



## Music City Tactical Shooters – Steel Match 02/23/2014

- No limit on the amount of magazines, carry as many as you wish
- Reloads: Anytime, Anywhere, Any type, dropped loaded mags, speed loads, etc
- All props are considered hard cover. Any hits to hard cover that also hit threat targets will **NOT** count.
- New shooters can have the pins placed in the polish plate rack during his/her CoF on Bay 4/Bay 6.

### • Divisions:

- **Production** 10 round max in mags, DA, DA/SA, Striker, iron sights.
- **Limited** hi-cap 140mm max mags, race holsters, pouches, belts, iron sights
- **Single Stack** 1911 single stacks
- **Open** hi-cap 170mm max mags, race holsters, pouches, belts, comps, optics, any shotgun or pistol caliber carbine
- **Revolver** 6 shot revolvers, speedloaders, IDPA gear placement, iron sights
- **Open Revolver** 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 – Steel Match 02/23/2014

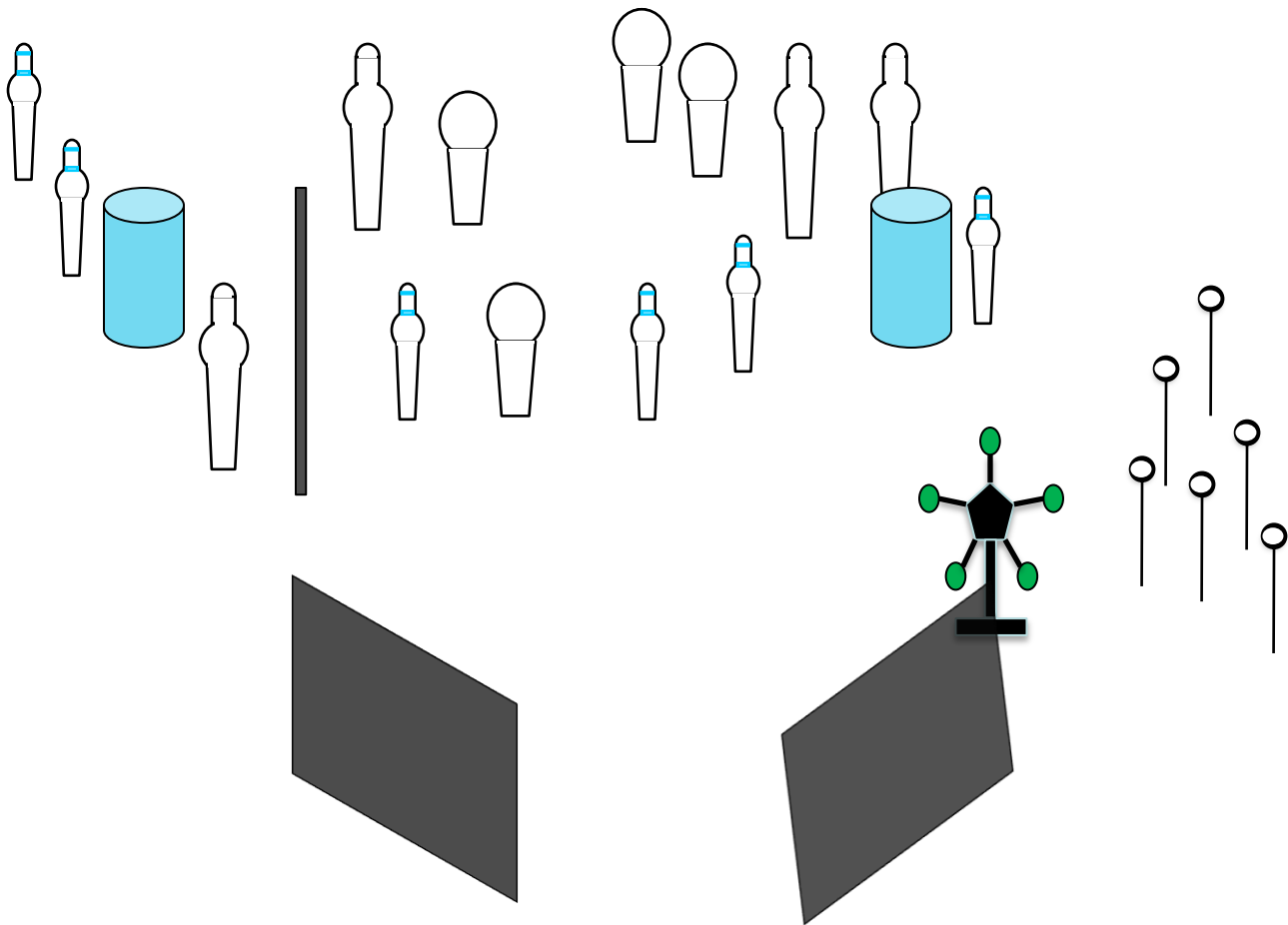
## Stage 1 Bay 1

Course Designer: Michael Bresson

**START POSITION:** Standing at P1, weapon loaded and holstered. Hands relaxed by side.

**STAGE PROCEDURE:** At the signal, engage all steel targets in any order. All shots must be within the shooting box only. Penalty = 3 second per shot taken.

**STRINGS:** 1  
**SCORING:** 25 rounds min  
**TARGETS:** 0 threat, 0 Non-Threats 25 steel  
**SCORED HITS:** Best 2 per target, Steel down  
**START-STOP:** Audible - Last shot  
**RULES:** Outlaw





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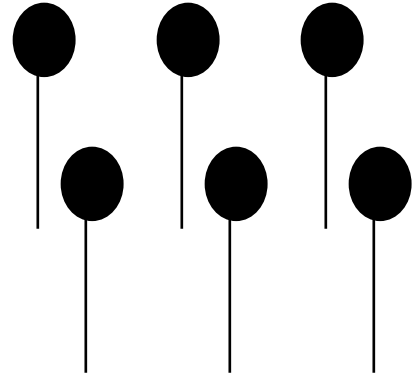
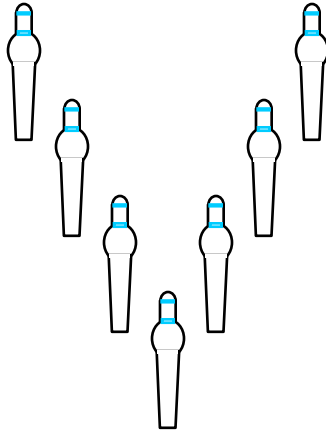
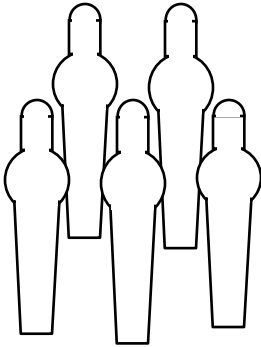
## Stage 2 Bay 2

Course Designer: Michael Bresson

**START POSITION:** Standing at P1, weapon loaded and holstered. Hands relaxed in surrender position.

**STAGE PROCEDURE:** At the signal, engage all steel targets in any order. All shots must be within the shooting box only. Penalty = 3 second per shot taken.

**STRINGS:** 1  
**SCORING:** 18 rounds min  
**TARGETS:** 0 threat, 0 Non-Threats 18 steel  
**SCORED HITS:** Steel down  
**START-STOP:** Audible - Last shot  
**RULES:** Outlaw



P1



# Music City Tactical Shooters – Steel Match 02/23/2014

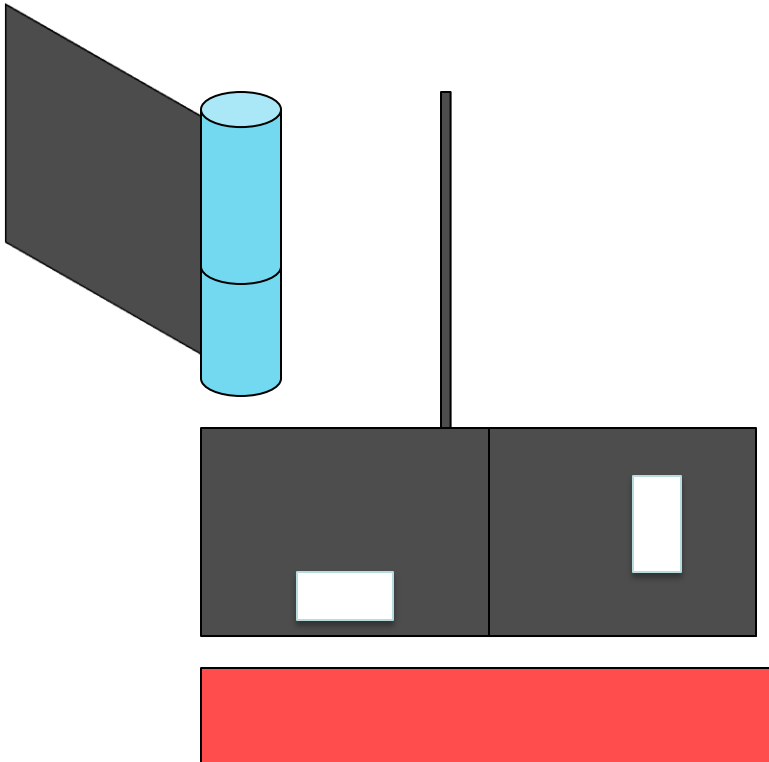
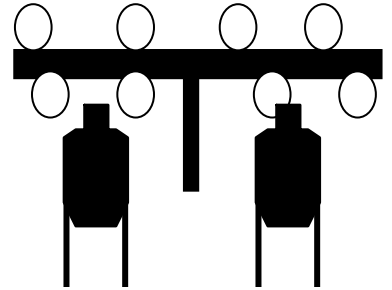
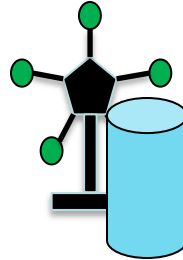
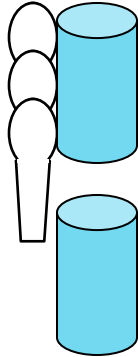
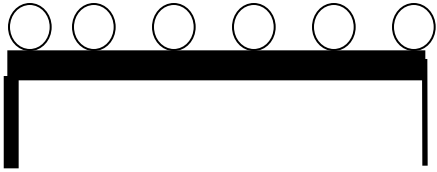
## Stage 3 Bay 4

Course Designer: Michael Bresson

**START POSITION:** Standing at P1, weapon loaded and holstered. Hands relaxed by side.

**STAGE PROCEDURE:** At the signal, engage all steel targets in any order. All shots must be within the shooting box only. Penalty = 3 second per shot taken.

**STRINGS:** 1  
**SCORING:** 22 rounds min  
**TARGETS:** 0 Threat, 0 Non-threats, 22 Steel  
**SCORED HITS:** Until Steel down  
**START-STOP:** Audible - Last shot  
**RULES:** Outlaw



P1



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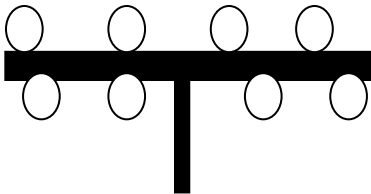
## Stage 4 Bay 6

Course Designer: Michael Bresson

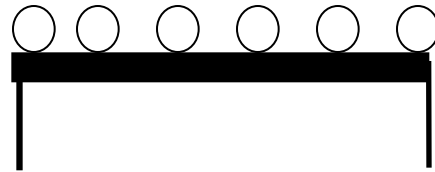
**START POSITION:** Standing at P1, weapon unloaded and laying on the barrel. Hands relaxed by side.

**STAGE PROCEDURE:** At the signal, engage all steel targets in any order. All shots must be within the shooting box only. Penalty = 3 second per shot taken.

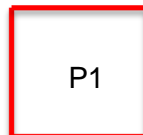
**STRINGS:** 1  
**SCORING:** 14 rounds min  
**TARGETS:** 0 threat, 0 Non-Threats, 14 steel  
**SCORED HITS:** Steel down  
**START-STOP:** Audible - Last shot  
**RULES:** Outlaw

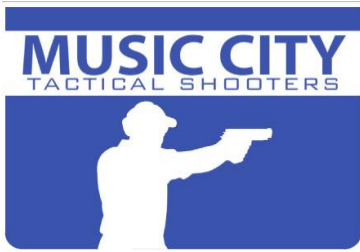


12 YDS



12 YDS





**Music City Tactical Shooters – Steel Match 02/23/2014**

**Stage 5 Bay 7**

**Course Designer: Michael Bresson**

**START POSITION:** P-1 Weapon and one ammo carrier on barrel. Weapon unloaded, slide forward.

**STRINGS:** 4  
**SCORING:** 24 rounds min  
**TARGETS:** 0 Threat, 0 Non-Threat, 24 Steel  
**SCORED HITS:** Steel Visible Hit  
**START-STOP:** Audible - Last shot  
**RULES:** Outlaw

**STAGE PROCEDURE:** At the sound of the buzzer, engage all targets in any order from the designated shooting areas only. Any steel poppers left standing will result in FTN(except steel challenge round plates). All hits on Non-threats will count. Steel Challenge plates=Visible hit to count.

