



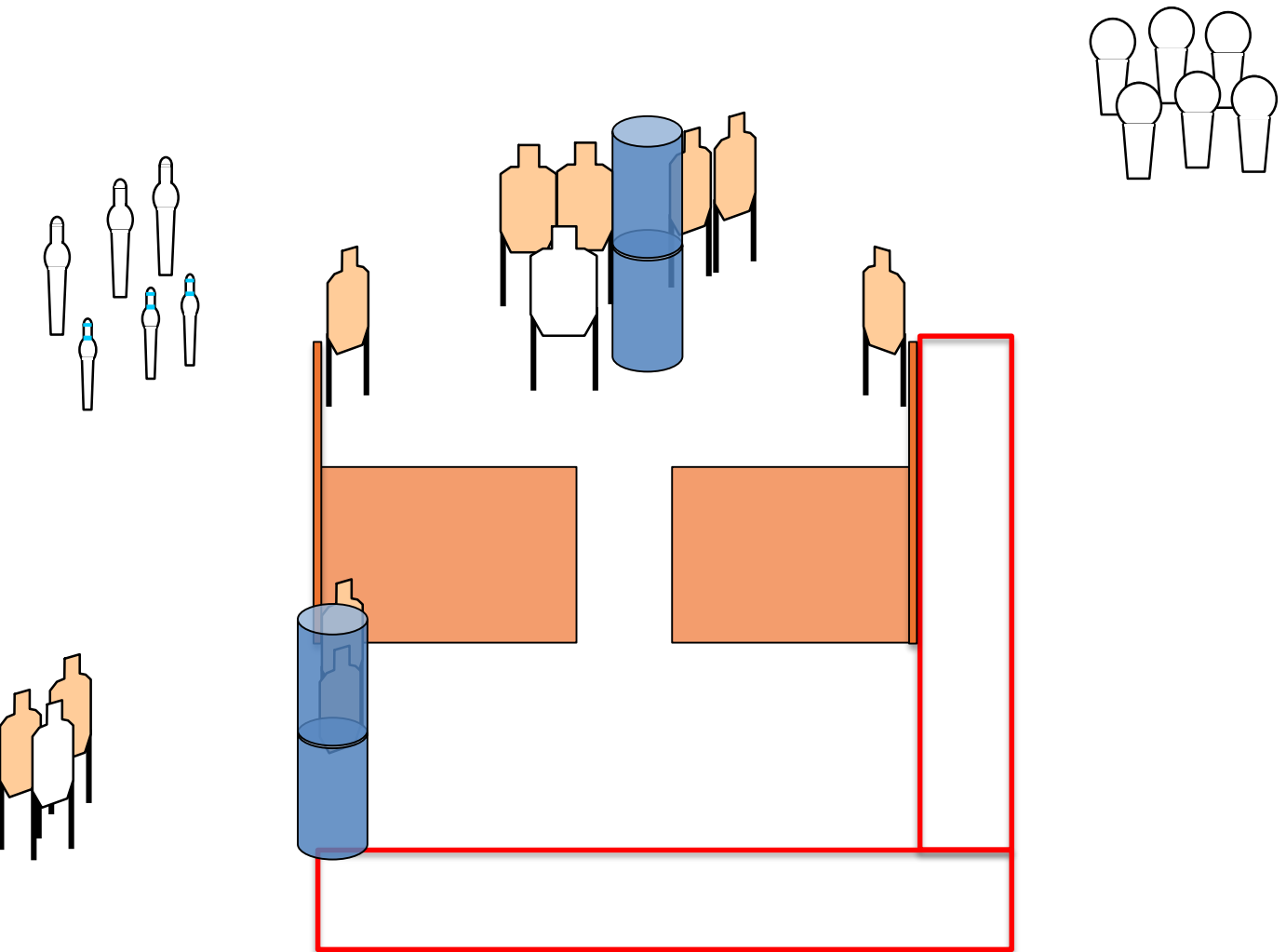
**Music City Tactical Shooters**  
**Stage: Name:**  
**Course Designer: John R. Finkle**



**START POSITION: P – 1 , outside of shooting area.**  
**Handgun loaded and holstered. Door is closed.**

**STRINGS: 1**  
**SCORING: 32 rounds min, Comstock**  
**TARGETS: 9 metric , 12 Steel**  
**PPOINTS: 150**  
**SCORED HITS: Best 2 per target, steel must fall**  
**START-STOP: Audible - Last shot**  
**RULES: USPSA**

**STAGE PROCEDURE: Engage all targets from shooting area.**



P1



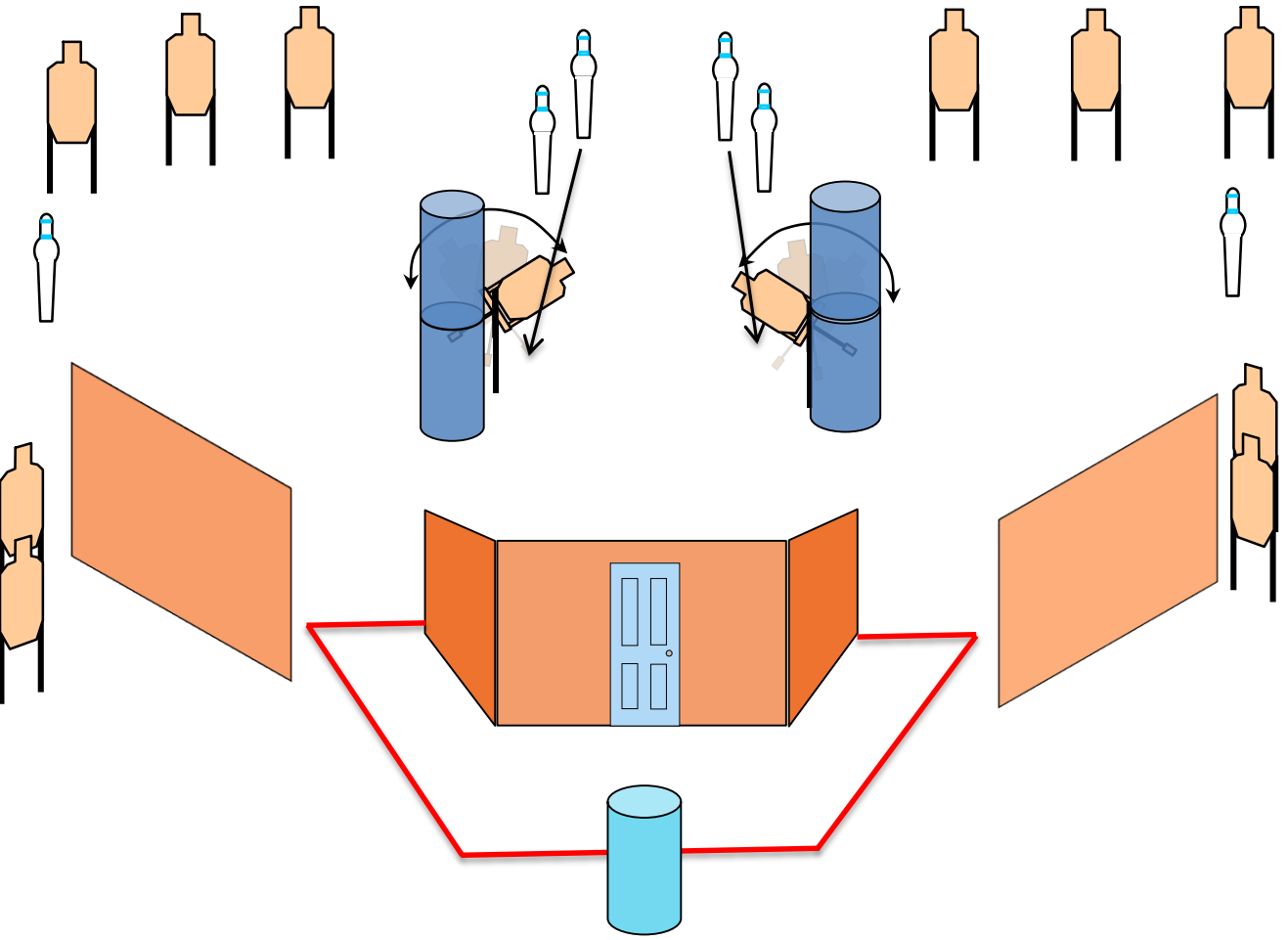
**Music City Tactical Shooters**  
**Stage:2 Bay:2**  
Course Designer: John R. Finkle



**START POSITION:** P – 1, weapon and one loading device on barrel. Weapon laying down, unloaded and unsupported with the slide or cylinder closed. Loading device loaded to division capacity.

**STRINGS:** 1  
**SCORING:** 30 rounds min, Comstock  
**TARGETS:** 12 Metric, Six Steel  
**POINTS:** 150  
**SCORED HITS:** Best 2 per target, drop steel  
**START-STOP:** Audible - Last shot  
**RULES:** USPSA

**STAGE PROCEDURE:** At the signal retrieve your weapon and enter shooting area. All shots form shooting area.





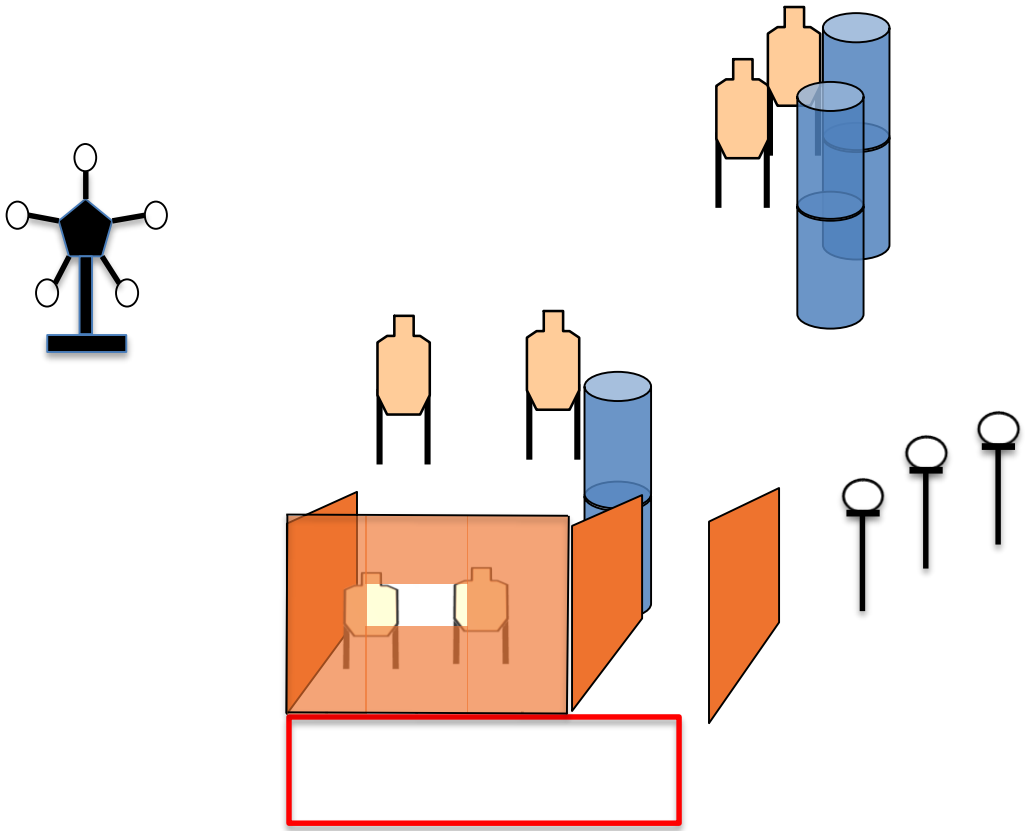
**Music City Tactical Shooters**  
**Stage:3 Bay:3**  
Course Designer: John R. Finkle



**START POSITION:** P – 1 Heels touching board.  
Handgun loaded and holstered.

**STAGE PROCEDURE:** Enter shooting area and engage all targets.

**STRINGS:** 1  
**SCORING:** 20 rounds min, Comstock  
**TARGETS:** 6 Metric, 8 steel  
**POINTS:** 100  
**SCORED HITS:** Best 2 per target, drop steel  
**START-STOP:** Audible - Last shot  
**RULES:** USPSA





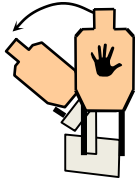
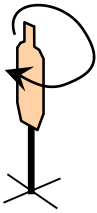
Music City Tactical Shooters  
Stage:4 Bay:4  
Course Designer: John R. Finkle



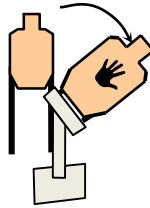
**START POSITION:** P – 1 . Weapon loaded and holstered. Hands relaxed at sides.

**STAGE PROCEDURE:** At signal engage each target array from shooting box in front of it. Reload before firing shots at the second array.

**STRINGS:** 1  
**SCORING:** 12 rounds min, Comstock 60 pts.  
**TARGETS:** 4 Metric Steel  
**SCORED HITS:** Best 2 per target, Steel must fall  
**START-STOP:** Audible - Last shot  
**RULES:** USPSA



Drop Out Shoot



Drop Out Penalty



Flop-Up

P – 1

P – 2



## CM 13-04

## The Roscoe Rattle

RULES: USPSA Handgun Competition Rules, Current Edition COURSE DESIGNER: Robert Porter

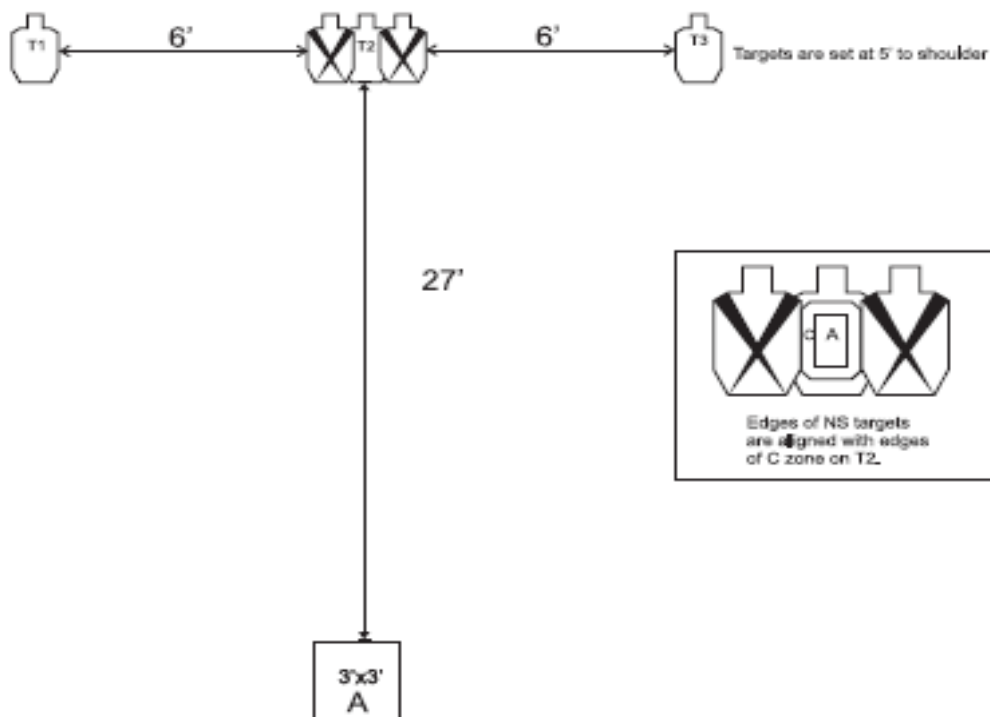
**START POSITION:** Standing in Area A, facing uprange, fingers touching head above ears. Gun loaded and holstered.

### STAGE PROCEDURE

- String 1: On signal, turn and engage T2 with 6 rounds only, from within area A.
- String 2: On signal, turn and engage T1 with 6 rounds only. Perform a mandatory reload and engage T3 with six rounds only. All shots fired from within area A.

### SCORING

- SCORING: Virginia Count, 18 rounds, 90 points
- TARGETS: 3 Metric
- SCORED HITS: Best 6/paper
- START - STOP: Audible - Last shot
- PENALTIES: Per current edition of USPSA Handgun Competition Rules



**SETUP NOTES:** Edges of no-shoot targets are aligned with edges of C zone on T2. All targets are set at 5 feet at shoulders. Spacing is 6 feet, edge to edge.

