

# Music City Tactical Shooters

Stage 1, Bay 1

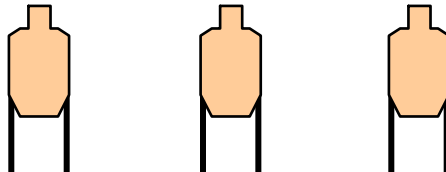
Course Designer: Greg Bell

**SCENARIO:** To survive an in your face encounter you need to get off the X

**START POSITION:** P1 Hands relaxed at sides handgun concealed.

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

**STAGE PROCEDURE:** **String 1:** While moving from P1 to P2 engage each target with 1 shot to the body and 1 to the head. **String 2:** While moving from P1 to P3 engage each target with 1 shot to the body and 1 to the head. **String 3:** 1 shot to the body and 1 to the head on each target while retreating from P1



P2

P3

P1

# Music City Tactical Shooters

Stage 2, Bay 1

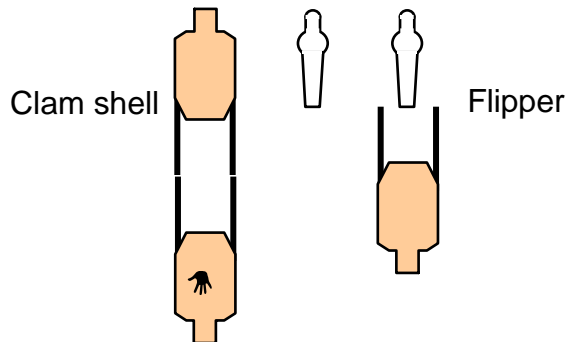
Course Designer: Greg Bell

**SCENARIO:** Can you transition, I hope so!

**START POSITION:** P1 Hands relaxed at sides handgun concealed.

**STAGE PROCEDURE:** At the signal engage steel and paper in any order.

**STRINGS:** 1  
**SCORING:** 8 rounds min, Vickers  
**TARGETS:** 4 Threat, 1 Non-Threat  
**SCORED HITS:** Best 3 per paper, steel down  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**COVER GARMENT:** Required



P1

# Music City Tactical Shooters

Stage 3, Bay 2

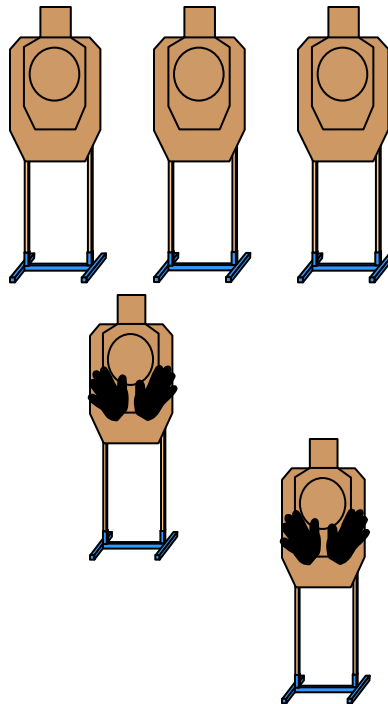
Course Designer: Greg Bell

**SCENARIO:** Three bad guys are taking shots at you from a long ways off, use the available cover to engage them.

**START POSITION:** P1 Hands relaxed at sides.

**STRINGS:** 1  
**SCORING:** 12 rounds min, Vickers  
**TARGETS:** 3 Threat, 2 Non-Threat  
**SCORED HITS:** Best 2 per paper  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**COVER GARMENT:** Required

**STAGE PROCEDURE:** Draw and fire two shots on each target in tactical priority, perform any IDPA legal reload. Two shots on each target in tactical priority from the opposite side of the barricade.



35 yards

P1

# Music City Tactical Shooters

Stage 4, Bay 2

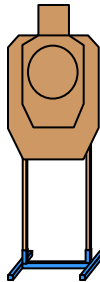
Course Designer: Greg Bell

**SCENARIO:** Zombie Drill

**START POSITION:** P1 hands relaxed at sides

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

**STAGE PROCEDURE:** Draw and fire 2 shots to the head freestyle, transition to strong hand and fire 2 shots to the head, transition to weak hand and fire 2 shots to the head.



7 yards



# Music City Tactical Shooters

Stage 5, Bay 3

Course Designer: Greg Bell

**SCENARIO:** None

**START POSITION:** See below

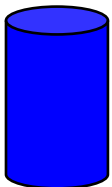
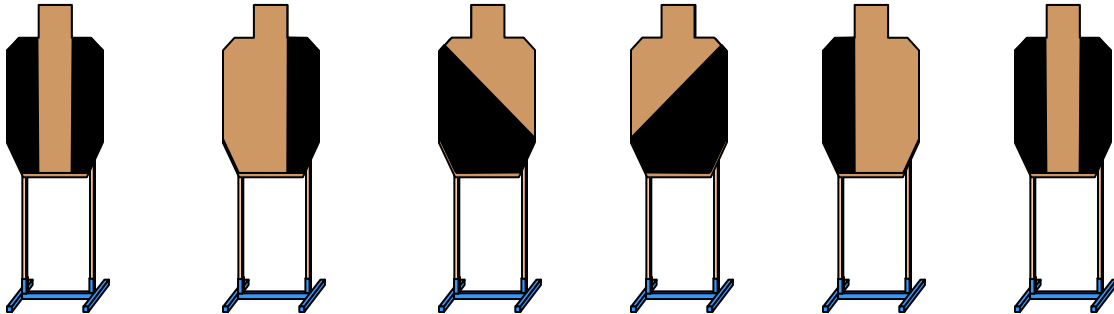
**STRINGS:** 3  
**SCORING:** 18 rounds min, Limited Vickers  
**TARGETS:** 6 Threats  
**SCORED HITS:** 3 per paper  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**COVER GARMENT:** Required

**STAGE PROCEDURE:** String 1 Gun holstered, hands relaxed at sides. Freestyle one shot on each target on the move from P1 to P2

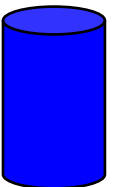
String 2 Gun holstered, hands relaxed at sides. Strong hand only one shot on each target on the move from P2 to P1

String 3 Gun in weak hand at low ready safety off. Weak hand only one shot on each target on the move from P1 to P2

**Note:** All shots on the move, completed before you reach the next barrel. Shooters option which side to start on.



P1



P2