

# Rules and 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
  
- All competitors may wear up to 3 additional magazines/speedloaders.
  
- Any Steel left standing will be counted as a FTN.
  
- Man vs Man Steel Challenge will be heads up regardless of the type of weapon used.

# Music City Tactical Shooters

## Bay 1 Stage 1

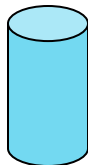
Course Designer: Michael Bresson

**SCENARIO:** Shooting from low cover!

**START POSITION:** Gun holstered and magazines on opposite barrel. At the sound of the buzzer, engage all steel near to far priority.

**STAGE PROCEDURE:** Engage all steel targets from low cover. Any steel poppers left standing will result in FTN. Auto poppers in the back must be hit, SO will determine.

**STRINGS:** 1  
**SCORING:** 8 rounds min, Vickers  
**TARGETS:** 8 Threat, 0 Non-Threat  
**SCORED HITS:** Until Steel Falls/SO calls  
**START-STOP:** Audible - Last shot  
**RULES:** Modified IDPA Rules Scoring  
**COVER GARMENT:** Required



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# Music City Tactical Shooters

## Bay 2 Stage 2

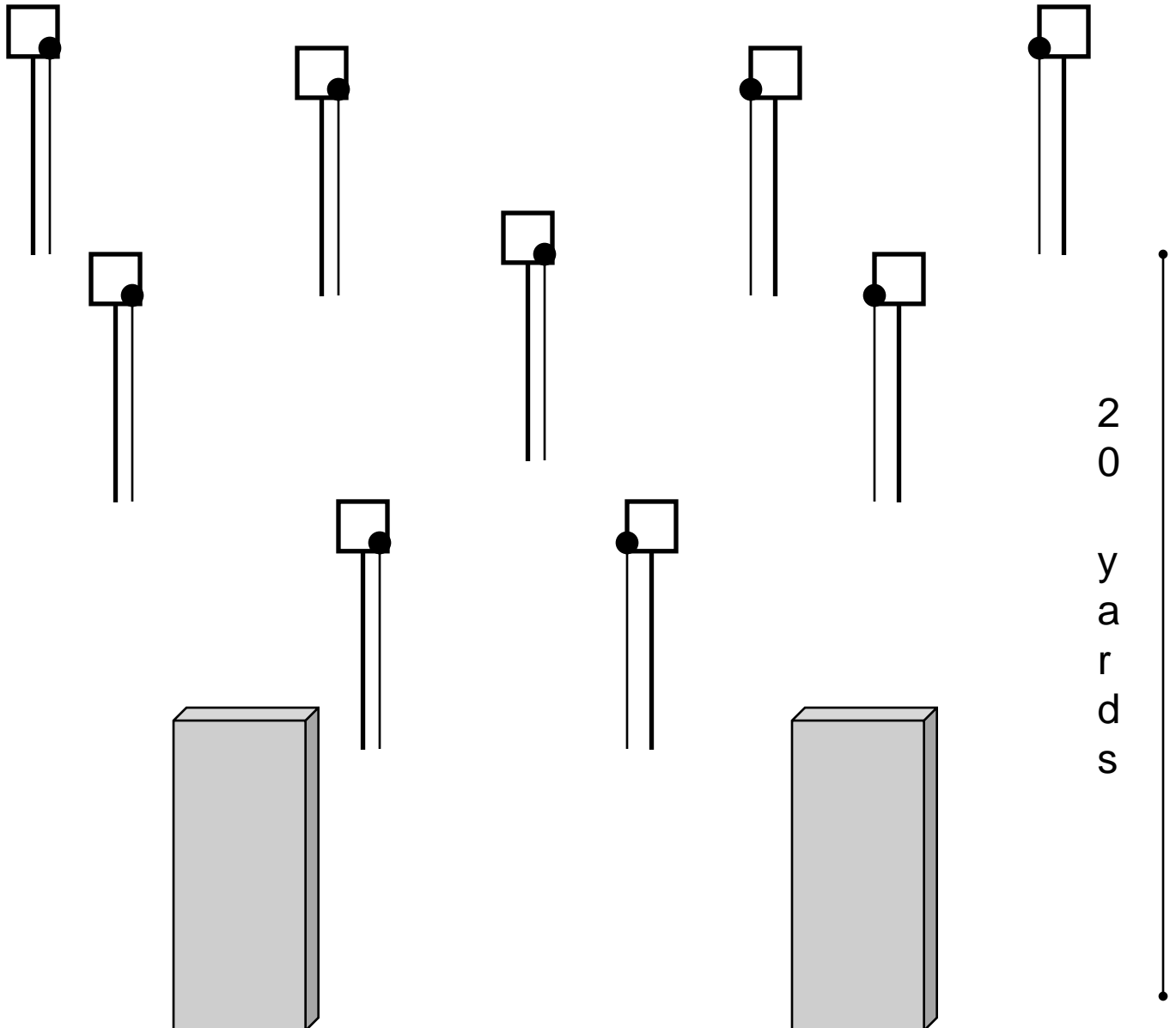
Course Designer: Michael Bresson

**SCENARIO:** Shoot on the move without hitting Non Threats!

**START POSITION:** Starting at either barricade. At the sound of the buzzer, advance to the other barricade.

**STAGE PROCEDURE:** Steel may be shot in any order. All shots must be taken in the open while moving from one barricade to another. Reloading may only take place from behind the barricade.

**STRINGS:** 1  
**SCORING:** 9 rounds min, Vickers  
**TARGETS:** 9 Threat, 9 Non-Threat  
**SCORED HITS:** Until Steel Falls  
**START-STOP:** Audible - Last shot  
**RULES:** Modified IDPA Rules Scoring  
**COVER GARMENT:** Required



# Music City Tactical Shooters

## Bay 4 Stage 3

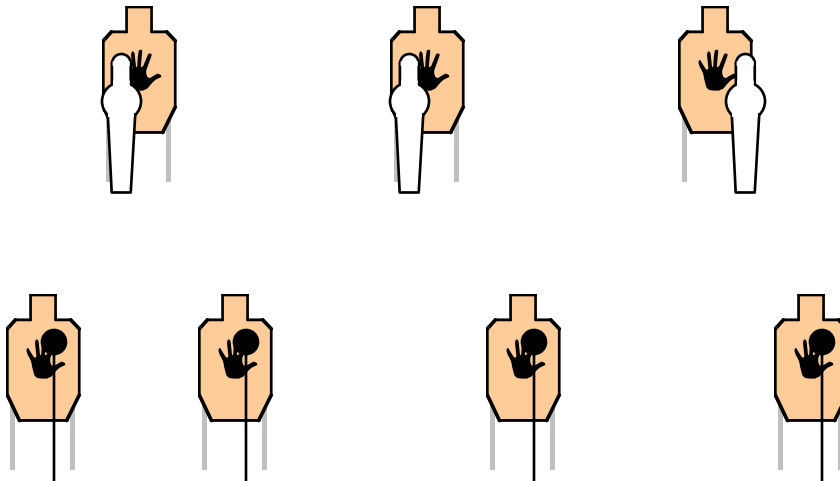
Course Designer: Michael Bresson

**SCENARIO:** None

**START POSITION:** Starting at P1, at the sound of the buzzer, engage all steel targets in any order.

**STAGE PROCEDURE:** All shots in the non threats will be counted(example: 2 shots = 2 hits on NT). Near to far is not required. Any steel left will also count as a FTN.

**STRINGS:** 1  
**SCORING:** 7 rounds min, Vickers  
**TARGETS:** 7 Threat, 7 Non-Threat  
**SCORED HITS:** Until Steel Falls  
**START-STOP:** Audible - Last shot  
**RULES:** Modified IDPA Rules Scoring  
**COVER GARMENT:** Required



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# Music City Tactical Shooters

## Bay 6/Bay 7 Stage 4

Course Designer: Michael Bresson

**SCENARIO:** None

**START POSITION:** Starting at P1, at the sound of the buzzer, engage all steel targets in any order.

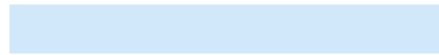
**STRINGS:** 1  
**SCORING:** 12 rounds min, Vickers  
**TARGETS:** 12 Threat, 0 Non-Threat  
**SCORED HITS:** Until Steel Falls  
**START-STOP:** Audible - Last shot  
**RULES:** Modified IDPA Rules Scoring  
**COVER GARMENT:** Not Required

**STAGE PROCEDURE:** Left side plate rack must be shot with Strong Hand. Right side plate rack must be shot with Weak Hand. Any steel left will also count as a FTN.

Plate Rack

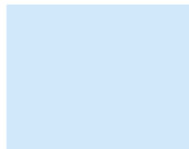


Plate Rack



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# ***Music City Tactical Shooters***

## ***Bay 4 Man vs Man Steel Challenge***

**Course Designer: Michael Bresson**

**SCENARIO:** Man vs Man Steel Challenge – \$10.00 gets you entered and the winner will keep 50% of the total purse!

**START POSITION:** Secret

**STRINGS:** 1  
**SCORING:** 13 rounds min, Vickers  
**TARGETS:** 13 Threat, 0 Non-Threat  
**SCORED HITS:** Until Steel Falls  
**START-STOP:** Audible - Last shot  
**RULES:** Fastest Time Wins  
**COVER GARMENT:** Not Required Recommended

**STAGE PROCEDURE:** Secret