

Music City Tactical Shooters

Stage 1

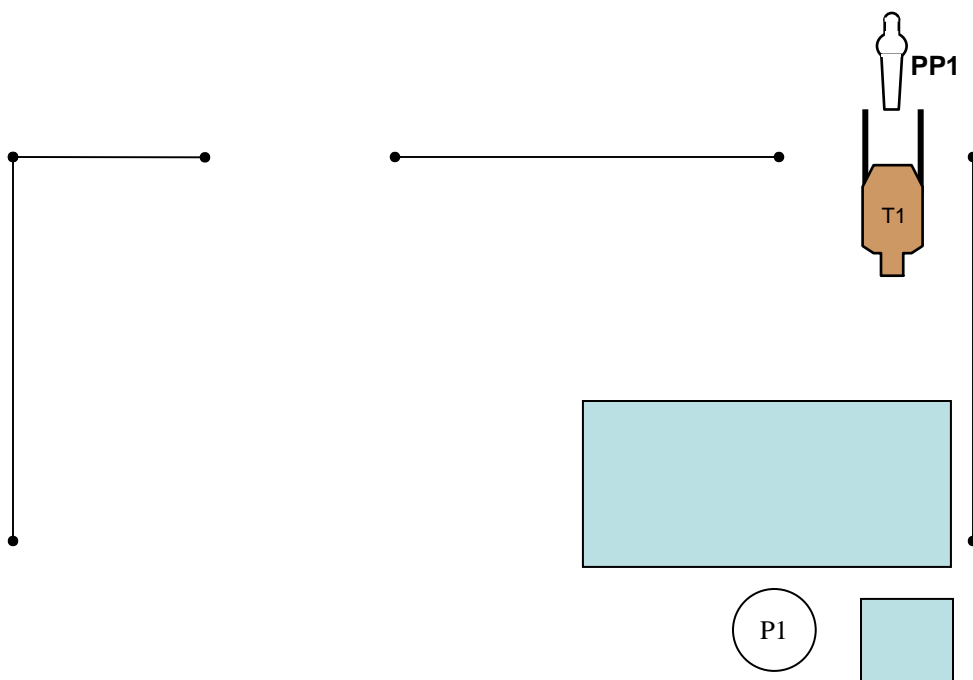
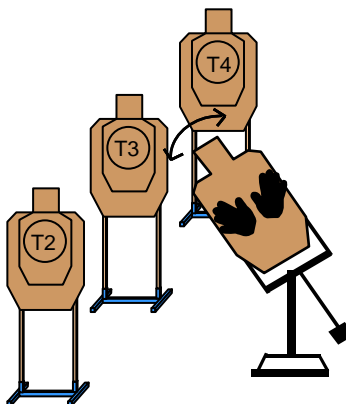
Course Designer: Greg Bell

SCENARIO: You are sound asleep when a gang of crack heads 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.

STAGE PROCEDURE: At the beep get out of bed retrieve your gun and stow whatever ammo you will need. Engage PP1 & T1 using bed as cover, engage T2-T4 in tactical priority from cover. Any IDPA legal reload.

STRINGS: 1
SCORING: 9 rounds min, Vickers
TARGETS: 4 Threat, 1 Non-Threat, 1 Steel
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required



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Stage 2

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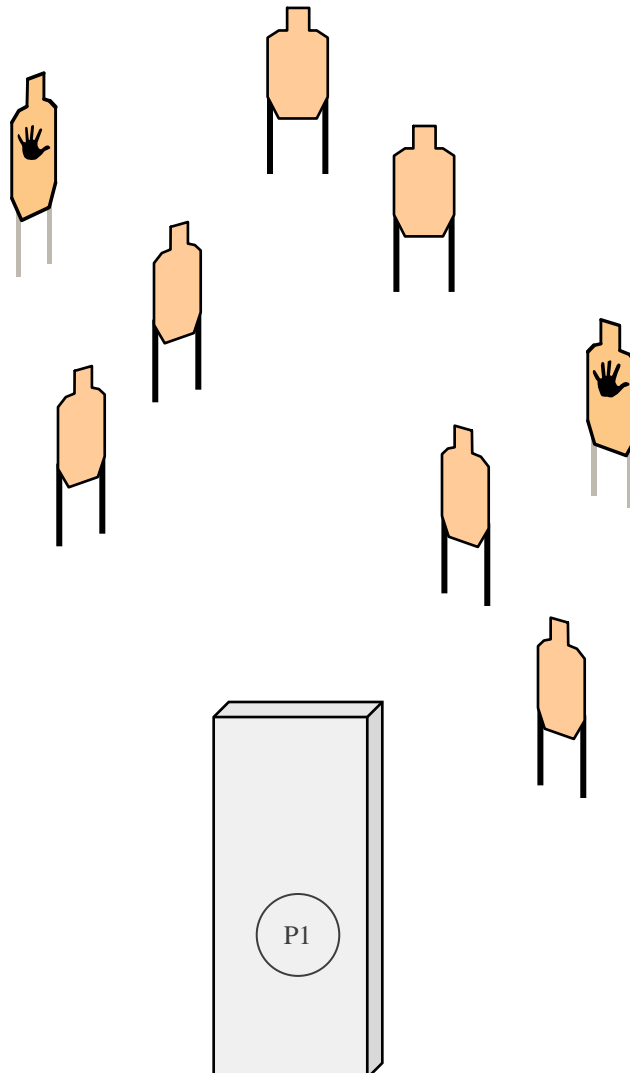
SCENARIO: While using the ATM machine, you lost focus and let a bunch of thugs sneak up on you, but take care not to shoot the bystanders.

START POSITION: P1 facing up range palms on the ATM

STRINGS: 1
SCORING: 12 rounds min, Vickers
TARGETS: 6 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 turn draw and engage T1 – T6 in tactical priority with two shots each.

Any legal IDPA reload, no cover is available in this scenario.



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Stage 3

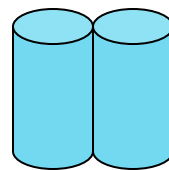
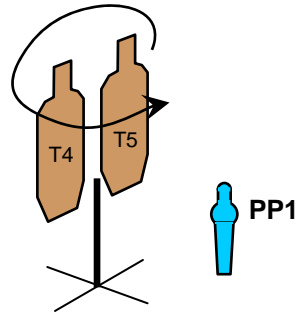
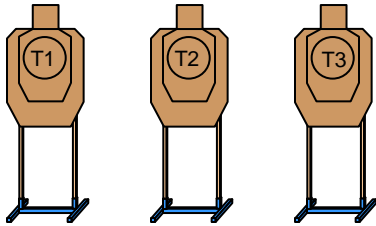
Course Designer: Greg Bell

SCENARIO: hold' em off and clear your way to safety

START POSITION: P1, hands relaxed at sides

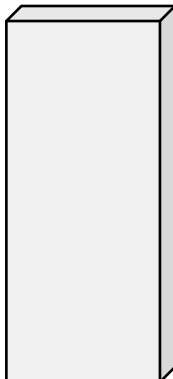
STRINGS: 1
SCORING: 11 rounds min, Vickers
TARGETS: 5 Threat, 1 Popper
SCORED HITS: Best 2 per paper, steel down
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

STAGE PROCEDURE: At the beep engage T1 – T3 in tactical priority from cover. Move to P2 engage PP1, T4, T5 in tactical priority using low cover. Any legal IDPA reload.



10 yds.

P2



P1

20 yds.

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Stage 4

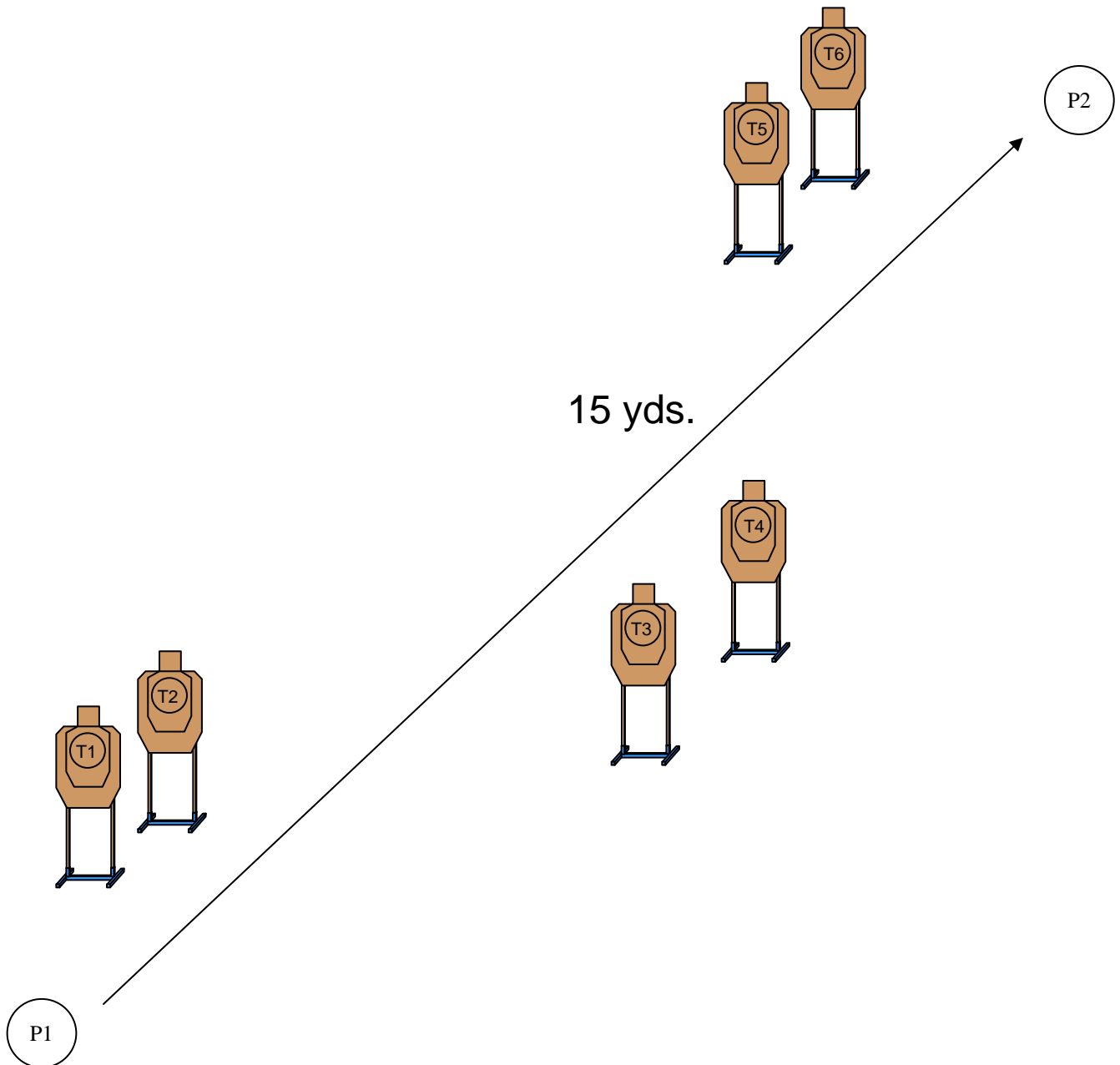
Course Designer: Greg Bell

SCENARIO: No cover to be found!

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: At the beep engage T1-T6 in tactical priority on the move from P1 to P2. Any legal IDPA reload, no cover available on this stage.



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Stage 5

Course Designer: Greg Bell

SCENARIO: Standards

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

STRINGS: 2
SCORING: 21 rounds min, Limited Vickers
TARGETS: 3 Threat
SCORED HITS: 6 body, 1 head per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Not Required

STAGE PROCEDURE:

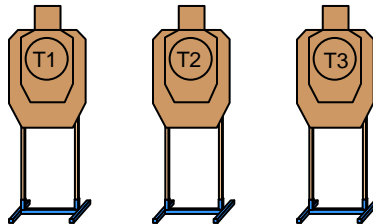
String 1 El Presidente

At the beep turn draw and fire 2 on each body reload, fire 2 on each body.

String 2 Demi Presidente

At the beep turn draw and fire 2 on each body reload, fire 1 on each head.

Scorekeeper note: Watch for dropped head shots on string 2, as they do not score.



10 yds.

P1

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Stage 6

Course Designer: Greg Bell

SCENARIO: Clear 'em out, but don't hit the little one!

START POSITION: P1 hands relaxed at sides.

STRINGS: 1
SCORING: 10 rounds min, Vickers
TARGETS: 3 Threat, 1 Non-Threat, 1 steel
SCORED HITS: Best 3 per paper, steel down
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

STAGE PROCEDURE: At the beep engage T1-T3 from cover, move to P2 engage PP1 from cover. Any legal IDPA reload.

