

Music City Tactical Shooters

Stage 1, Bay 8

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:

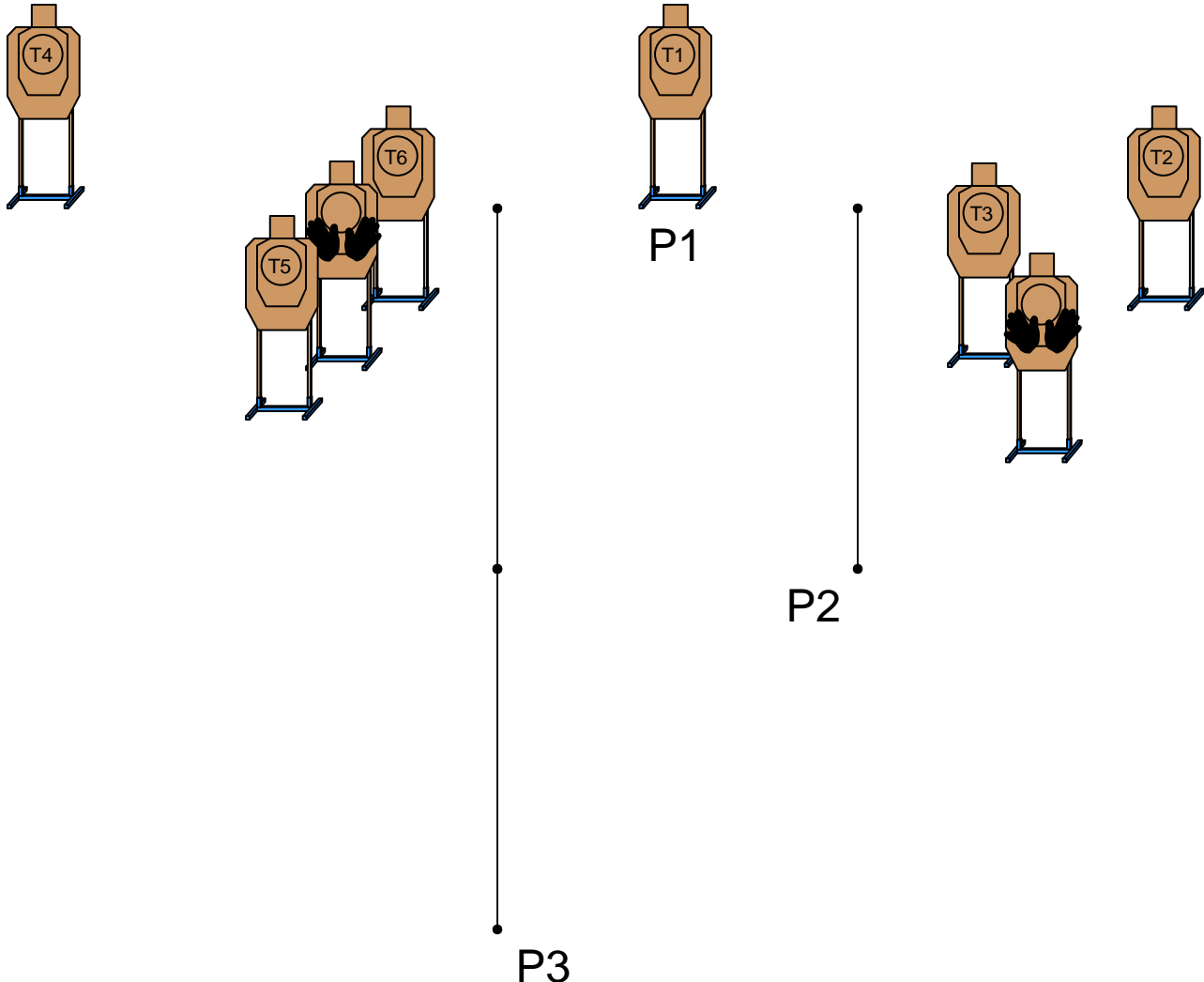
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RULES:

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 9

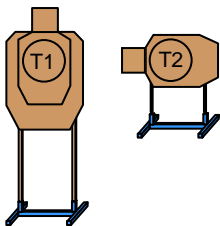
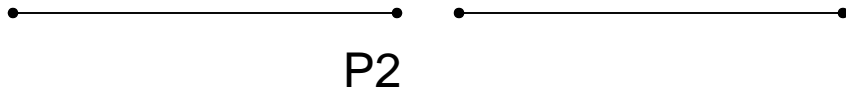
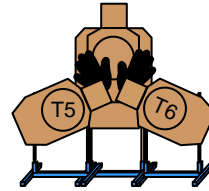
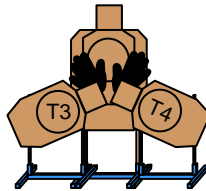
Course Designer: Greg Bell

SCENARIO: While walking through the hood you happen across a dog fighting ring. The lookout and his dog attack you. As you are dealing with this threat you hear screams and mayhem in the back yard. As you approach the fence you see pit bulls attacking 2 children, save them.

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 & T2 in tactical sequence. Move to P2 and engage T3-T6 in tactical priority utilizing cover.
T2-T6 dogs are reduced by cutting the -3 zone off an IDPA target.



P1

Music City Tactical Shooters

Stage 3, Bay 10

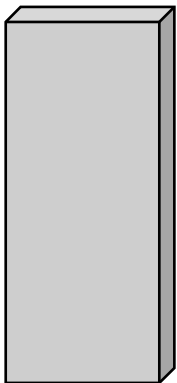
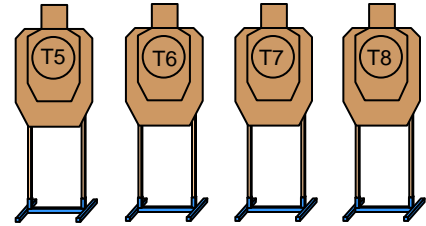
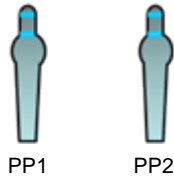
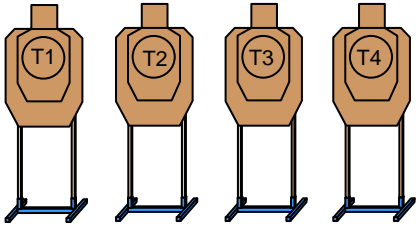
Course Designer: Greg Bell

SCENARIO: None

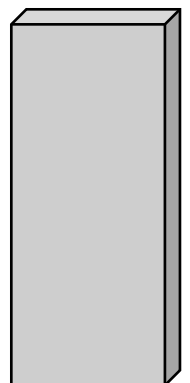
START POSITION: P1 hands relaxed at sides

STRINGS: 1
SCORING: 18 rounds min, Vickers
TARGETS: 8 Threat, 2 steel
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 draw and engage T1-T4 in tactical priority utilizing cover, on the move to P2 engage PP1 & PP2. At P2 engage T5-T8 in tactical priority utilizing cover. PP1 and PP2 may be re-engaged from P2 if required. Any IDPA legal reload.



P1



P2

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Stage 4

Course Designer: Greg Bell

SCENARIO: None

START POSITION:

String 1 - 3; P1 Hands relaxed at sides

String 4 & 5; P2 hands relaxed at sides facing down range. Gun loaded to division capacity.

STAGE PROCEDURE:

String 1 Slide Lock: Load the pistol with one round. At the start signal fire one round, reload from slide lock and fire one round.

String 2 Reload with Retention: Load the pistol with more than one round. At the start signal fire one round, perform a reload with retention and fire one round.

String 3 Tactical Reload: Load the pistol with more than one round. At the start signal fire one round, perform a tactical reload and fire one round.

String 4; Draw and fire 6 to the body

String 5; Draw and fire 2 to the body and 1 to the head

STRINGS:

5

SCORING:

15 rounds, Limited Vickers

TARGETS:

1 Threat

SCORED HITS:

T1 6 Body

T2 8 Body, 1 Head

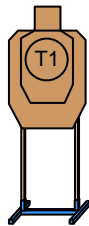
START-STOP:

Audible - Last shot

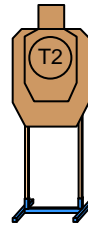
RULES:

Current IDPA Rulebook

COVER GARMENT: Not Required



P1



P2