

Music City Tactical Shooters

Stage X, Bay X

Course Designer: Greg Bell

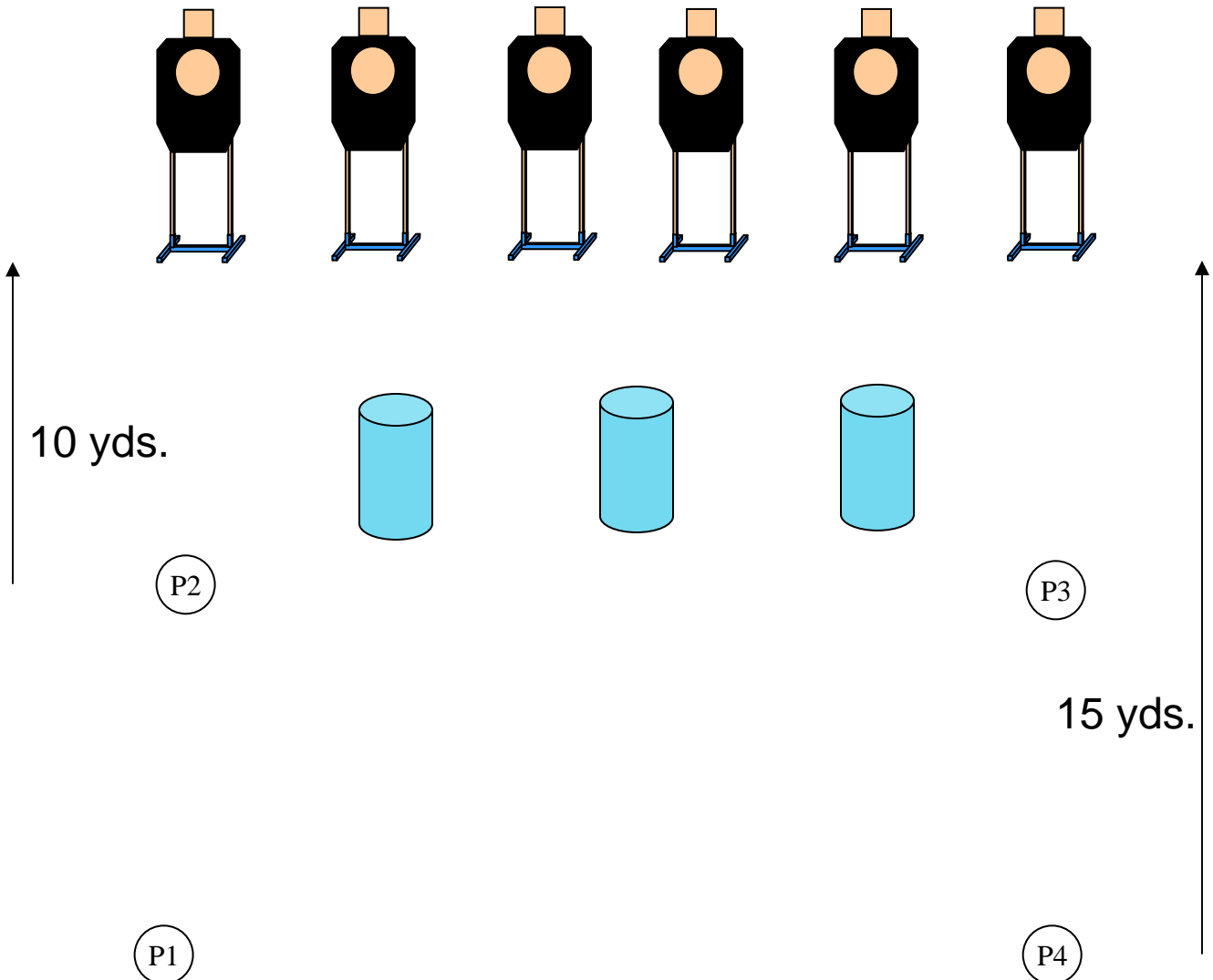
SCENARIO: Can you shoot on the move accurately?

START POSITION: P1 hands relaxed at sides, handgun concealed.

STRINGS: 3
SCORING: 18 rounds, Limited Vickers
TARGETS: 6 Threats
SCORED HITS: 2 body, 1 head
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

STAGE PROCEDURE: **String 1:** While advancing from P1 to P2 1 shot to the body T1-T6. You must finish firing before reaching P2. **String 2:** While moving from P2 to P3 1 shot to the head T1-T6. You must finish firing before reaching P3. **String 3:** While retreating from P3 to P4 1 shot to the body T1-T6.

Note: Shooter may start from either the right or left, if required missed headshots may need to be pasted after string 2



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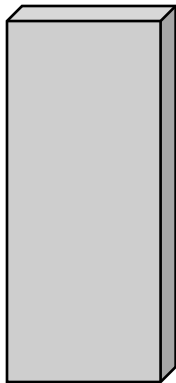
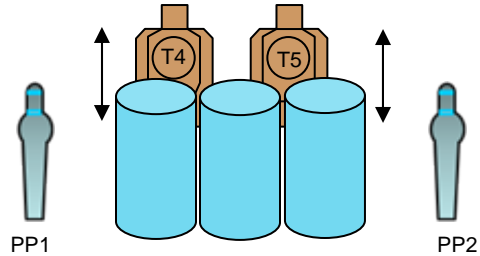
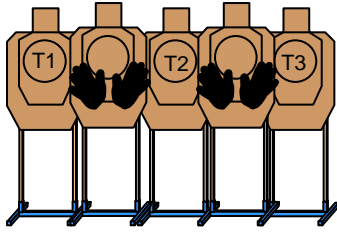
Course Designer: Greg Bell

SCENARIO: Make those tough shots!

START POSITION: P1 Hands relaxed at sides

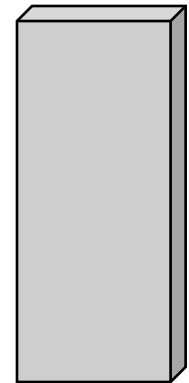
STRINGS: 1
SCORING: 12 rounds min, Vickers
TARGETS: 5 Threat, 2 steel
SCORED HITS: Best 2 per paper, steel down
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

STAGE PROCEDURE: At the beep draw 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.



P1

15 yds.



P2

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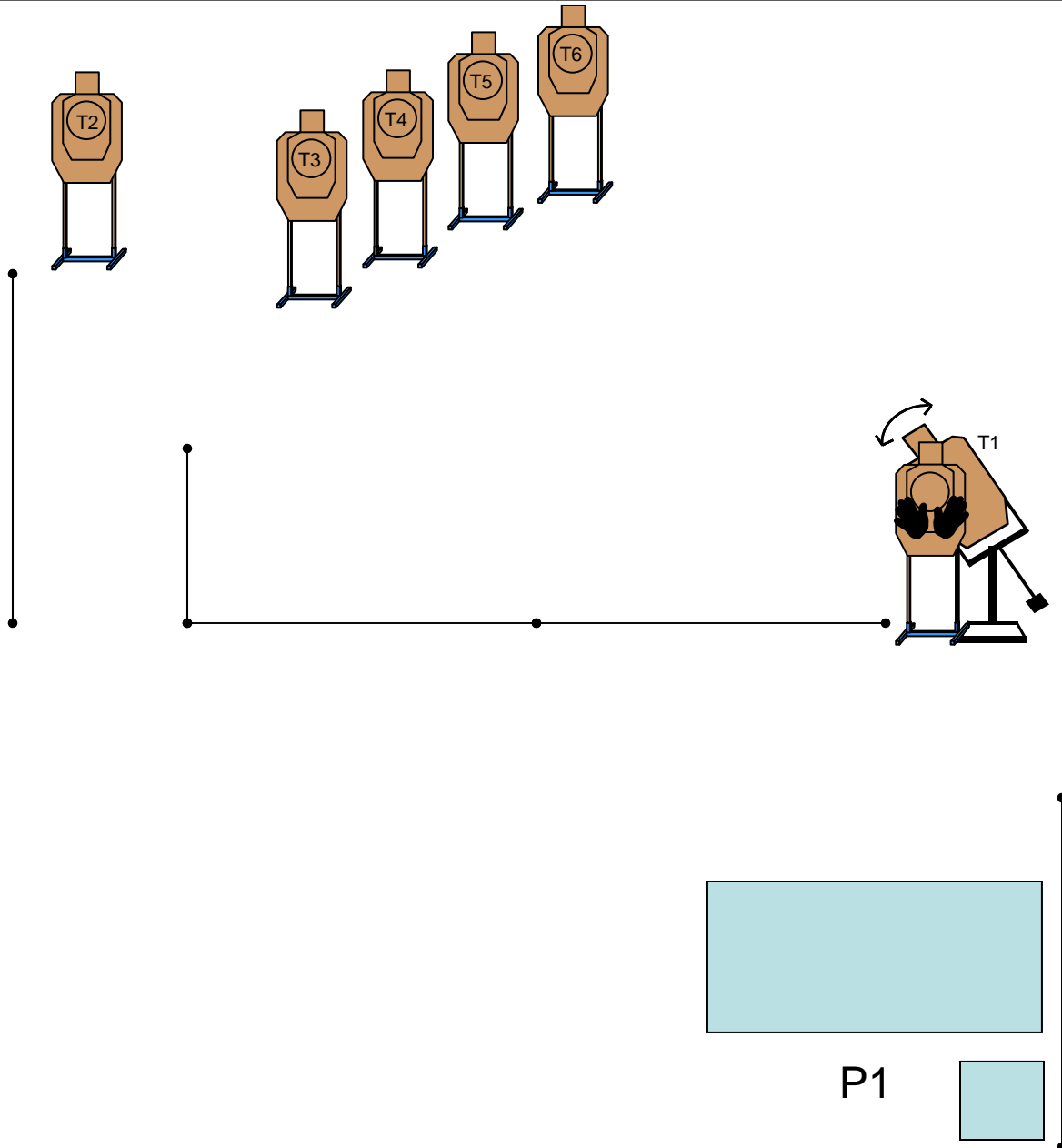
Course Designer: Greg Bell

SCENARIO: You are sound asleep when an gang of intruders has made its way into your home. Save your loved ones and deal with the threats.

START POSITION: P1 laying on the bed, flat on your back, legs uncrossed on the bed, palms on the bed. Loaded gun and mags or speedloaders in nightstand.

STRINGS: 1
SCORING: 12 rounds min, Vickers
TARGETS: 6 Threat, 1 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 get out of bed retrieve your gun and stow whatever ammo you will need. Engage T1 from low cover, engage T2-T6 in tactical priority from cover. Any IDPA legal reload.



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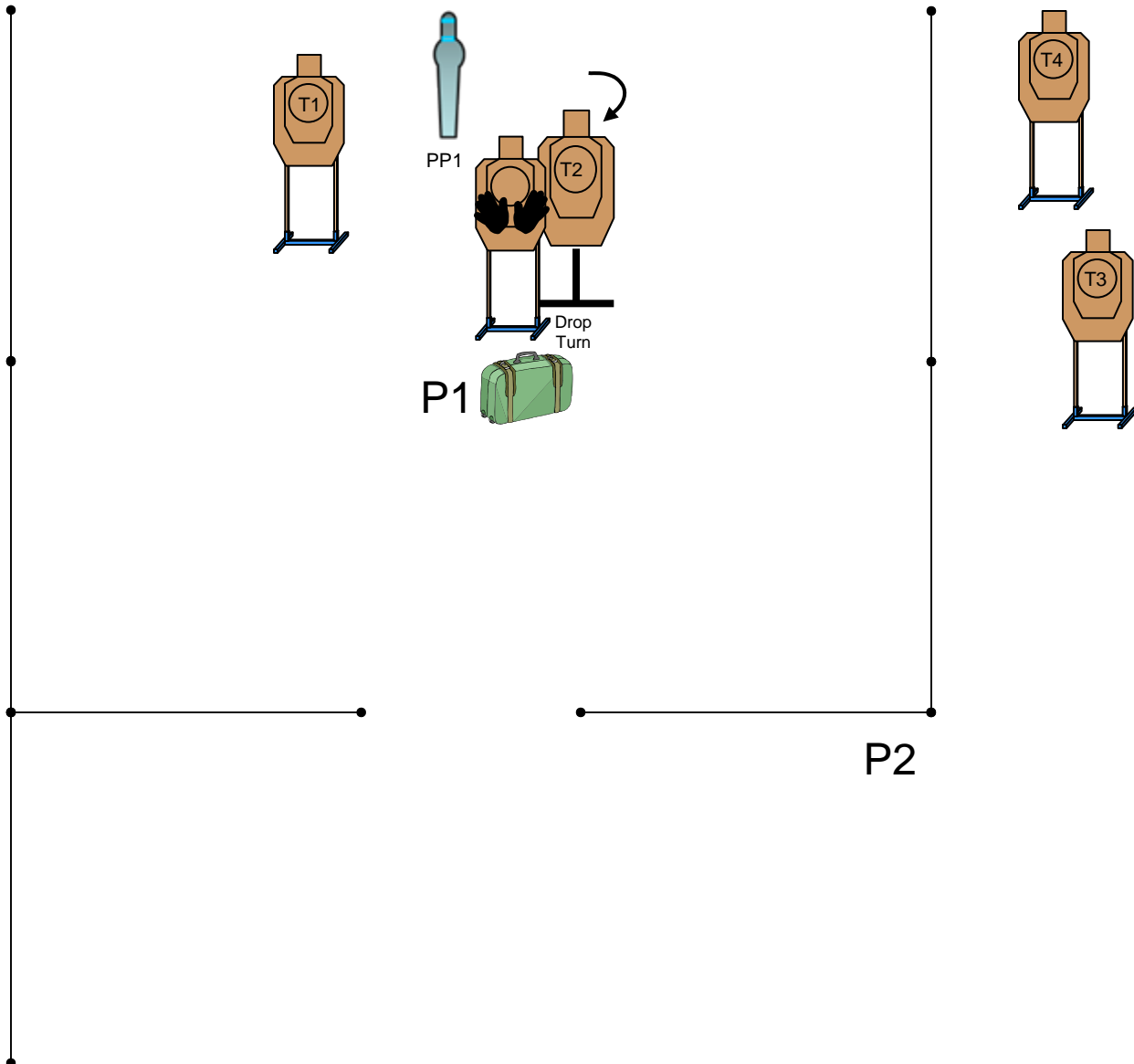
Course Designer: Greg Bell

SCENARIO: You are a diamond courier delivering to a jewelry store. As you enter the store you realize it's a setup and they are waiting for you. Defend yourself and get out of there. As you make your way to the alley to escape there are more of them, deal with the threats.

START POSITION: At P1 diamonds in weak hand, gun holstered.

STRINGS: 1
SCORING: 9 rounds min, Vickers
TARGETS: 5 Threat, 1 Non-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 engage T1, T2, and PP1 in tactical priority strong hand only while retreating. Move to P2 and engage and T3 & T4 in tactical priority strong hand only. Diamonds are to be retained thru the scenario you may set them down to perform any legal IDPA reload and then pick them back up.



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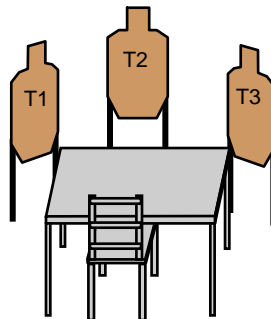
SCENARIO: Texas hold'em gone bad.

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

START POSITION: Gun holstered, seated with cards in hand.

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

STAGE PROCEDURE: At the signal draw and engage T1-T3 with two rounds each in tactical sequence, reengage T1-T3 with one round to each head. Any IDPA legal reload.



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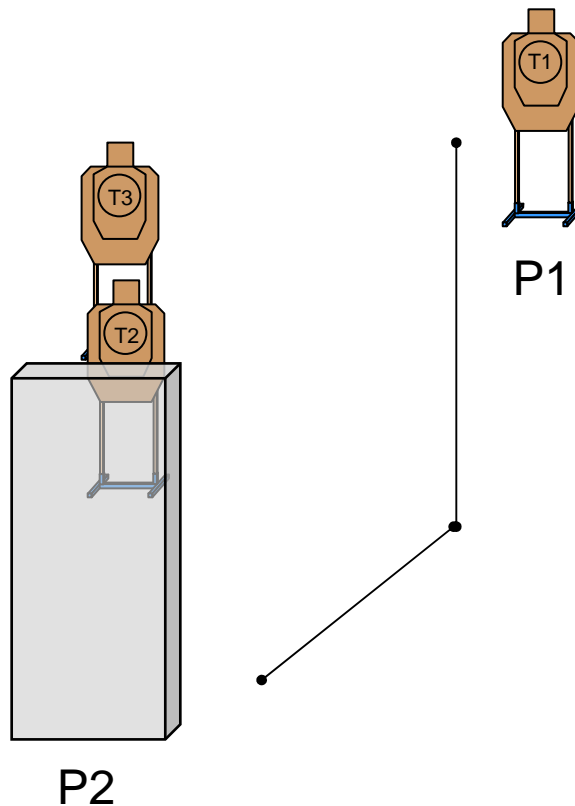
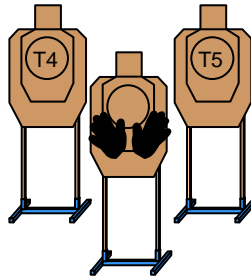
Course Designer: Greg Bell

SCENARIO: While out and about the bad guys gets the jump on you. Deal with them!

START POSITION: P1, hands above shoulders

STRINGS: 1
SCORING: 15 rounds min, Vickers
TARGETS: 5 Threat, 1 Non-Threat
SCORED HITS: Best 3 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

STAGE PROCEDURE: At the beep draw and engage T1-T3 while retreating to P2, from P2 engage T4 & T5 in tactical priority. Any IDPA legal reload.



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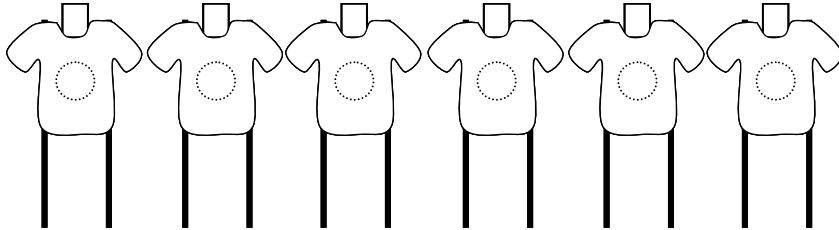
Course Designer: Greg Bell

SCENARIO: A gang of six has gone crazy, they are trying to take you down. Defend yourself!

START POSITION: P1 Hands relaxed at sides

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

STAGE PROCEDURE: Start at P1 engage T1-T6 with one shot each in tactical priority, move to P2 engage T1-T6 with one shot each in tactical priority. Any IDPA legal reload. Shooter may start from either the left or the right side of the wall.



25 yds.

P1 ————— P2

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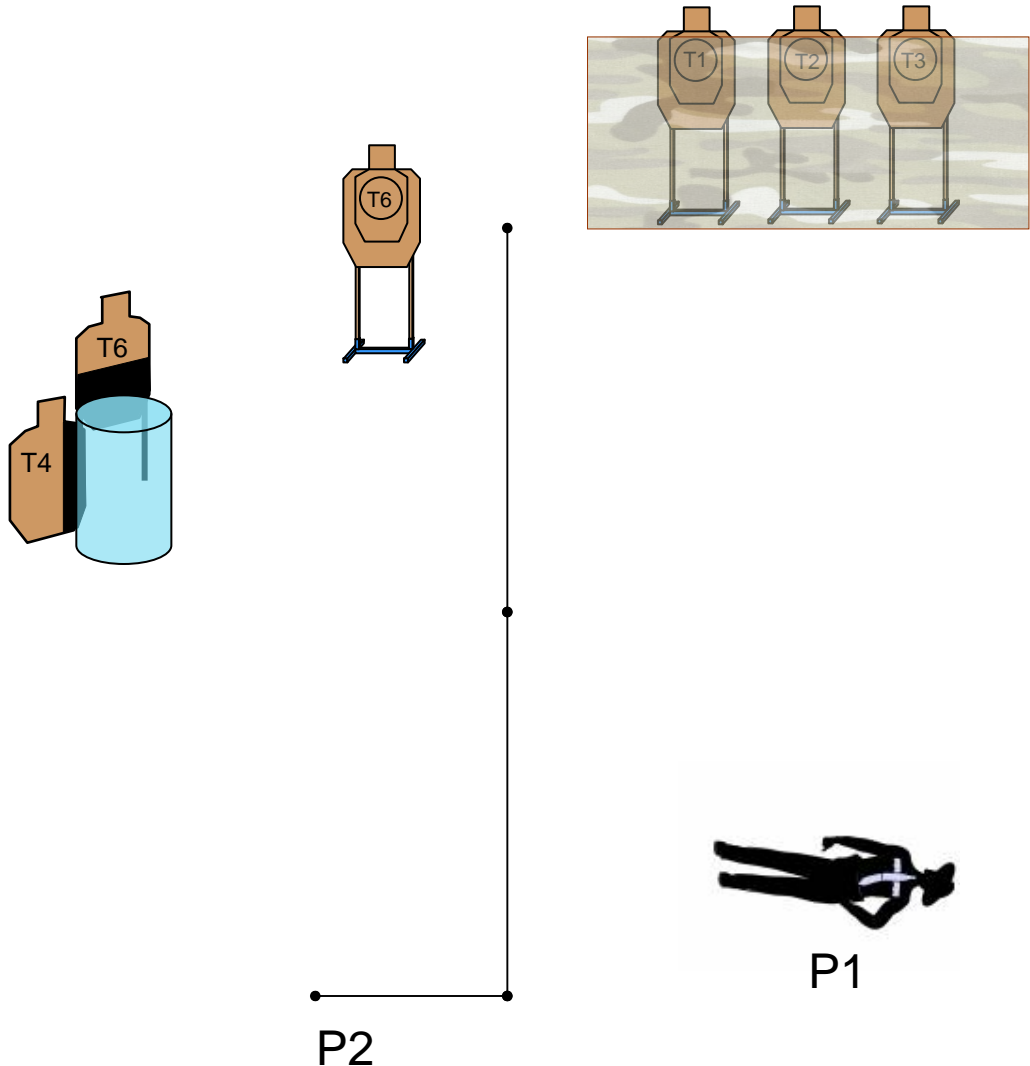
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SCENARIO: While out on a hike through the woods you encounter a grisly scene. As you are checking on the injured wildlife officer, some poachers try to take you out. Retrieve the officers gun and defend yourself.

START POSITION: Kneeling at P1, Loaded gun and ammo placed on officer.

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

STAGE PROCEDURE: At the beep retrieve gun and stow any required ammo. While on the move to P2 engage T1-T3 through the soft cover in any order. You may finish engaging T1-T3 from cover if required. Engage T4-T6 in tactical priority from P2. Any IDPA legal reload.



Music City Tactical Shooters

Pistol 50-50 Side Match

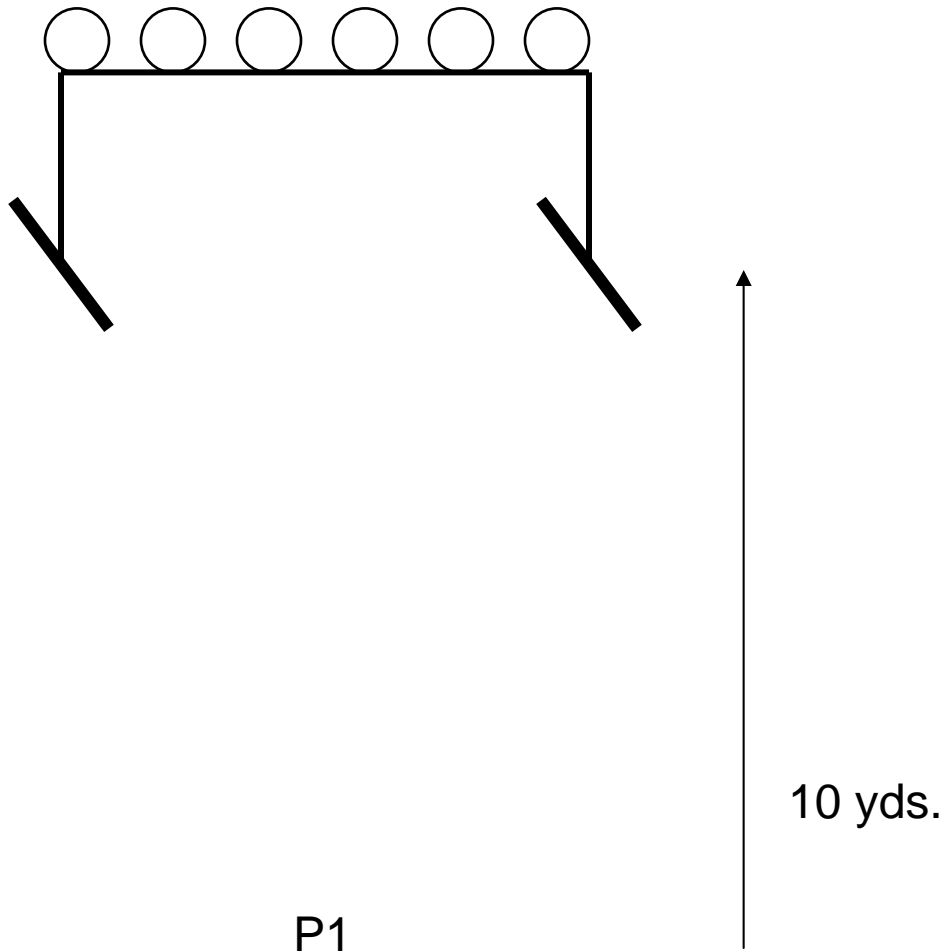
Course Designer: Greg Bell

SCENARIO: This is an optional side match, it costs \$5 for 3 runs. The top time of the day will split the stage proceeds with MCTS. You may purchase as many runs as you wish.

START POSITION: P1 facing up range, hands relaxed at sides

STRINGS: 1
SCORING: 6 rounds min, Vickers
TARGETS: 6 Steel Plates
SCORED HITS: Steel down
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

STAGE PROCEDURE: At the beep turn, draw and engage plates



Music City Tactical Shooters

Shotgun 50-50 Side Match

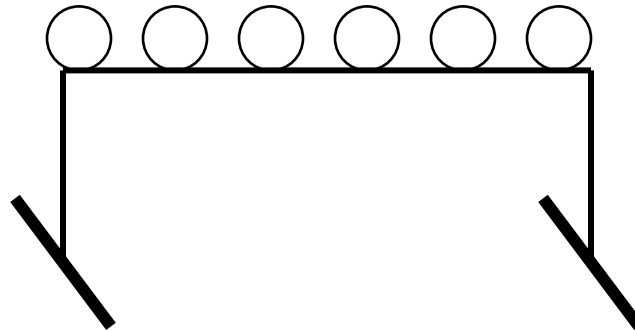
Course Designer: Greg Bell

SCENARIO: This is an optional side match, it costs \$5 for 3 runs. The top time of the day will split the stage/division proceeds with MCTS. You may purchase as many runs as you wish. This stage will have two divisions pump and semi-auto.

START POSITION: P1 facing down range, gun at low ready safety on.

STRINGS: 1
SCORING: 6 rounds min, Vickers
TARGETS: 6 Steel Plates
SCORED HITS: Steel down
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Not Required

STAGE PROCEDURE: At the beep engage plates



15 yds.

P1