



Music City Tactical Shooters

Stage 1, Bay 1

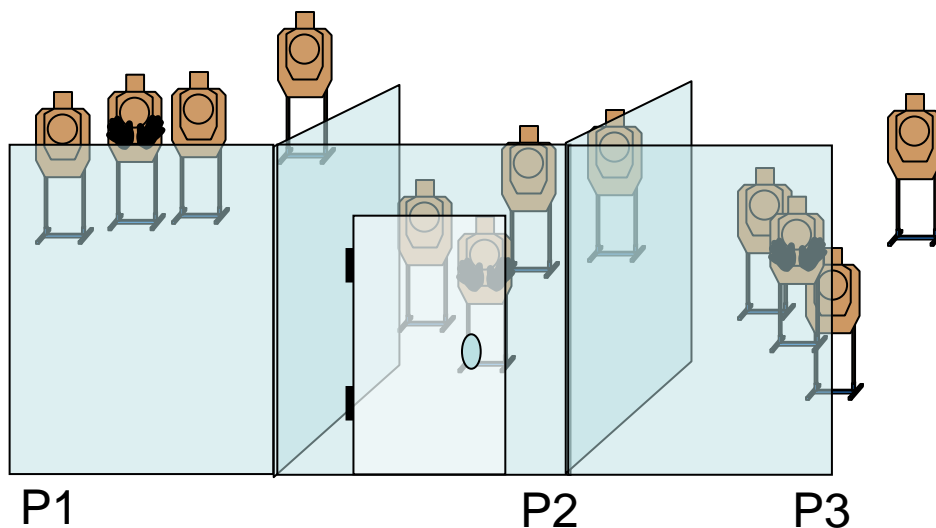
Course Designer: Greg Bell

SCENARIO: You hear screams and mayhem from within, evaluate and neutralize the threats.

START POSITION: P1, P2, or P3 with weapon loaded to division capacity, hands relaxed at sides.

STRINGS: 1
SCORING: 18 rounds min, Vickers
TARGETS: 9 Threat, 3 Non-Threat
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

STAGE PROCEDURE: At the signal engage T1-T9 in tactical priority as visible from the three positions, using cover. Any IDPA legal reload.





Music City Tactical Shooters

Stage 2, Bay 2

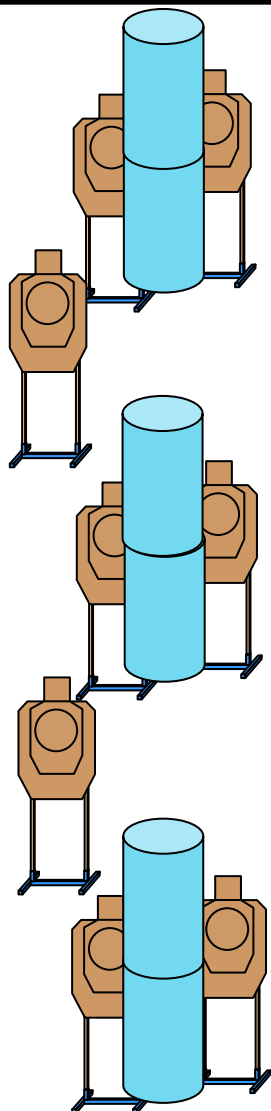
Course Designer: Greg Bell

SCENARIO: None, shoot on the move drill

START POSITION: P1 Weapon holstered and loaded to division capacity, hands relaxed at sides.

STRINGS: 1
SCORING: 16 rounds min, Limited Vickers
TARGETS: 8 Threat
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: None

STAGE PROCEDURE: At the signal engage T1-T8 in tactical priority while on the move to P2. All shots to be completed before reaching P2. Any IDPA legal reload. There is no cover available on this stage.



P2

P1



Music City Tactical Shooters

Stage 3, Bay 3

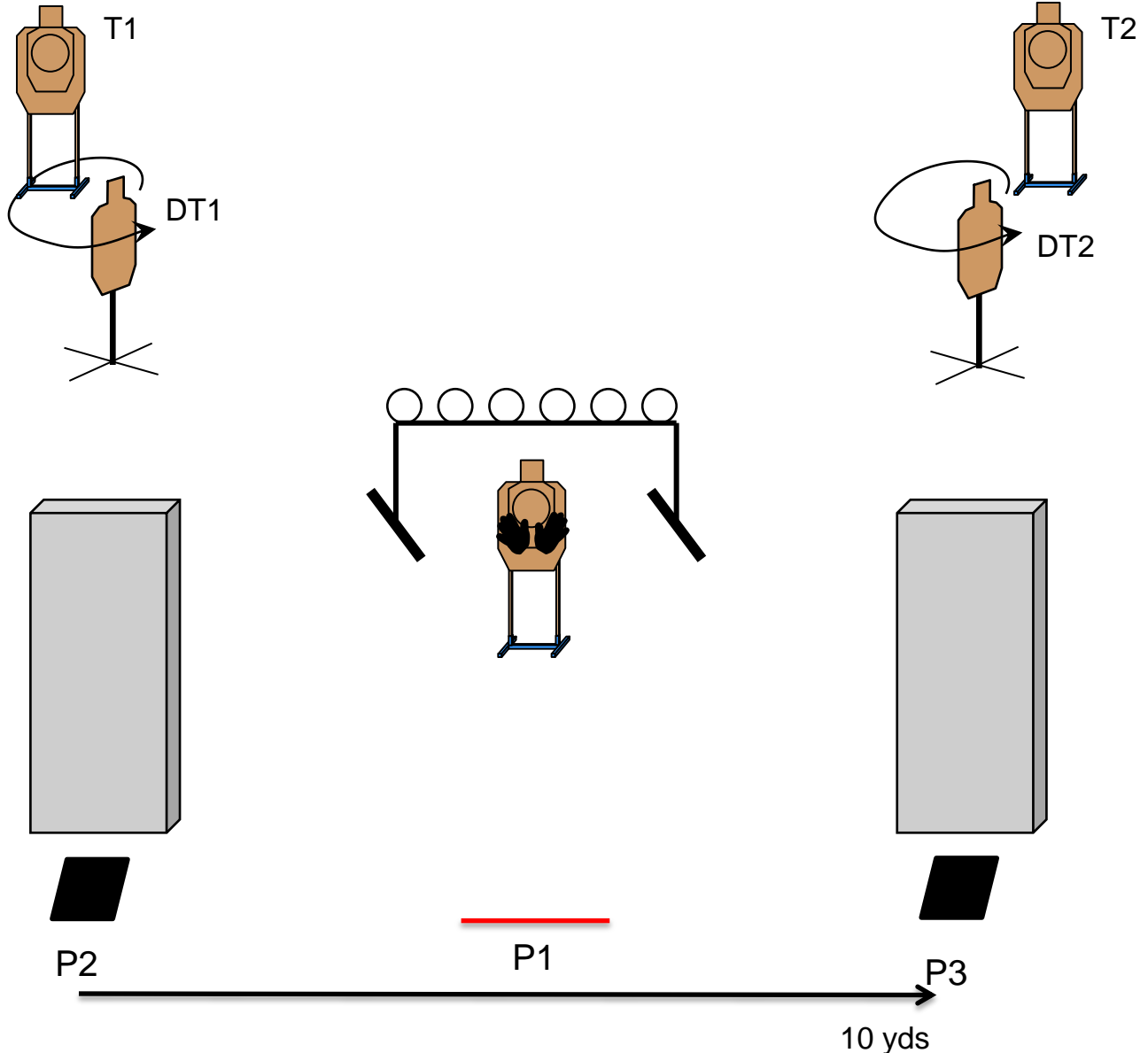
Course Designer: Greg Bell

SCENARIO: None

START POSITION: P1 facing down range, hands relaxed at sides, weapon loaded to division capacity.

STAGE PROCEDURE: At the signal engage plates 1-6 on the move to P2 or P3, step on activator pad and engage T1 and DT1 in tactical priority. Move to opposite barricade and engage T2 and DT2 in tactical priority. Any plates left standing have to be re-engaged on the move to the opposite barricade. Any legal IDPA reload.

STRINGS: 1
SCORING: 18 rounds min, Vickers
TARGETS: 4 Threat, 1 Non-Threat, 6 Steel
SCORED HITS: Best 3 per paper, steel down
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required





Music City Tactical Shooters

Stage 4, Bay 4

Course Designer: Greg Bell

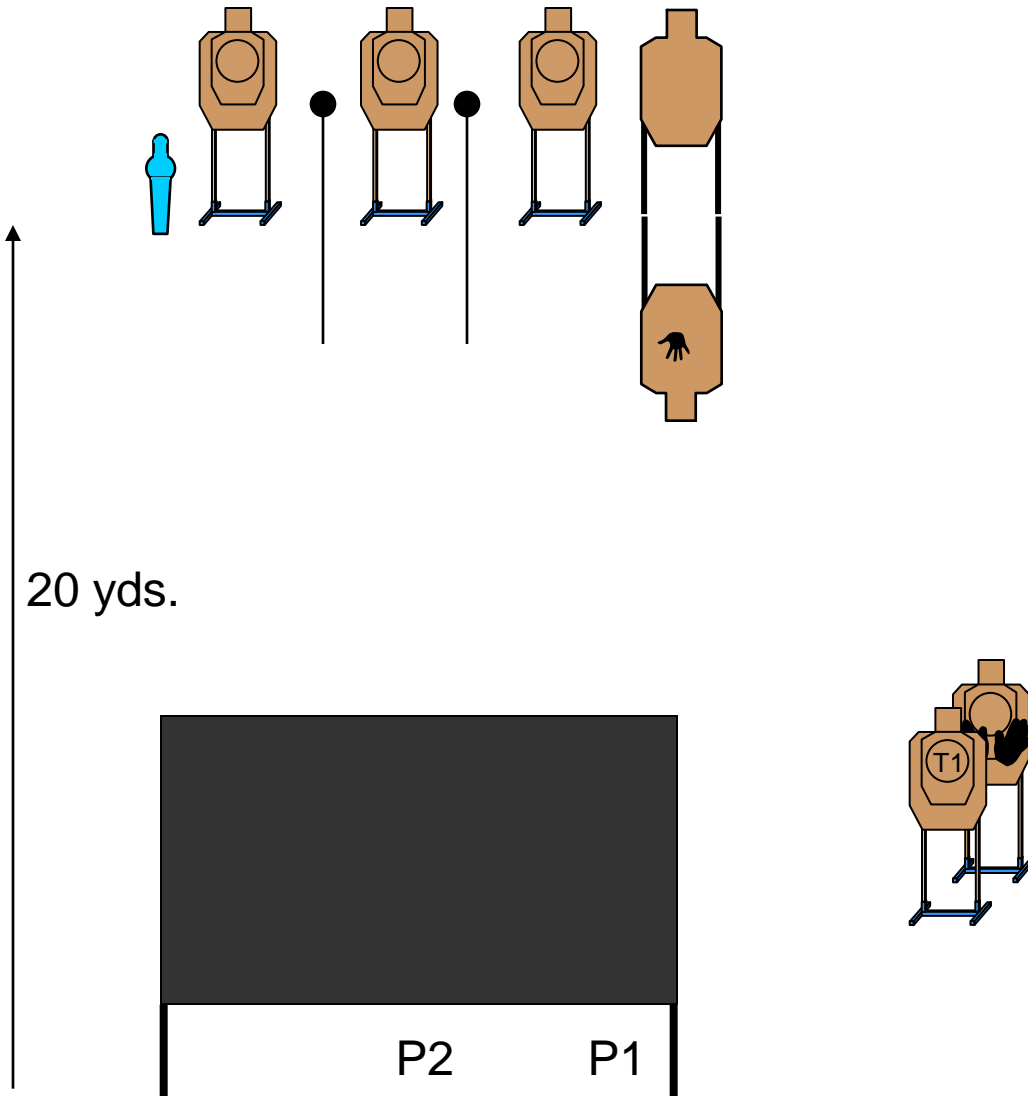
SCENARIO: While kneeling behind your truck inspecting a flat tire you are approached by a drugged up thug, take him out. After dealing with the immediate threat his buddies come to his aid, deal with them as well. Take care not to harm the innocents in the area

START POSITION: Kneeling at P1, weapon loaded to division capacity

STAGE PROCEDURE: Kneeling at P1 engage T1, perform a legal IDPA reload, go prone at P2, engage T2-T5, popper and plates in any order.

SO Note: Do not allow shooter to holster while still prone

STRINGS: 1
SCORING: 13 rounds min, Vickers
TARGETS: 8 Threat, 2 Non-Threat
SCORED HITS: Best 2 per paper, steel down
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required





Music City Tactical Shooters

Stage 5, Bay 7

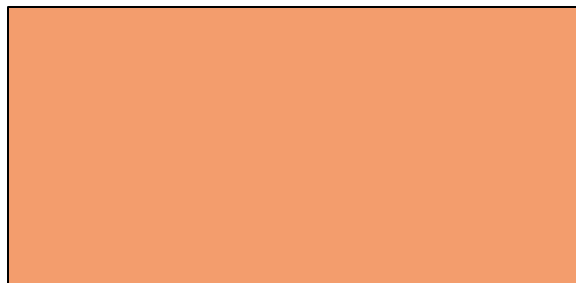
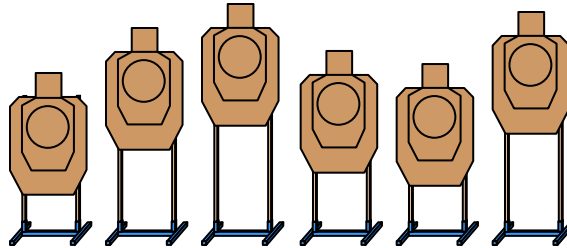
Course Designer: Greg Bell

SCENARIO: None

START POSITION: P1 hands relaxed at sides, weapon loaded to division capacity.

STRINGS: 1
SCORING: 18 rounds min, Limited Vickers
TARGETS: 6 Threat, 2 Non-Threat
SCORED HITS: 2 body, 1 head
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Not Required

STAGE PROCEDURE: From P1 engage T1-T6 with 1 round each to the body, perform an IDPA legal reload. From opposite end of wall engage T1-T6 with 1 round each to the body, perform an IDPA legal reload. From opposite end of wall engage T1-T6 with 1 round each to the head.



P1

P1