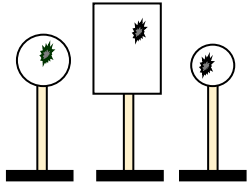


Outlaw Steel



LIPSA

Baseball



Course Designer: Michael Linsalata

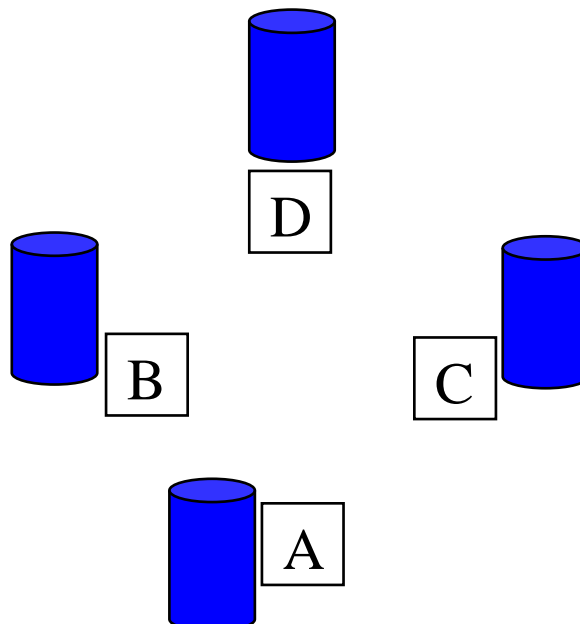
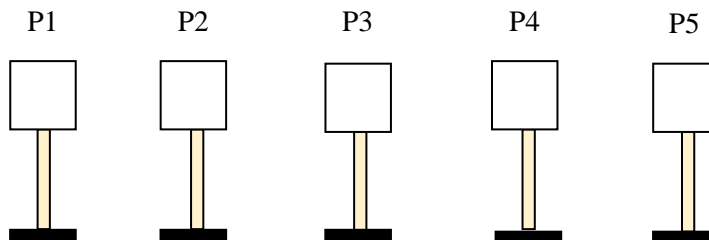
START POSITION: Standing in Box A. Wrists above shoulders. Gun loaded and holstered. 22 rifle, 22 pistol and PCC start is gun loaded. Held at Low Ready.

STAGE PROCEDURE

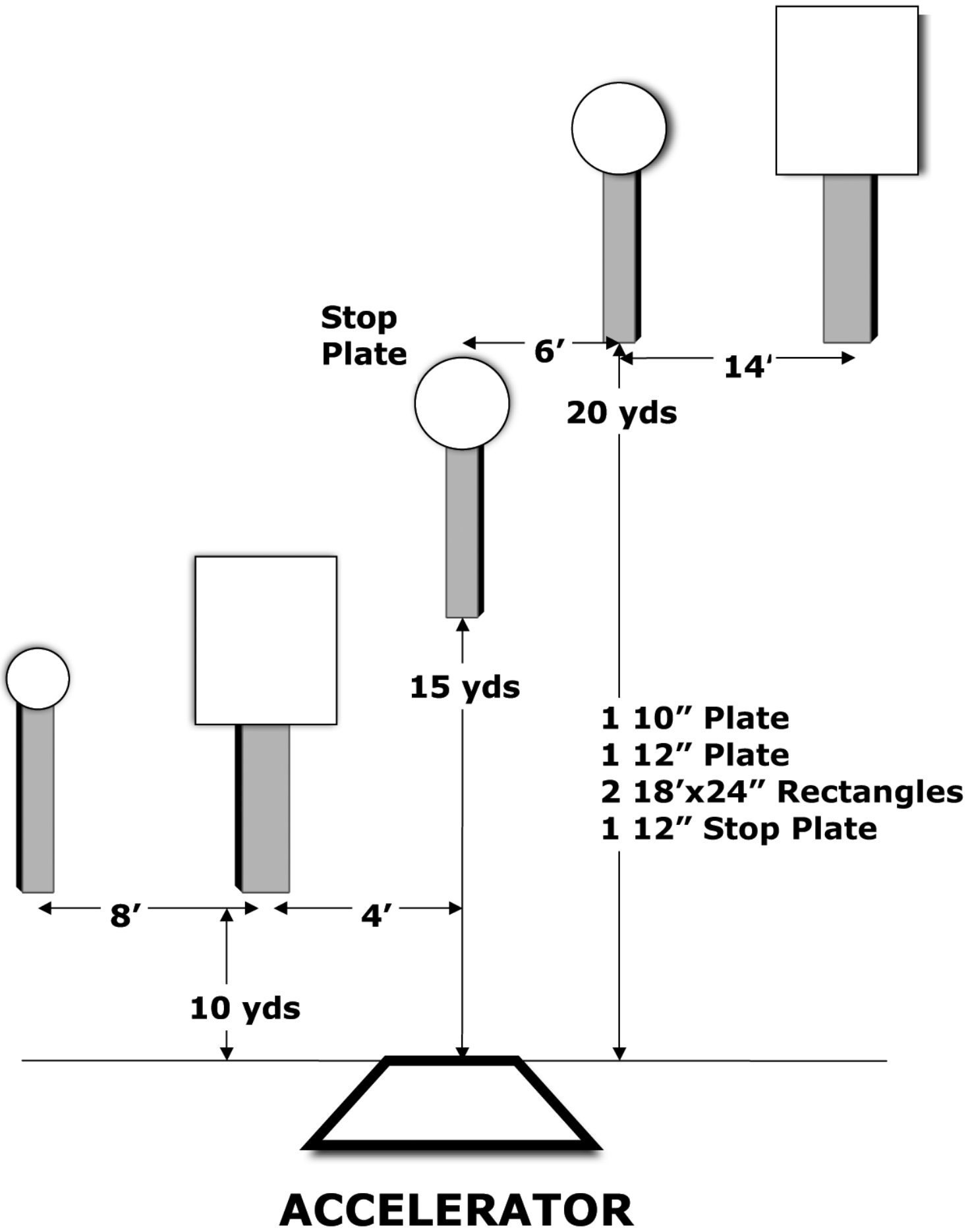
At signal, engage P1-P4 with 1 round each from Box A. Advance to remaining boxes and engage P1-P4 with 1 round each. Boxes B, C and D can be used in any order.

SCORING

SCORING: Time Plus, 20 rounds
TARGETS: 5 Steel
SCORED HITS: Best 4 per steel
START-STOP: Audible-Last Shot
PENALTIES: Miss + 3 seconds
Procedural +3 seconds

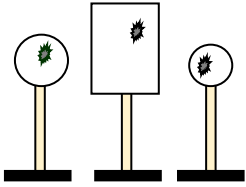


Stage 1
(Pit 1)



- 1 10" Plate**
- 1 12" Plate**
- 2 18'x24" Rectangles**
- 1 12" Stop Plate**

Outlaw Steel



LIPSA

Draw!!

RULES: Practical Shooting Handbook, Latest Edition Course Designer: **Michael Linsalata**

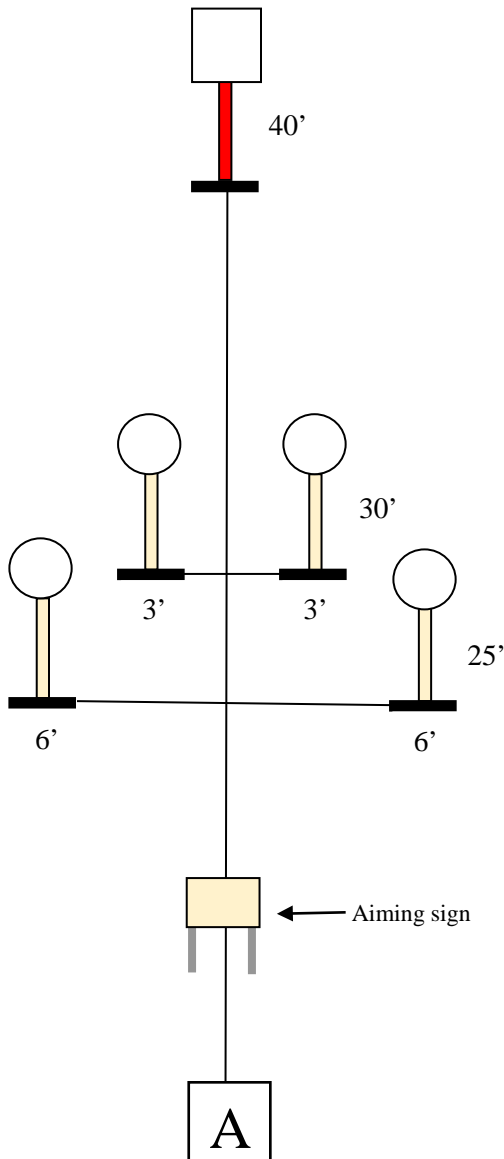
START POSITION: Standing in Box A. Wrists above shoulders. Gun loaded and holstered. 22 rifle, 22 pistol and PCC start is gun loaded and pointing at aiming sign.

STAGE PROCEDURE

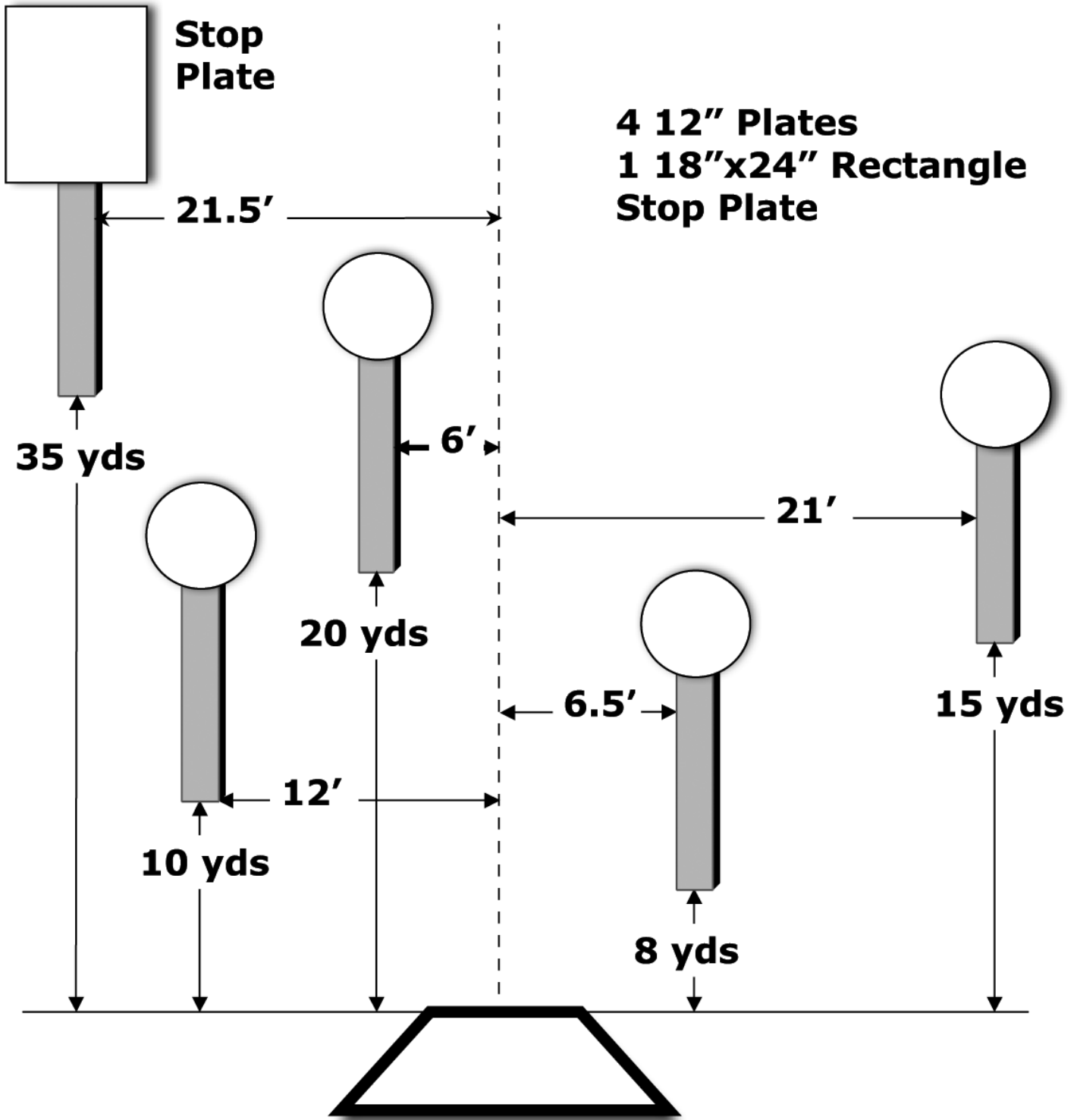
At signal, engage the 5 pieces of steel. Hitting **RED** stop plate last. Repeat 4 more times. Best 4 of 5 strings count.

SCORING

SCORING: Comstock, 25 rounds
TARGETS: 5 Steel, 5 strings
SCORED HITS: Best 4 of 5 strings
START-STOP: Audible-Last Shot
PENALTIES: Miss + 3 seconds
 Missed stop plate + 30 seconds

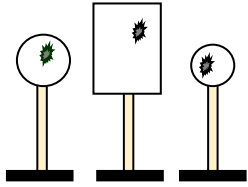


Stage 3
(Pit 3)



SPEED OPTION

Outlaw Steel



LIPSA

The Gauntlet



Course Designer: Michael Linsalata

START POSITION: Standing in Box A. Wrists above shoulders. Gun loaded and holstered. 22 rifle, 22 pistol and PCC start is gun loaded. Held at Low Ready.

STAGE PROCEDURE

At signal, engage P1-P4 with 2 rounds each. Advance to Box B and re-engage P1-P4 with 2 rounds each. Advance to Box C and engage P1-P4 with 2 rounds each. Extra mags can be placed on belt or on barrels. Shooters choice!

SCORING

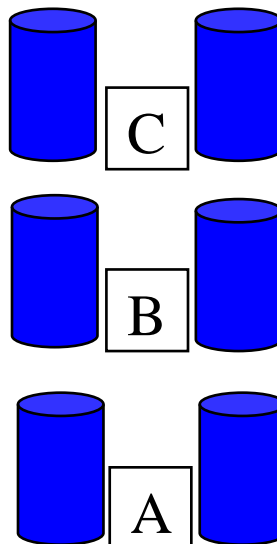
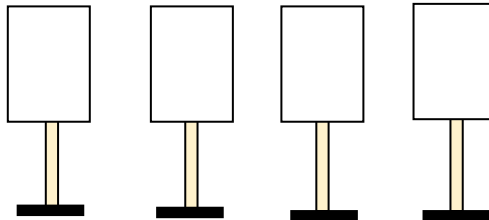
SCORING: Time Plus, 24 rounds
TARGETS: 4 Steel
SCORED HITS: Best 56 per steel
START-STOP: Audible-Last Shot
PENALTIES: Miss + 3seconds
Procedural +3 seconds

P1

P2

P3

P4



Stage 5
(Pit 5)

