

Music City Tactical Shooters

IDPA Intro / BUG Match

The purpose of this match is to create an environment friendly to shooters who have not yet participated in any type of practical pistol competition. This match contains all the elements that would be found in a regular match. You will be able to participate in this match with a minimum amount of equipment.

The match is also being ran as a BUG (back up gun) IDPA match. You can shoot the match with either normal full size or small back up guns.

Experienced competitors are encouraged to come participate in this match and help introduce the sport to interested shooters. This is also a chance to give those back up guns a work out.

Gear Requirements:

- Eye and Ear protection
- Handgun (Semi Auto or Revolver) .380 min. caliber
- If not using a strong side holster, a case or pistol rug is required
- 100 rounds ammunition minimum



Music City Tactical Shooters

Stage 1, Bay 1

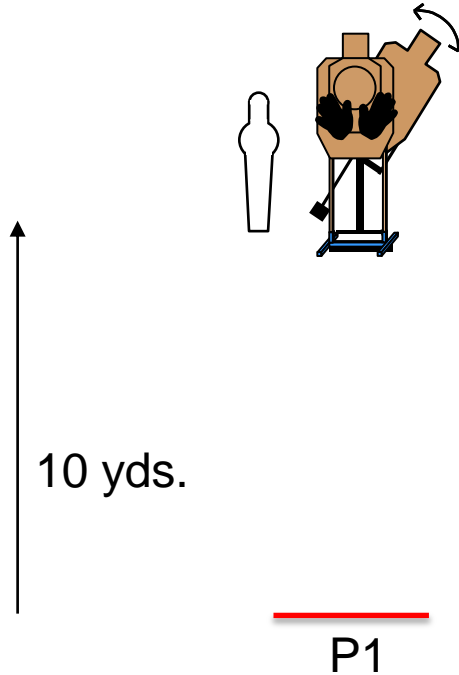
Course Designer: Greg Bell

SCENARIO: None

START POSITION: P1 gun at low ready, loaded to 5 rounds max.

STAGE PROCEDURE: At the signal engage the popper and swinger . Any IDPA legal reload, if needed.

STRINGS: 1
SCORING: 3 rounds min, Vickers
TARGETS: 1 Threat, 1 Non-Threat, 1 Steel
SCORED HITS: Best 2 per paper, steel down
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: None





Music City Tactical Shooters

Stage 2, Bay 1

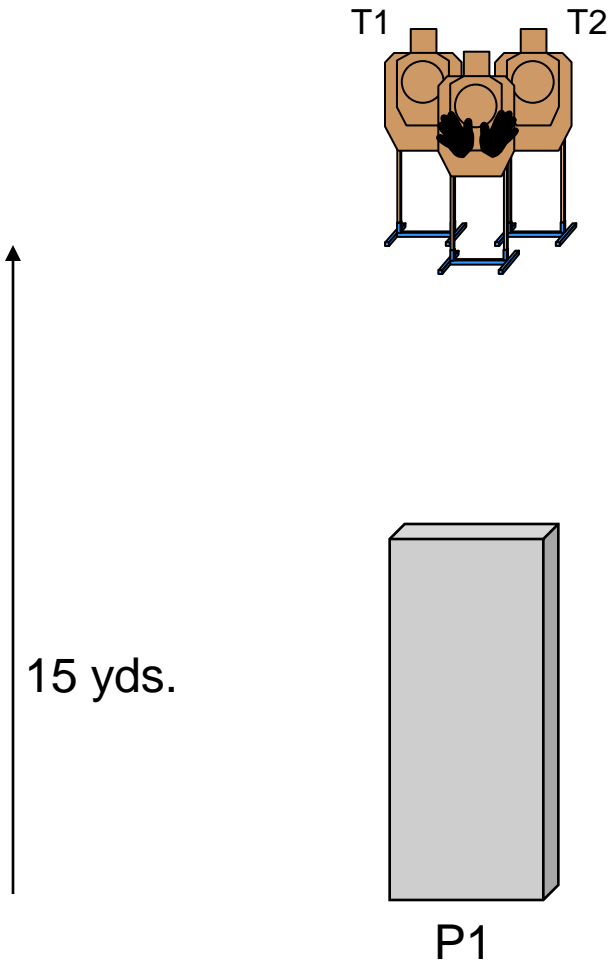
Course Designer: Greg Bell

SCENARIO: None

START POSITION: P1 gun at low ready, loaded to 5 rounds max.

STRINGS: 1
SCORING: 4 rounds min, Vickers
TARGETS: 2 Threat, 1 Non-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 with 2 rounds from the left side of the barricade, then engage T2 with 2 rounds from right side of barricade utilizing cover. Any IDPA legal reload, if needed.





Music City Tactical Shooters

Stage 3, Bay 2

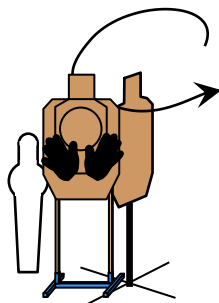
Course Designer: Greg Bell

SCENARIO: None

START POSITION: P1 gun at low ready, loaded to 5 rounds max.

STAGE PROCEDURE: At the signal engage the popper and drop turner. Any IDPA legal reload, if needed.

STRINGS: 1
SCORING: 3 rounds min, Vickers
TARGETS: 1 Threat, 1 Non-Threat, 1 Steel
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: None



P1



Music City Tactical Shooters

Stage 4, Bay 2

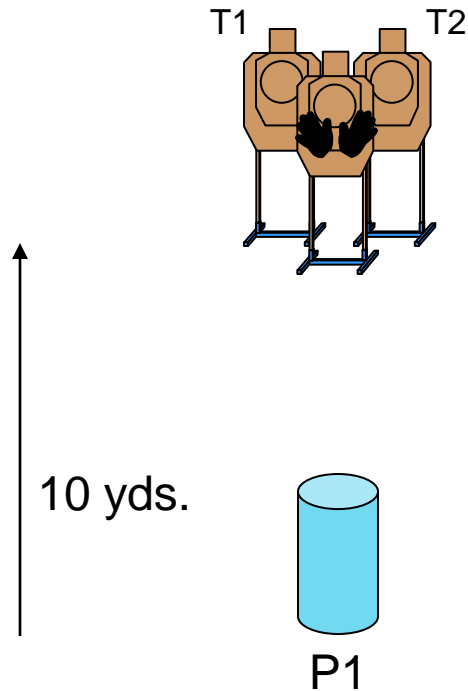
Course Designer: Greg Bell

SCENARIO: None

START POSITION: P1 gun at low ready, loaded to 5 rounds max.

STAGE PROCEDURE: At the signal engage T1 with 2 rounds from the left side of the barrel utilizing low cover, then engage T2 with 2 rounds from right side of barrel utilizing low cover. Any IDPA legal reload, if needed.

STRINGS: 1
SCORING: 4 rounds min, Vickers
TARGETS: 2 Threat, 1 Non-Threat
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: None





Music City Tactical Shooters

Stage 5, Bay 3

Course Designer: Greg Bell

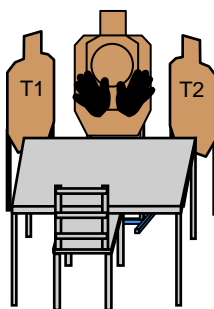
SCENARIO: Texas hold'em gone bad.

Playing a friendly game of poker gets ugly when you win too many pots. The whole table turns against you and demands their money back at gun point defend yourself!

START POSITION: Seated cards in hand, gun on table, loaded to 5 rounds max.

STRINGS: 1
SCORING: 4 rounds min, Vickers
TARGETS: 2 Threat, 1 Non-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 and T2 with 2 rounds each in tactical sequence. Any IDPA legal reload, if needed.





Music City Tactical Shooters

Stage 6, Bay 3

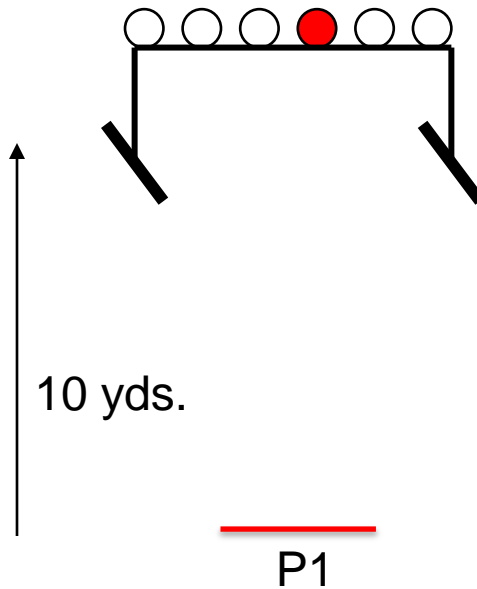
Course Designer: Greg Bell

SCENARIO: None

START POSITION: P1 gun at low ready, loaded to 5 rounds max.

STAGE PROCEDURE: At the signal engage the white plates.

STRINGS: 1
SCORING: 5 rounds, Limited Vickers
TARGETS: 5 plates
SCORED HITS: Steel down
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: None





Music City Tactical Shooters

Stage 7, Bay 4

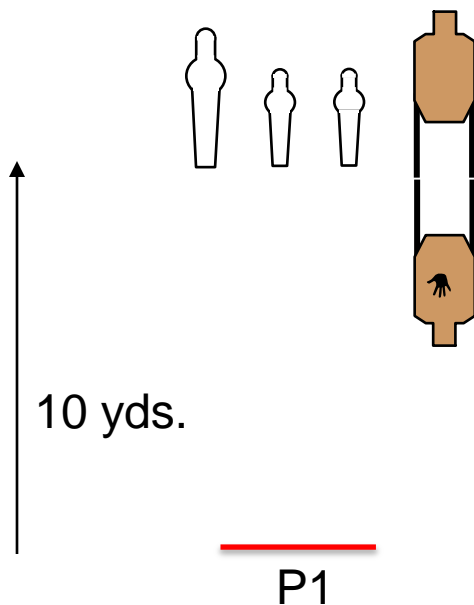
Course Designer: Greg Bell

SCENARIO: None

START POSITION: P1 gun at low ready, loaded to 5 rounds max.

STAGE PROCEDURE: At the signal engage the poppers and clam shell. Any IDPA legal reload, if needed.

STRINGS: 1
SCORING: 5 rounds min, Vickers
TARGETS: 1 Threat, 1 Non-Threat, 3 Steel
SCORED HITS: Best 2 per paper, steel down
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: None





Music City Tactical Shooters

Stage 8, Bay 4

Course Designer: Greg Bell

SCENARIO: None

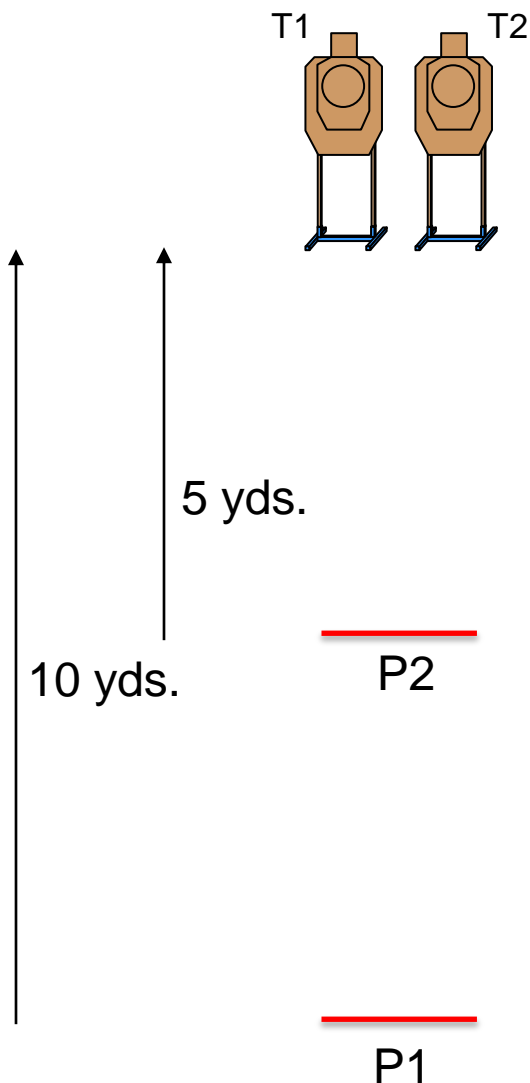
START POSITION: Gun at low ready, loaded to 5 rounds max.

STRINGS: 2
SCORING: 8 rounds, Limited Vickers
TARGETS: 2 Threats
SCORED HITS: 4 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: None

STAGE PROCEDURE:

String 1: At the signal engage T1 and T2 with 2 rounds each in tactical priority on the move from P1 to P2. P2 is a forward fault line.

String 2: At the signal engage T1 and T2 with 2 rounds each in tactical priority on the move from P2 to P1





Music City Tactical Shooters

Stage 9, Bay 5

Course Designer: Greg Bell

SCENARIO: None

START POSITION: P1-3 gun at low ready, loaded to 5 rounds max.

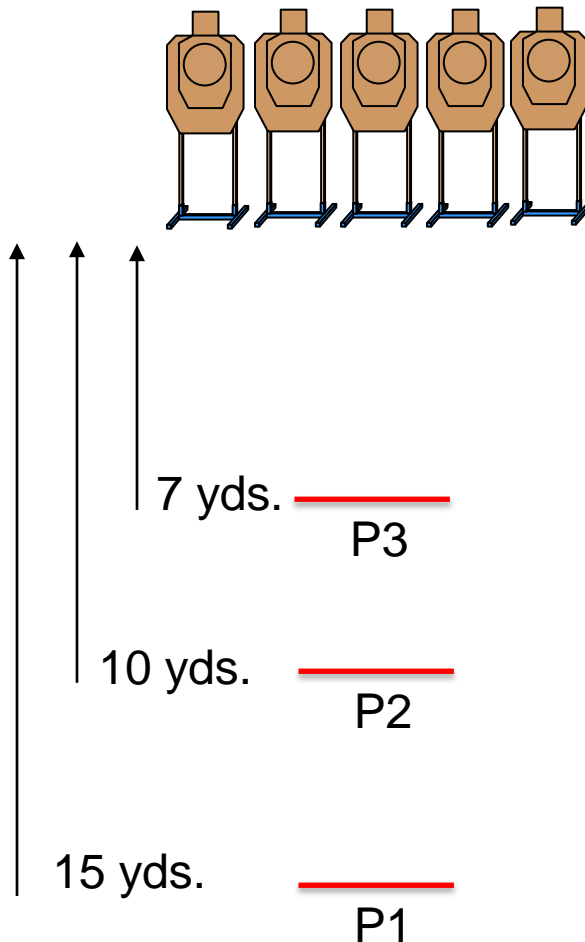
STRINGS: 1
SCORING: 15 rounds Limited Vickers
TARGETS: 5 Threat
SCORED HITS: 3 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: None

STAGE PROCEDURE:

String1: From P1 at the signal engage T1-T5 with 1 round each freestyle

String2: From P2 at the signal engage T1-T5 with 1 round each strong hand only

String1: From P3 at the signal engage T1-T5 with 1 round each weak hand only





Music City Tactical Shooters

Stage 10, Bay 5

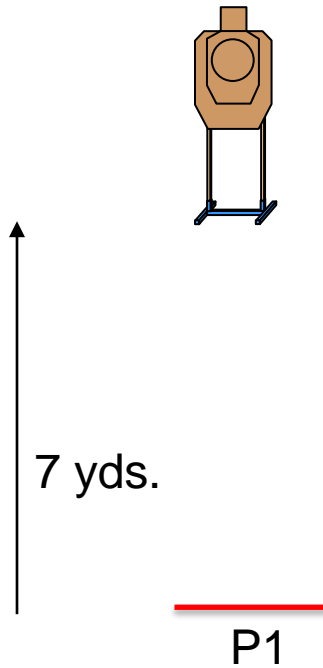
Course Designer: Greg Bell

SCENARIO: None

START POSITION: P1, gun at low ready, loaded to 5 rounds max.

STAGE PROCEDURE: At the signal engage the target with 2 to the body and 1 to the head.

STRINGS: 1
SCORING: 3 rounds, Limited Vickers
TARGETS: 1 Threat
SCORED HITS: 2 body, and 1 head
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: None





Music City Tactical Shooters

Stage 11, Bay 6

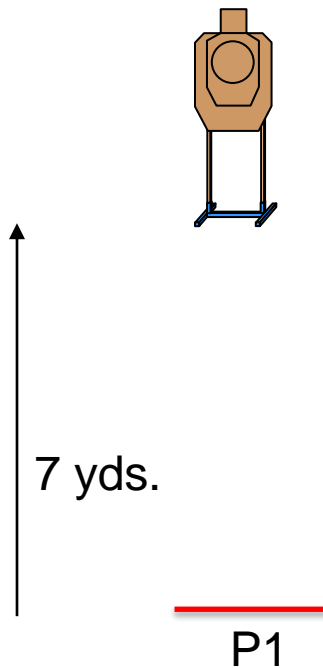
Course Designer: Greg Bell

SCENARIO: None

START POSITION: P1, gun at low ready, loaded to 5 rounds max.

STAGE PROCEDURE: At the signal engage the target with 5 rounds.

STRINGS: 1
SCORING: 5 rounds, Limited Vickers
TARGETS: 1 Threat
SCORED HITS: 5 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: None





Music City Tactical Shooters

Stage 12, Bay 6

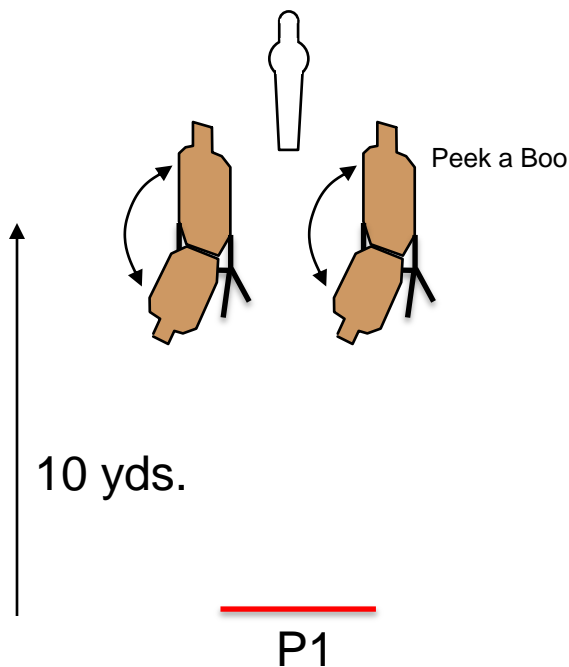
Course Designer: Greg Bell

SCENARIO: None

START POSITION: P1, gun at low ready, loaded to 5 rounds max.

STAGE PROCEDURE: At the signal engage the popper and then each peek-a-boo with 2 shots. Any IDPA legal reload, if needed.

STRINGS: 1
SCORING: 5 rounds min, Vickers
TARGETS: 2 Threat, 1 Steel
SCORED HITS: Best 2 per paper, steel down
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: None





Music City Tactical Shooters

Stage 13, Bay 7

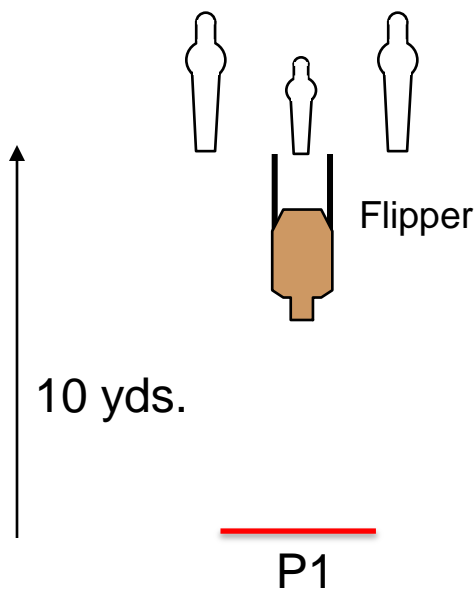
Course Designer: Greg Bell

SCENARIO: None

START POSITION: P1, gun at low ready, loaded to 5 rounds max.

STAGE PROCEDURE: At the signal engage the poppers and flipper. Any IDPA legal reload, if needed.

STRINGS: 1
SCORING: 5 rounds min, Vickers
TARGETS: 1 Threat, 3 Steel
SCORED HITS: Best 2 paper, steel down
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: None





Music City Tactical Shooters

Stage 14, Bay 7

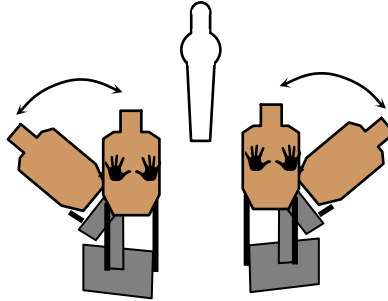
Course Designer: Greg Bell

SCENARIO: None

START POSITION: P1, gun at low ready, loaded to 5 rounds max.

STAGE PROCEDURE: At the signal engage the popper and then the lean outs with 2 rounds each. Any IDPA legal reload, if needed.

STRINGS: 1
SCORING: 5 rounds min, Vickers
TARGETS: 2 Threat, 2 non-Threat, 1 Steel
SCORED HITS: Best 2 body, steel down
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: None



10 yds.

P1