

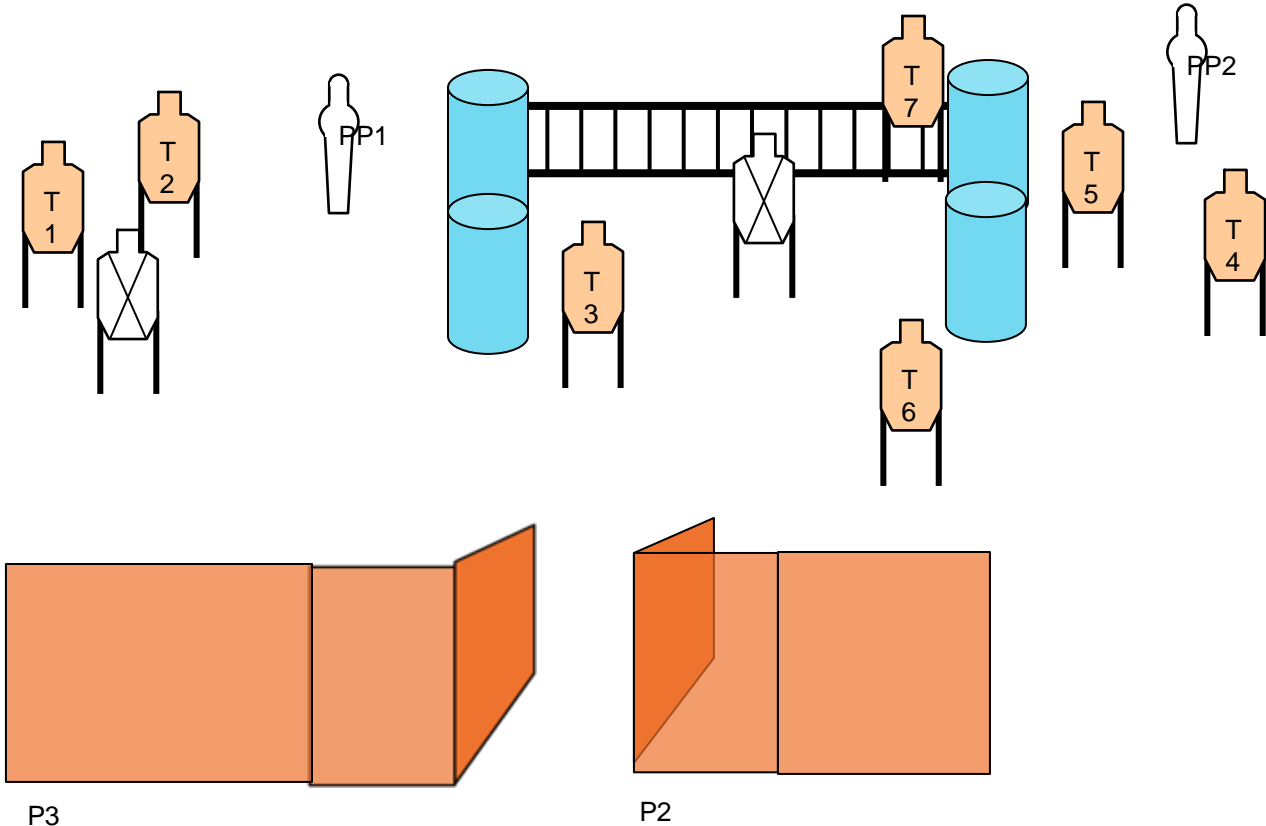
Music City Tactical Shooters – IDPA
Stage Name: Trying to use the Bathroom
Stage 1 Bay 1
Course Designer: J. Michael Bresson

SCENARIO: Restaurant Holdup: You are eating dinner with the family and while in the bathroom you hear a robbery in place. **Shots Fired!!** You leave the bathroom to handle another kind of business.

GUN READY CONDITION: Gun concealed. Hands at side. Loaded to IDPA capacity.

STRINGS: 1
SCORING: 16 rounds min, Vickers
TARGETS: 7 threat, 2 non threat, 2 Steel
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

STAGE PROCEDURE: Starting position seated at P1, engage all threats in Tactical Priority. Proceed to P2 each target will be engaged in tactical priority. Then proceed to P3, be sure to watch out for bad guys. At P3, each target will be engaged in tactical priority. PP2 will activate moving target. PP2 will activate moving target. Any IDPA reload is acceptable.



P1

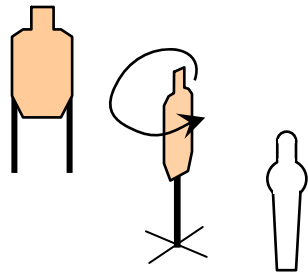
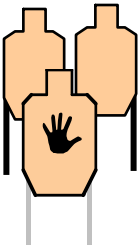
Music City Tactical Shooters – IDPA
Stage 2 Bay 2
Course Designer: J. Michael Bresson

SCENARIO: You are carrying a bag of diamonds thru the park and thugs are deciding how to score their next drug fix. *Note: Do not be caught out in the open with an empty weapon.

GUN READY CONDITION: Bag in weak hand, handgun concealed.

STAGE PROCEDURE: Start facing P1 with bag in hand. Engage T1-T2 with two rounds in Tactical Sequence while advancing to P2. Engage PP1 from cover to activate DT1. While moving to P3, engage T3-T4. At P3, engage T5 utilizing cover. Advance to P4(Bag may be dropped), engage T5-T6 in Tactical Priority. Any IDPA reload is available.

STRINGS: 1
SCORING: 17 rounds min, Vickers
TARGETS: 8 threat, 2 non threat, 1 Steel
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required



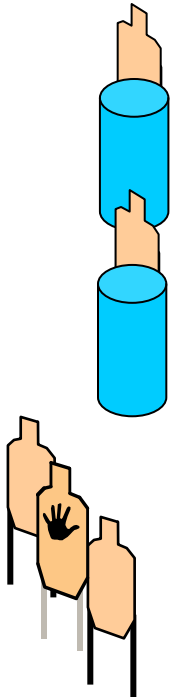
P4

P3



P1

P2



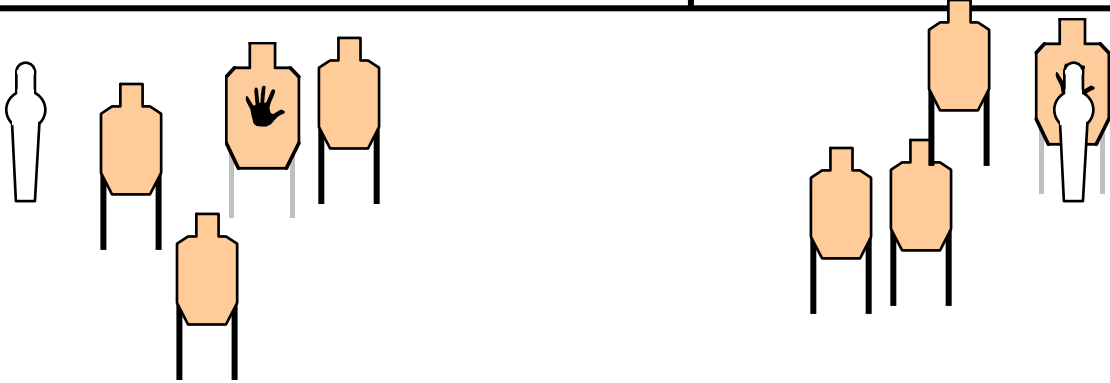
Music City Tactical Shooters – IDPA
Stage 3 Bay 3
Course Designer: J. Michael Bresson

SCENARIO: Protect the Family at all cost!!!

GUN READY CONDITION: Handgun concealed. Hands relaxed at the side facing P1.

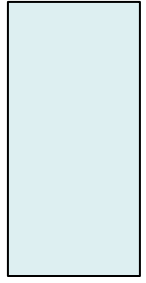
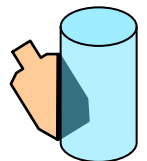
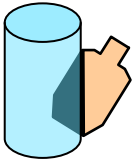
STAGE PROCEDURE: At the sound of the buzzer, while utilizing cover and engage T1-T2 with two shots each. Advance to P2 or P3 and engage threats in Tactical Priority. Move to other side and engage other threats using Tactical Priority. Any IDPA reload is available.

STRINGS: 1
SCORING: 18 rounds min, Vickers
TARGETS: 8 threat, 2 non threat, 2 Steel
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required



P2

P3



P1

Music City Tactical Shooters – IDPA
Stage 4 Bay 4
Course Designer: J. Michael Bresson

SCENARIO: Hey Superman, is Steel or long shots your Kryptonite?

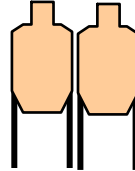
GUN READY CONDITION: Start facing barricade. Handgun concealed. Hands in the relaxed at side.

STAGE PROCEDURE: At the sound of the buzzer, engage all steel threats in Tactical Priority from P1. While advancing to P2, you see more threats. Engage Plate rack, utilizing low cover. Advance to P2, engage threats in Tactical Priority. Shooter may begin at either side. Any IDPA reload is available.

STRINGS: 1
SCORING: 14 rounds Vickers
TARGETS: 2 threat, 10 Steel
SCORED HITS: Best 2 on Paper, Steel Down
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required



Plate

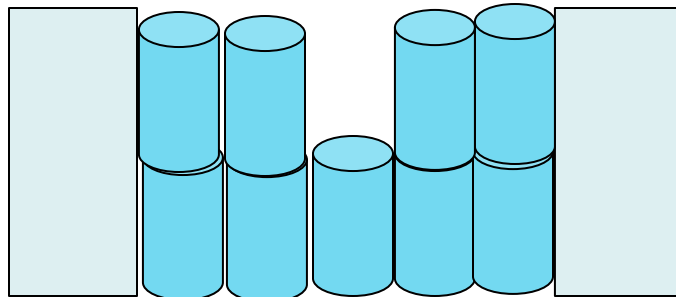


30 yds



Plate

Plate Rack



P1

P2

Music City Tactical Shooters – IDPA

Stage 5 Bay 5

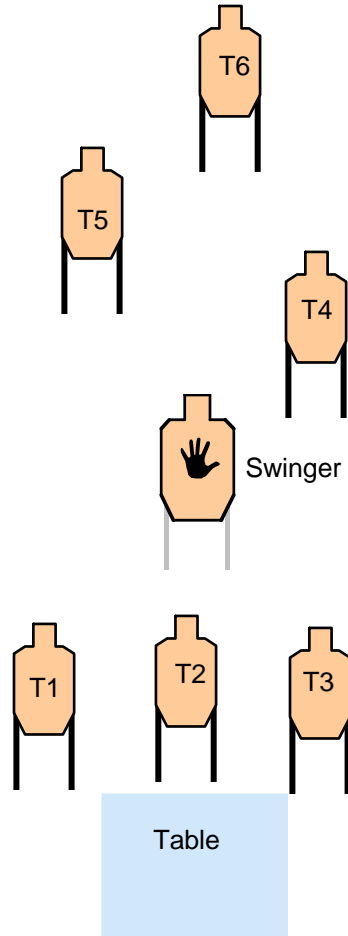
Course Designer: J. Michael Bresson

SCENARIO: Texas Hold'em gone bad. You are caught cheating at cards. The honest players want to teach you a lesson by putting you in the morgue. Your wife comes to help you out of trouble. Defend yourself and her. *Note: There is not a good reason to shoot your loved one!

GUN READY CONDITION: Gun holstered, seated with weak hand on cards & strong hand on rope activator.

STRINGS: 1
SCORING: 12 rounds min, Vickers
TARGETS: 6 threat, 1 non threat, 0 Steel
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. All shots must be from seated position. Any IDPA reload is available.



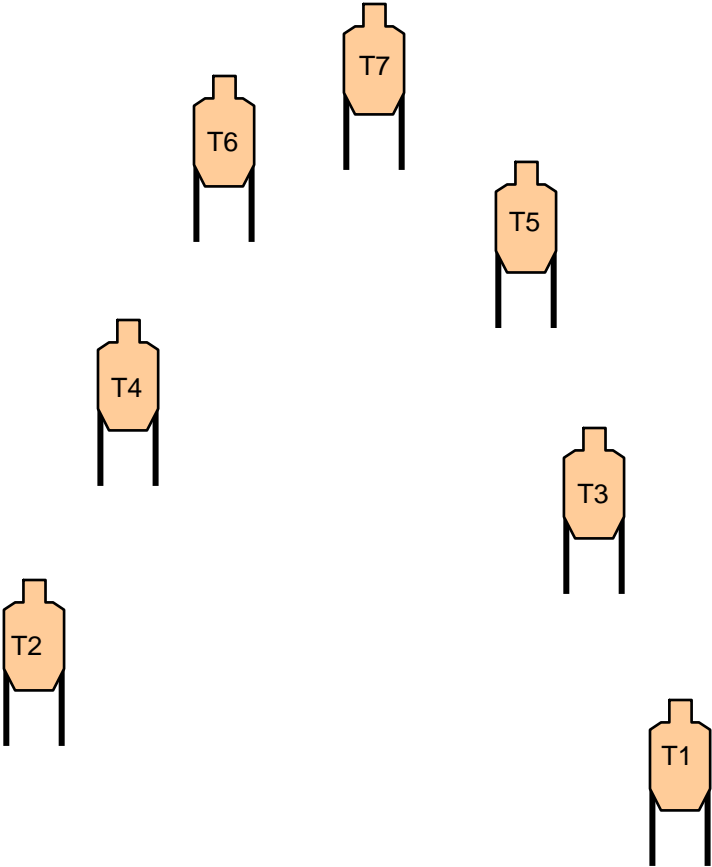
Music City Tactical Shooters – IDPA
Stage 6 Bay 7
Course Designer: J. Michael Bresson

SCENARIO: Can you transition quickly? Kemp Style

GUN READY CONDITION: Handgun concealed. Hands in the surrender position facing up range.

STAGE PROCEDURE: At the sound of the buzzer, turn/draw and engage each target in Tactical Priority with two rounds each. Any IDPA reload is available.

STRINGS: 1
SCORING: 14 rounds Limited Vickers
TARGETS: 7 threat, 0 non threat, 0 Steel
SCORED HITS: 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Not Required



15 yards
P1 to T7