

MCTS 3 Gun Match

Nov 6, 2010

IDPA Scoring

Divisions:

SSP – All iron sights

CDP - Rifle optics, iron sight shotgun and pistol

ESP – Anything goes

SSP / CDP Capacity Limits:

No limit for pistol

9 rounds for shotgun

No beta / drum mags for rifle

ESP Capacity Limits:

None!

No classifications heads up within the divisions

No steel core ammo!

No slugs on steel targets!

Grounded guns must be empty or on safe with muzzle in safe direction

Chamber flags required for all long guns
(Available at the range for a nominal fee)

Music City Tactical Shooters – IDPA

Stage 1

Course Designer: Matt Tipton

SCENARIO:

GUN READY CONDITION: Pistol loaded and holstered, shotgun and rifle staged downrange on tables unloaded with bolts closed. Shotgun and rifle ammunition carried on the body or staged downrange. All rifle shots must pass through ports.

STRINGS:

SCORING:

TARGETS:

SCORED HITS:

START-STOP:

RULES:

11 pistol, 12 rifle, 1 shot

11 paper, 1 non threat, 1 Steel

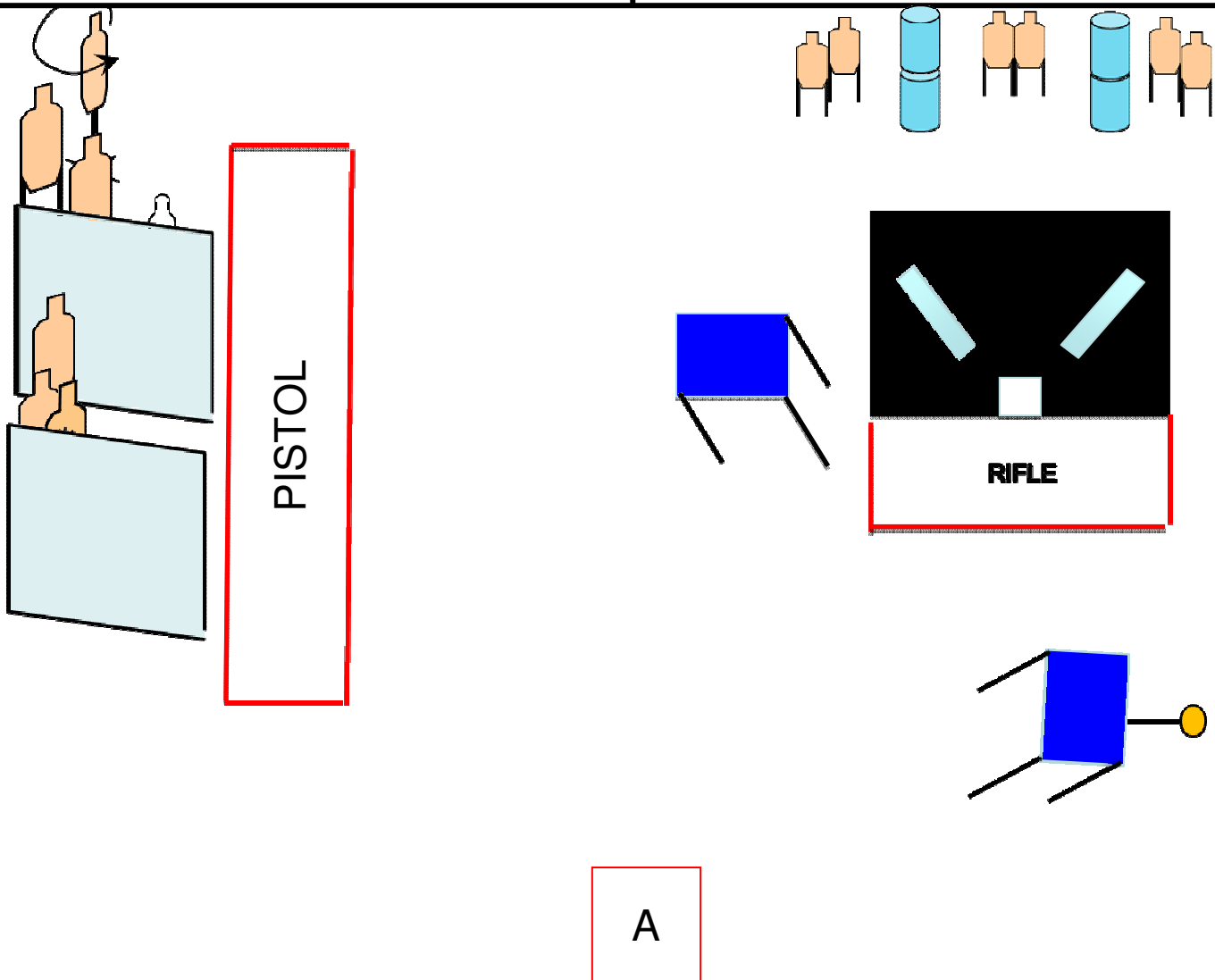
Best 2 per paper, steel must

all, clay must break to score

Audible - Last shot

Current IDPA Rulebook

STAGE PROCEDURE: Start standing in box A, at signal proceed to a shooting area and engage targets. Ground a safe weapon on tables when finished with that array.



Music City Tactical Shooters – IDPA

Stage 2

Course Designer: Matt Tipton

SCENARIO:

GUN READY CONDITION: Pistol loaded and holstered ,
shotgun loaded at low ready

STRINGS:

1

SCORING:

16 pistol 9-14 birdshot

TARGETS:

8 threat, 6 non threat steel

14Steel

SCORED HITS:

Best 2 per paper steel must fall

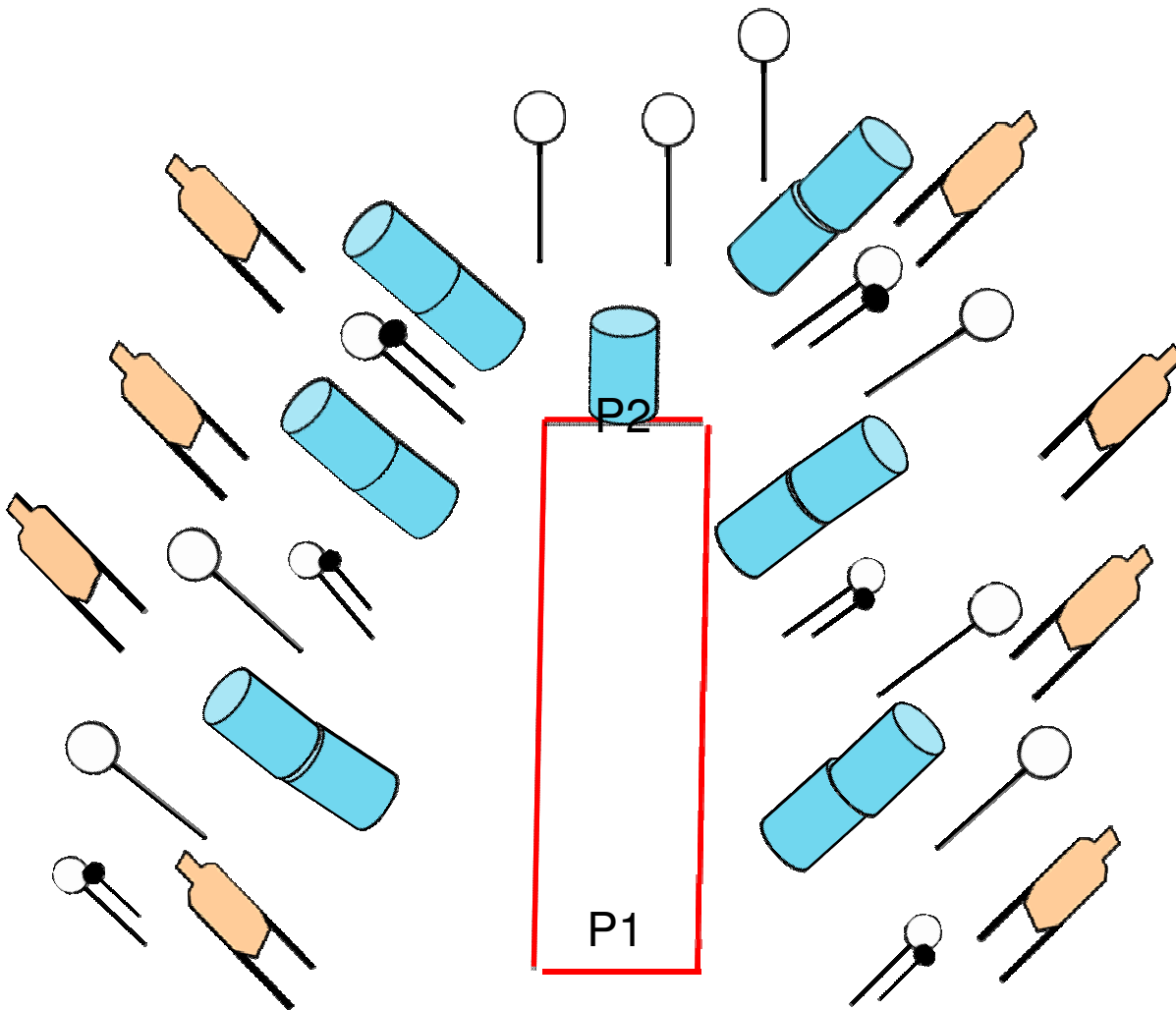
START-STOP:

Audible - Last shot

RULES:

Current IDPA Rulebook

STAGE PROCEDURE: Starting at P1, engage all
targets from within the shooting area while on the move
to P2. Ground a safe shotgun on the barrel at P2. Paper
must be engaged with pistol, steel may be engaged with
pistol or shotgun



Music City Tactical Shooters – IDPA
Slugs or Shot
Course Designer: Matt Tipton

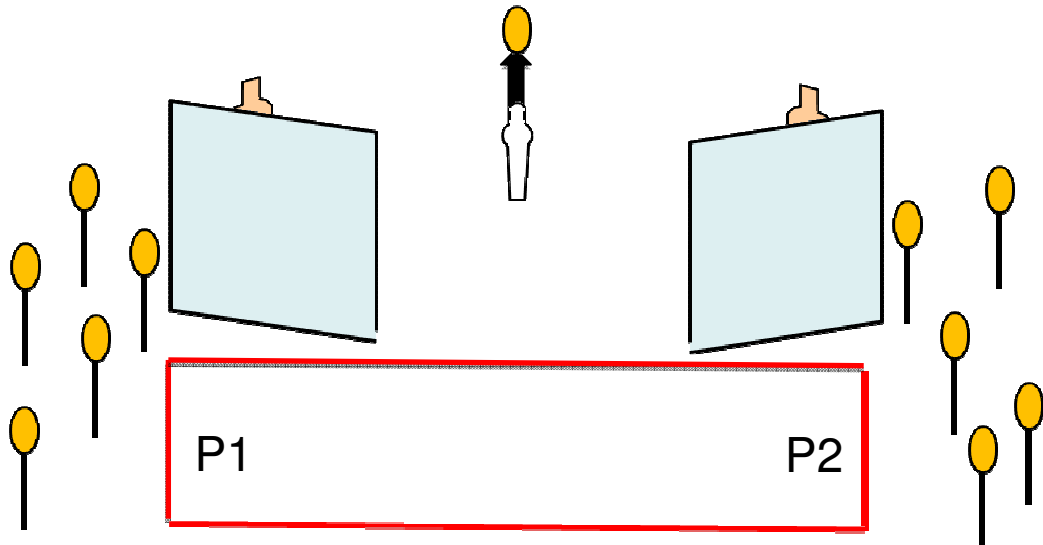
SCENARIO:

GUN READY CONDITION: Loaded at low ready

STRINGS: 1
SCORING: 12 birdshot 4 slugs min
TARGETS: 2 threat, 11 clays, 1 Steel
SCORED HITS: Best 2 per paper, clays must break
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook

STAGE PROCEDURE: Begin at either P1 or P2. At signal engage all targets as they become visible.

NOTE- A miss on the flipper clay will not incur a FTN
Slugs on steel will incur a FTDR



Music City Tactical Shooters – IDPA

Hose em

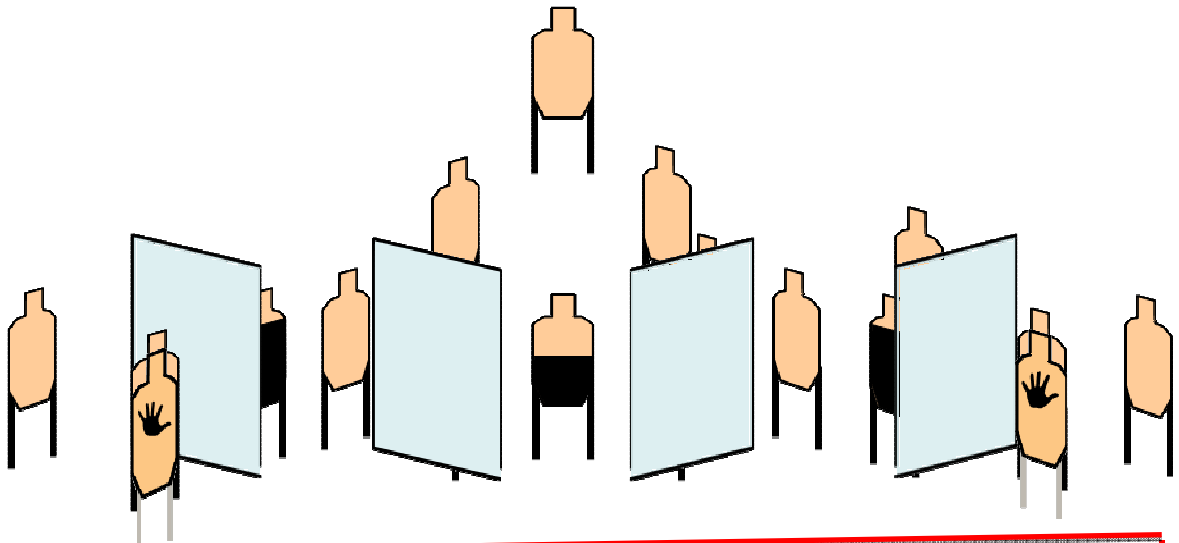
Course Designer: Matt Tipton

SCENARIO:

GUN READY CONDITION: Loaded at low ready

STRINGS: 1
SCORING: 32 rounds rifle Vickers
TARGETS: 16 threat, 2 non threat,
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook

STAGE PROCEDURE: At signal engage all targets as they become visible from within the shooting area.



Music City Tactical Shooters – IDPA

Bottleneck

Course Designer: Matt Tipton

SCENARIO:

GUN READY CONDITION: Pistol loaded and holstered, shotgun and rifle loaded and staged down range.

STRINGS: 1

SCORING: 14 pistol, 9 shot, 13 rifle

TARGETS: 9 clays, 9 paper, 1 non threat, 9 steel

1

14 pistol, 9 shot, 13 rifle

9 clays, 9 paper, 1 non threat, 9 steel

Best 2 per paper

SCORED HITS:

START-STOP:

Audible - Last shot

RULES:

Current IDPA Rulebook

STAGE PROCEDURE: At signal engage steel and paper from box A. Ground a safe pistol on Table B and retrieve shotgun, engage clays then ground safe shotgun in barrel, retrieve rifle then engage rifle targets. Do not advance past forward fault line.

