



## Music City Tactical Shooters – Memorial **Red**, **White** **Blue** Steel Match Sunday 05/25/2014

- No limit on the amount of magazines, carry as many as you wish
- Reloads: Anytime, Anywhere, Any type, dropped loaded mags, speed loads, etc

### • Pistol Divisions:

- **Production** 10 round max in mags, DA/SA, Striker. IDPA gear placement, iron sights.
- **Limited** hi-cap 140mm max mags, race holsters, pouches, belts, iron sights
- **Open** hi-cap 170mm max mags, race holsters, pouches, belts, comps, optics
- **Revolver** 6, 7, or 8 shot revolvers, moon clips, race holsters, pouches, belts, comps, optics
- **Single Stack** single stacks

### • Shotgun Divisions:

- **Pump**
- **Auto**
- **Open** more than 9 shot capability, magazine feed or optics

### • Pistol Caliber Carbine Divisions:

- **Open**

### • **Classifications:**

- None, heads up



Music City Tactical Shooters – Memorial RED, WHITE, BLUE Steel Match

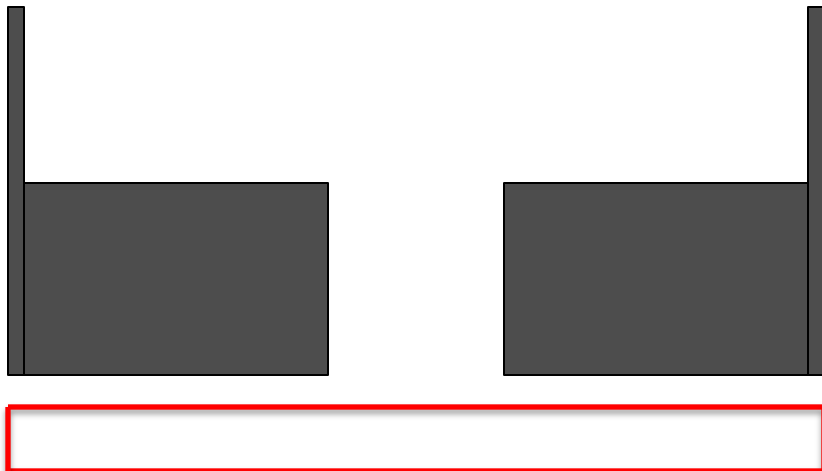
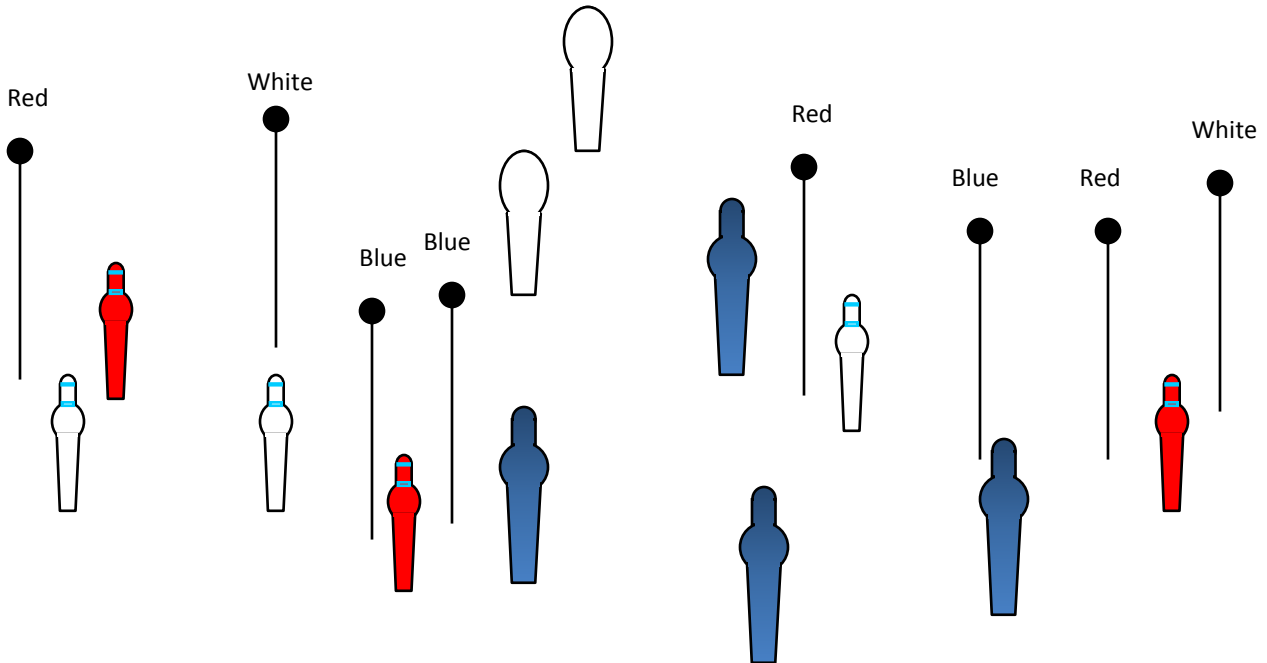
Stage 1

Course Designer: J. Michael Bresson

START POSITION: Standing in P1, Weapon loaded to division capacity and holstered. Hands in the surrender position.

STAGE PROCEDURE: At the signal, engage all colored steel targets in Red, White Blue order. Any plate knocked down from the wrong box will incur a 10 second penalty.

STRINGS: 1  
SCORING: 20 rounds min, Vickers  
TARGETS: 0 threat, 0 non threat, 20 Steel  
SCORED HITS: Steel must fall  
START-STOP: Audible - Last shot





Music City Tactical Shooters – Memorial **RED**, **WHITE**, **BLUE** Steel Match

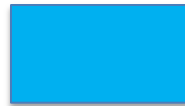
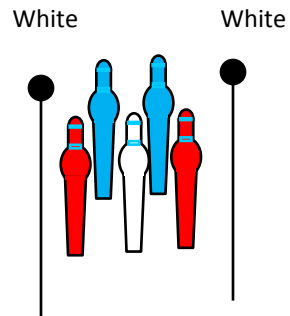
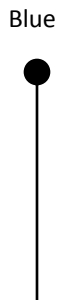
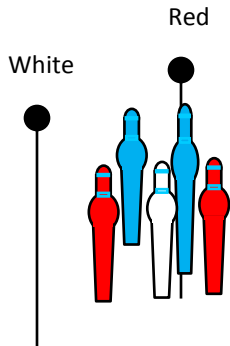
Stage 2

Course Designer: J. Michael Bresson

**START POSITION:** Standing in P1, Weapon loaded to division capacity and holstered. Hands in the surrender position.

**STAGE PROCEDURE:** At the signal, engage all colored steel targets in Red, White Blue order. Any plate knocked down from the wrong box will incur a 10 second penalty.

**STRINGS:** 1  
**SCORING:** 15 rounds min, Vickers  
**TARGETS:** 0 threat, 0 non threat, 20 Steel  
**SCORED HITS:** Steel must fall  
**PAR TIME:** 30 Seconds





Music City Tactical Shooters – Memorial **RED**, **WHITE**, **BLUE** Steel Match

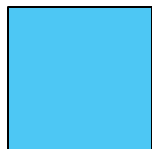
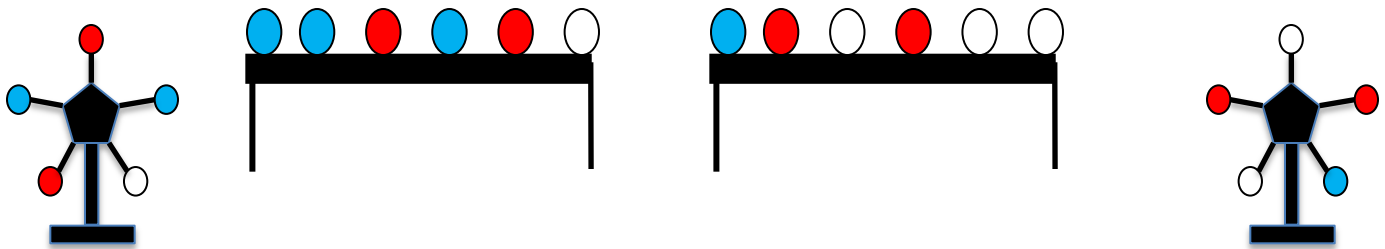
Stage 3

Course Designer: J. Michael Bresson

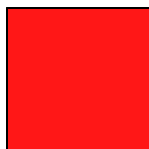
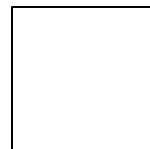
**START POSITION:** Standing in P1, Weapon loaded to division capacity and holstered. Hands in the surrender position.

**STRINGS:** 1  
**SCORING:** 20 rounds min, Vickers  
**TARGETS:** 0 threat, 0 non threat, 20 Steel  
**SCORED HITS:** Steel must fall  
**START-STOP:** Audible - Last shot

**STAGE PROCEDURE:** At the signal, engage all colored steel targets in Red, White Blue order. Any plate knocked down from the wrong box will incur a 10 second penalty.



P1





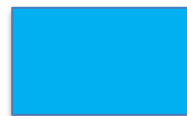
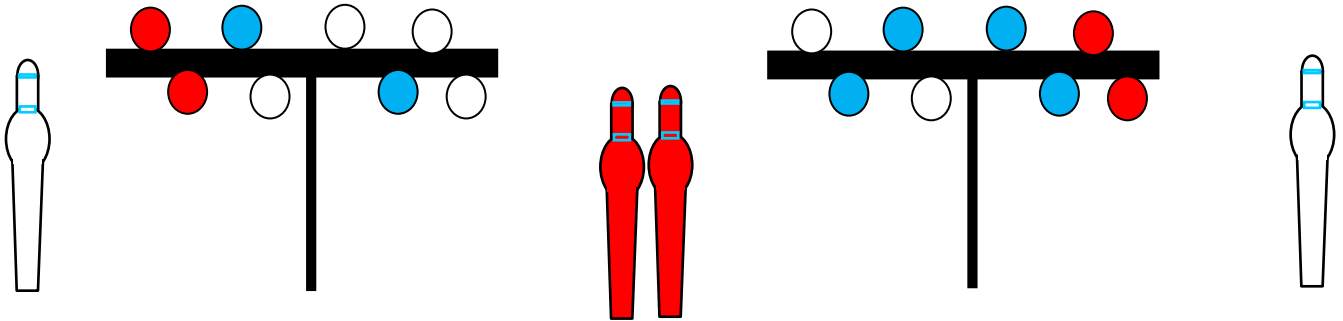
Music City Tactical Shooters – Memorial **RED**, **WHITE**, **BLUE** Steel Match  
Stage 4

Course Designer: **J. Michael Bresson**

**START POSITION:** Weapon loaded to division capacity and holstered.

**STAGE PROCEDURE:** At the signal, engage all colored steel targets from the corresponding colored box. Any plate knocked down from the wrong box will incur a 10 second penalty.

**STRINGS:** 1  
**SCORING:** 20 rounds min, Vickers  
**TARGETS:** 0 threat, 0 non threat, 20 Steel  
**SCORED HITS:** Steel must fall  
**PAR TIME:** 45 Seconds





Music City Tactical Shooters – Memorial RED, WHITE, BLUE Steel Match

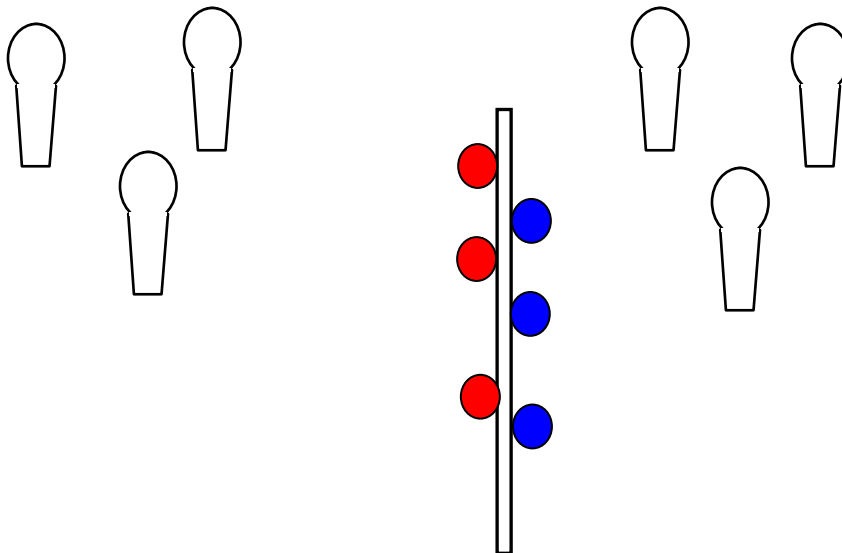
Stage 5

Course Designer: J. Michael Bresson

START POSITION: Standing in P1, Weapon loaded to division capacity and holstered. Hands in the surrender position.

STAGE PROCEDURE: At the signal, engage all colored steel targets in Red, White Blue order. Any plate knocked down from the wrong box will incur a 10 second penalty.

STRINGS: 1  
SCORING: 18 rounds min, Vickers  
TARGETS: 0 threat, 0 non threat, 18 Steel  
SCORED HITS: Steel must fall  
START-STOP: Audible - Last shot



P1