



Music City Tactical Shooters

Stage 1 - Bay 1

Can't you see I'm busy!!

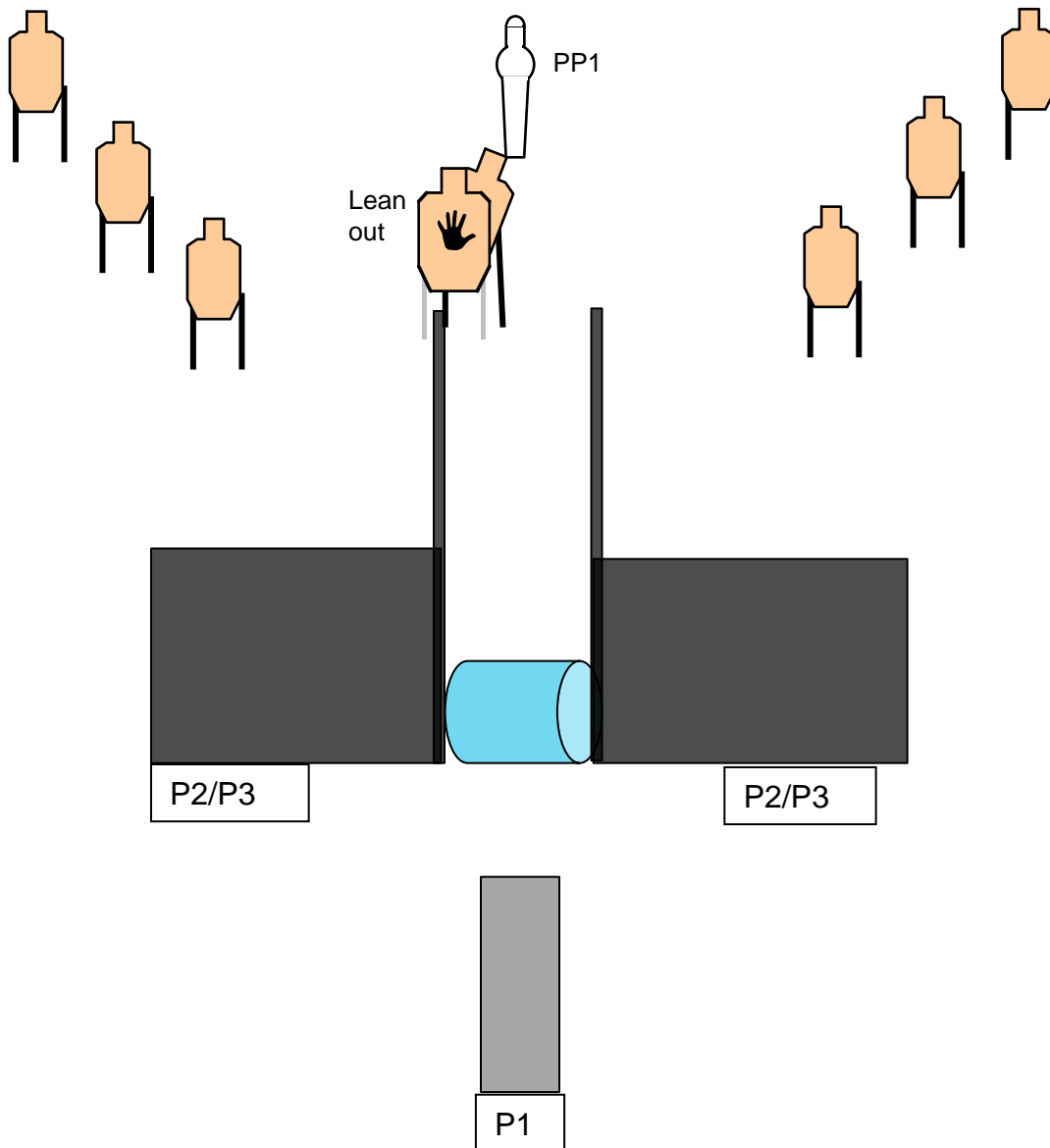
Course Designer: Rick Kyle

SCENARIO: Just got finished taking care of "business" behind a tree when you notice thugs coming after you.

START POSITION: P1 with gun holstered, loaded to division capacity, hands on "tree" (barricade).

STRINGS: 1
SCORING: 15 rounds min, Vickers
TARGETS: 7 threat, 1 steel, 1 NT
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required

STAGE PROCEDURE: At signal engage PP1 and Lean out target from cover at P1. Move to each P2/P3 to engage remaining targets.





Music City Tactical Shooters

Stage 2 - Bay 2

Insomnia

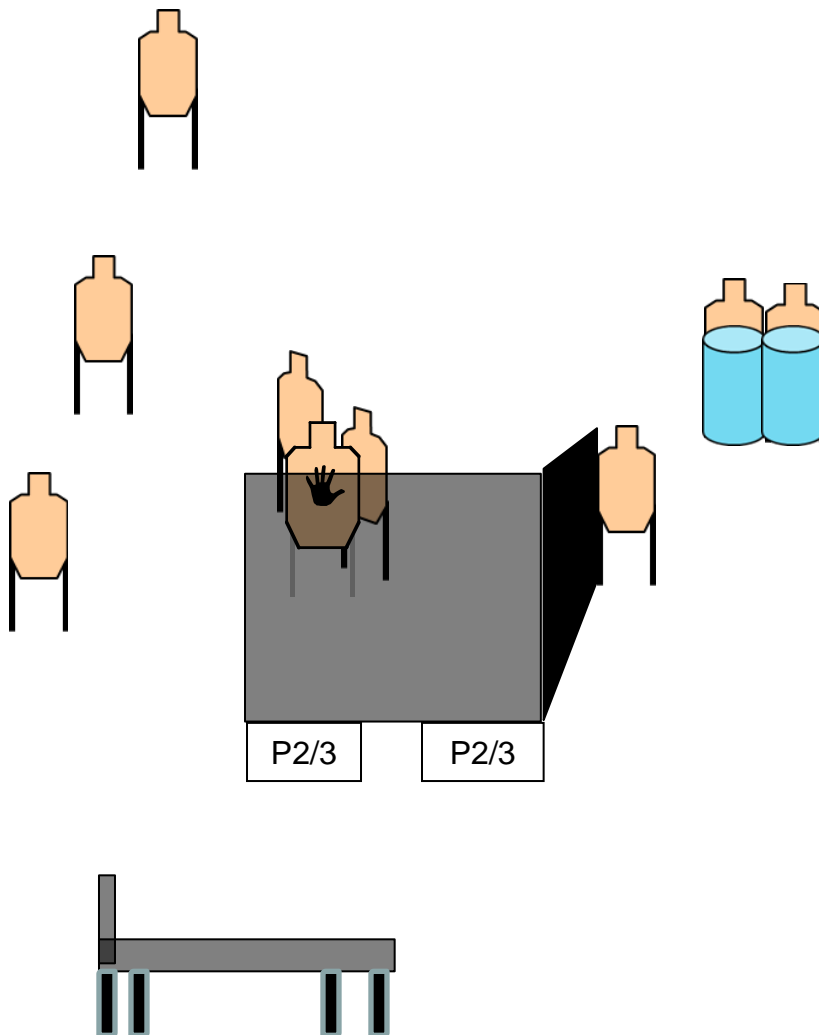
Course Designer: Rick Kyle

SCENARIO: Settling down for the night when you hear bad guys enter your house. Sure glad I haven't put my gun away yet.

START POSITION: Laying flat on back on bed, hands at sides, Loaded gun and all ammo sitting on bed downrange of your position.

STAGE PROCEDURE: At the signal engage visible targets from bed while remaining in laying position. Stow ammo carriers before engaging targets from next position. Move to each P2/3 to engage remaining threats.

STRINGS: 1
SCORING: 16 rounds min, Vickers
TARGETS: 8 threat, 1 NT
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Not allowed





Music City Tactical Shooters

Stage 3 - Bay 3

OH NO He Didn't

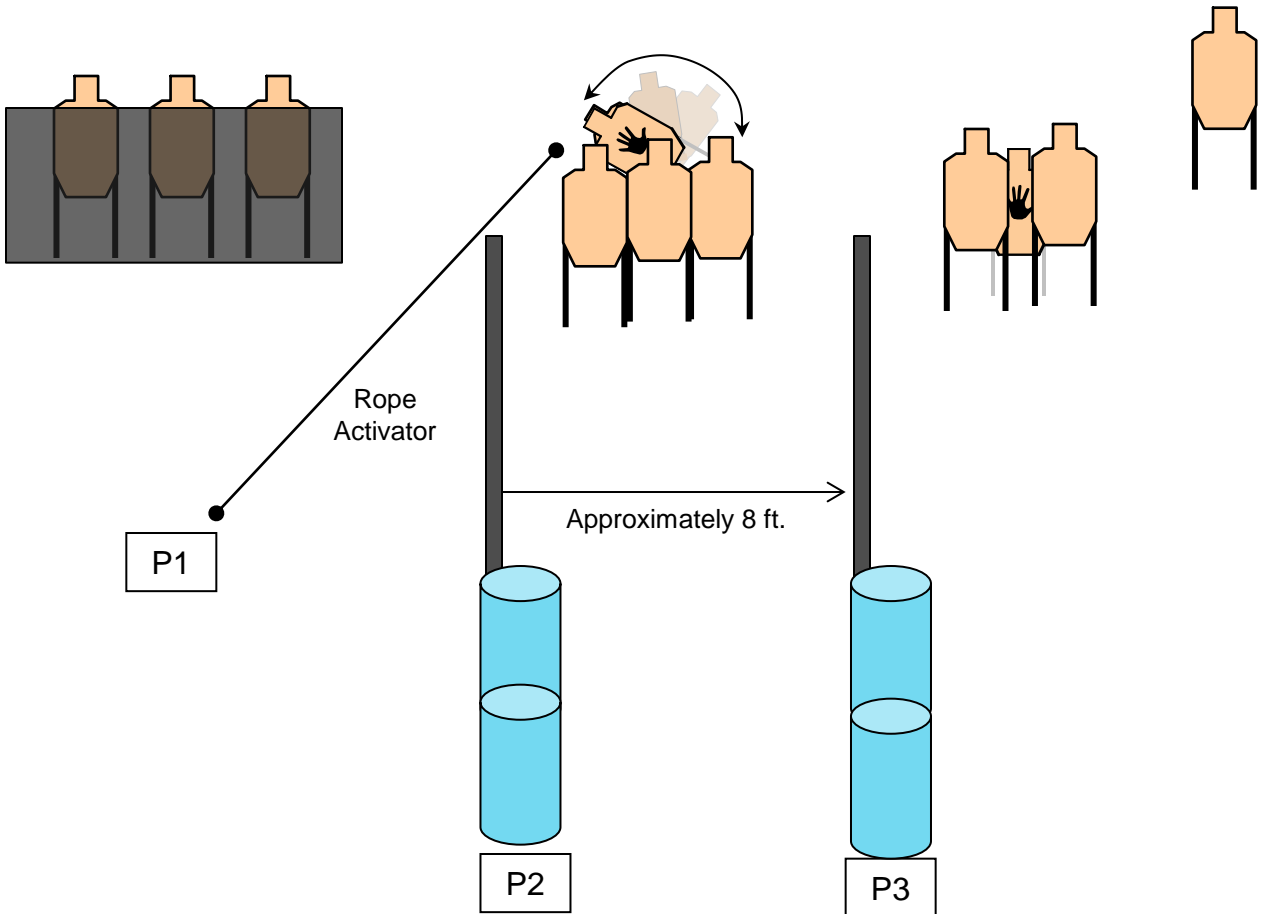
Course Designer: Rick Kyle

SCENARIO: Another bad day. Watch for panicked bystanders.

START POSITION: Standing at P1, gun holstered, loaded to division capacity, rope in either hand.

STAGE PROCEDURE: At the signal pull rope to activate swinger then engage targets behind vision barrier in tactical sequence while retreating to P2. Engage remaining targets from P2 and P3 using appropriate cover.

STRINGS: 1
SCORING: 18 rounds min, Vickers
TARGETS: 9 threat, 0 steel
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required





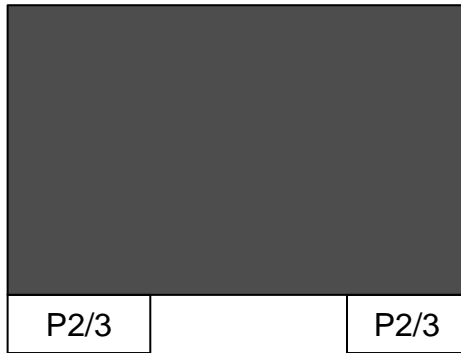
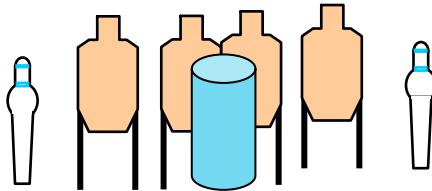
Music City Tactical Shooters

Stage 4 - Bay 4

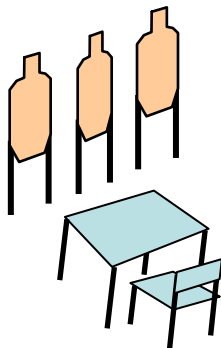
Breakfast Interruption

Course Designer: Rick Kyle

SCENARIO: Can't I just eat my breakfast in peace?	
START POSITION: Seated in chair, loaded gun on table at division capacity, hands on knees.	STRINGS: 1
STAGE PROCEDURE: At signal engage T1-T3 in tactical sequence while seated. Engage remaining targets from cover from either or both P2/3 shooting positions.	SCORING: 16 rounds min, Vickers
	TARGETS: 7 threat, 2 steel
	SCORED HITS: Best 2 per target
	START-STOP: Audible - Last shot
	RULES: Current IDPA Rulebook
CONCEALMENT: Required	



T1 - T2 - T3





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Stage 5 - Bay 5

Back and Forth?

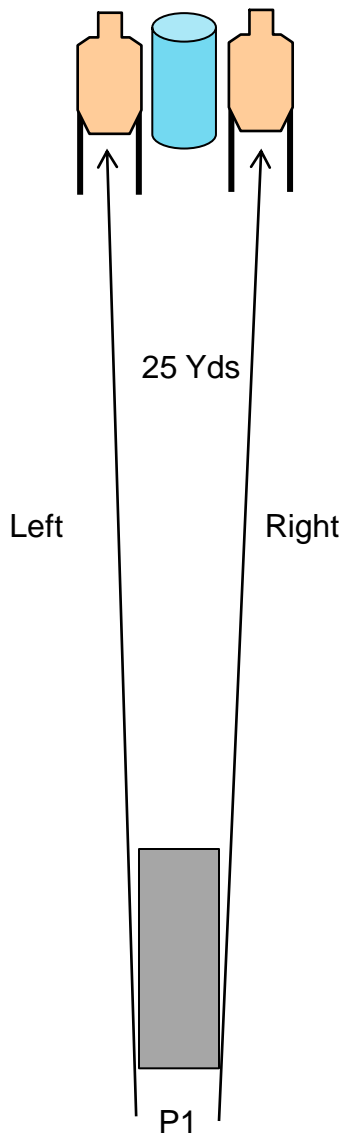
Course Designer: Rick Kyle

SCENARIO: None

START POSITION: P1 with gun holstered, loaded to division capacity.

STAGE PROCEDURE: At signal engage targets in sequence with one round at a time to the target on that side of barricade switching sides each shot. Can start on either side. Example: 1 shot right, 1 shot left, 1 shot right, etc. A total of 12 rounds will be fired.

STRINGS: 1
SCORING: 12 rounds, Limited Vickers
TARGETS: 2 threat
SCORED HITS: Best 6 per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Not Required





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Stage 6 - Bay 7

Right and Left

Course Designer: Rick Kyle

SCENARIO: None

START POSITION:

String 1: P1 with gun holstered, loaded to division capacity.

String 2: P2 with gun in weak hand loaded to division capacity.

STAGE PROCEDURE:

String 1: At signal engage strong side target with 6 rounds strong hand only.

String 2: At signal engage weak side target with 6 rounds weak hand only.

STRINGS:

2

SCORING:

12 rounds, Limited Vickers

TARGETS:

2 threat

SCORED HITS:

Best 6 per target

START-STOP:

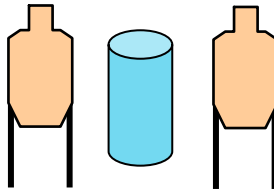
Audible - Last shot

RULES:

Current IDPA Rulebook

CONCEALMENT:

Not Required



P2 @ 7 Yards

P1 @ 10 Yards