



Music City Tactical Shooters

Stage 1, Bay 1 Busy Day

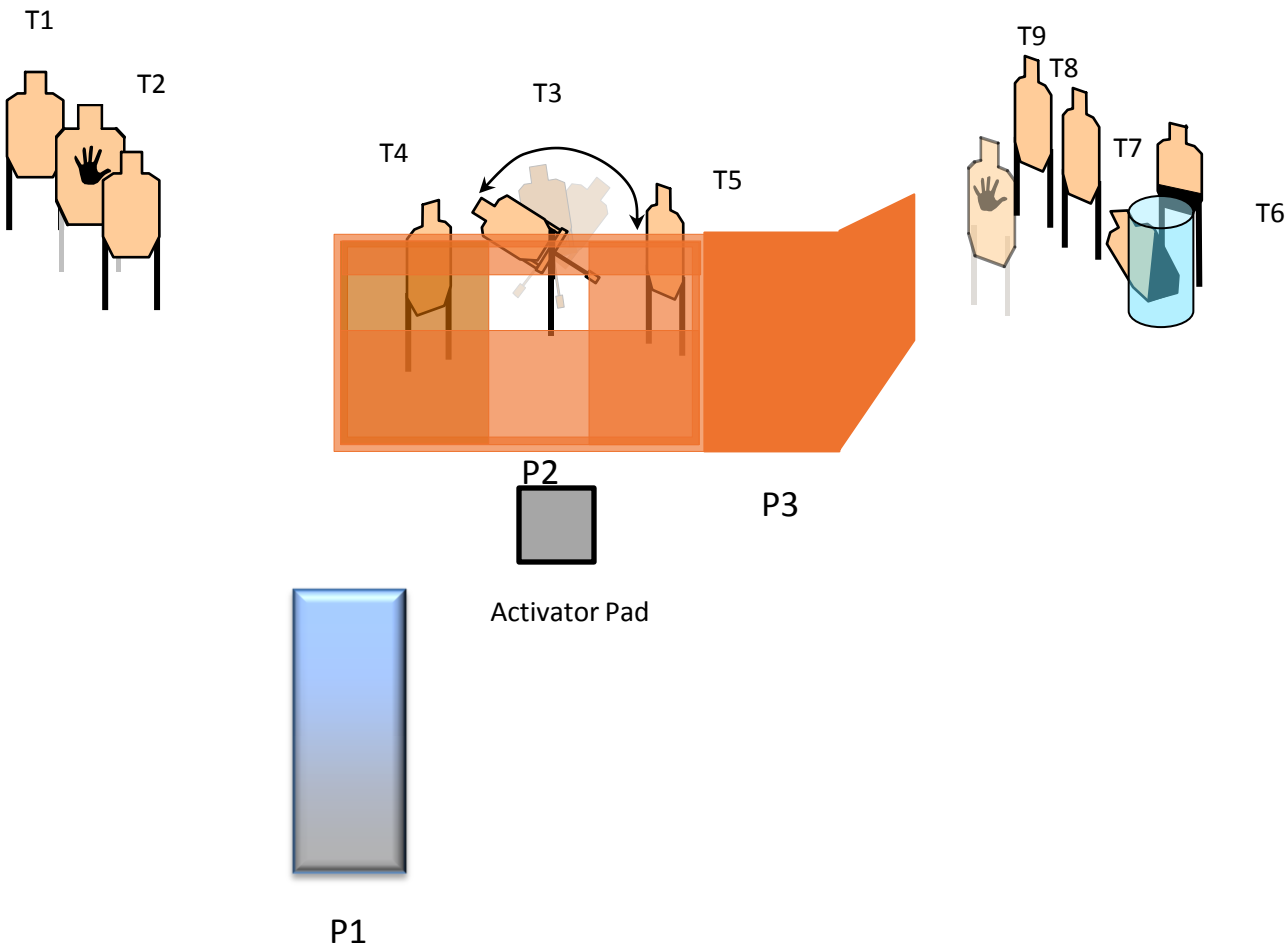
Course Designer: John Finkle

SCENARIO: You are clearing abandoned houses of drugged out, armed squatters. Take cover as you approach an old building. It's going to be a busy day in the neighborhood.

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

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 buzzer engage T1 – T2 from cover in tactical priority. On the way to P2 step on activator , at P2 engage T3 - T5 utilizing cover. Move to P3 and engage T6 – T9 , from cover in tactical priority. Any legal IDPA reload can be used.





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Stage 2, Bay 2 Cash Strapped

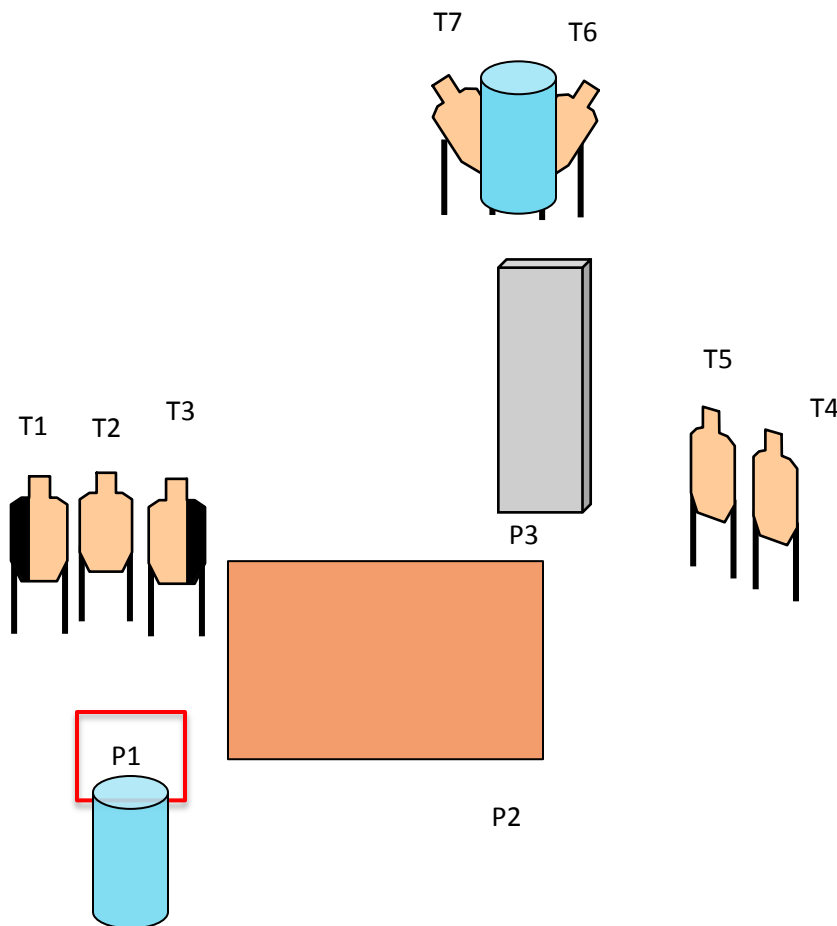
Course Designer: John Finkle

SCENARIO: You are getting some cash out of an ATM on a dark and stormy night. A gang of thugs attempt to take it. Make a lead deposit on the first three and give the rest the balance.

START POSITION: P1 Standing at the ATM machine(barrel) facing up range. Weapon holstered and loaded to division capacity. Hands on barrel top.

STRINGS: 1
SCORING: 14 rounds min, Vickers
TARGETS: 7 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 the buzzer, turn, draw and fire on T1 – T3 in tactical sequence. Advance to P2 and engage T4 – T5 in tactical priority. Move to barricade and engage T6-T7 utilizing cover. Any legal IDPA reload can be used.





Music City Tactical Shooters

Stage 3, Bay 3 Take out the trash

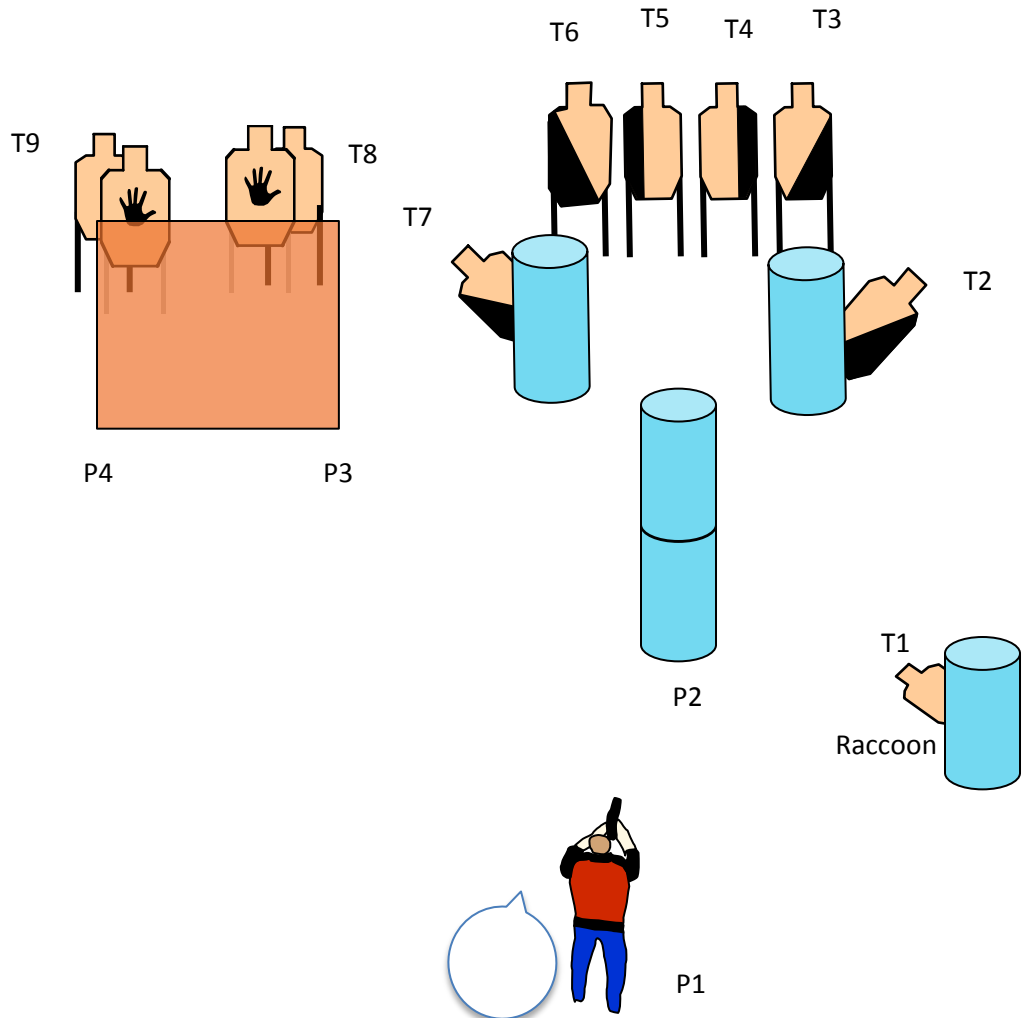
Course Designer: John Finkle

SCENARIO: You're taking the trash out when a vicious raccoon jumps out and threatens you. You shoot the raccoon bringing the attention of a gang of PETA fanatics trying to rescue him. They decide to take some shots at you. Take cover and bag the rabid raccoon sympathizers.

START POSITION: P1 holding the garbage bag in strong hand. Weapon holstered and loaded to division capacity.

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 signal, drop the garbage bag and kill the rabid raccoon with two rounds while moving to P2. At P2 engage T2 thru T7 in Tactical Priority utilizing cover. Move to P3, engage T8 utilizing cover. Move to P4, engage T9 utilizing cover. Any IDPA legal reload can be used.





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Stage 4, Bay 4 Corridor Confusion

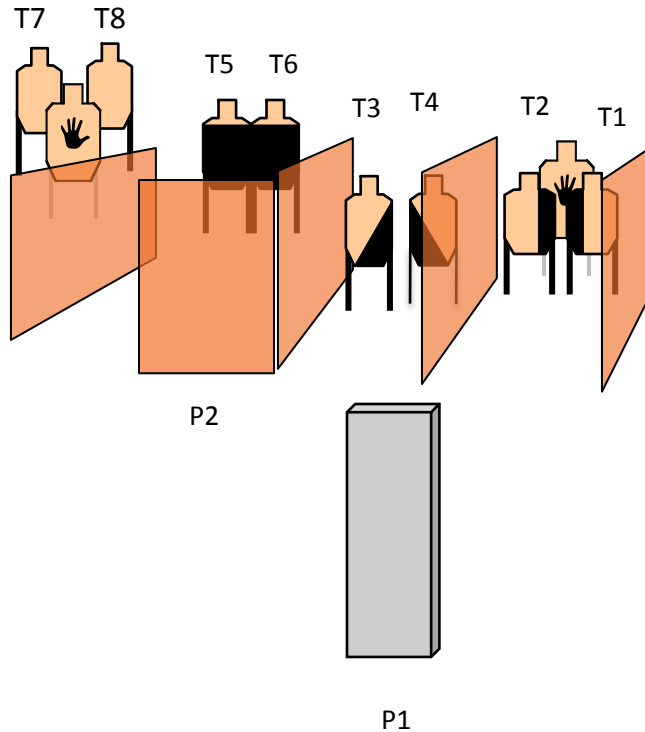
Course Designer: John Finkle

SCENARIO: Corridor Confusion—Upon entering a building, you notice there are several bad guys up to no good. Move through the corridors and eliminate the threats.

START POSITION: Standing at P1, weapon loaded to division capacity.

STRINGS: 1
SCORING: 16 rounds min, Vickers
TARGETS: 8 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 buzzer, engage T1 – T4 from barricade. Advance to P2 and engage T5 and T6 from cover. Move to engage T7 and T8 from cover. Any IDPA legal reload can be used.





Music City Tactical Shooters

Stage 5, Bay 6

Course Designer: John Finkle

SCENARIO: Just do what it says...

START POSITION: String 1: P-1 with weapon holstered and loaded to six rounds only. Second ammo carrier on barrel at P2. Hands at sides.

String 2: Weapon holstered and loaded to six rounds only. Hands at surrender.

STAGE PROCEDURE: At the buzzer, while moving, engage T1 – T3 with two rounds each before P2. At P2 perform a legal reload with carrier from barrel, and give T1 – T3 two rounds each, while moving, strong hand only, before P3.

String 2--At P4 give T4 six rounds to the body, from retention(1 or 2 handed with strong hand elbow in contact with body). While retreating perform legal reload and give two to the head freestyle.

STRINGS: 2

SCORING: 20 rounds min, Limited Vickers

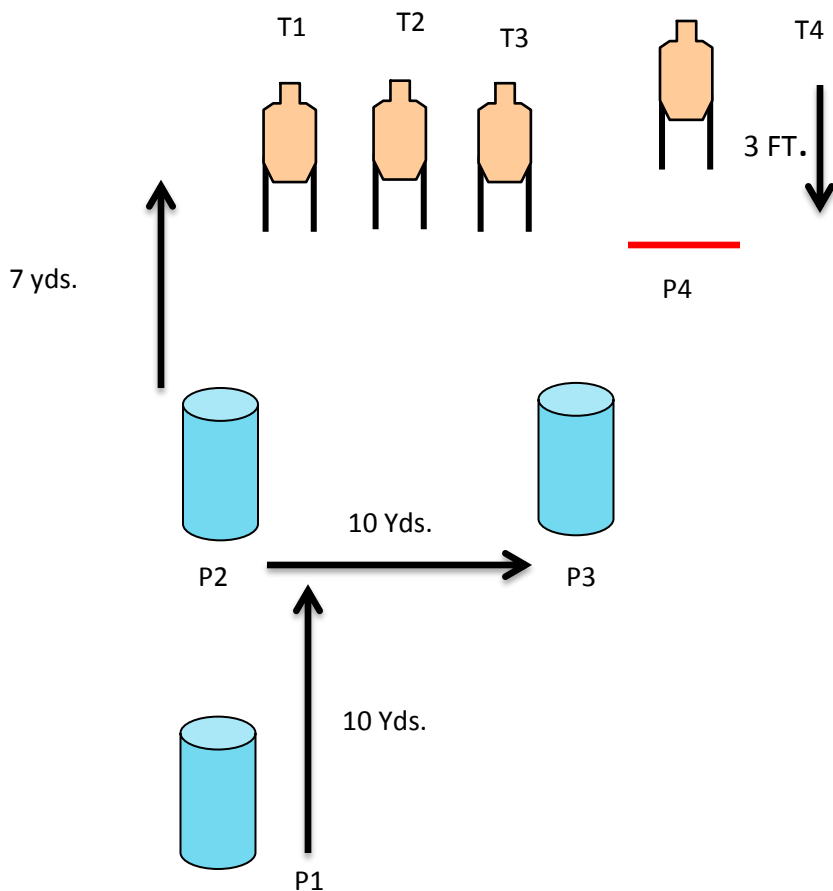
TARGETS: 4 Threat

SCORED HITS: S1, 4 per paper, S2, 6 body, 2 head

START-STOP: Audible - Last shot

RULES: Current IDPA Rulebook

COVER GARMENT: Not required





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Stage 6, Bay 7 Honey Badger Shoot

Course Designer: John Finkle

SCENARIO: You have just seen the Honey Badger on Animal Planet. If you could only be as mean as he is. Now is your chance. Give the thugs two in the chest and one in the, ahhhh, groin. "Honey Badger don't care."

START POSITION: P-1 Weapon holstered and loaded to division capacity. Hands at sides.

STRINGS: 1
SCORING: 18 rounds min, Vickers
TARGETS: 6 Threat, 2 Non-Threat
SCORED HITS: Best 3 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

STAGE PROCEDURE: At buzzer, engage all target in tactical priority, utilizing cover, with two rounds to the body and one to the groin. Any legal IDPA reload can be used.

