



Music City Tactical Shooters – Memorial Red, White Blue Steel Match 2016

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

- **Divisions:**

USPSA Pistol: Production, Limited, Limited 10, Single Stack, Revolver and Open

Pistol Caliber Carbine

Shotgun: Auto, Pump and Open

- **Classifications:**

– None, heads up within the 5 divisions



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

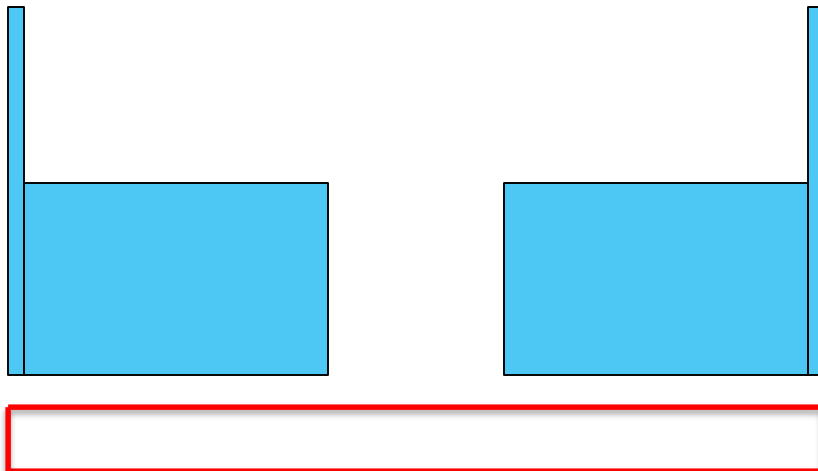
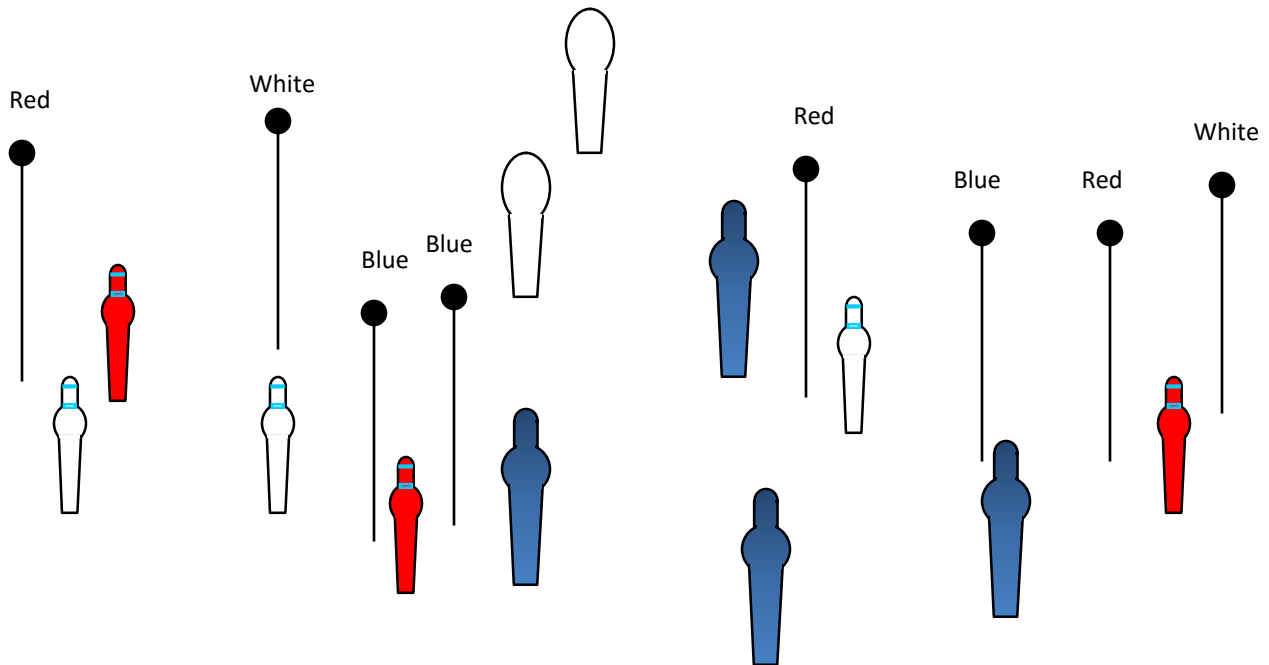
Bay 1 Stage 1

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
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

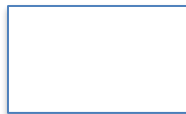
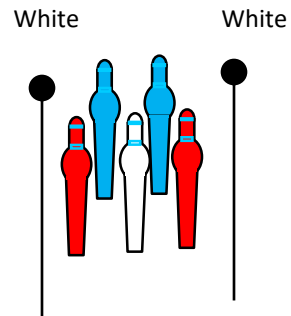
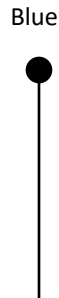
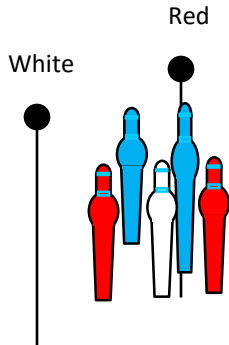
Bay 2 Stage 2

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: 25 Seconds





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

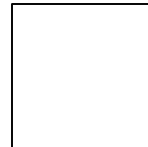
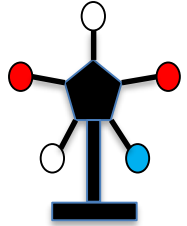
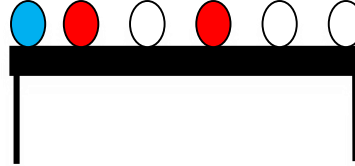
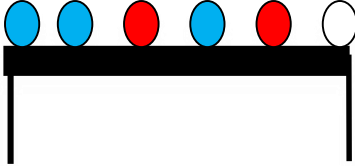
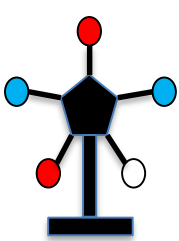
Bay 3 Stage 3

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



P1



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

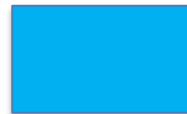
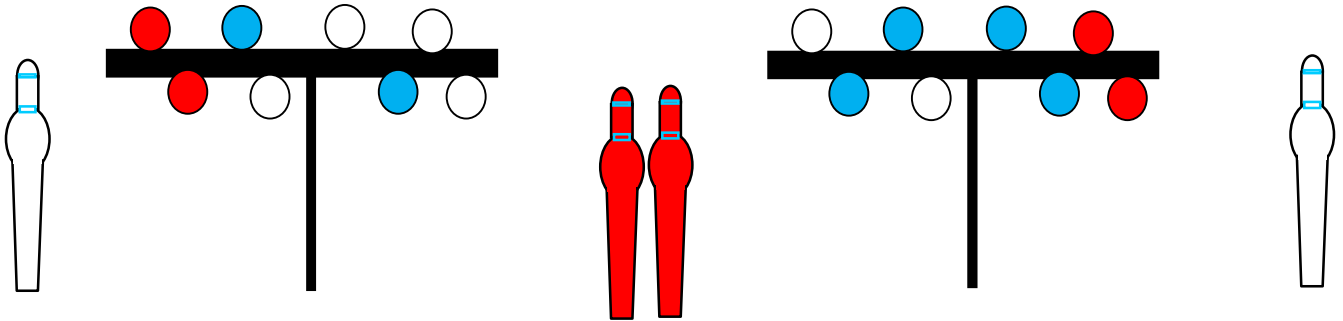
Bay 4 Stage 4

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

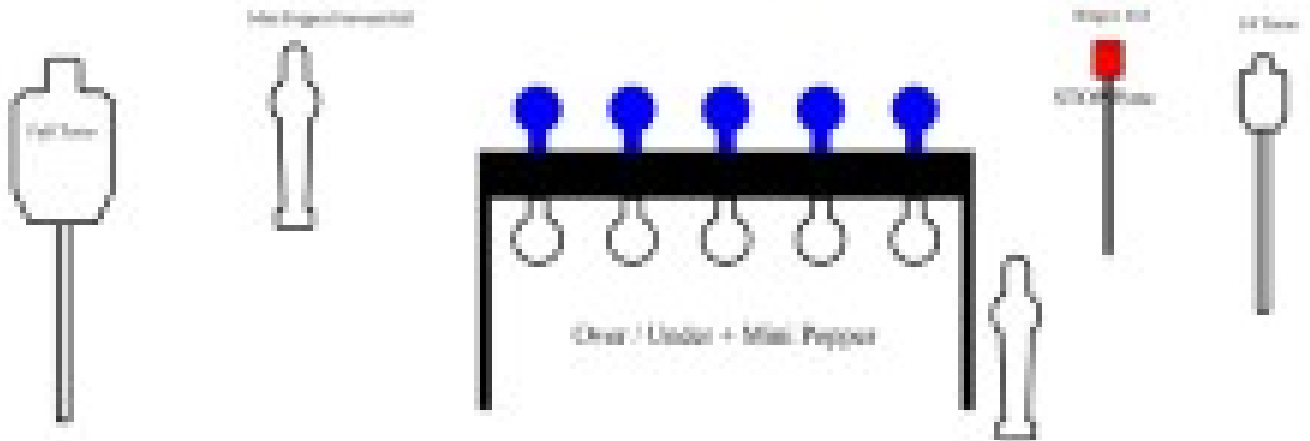
Bay 5 Stage 5

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: 15 rounds min, Vickers
TARGETS: 0 threat, 0 non threat, 15 Steel
SCORED HITS: Steel must fall
START-STOP: Audible - Last shot



P1