

Run -N- Gun

- IDPA targets and scoring
- No limit on the amount of magazines, carry as many as you wish
- Reloads: Anytime, Anywhere, Any type, dropped loaded mags, speed loads, etc
- Divisions:
 - **SSP** 10 round max in mags, must fit in IDPA box DA, DA/SA, Striker, 1911 single stacks. IDPA gear placement, iron sights. (Combination of SSP, Production and Single Stack)
 - **ESP** hi-cap 140mm max mags, race holsters, pouches, belts, iron sights
 - **CDP** hi-cap 170mm max mags, race holsters, pouches, belts, comps, optics
 - **SSR** 6 shot revolvers, speedloaders, IDPA gear placement, iron sights
 - **ESR** 6, 7, or 8 shot revolvers, moon clips, race holsters, pouches, belts, comps, optics
- Classifications:
 - None, heads up within the 5 divisions

Music City Tactical Shooters

Stage 1

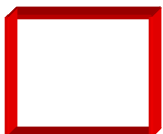
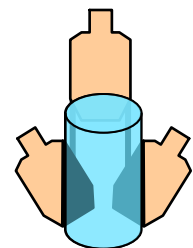
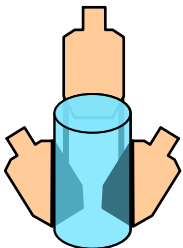
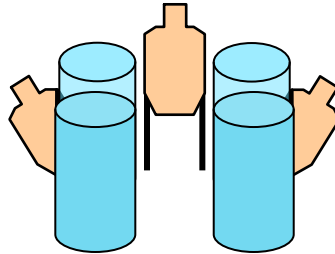
Course Designer: Greg Bell

SCENARIO: Shoot 'm where you can see 'm

START POSITION: In box wrists above shoulders

STRINGS: 1
SCORING: 27 rounds min, Vickers
TARGETS: 9 Threat,
SCORED HITS: Best 3 per paper
START-STOP: Audible - Last shot
COVER GARMENT: Not Required

STAGE PROCEDURE: All shots taken from the boxes any order



Music City Tactical Shooters

Stage 2

Course Designer: Greg Bell

SCENARIO: none

START POSITION: P1 Hands relaxed at sides

STRINGS:

1

SCORING:

31 rounds min, Vickers

TARGETS:

10 Threat, 1 popper

SCORED HITS:

Best 3 per paper, steel down

START-STOP:

Audible - Last shot

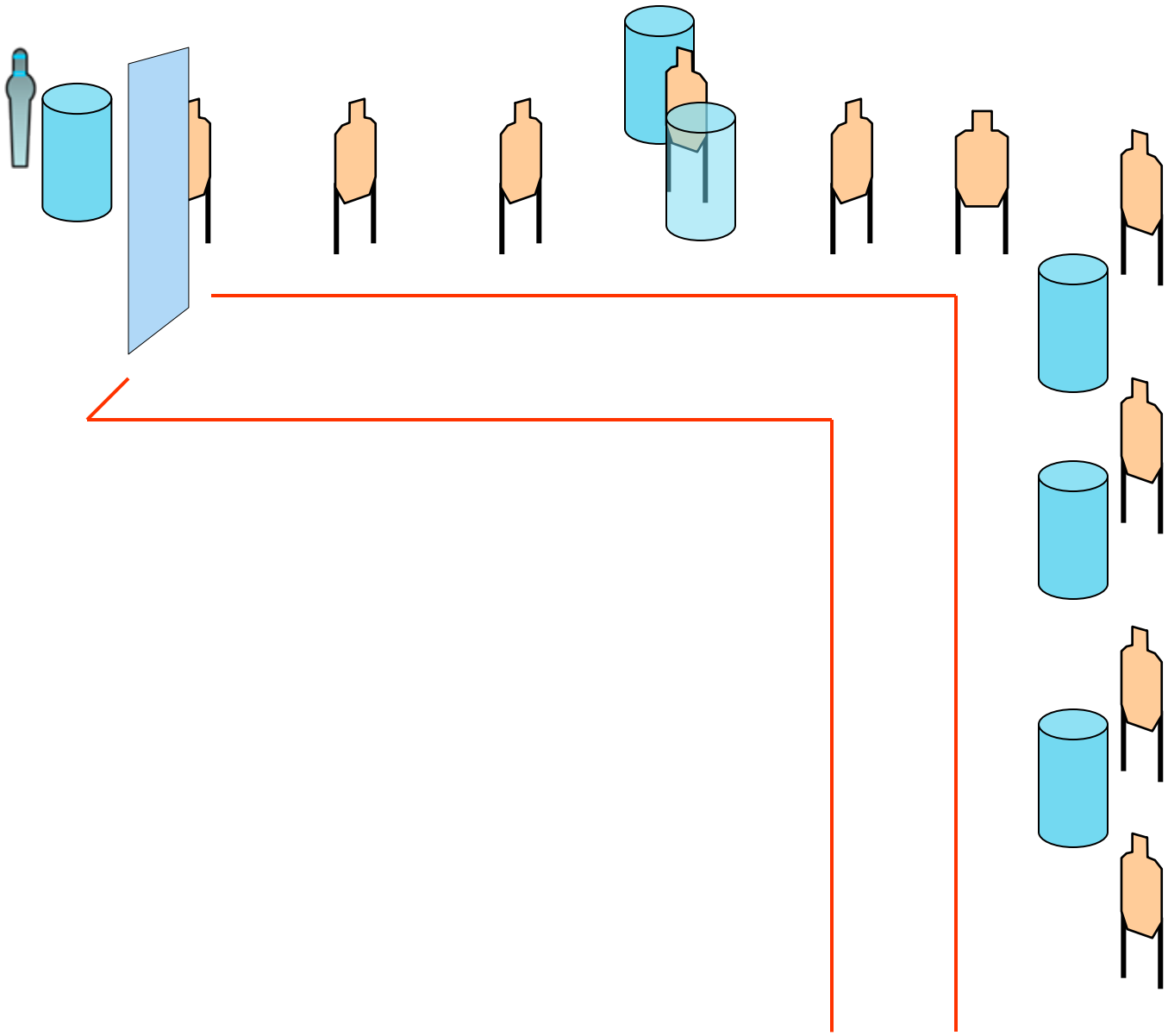
COVER GARMENT:

Not Required

STAGE PROCEDURE: Engage targets from within the marked shooting area

SO Note:

Advise shooters to take care and not break the 180°



P1

Music City Tactical Shooters

Stage 3

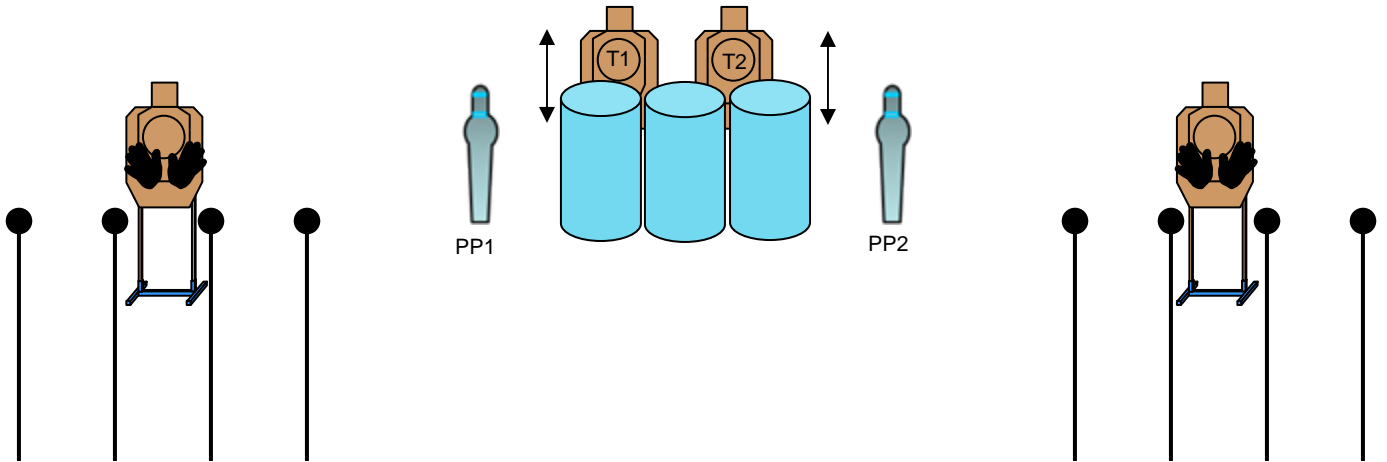
Course Designer: Greg Bell

SCENARIO: None

START POSITION: P1 facing up range, hands above shoulders

STRINGS: 1
SCORING: 14 rounds min, Vickers
TARGETS: 2 Threat, 2 Non-Threat, 8 plates, 2 poppers
SCORED HITS: Best 2 per paper, steel down
START-STOP: Audible - Last shot
COVER GARMENT: Not Required

STAGE PROCEDURE: Engage plates, poppers, and targets in any order from within the marked shooting area.



P1

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Stage 4

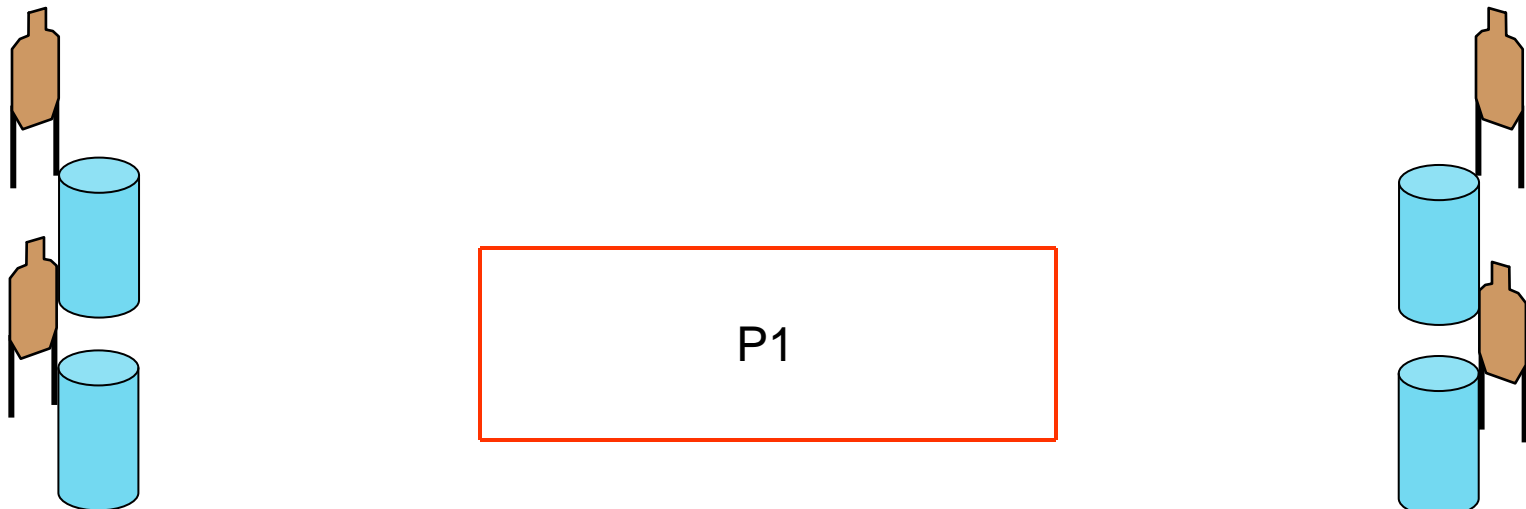
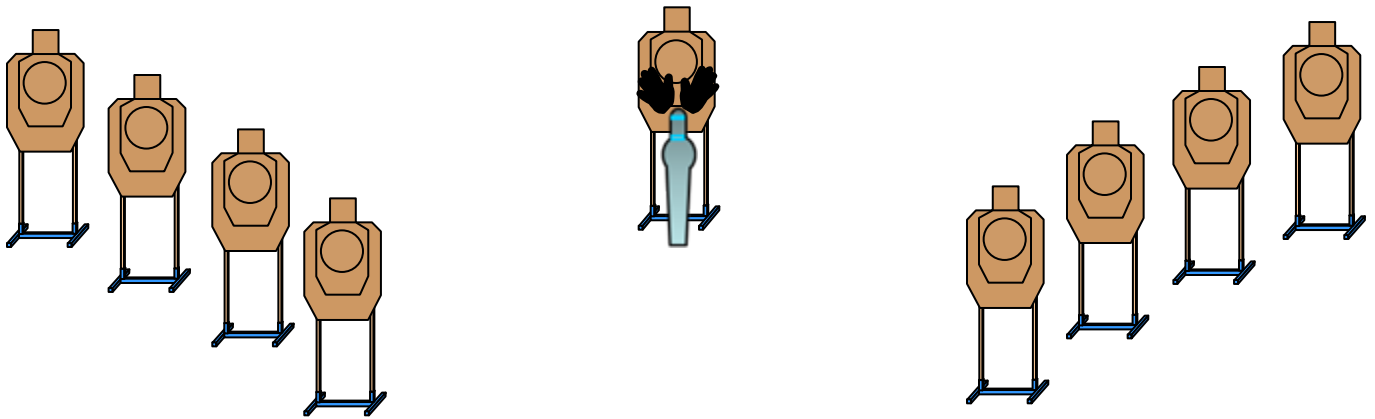
Course Designer: Greg Bell

SCENARIO: None

START POSITION: Within marked shooting area, facing down range, hands relaxed at sides.

STAGE PROCEDURE: Engage targets and popper in any order from within the marked shooting area.

STRINGS: 1
SCORING: 25 rounds min, Vickers
TARGETS: 12 Threat, 1 Non-Threat, 1 steel
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Not Required



Music City Tactical Shooters

Stage 5

Course Designer: Greg Bell

SCENARIO: None

START POSITION: P1 hands relaxed at sides.

STRINGS: 1
SCORING: 30 rounds min, Vickers
TARGETS: 15 Threat
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
COVER GARMENT: Not Required

STAGE PROCEDURE: Engage all targets from no farther forward of the forward fault line.

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Stage 6

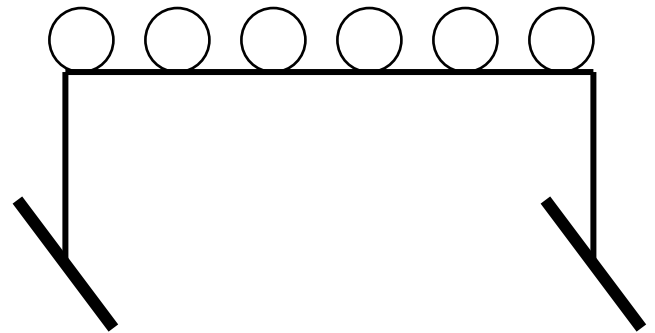
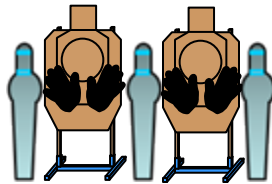
Course Designer: Greg Bell

SCENARIO: None

START POSITION: P1 facing up range, hands relaxed at sides

STRINGS: 1
SCORING: 9 rounds min, Vickers
TARGETS: 9 Steel, 2 Non-Threat
SCORED HITS: Steel down
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Not Required

STAGE PROCEDURE: At the beep turn, draw and engage plates and poppers



10 yds.

P1

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Stage 7

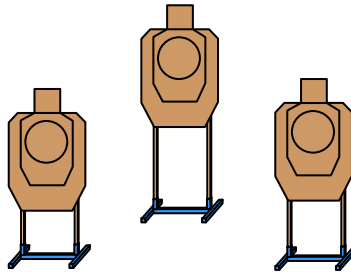
Course Designer: Chandler LaFrain

SCENARIO: Standards Drill

START POSITION: P1 Hands relaxed at sides, gun loaded to six rounds

STRINGS: 1
SCORING: 15 rounds min, Limited Vickers
TARGETS: 3 Threat
SCORED HITS: 4 body, 1 head per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Not Required

STAGE PROCEDURE: At the beep draw and engage T1-T3 with two rounds to each body in tactical sequence. Perform any legal IDPA reload, from kneeling position reengage T1-T3 with two rounds to each body in tactical sequence. Perform any legal IDPA reload, from prone position reengage T1-T3 with one rounds to each head.



10 yds.

P1