

Music City Tactical Shooters

Stage 1, Bay 1

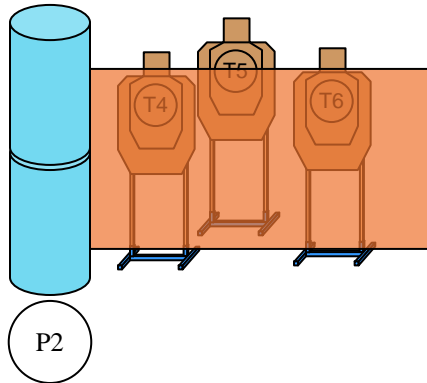
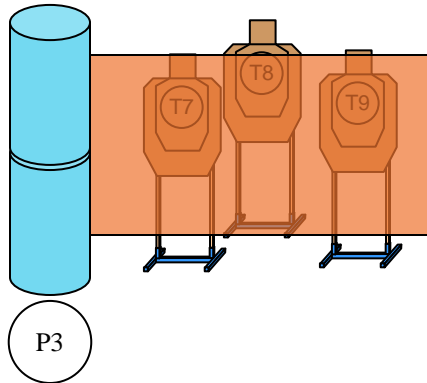
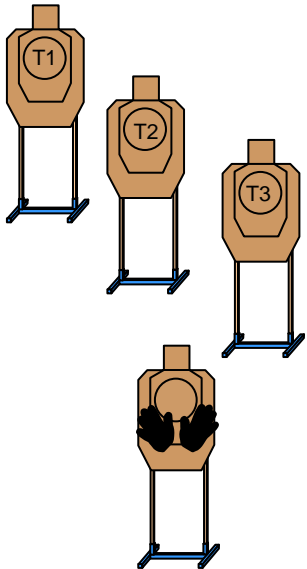
Course Designer: Greg Bell

SCENARIO: You are walking through a parking garage when accosted by a band of thugs. Defend your self from the cover of concrete columns. As you make your way to safety more thugs are lurking behind cars, dispatch them as well.

START POSITION: P1, hands relaxed at sides

STRINGS: 1
SCORING: 18 rounds min, Vickers
TARGETS: 9 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 engage T1-T3 in tactical priority. Move to P2 engage T4-T6 in tactical priority. Move to P3 engage T7-T9 in tactical priority.



Music City Tactical Shooters

Stage 2, Bay 2

Course Designer: Greg Bell

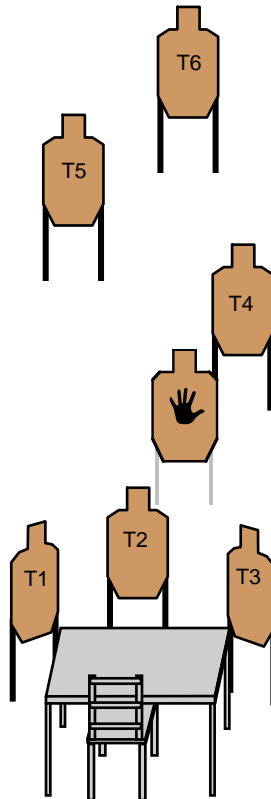
SCENARIO: Texas hold'em gone bad.

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

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

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 signal draw and engage T1-T3 with two rounds each in tactical sequence, engage T4-T6 with two rounds each in tactical priority. T1-T3 are engaged from the seated position, T4-T6 are engaged seated or standing. Any IDPA legal reload.



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Stage 3, Bay 3

Course Designer: Greg Bell

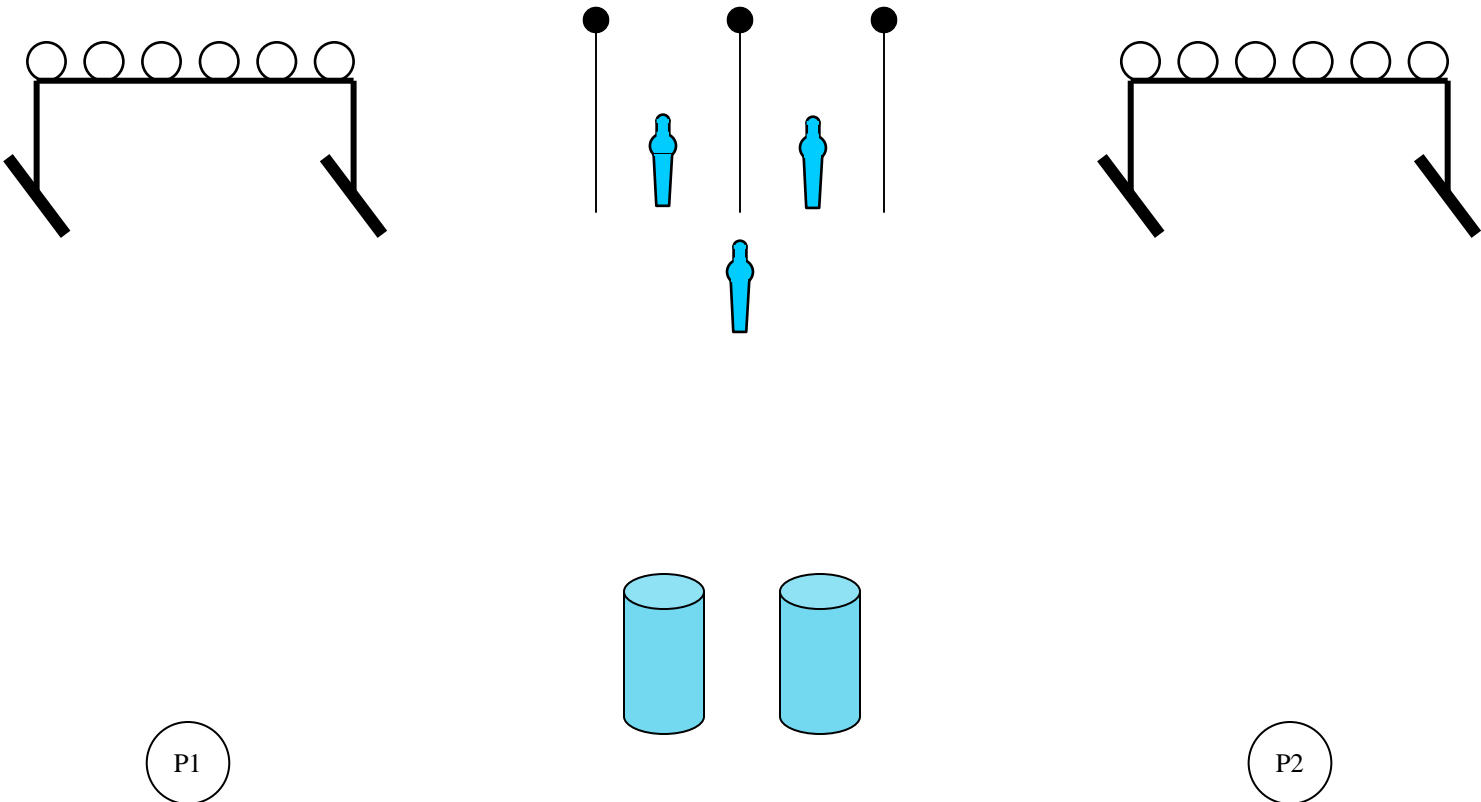
SCENARIO: none

START POSITION: P1 hands relaxed at sides

STRINGS: 1
SCORING: 18 rounds min, Vickers
TARGETS: 18 steel
SCORED HITS: Steel down
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

STAGE PROCEDURE: At beep engage plate rack, perform any IDPA legal reload, engage poppers and head plates on the move to P2, perform any IDPA legal reload, engage remaining plate rack.

Shooter may start either right or left, middle targets must be shot on the move.



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Rifle Side Match

Course Designer: Greg Bell

SCENARIO: Inspired by a real life close quarter engagement by a US Marine sniper Chuck Mawhinney in 1969. He engaged 16 NVA soldiers from 25 – 100 yards at night with a M14 using a early starlight night vision scope.

START POSITION: P1 prone

STRINGS: 1
SCORING: 16 rounds min, 20 rounds max
TARGETS: 16 Threats
SCORED HITS: 1 head shot per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Not Required

STAGE PROCEDURE: At the beep engage the targets with a head shot in tactical priority. You will be limited to 20 rounds max fired in 30 seconds. The timer will be set with a 30 sec par time. Procedural for shooting past the 2nd beep or firing more than 20 rounds.

