

Music City Tactical Shooters

Stage 1 Bay 8

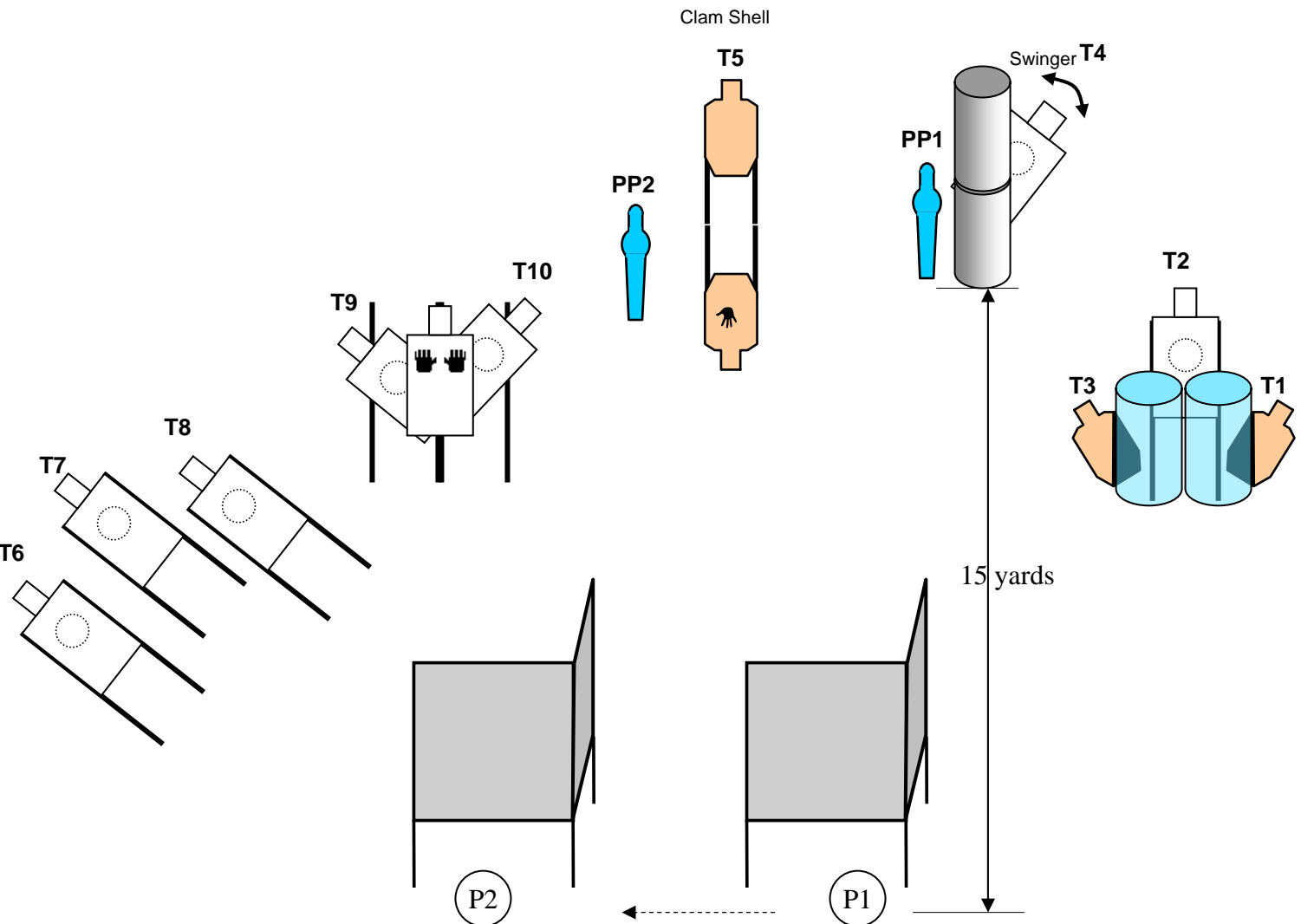
Course Designer: Tom Snipes

SCENARIO: Lottery Winner!! Several members of the mob have come to take your lottery ticket!

START POSITION: Standing at P1, facing down range, hands at sides.

STAGE PROCEDURE: On signal, from P1, engage T1 – T3, PP1 and T4, and then while moving to P2, engage PP2 and T5, then from P2 engage T6 – T10. All while utilizing cover. **You may not reload in the open between P1 and P2.**

STRINGS: 1
SCORING: 22 rounds min, Vickers
TARGETS: 10 Threat, 2 Non-Threat
SCORED HITS: Best 2 per paper, 2 Poppers
START-STOP: Audible - Last shot
RULES: Modified IDPA Rules,
Magazines Loaded To Full Capacity.
COVER GARMENT: Not - Required



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Stage 2 Bay 8

Course Designer: Tom Snipes

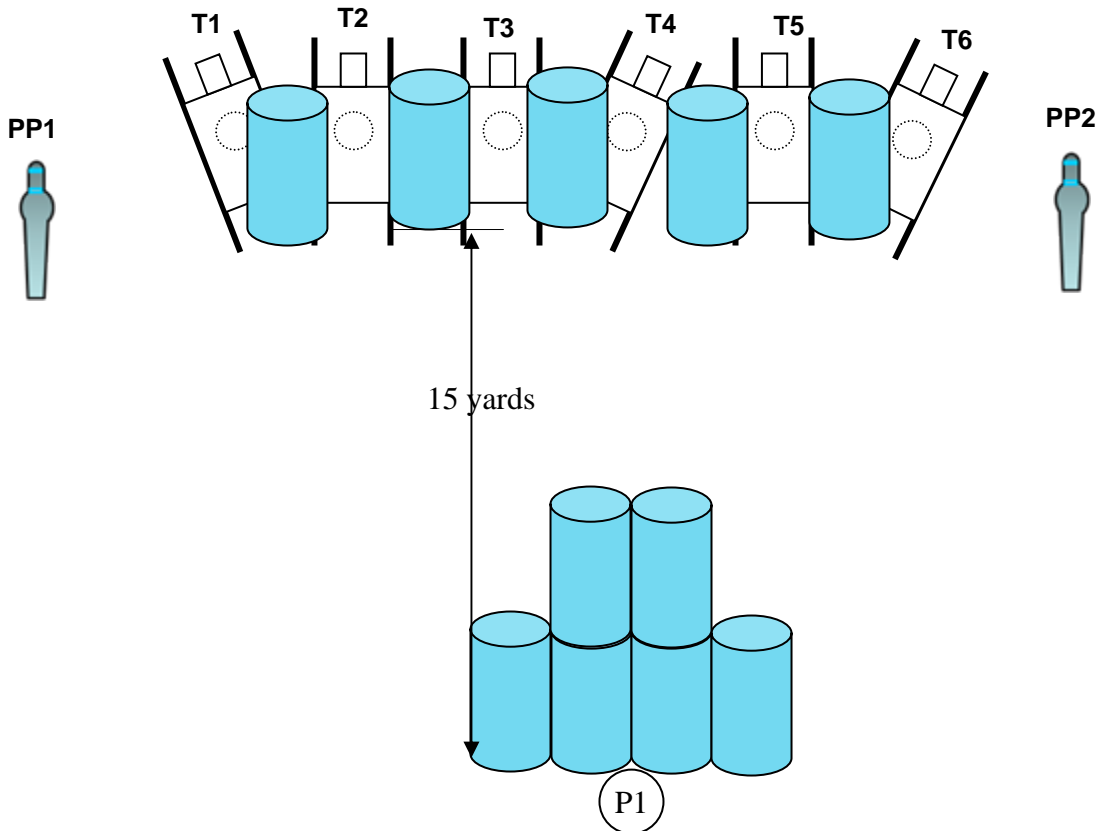
SCENARIO: Around the barrels! You are working in an industrial park when attacked by hoodlums!

START POSITION: Standing at P1, facing down range, hands at your sides.

STAGE PROCEDURE: On signal, engage PP1 or PP2, then T1- T6 with **3 rounds each**, and then the last popper. All reloads must begin and end behind cover. Targets can be engaged in any order while utilizing cover, but you have to begin and end with a popper.

STRINGS: 1
SCORING: 20 rounds min, Vickers
TARGETS: 6 Threat, 2 Poppers
SCORED HITS: **Best 3 per paper**
START-STOP: Audible - Last shot
RULES: Modified IDPA Rules,
Magazines Loaded To Full Capacity!

COVER GARMENT: Not, Required



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Stage 3 Bay 9

Course Designer: Tom Snipes

SCENARIO: Alley Gone Wild! As you were walking down an alley the bad guys go crazy, should I go left or right?

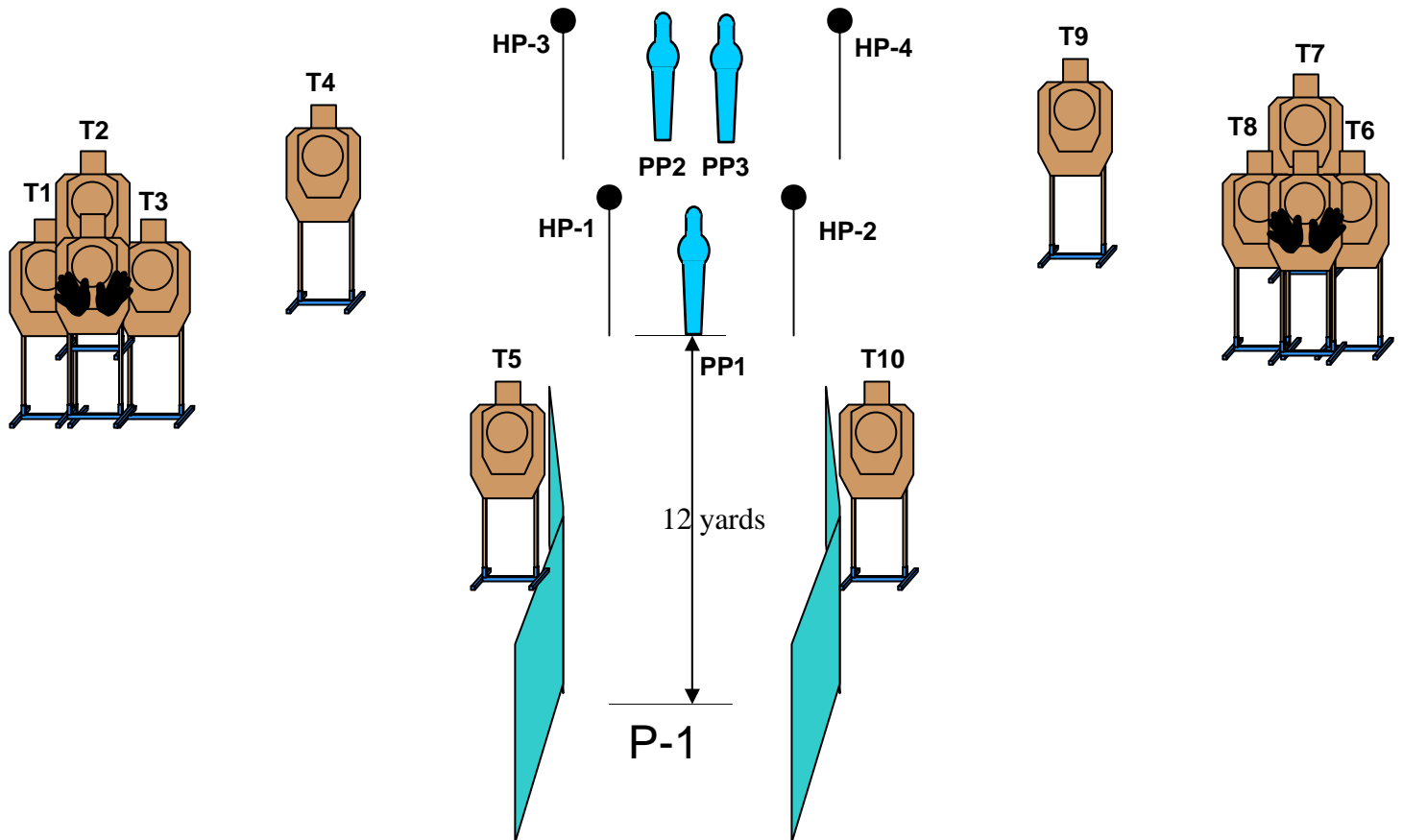
START POSITION: Standing at P-1, facing up range, hands above shoulders in the surrender position.

STRINGS: 1
SCORING: 27 rounds min, Vickers
TARGETS: 8 Threat, 2 Non-Threat, 3 Poppers, 4 Head Plates

STAGE PROCEDURE: On signal turn, draw and engage all steel, in any order. Then move either to the right or left while utilizing cover and engage T1 – T5 or T6 – T10 in tactical priority, (slicing the pie). Be sure to watch your muzzle direction while retreating to the left or right.

SCORED HITS: Best 2 per paper, All Steel
START-STOP: Audible - Last shot
RULES: Modified IDPA Rules, Magazines Loaded To Full Capacity.

COVER GARMENT: Not – Required



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Stage 4 Bay 10

Course Designer: Tom Snipes

SCENARIO: Standards, standards, standards!!!

START POSITION: Standing at P1 hands at sides, same for both strings.

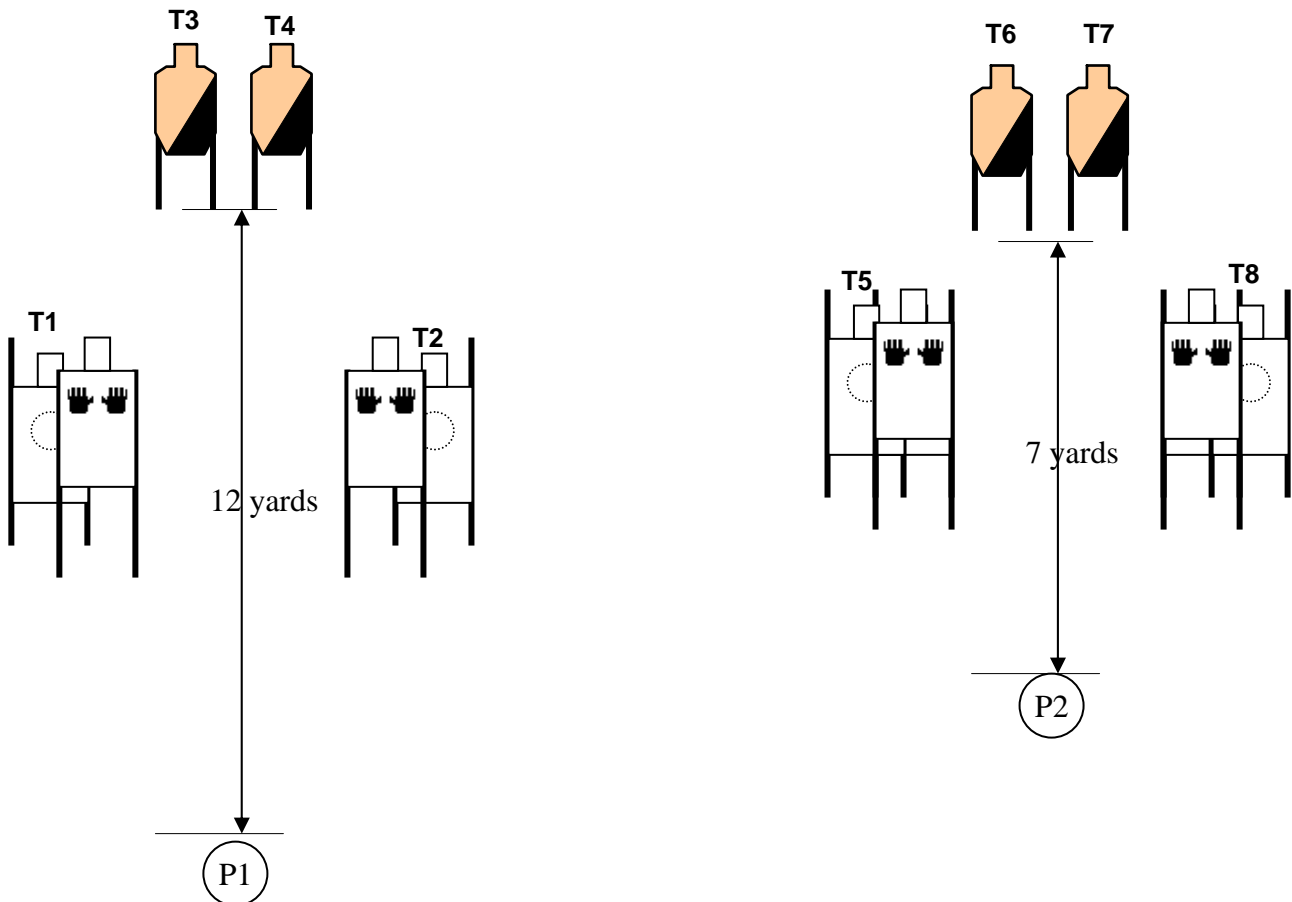
STAGE PROCEDURE:

String 1; From P1, on signal engage T1 – T4 freestyle, then do a mandatory reload (magazine must be retained) Then re-engage T1 – T4, **STRONG HAND ONLY. In tactical sequence and tactical priority.**

String 2; From P2, on signal engage T5 – T8 freestyle, perform a mandatory reload (magazine must be retained) and re-engage T5 – T8, **WEAK HAND ONLY. In tactical sequence and tactical priority.**

STRINGS: 2
SCORING: 32 rounds min, Vickers
TARGETS: 8 Threat, 4 Non-Threat
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: Modified IDPA Rules,
Magazines Loaded To Full Capacity!

COVER GARMENT: Not, Required



Music City Tactical Shooters

Woods Walk Stage 5

Course Designer: Tom Snipes

SCENARIO: As you approach your camp site you hear your family screaming and find a group men accosting your family. Protect your family!!

START POSITION: On the bridge, facing up range, hands at your side.

STAGE PROCEDURE: From P1 engage T1 & T2 before leaving the bridge. Then engage T3 – T6 while **moving** to P2. Once at P2 engage T7 – T9 using cover. Then move to P3 and engage T10, then open the door and engage T11. **ALL TARGETS GET TWO ROUNDS TO THE BODY AND ONE TO THE HEAD!** Reload as necessary. On this course of fire you may reload anywhere at anytime, but you must retain your magazine unless its empty. Please watch your muzzle when opening the door!!!

STRINGS: 1
SCORING: 33 rounds min, Vickers
TARGETS: 11 Threat, 1 Non-Threat
SCORED HITS: **Best 3 per paper**
START-STOP: Audible - Last shot
RULES: Modified IDPA Rules,
Magazines Loaded To Full Capacity!

COVER GARMENT: Not Required

