

Music City Tactical Shooters

Stage 1, bay 1

Course Designer: Greg Bell

SCENARIO: Just another house clearance exercise

START POSITION: P1, hands relaxed at sides

STRINGS: 1

SCORING: 18 rounds min, Vickers

TARGETS: 9 Threat, 2 Non-Threat

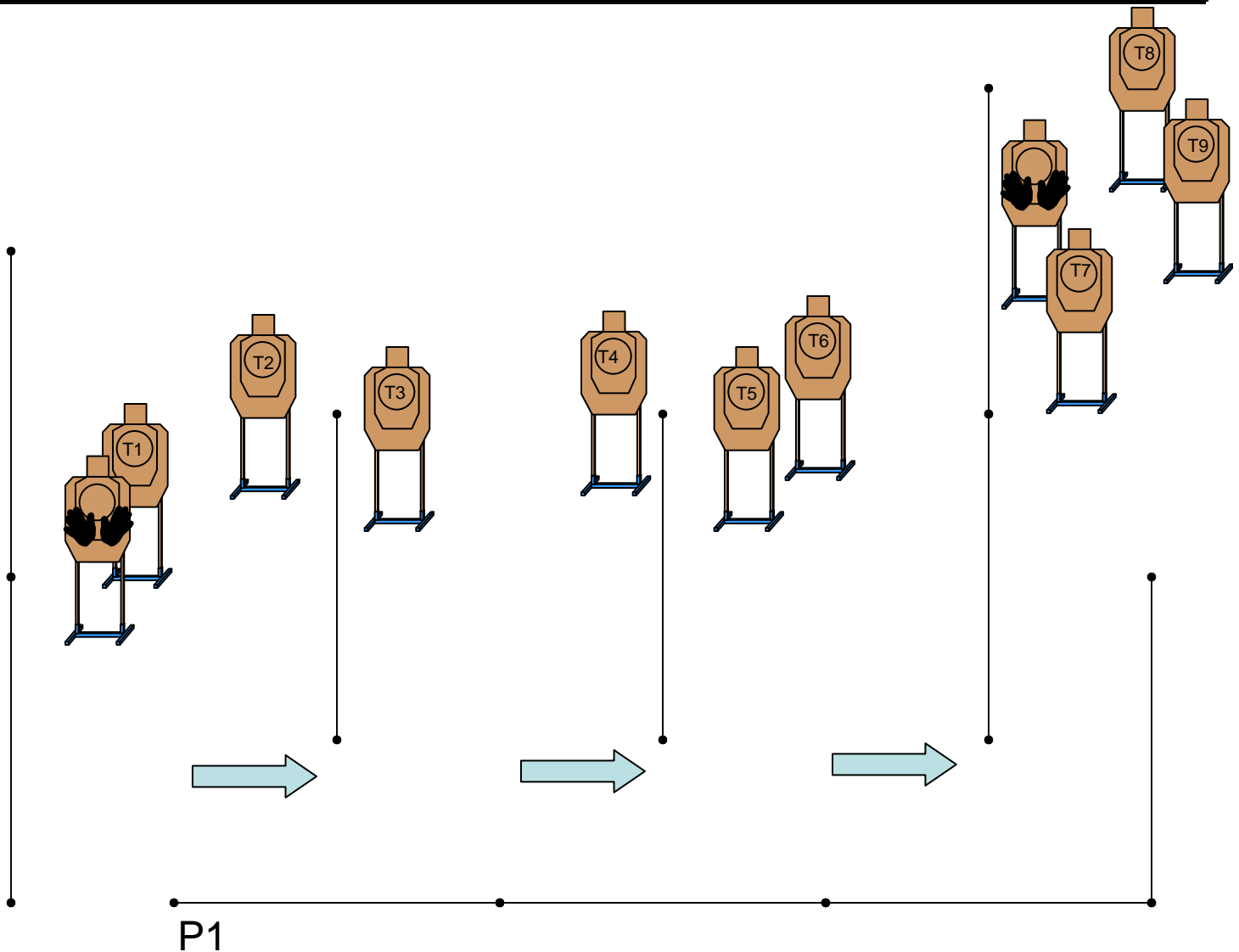
SCORED HITS: Best 2 per paper

START-STOP: Audible - Last shot

RULES: Current IDPA Rulebook

COVER GARMENT: Required

STAGE PROCEDURE: At the beep utilizing cover engage T1-T2 in tactical priority, make your way in and engage T3-T9 utilizing cover in tactical priority.



Music City Tactical Shooters

Stage 2, bay 2

Course Designer: Greg Bell

SCENARIO: Classifier with a non-threat

START POSITION: P1, hands relaxed at sides

STRINGS:

1

SCORING:

12 rounds min, Limited Vickers

TARGETS:

3 Threat, 1 Non-Threat

SCORED HITS:

4 per paper

START-STOP:

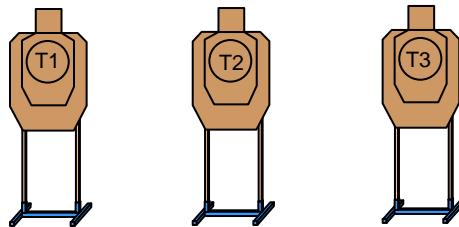
Audible - Last shot

RULES:

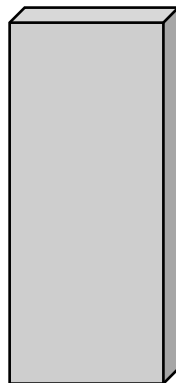
Current IDPA Rulebook

COVER GARMENT: Not Required

STAGE PROCEDURE: At the beep utilizing cover engage T1-T3 in tactical priority, perform an IDPA legal reload and re-engage T1-T3 in tactical priority from the opposite side of the barricade.



20 yds.



P1

Music City Tactical Shooters

Stage 3, bay 2

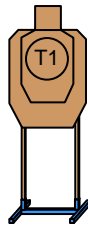
Course Designer: Greg Bell

SCENARIO: Bill Drill

START POSITION: P1, hands relaxed at sides

STRINGS: 1
SCORING: 6 rounds max, Limited Vickers
TARGETS: 1 Threat
SCORED HITS: 6 on paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Not Required

STAGE PROCEDURE: Draw and fire 6 rounds on T1



7 yds.

P1

Music City Tactical Shooters

Stage 4, bay 3

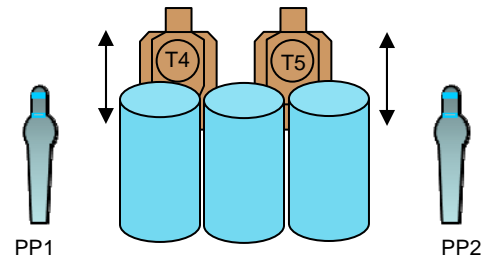
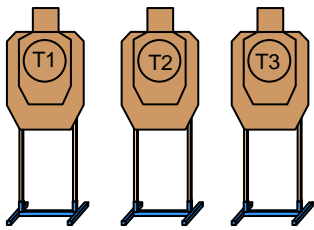
Course Designer: Greg Bell

SCENARIO: Make those tough shots!

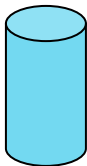
START POSITION: P1 Hands relaxed at sides

STRINGS: 1
SCORING: 12 rounds min, Vickers
TARGETS: 6 Threat
SCORED HITS: Best 2 per paper, steel down
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

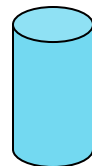
STAGE PROCEDURE: At the beep draw, kneel, and engage T1-T3 in tactical priority utilizing cover. Perform an IDPA legal reload move to P2 and engage poppers and T4-T5 in tactical priority utilizing cover.



15 yds.



P1



P2

Music City Tactical Shooters

Stage 5, bay 3

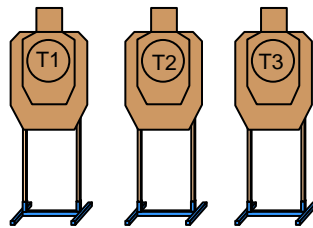
Course Designer: Greg Bell

SCENARIO: Demi Presidente

START POSITION: P1 hands relaxed at sides, facing up range. Gun loaded to 6

STRINGS: 1
SCORING: 9 rounds max, Limited Vickers
TARGETS: 3 Threat
SCORED HITS: 2 Body, 1 Head per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Not Required

STAGE PROCEDURE: Turn, draw, and fire 2 on each reload 1 on each head



10 yds.

P1

Music City Tactical Shooters

Stage 6, woods

Course Designer: Greg Bell

SCENARIO: A walk in the woods gone bad

START POSITION: P1, 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 beep engage T1-T5 in tactical priority utilizing cover, move to P2 engage T6-T9 in tactical priority utilizing cover. Any legal IDPA reload

