



Music City Tactical Shooters

Stage 1, Bay 1 Save the Kegs!

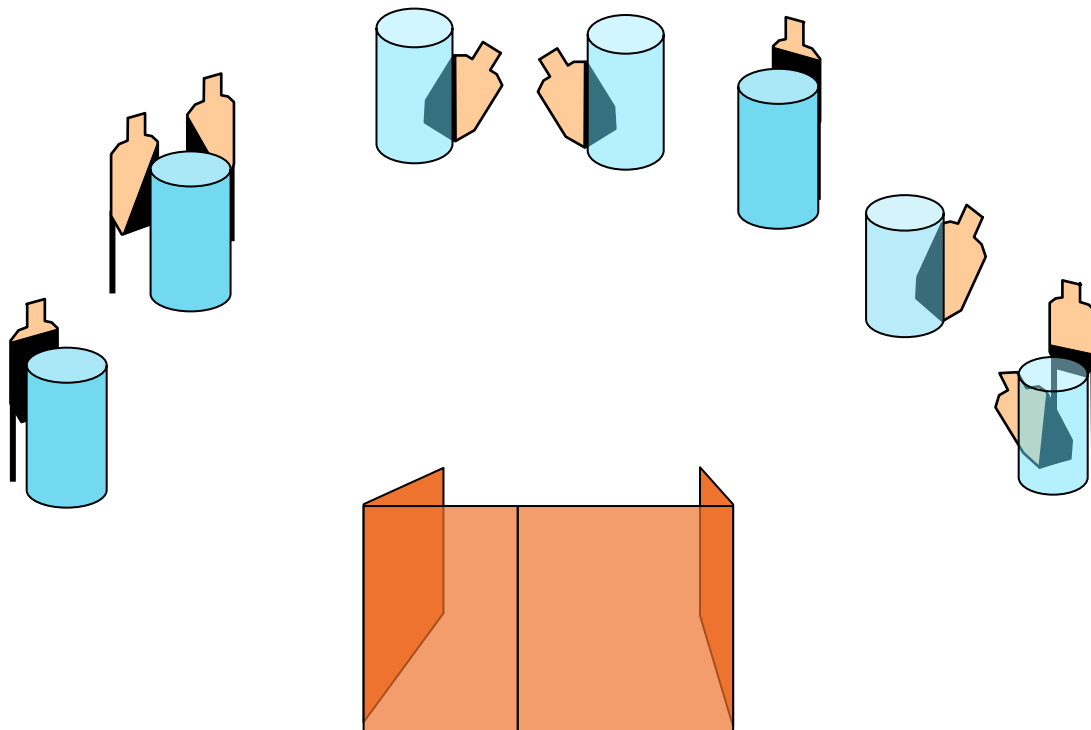
Course Designer: John Finkle

SCENARIO: Thieves have broken into your beer distributorship and are making off with several kegs.

START POSITION: P1 weapon holstered and loaded to division capacity.

STRINGS: 1
SCORING: 18 rounds min, Vickers
TARGETS: 9 Threat, 0 Non-Threat
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

STAGE PROCEDURE: At buzzer engage all targets from cover in tactical priority. Any legal IDPA reload.



P1



Music City Tactical Shooters

Stage 2, Bay 2 Hard Case

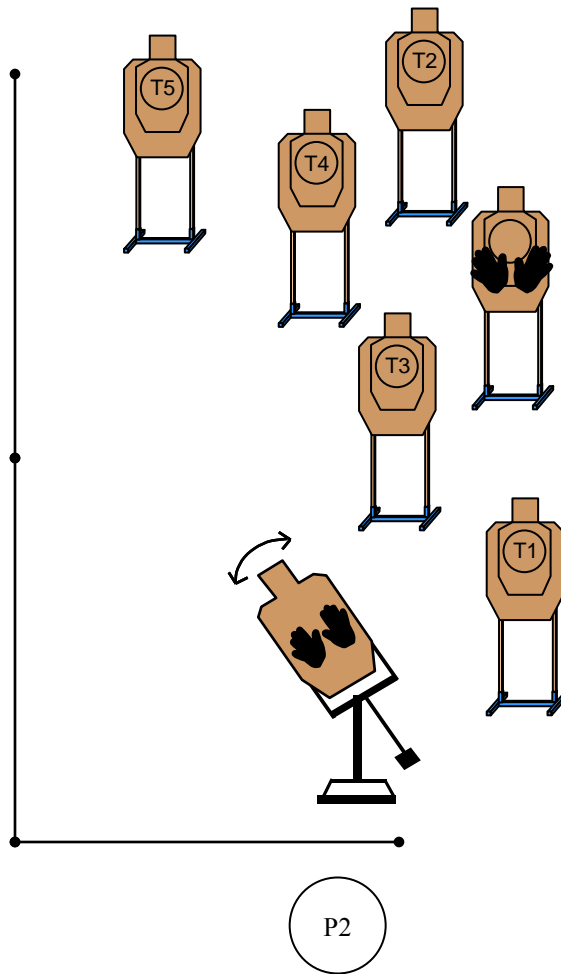
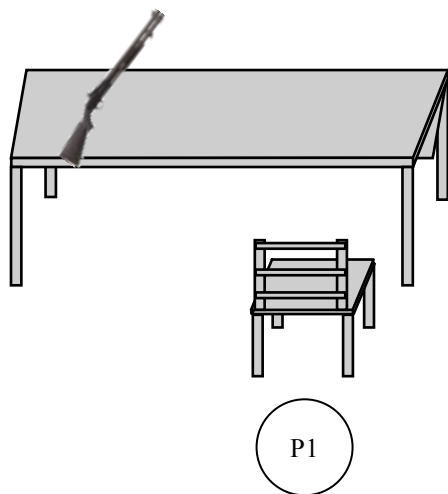
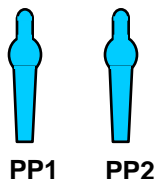
Course Designer: Greg Bell

SCENARIO: A group of harden criminals has targeted your store, defend yourself. While seated at the counter two of them come in with weapons, engage them with your shotgun. As you run to call 911 you run into five more, engage them with your concealed handgun, while avoiding the innocents running around in a panic.

START POSITION: Seated at P1 palms flat on table. Handgun loaded to div capacity, shotgun loaded with 2 rounds, safety on.

STAGE PROCEDURE: At the signal, engage PP1-PP2 with shotgun. These threats must be neutralized at this position, finish with handgun if needed. Leave shotgun empty, action open or on safe at table. Move to P2 and engage T1-T5 in tactical priority with 2 rounds to the body and 1 to the head.

STRINGS: 1
SCORING: 17 rounds min, Vickers
TARGETS: 5 Threat, 2 Non-Threat, 2 Steel
SCORED HITS: Best 2 body and 1 head
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required
 A Mossberg 590A1 20" Ghost Ring Shotgun and it's ammo will be provided. You may bring your own pump shotgun if you wish.





Music City Tactical Shooters

Stage 3, Bay 3 Oh No! Vests

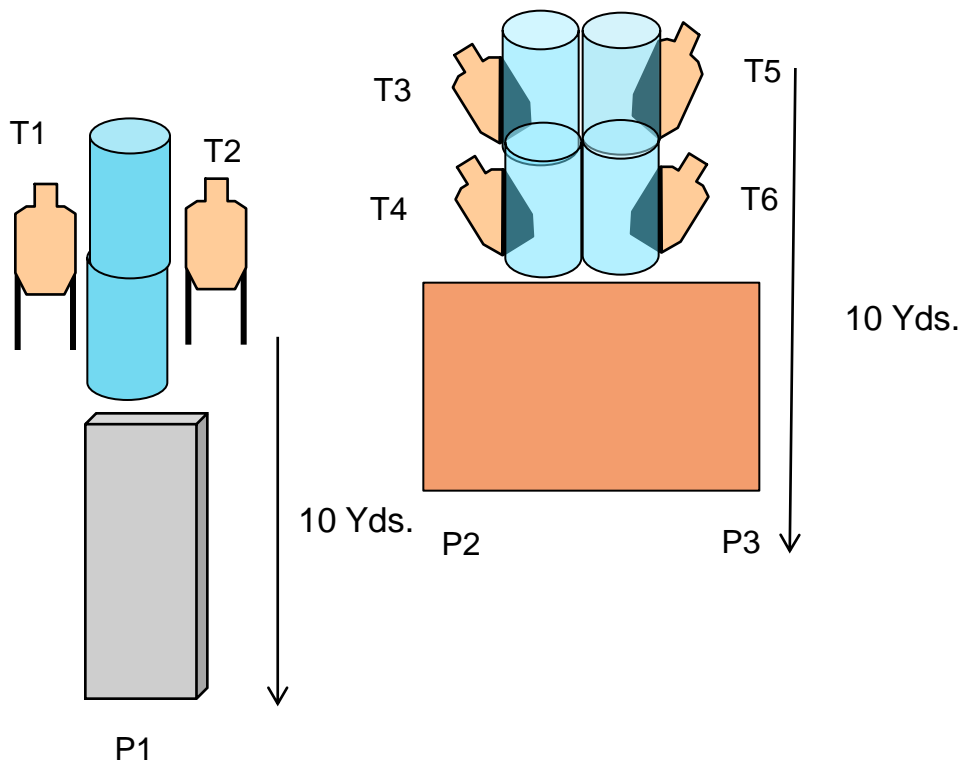
Course Designer: John Finkle

SCENARIO: Some bad guys have taken a position around you and may be wearing body armor. To be sure give them two in the chest and one in the head.

START POSITION: P1 weapon holstered and loaded to division capacity. Hands at sides.

STRINGS: 1
SCORING: 18 rounds min, Vickers
TARGETS: 6 Threat, 0 Non-Threat
SCORED HITS: Best 2 body and 1 head
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

STAGE PROCEDURE: At buzzer draw and engage T1-2 from either side of barricade. Advance to P2 and engage T3-4. Move to P3 and engage T5-6. Two body and One head on all targets. Any legal IDPA reload.





Music City Tactical Shooters

Stage 4, Bay 4 Jacked

Course Designer: Greg Bell

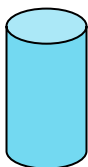
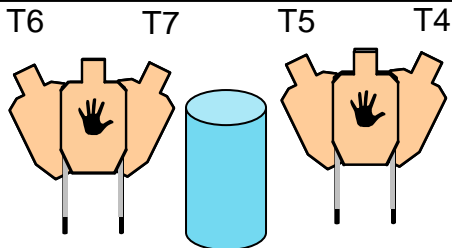
SCENARIO: Sitting in your car in the Hickory Hollow lot, you zoned out and now car jackers want your ride. Engage them, then move to better cover of the light pole concrete piling. Engage their buddies coming for vengeance.

START POSITION: Seated with your back against back of chair. Gun pointed at X loaded to division capacity.

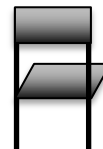
STRINGS: 1
SCORING: 14 rounds min, Vickers
TARGETS: 7 threat, 2 non threat
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: None

STAGE PROCEDURE: At buzzer engage T1-T3 in tactical sequence out of window while seated, move to P2 and engage T4-T7 from low cover. Any IDPA legal reload

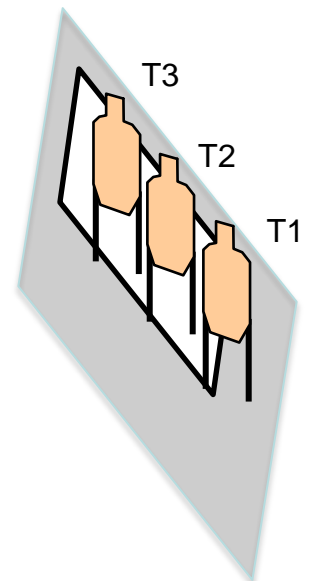
Note: While seated "in the car" is considered cover



P2



P1





Music City Tactical Shooters

Stage 5, Bay 6 Triple Bill Drill

Course Designer: Inspired by Rob Leatham

SCENARIO: None

START POSITION: At P1, facing downrange weapon holstered and loaded to division capacity. Hands relaxed at sides.

STAGE PROCEDURE: At buzzer engage T1 with 6 rounds, reload and engage T2 with 6 rounds, reload and engage T3 with 6 rounds. Any IDPA legal reload.

STRINGS: 1
SCORING: 18 rounds min, Vickers
TARGETS: 3 Threat
SCORED HITS: Best 6 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: None

