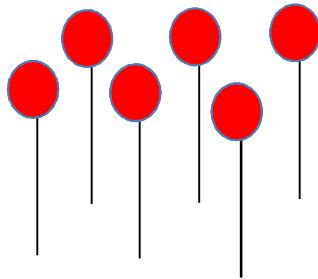
Outlaw Steel

<p>START POSITION: Weapon Unloaded and Holstered, maximum of 8 rounds in any loading device, all loading devices to be used placed on barrels. Facing Uprange, feet on start line, hands at surrender.</p>	<p>STRINGS: 1 SCORING: 18 rounds min Comstock. TARGETS: 18 Steel SCORED HITS: Steel must fall START-STOP: Audible - Last shot RULES: Outlaw Match</p>
<p>STAGE 1 PROCEDURE: At the signal move to any shooting box and engage all targets within the array directly in front of respective box A, B and C. Must shoot one box SHO, one box WHO and the other can be Freestyle.</p>	

Array A



Array B



Array C

