



Music City Tactical Shooters – Shotgun Only

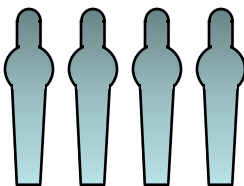
Stage 1 Bay 1

Course Designer: Ryan

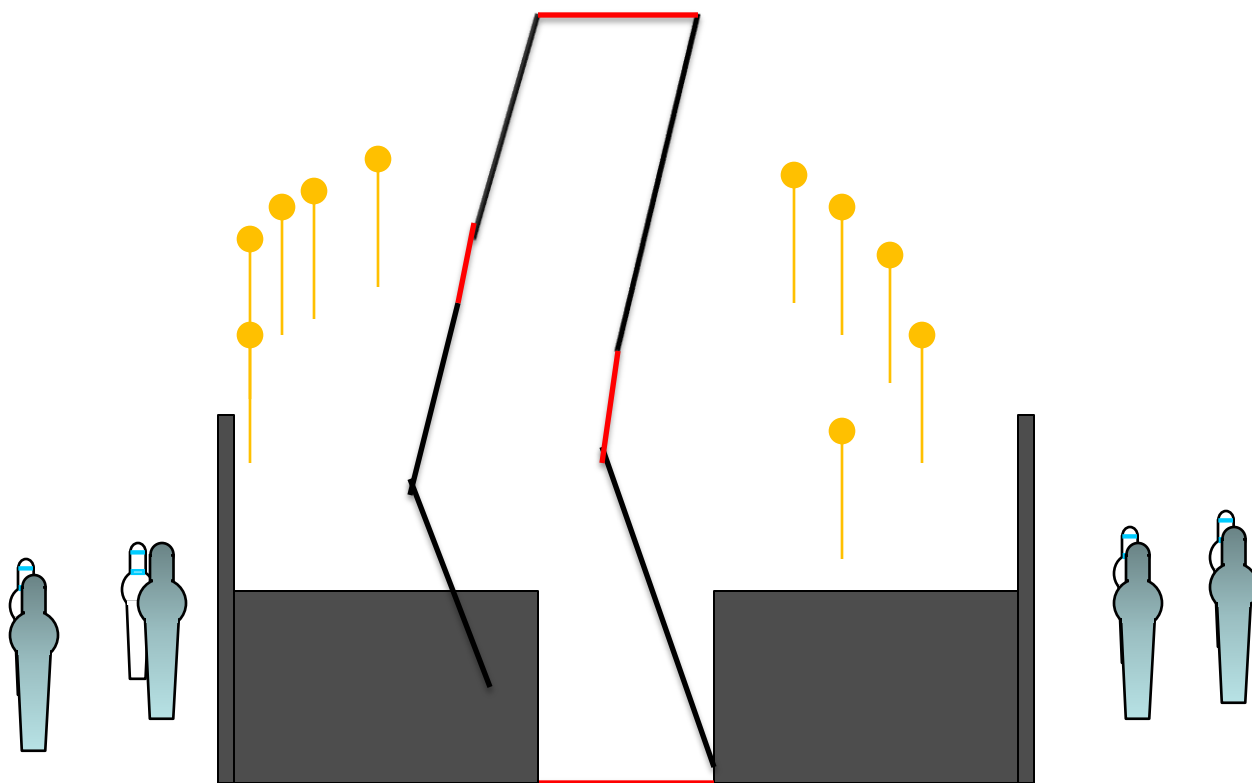
GUN READY CONDITION: Shotgun loaded to division capacity in the low ready position.

STRINGS: 1
SCORING: 26 rounds min
TARGETS: 12 Steel and 14 clays
SCORED HITS: **Steel must fall, clays must break. – 5 second penalty if steel / clay does not fall or break.**
START-STOP: Audible - Last shot

STAGE PROCEDURE: At the signal, engage steel and clay targets in any order from shooting area. Competitors must stay within red fault lines. Violation will result in a procedural of 20 second penalty.



Flippers





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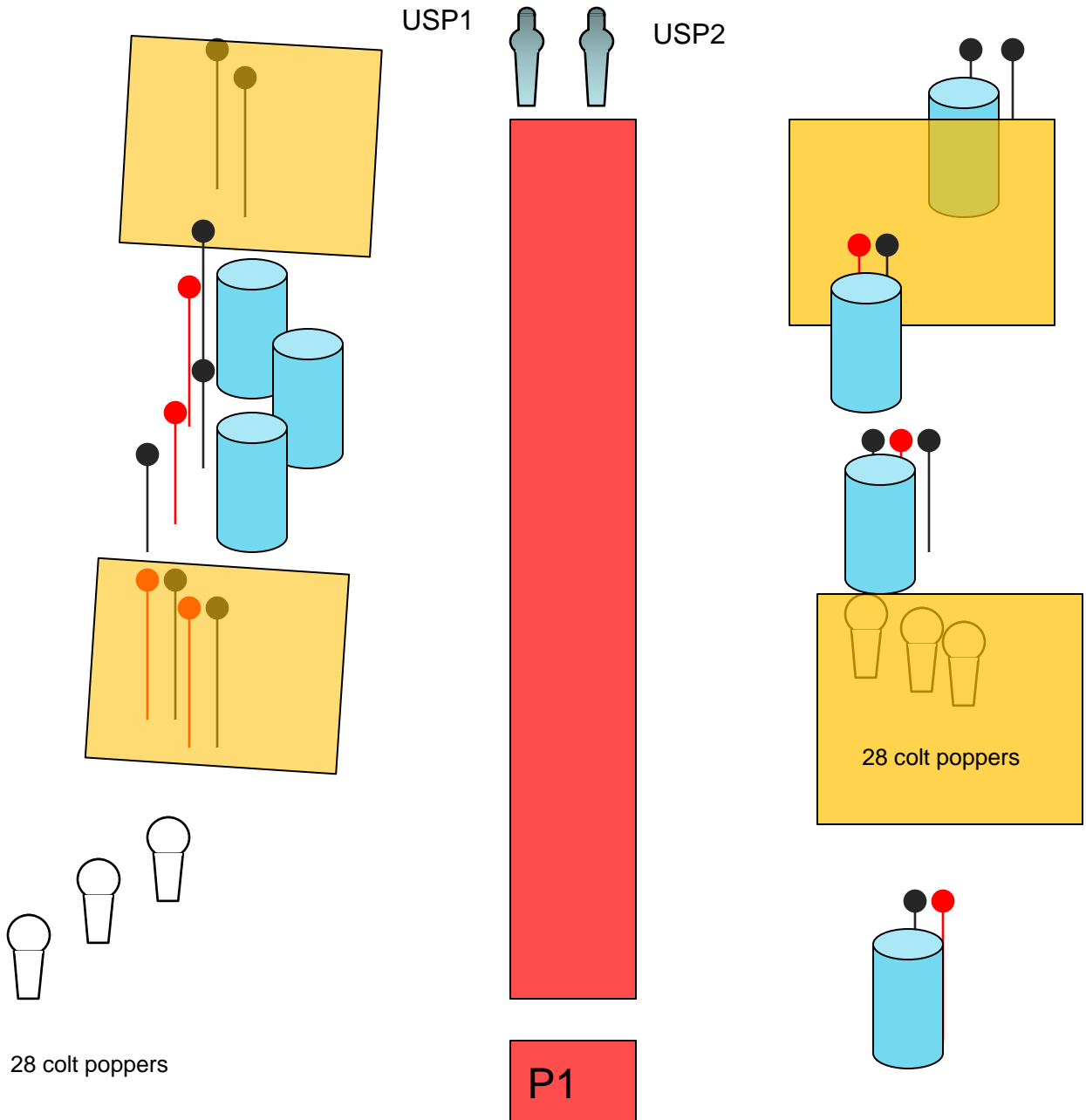
Stage 2 Bay 2

Course Designer: Ryan

GUN READY CONDITION: Shotgun loaded to division capacity in the low ready position. Shooter in box.

STAGE PROCEDURE: At the signal, engage steel targets in any order. Competitors must stay within red fault lines. Violation will result in a procedural of 20 second penalty. Red clay targets are NT.

STRINGS: 1
SCORING: 21 rounds min
TARGETS: 21 Steel and 7 Non-threat
SCORED HITS: Steel must fall – 5 second penalty if steel does not fall. 5 second penalty for all NT's broken.
START-STOP: Audible - Last shot





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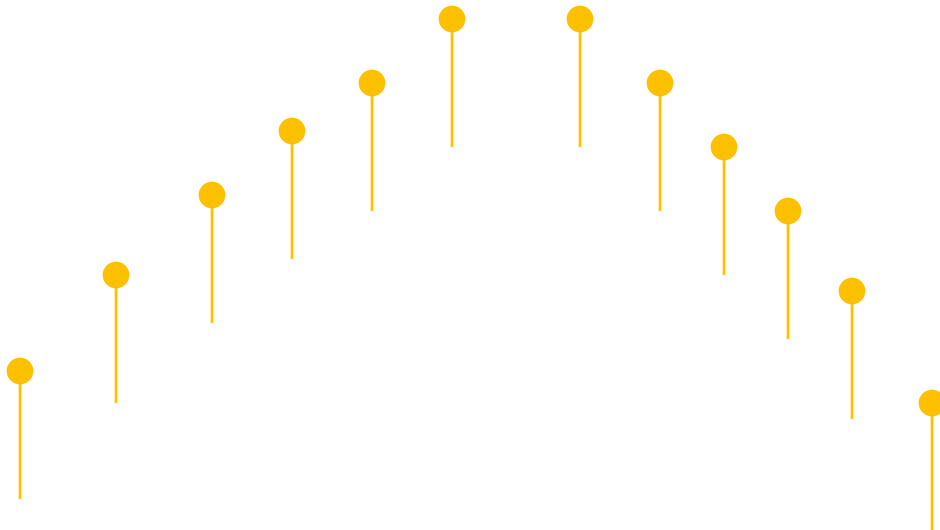
Stage 3 Bay 3

Course Designer: Ryan

GUN READY CONDITION: Shotgun loaded with 5 rounds only in the low ready position.

STAGE PROCEDURE: At the signal, engage clay targets C1 thru C12 in any order within P1 shooting area. Violation will result in a procedural of 20 second penalty.

STRINGS: 1
SCORING: 12 rounds min
TARGETS: 12 Clays
SCORED HITS: Clays must break. 5 second penalty if clay does not break.
START-STOP: Audible - Last shot



P1



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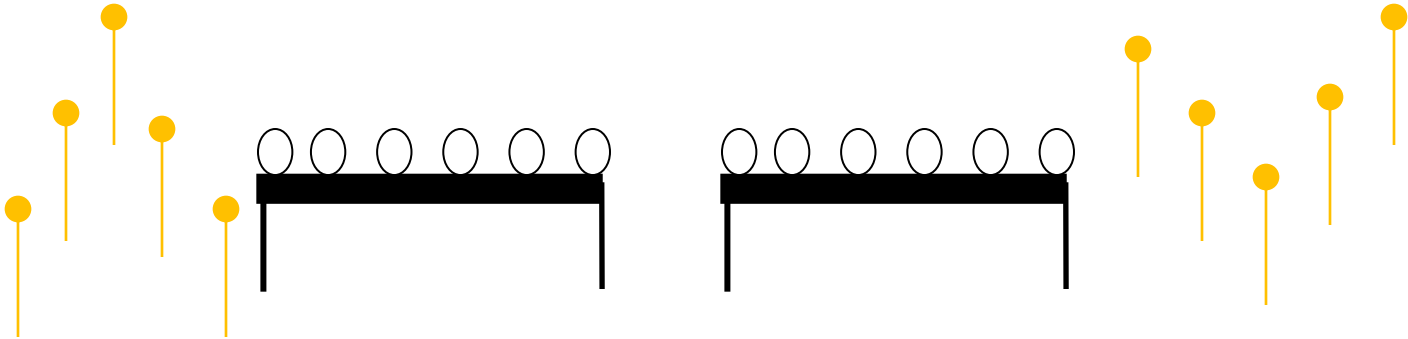
Stage 4 Bay 4

Course Designer: Ryan

GUN READY CONDITION: Weapon loaded to full capacity according to division at the low ready position.

STAGE PROCEDURE: Start at P1. Shoot clays from shooter's box. While moving to next box engage plates. From second box engage clays.

STRINGS: 1
SCORING: 22 rounds min
TARGETS: 12 Steel, 10 clays
SCORED HITS: Steel must fall – 5 second penalty if steel does not fall or clays do not break
START-STOP: Audible - Last shot



P1



P1



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Stage 5 Bay 5

Course Designer: Ryan

GUN READY CONDITION: Standing at P1, weapon loaded to division capacity in the low ready position.

STAGE PROCEDURE: At the signal, engage targets on the move to the foot activators. Targets get one slug anywhere. Competitor may not go past the foot activators.

STRINGS:

1

SCORING:

9 slug rounds min

TARGETS:

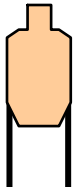
9 Threat, 3 Non-threat

SCORED HITS:

On Paper

START-STOP:

Audible - Last shot



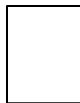
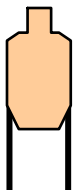
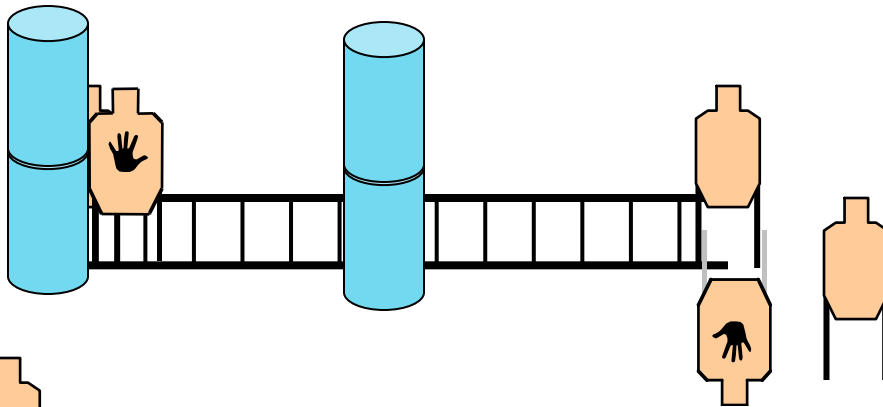
40 yds



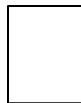
75 yds



60 yds



Foot



Foot

