

# Field of Steel

**RULES:** Other

**Created By:** Scott Martin

**START POSITION:**

Facing downrange, hands at sides. Pistol loaded and holstered. PCC loaded at low ready.

**PROCEDURE:**

At the start signal, engage the targets in any order. T1, T2, and S1 thru S5 must be engaged from P1. S6 thru S10 may be engaged from P2 from the kneeling position.

**SCORING:** Unlimited

**ROUND COUNT:** 16

**TARGETS:** 02

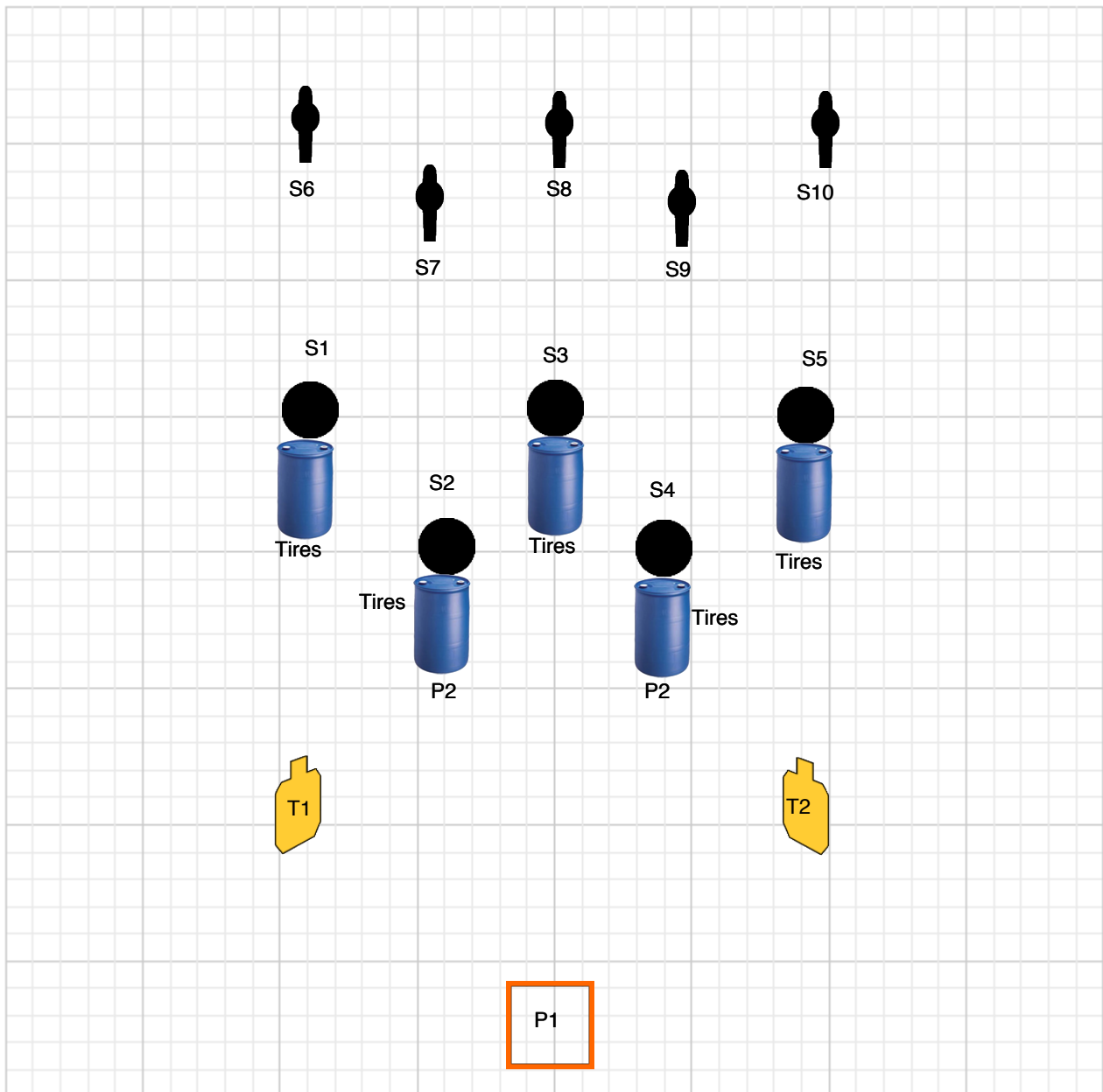
**DISTANCE:** 15 yards from P1 to S2. 10 yards from P2 to S7.

**SCORED HITS:** Three hits on paper (2 body, 1 head), steel until down.

**PENALTIES:** Standard

**NOTES:** Shooter must complete two reloads.

## Bay 3



# Shoot Him Not Me

**RULES:** Other

**Created By:** Scott Martin

**START POSITION:**

Standing at SP, facing downrange, hands at sides. Pistol holstered and loaded. PCC loaded and held at low ready.

**PROCEDURE:**

At the start signal, engage the targets in any order EXCEPT: You must first engage EITHER T4 OR T5 before engaging S5 (Steel Leader). THEN IMMEDIATELY ENGAGE the Steel Leader (S5). All shots will be fired from behind the fault line. T2 requires a single head shot. All shooters must complete at least two reloads.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 07

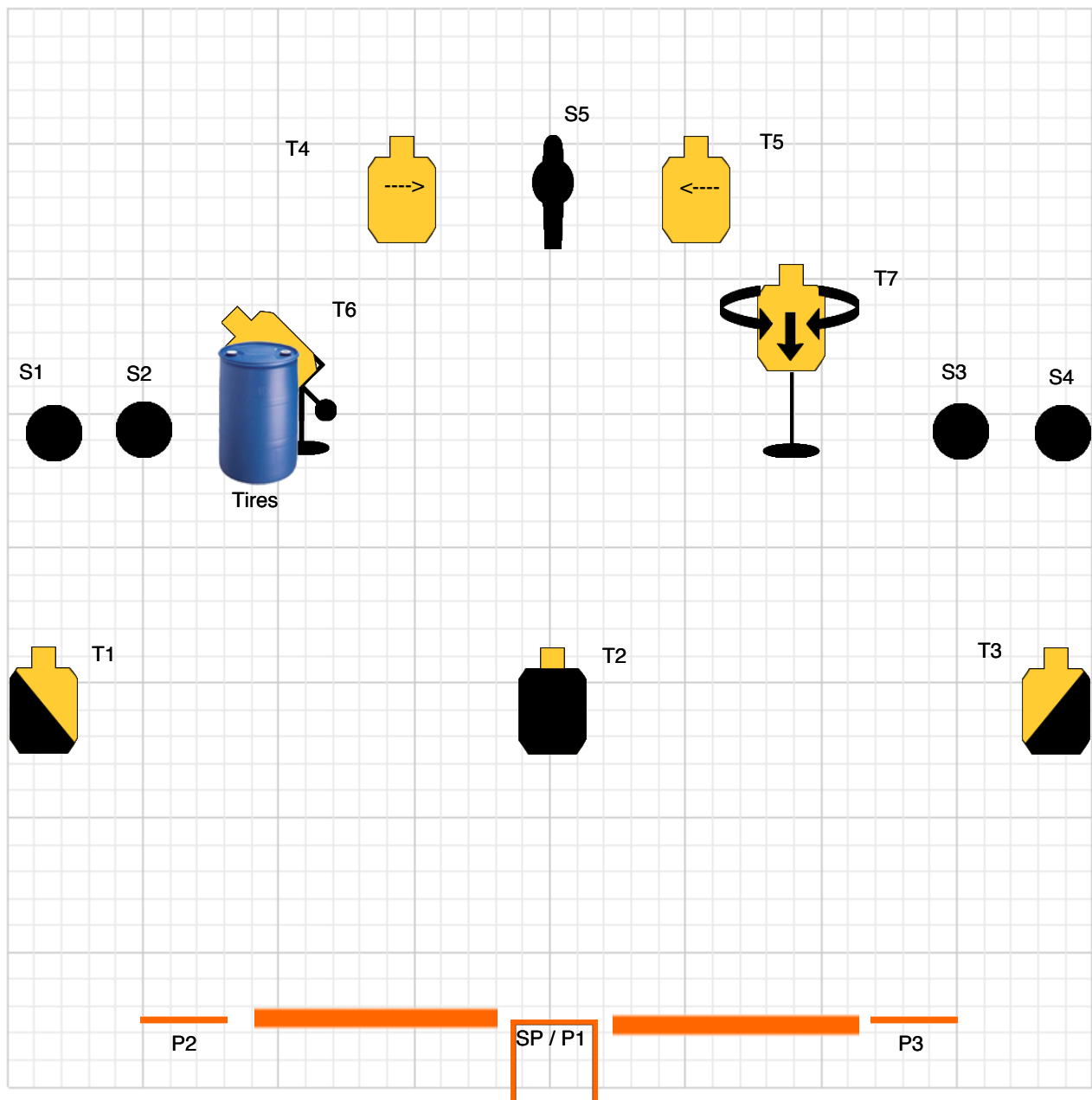
**DISTANCE:** 11 Yards from P1 to S1-4. 20 Yards from P1 to S5.

**SCORED HITS:** 2 hits on paper, steel until down, T2 only required 1 hit

**PENALTIES:** Standard

**NOTES:** Engaging T6 or T7 prior to activation is a FTDR Penalty. Engaging T7 after it has come to rest is also a FTDR.

## Bay 4



# Get a Grip Outlaw

**RULES:** IDPA Rules

**Created By:** Scott Martin

**START POSITION:**

Facing downrange, hands at sides. Gun loaded with exactly 6 rounds. Lay the gun on top of barrel, muzzle down range. Additional feeding devices loaded to 10 rounds or less and they will also be placed on top of the barrel. (5 shot revolvers load to capacity)

**SCENARIO:**

Standards stage. Limited scoring. 3 hits scored on all targets.

**PROCEDURE:**

At the start signal, engage targets in any order from P1.  
Engage T1 and T2 weak hand only. Engage T3 and T4 strong hand only.  
Engage T5 and T6 freestyle.

**SCORING:** Limited

**ROUND COUNT:** 18

**TARGETS:** 06

**DISTANCE:** T1&T2: 7 Yards / T3&T4: 10 Yards / T5:  
20 yards / T6: back of berm

**SCORED HITS:** 3 hits on all targets

**PENALTIES:** Standard

**CONCEALMENT:** No

**NOTES:** Ammunition is considered retained if on the barrel.

## Bay 5

