

Music City Tactical Shooters

Stage 1, Bay 1

Course Designer: Greg Bell

SCENARIO: Walmart Ammo Madness!

The word is out that the Nolensville Road Walmart has some of the ever elusive .380 in stock. As you make a midnight run to score some .380, some thugs decide to rob you at the ammo counter. Take them out but be careful of the other shoppers.

START POSITION: P1, hands relaxed at sides

STRINGS:

1

SCORING:

18 rounds min, Vickers

TARGETS:

6 Threat, 2 Non-Threat

SCORED HITS:

Best 3 per paper

START-STOP:

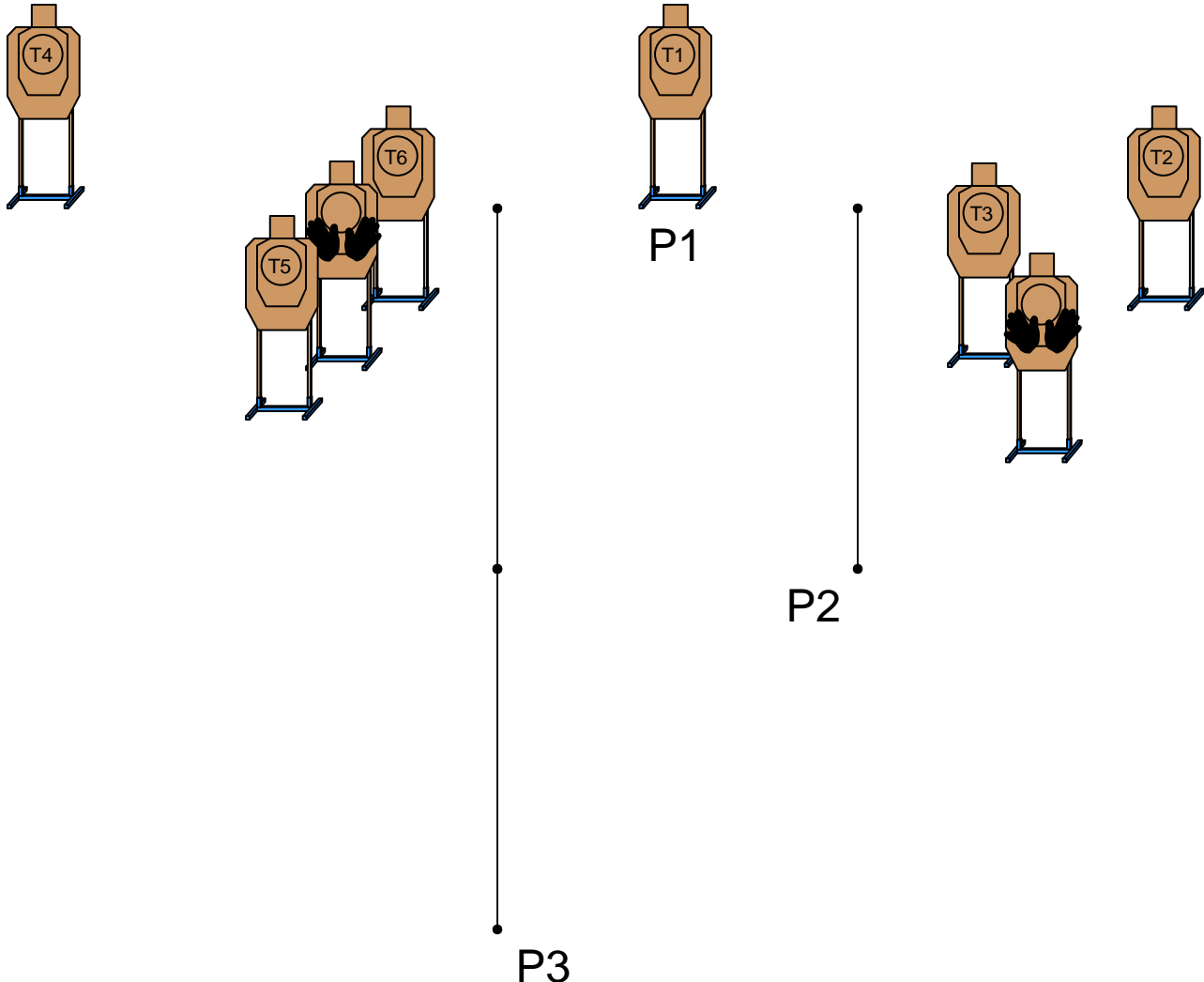
Audible - Last shot

RULES:

Current IDPA Rulebook

COVER GARMENT: Required

STAGE PROCEDURE: At the beep draw and engage T1 from retention, move to P2 engage T2 & T3 from cover in tactical priority, move to P3 engage T4-T6 in tactical priority. Note: Keep Your muzzle downrange!



Music City Tactical Shooters

Stage 2, Bay 3

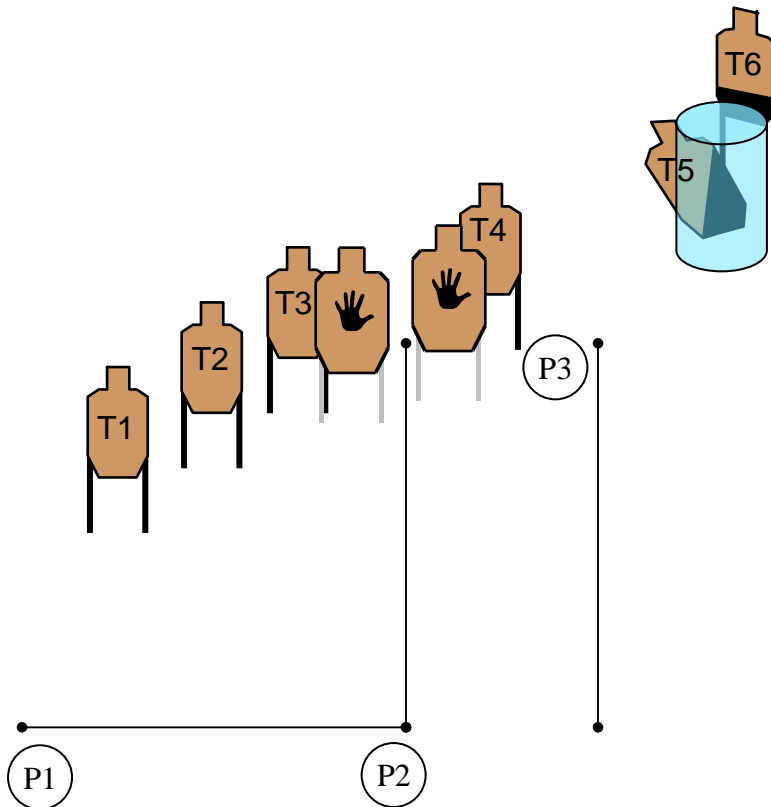
Course Designer: Greg Bell

SCENARIO: A band of miscreants has taken hostages, first clear the room then move down the hall to get the rest of them.

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

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 the beep engage T1-T3 in tactical priority, move to P2 engage T4 from cover, move to P3 engage T5 & T6 in tactical priority. Any IDPA legal reload.



Music City Tactical Shooters

Stage 3, Bay 4

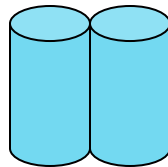
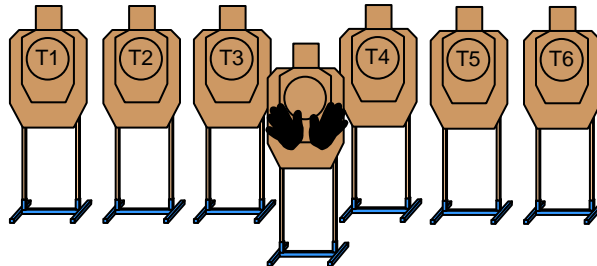
Course Designer: Greg Bell

SCENARIO: A gang of six has gone crazy, they are trying to take a hostage. Defend yourself, and rescue the hostage!

START POSITION: P1 Hands relaxed at sides

STRINGS: 1
SCORING: 18 rounds min, Vickers
TARGETS: 6 Threat, 1 Non-Threat
SCORED HITS: Best 3 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, move to P3 engage T1-T6 with one shot to each head in tactical priority. Any IDPA legal reload. Shooter may start from either the left or the right side of the wall.



P3

10 yds.

20 yds.

P1 P2

Music City Tactical Shooters

Stage 4, Bay 6

Course Designer: Greg Bell

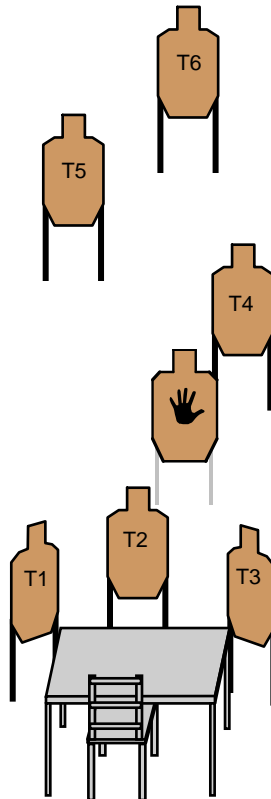
SCENARIO: Texas hold'em gone bad.

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.



Music City Tactical Shooters

Stage 5, Bay 7

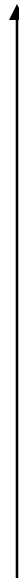
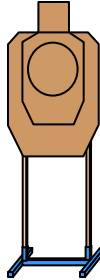
Course Designer: Greg Bell

SCENARIO: Zombie Drill

START POSITION: P1 hands relaxed at sides

STRINGS: 1
SCORING: 6 rounds max, 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

P1