



# Music City Tactical Shooters

Bay 1 Stage 1

Office Mayhem!

Course Designer - Rick Kyle



SCENARIO: You are heading into work when you hear the place being robbed.

START POSITION: Standing at P1, weapon loaded and muzzle on the "X". Weak hand relaxed on the door knob.

STAGE PROCEDURE: At the signal, turn knob and while utilizing cover, engage all visible threat targets. Move to P2/P3 and engage threat targets while utilizing cover.

STRINGS: 1

SCORING: 16 rounds min, Vickers

TARGETS: 7 Threat, 2 Steel, 1 Non-threat

SCORED HITS: Best 2 per cardboard, Steel down

START-STOP: Audible - Last shot

RULES: Current IDPA Rulebook

CONCEALMENT: Required

1

16 rounds min, Vickers

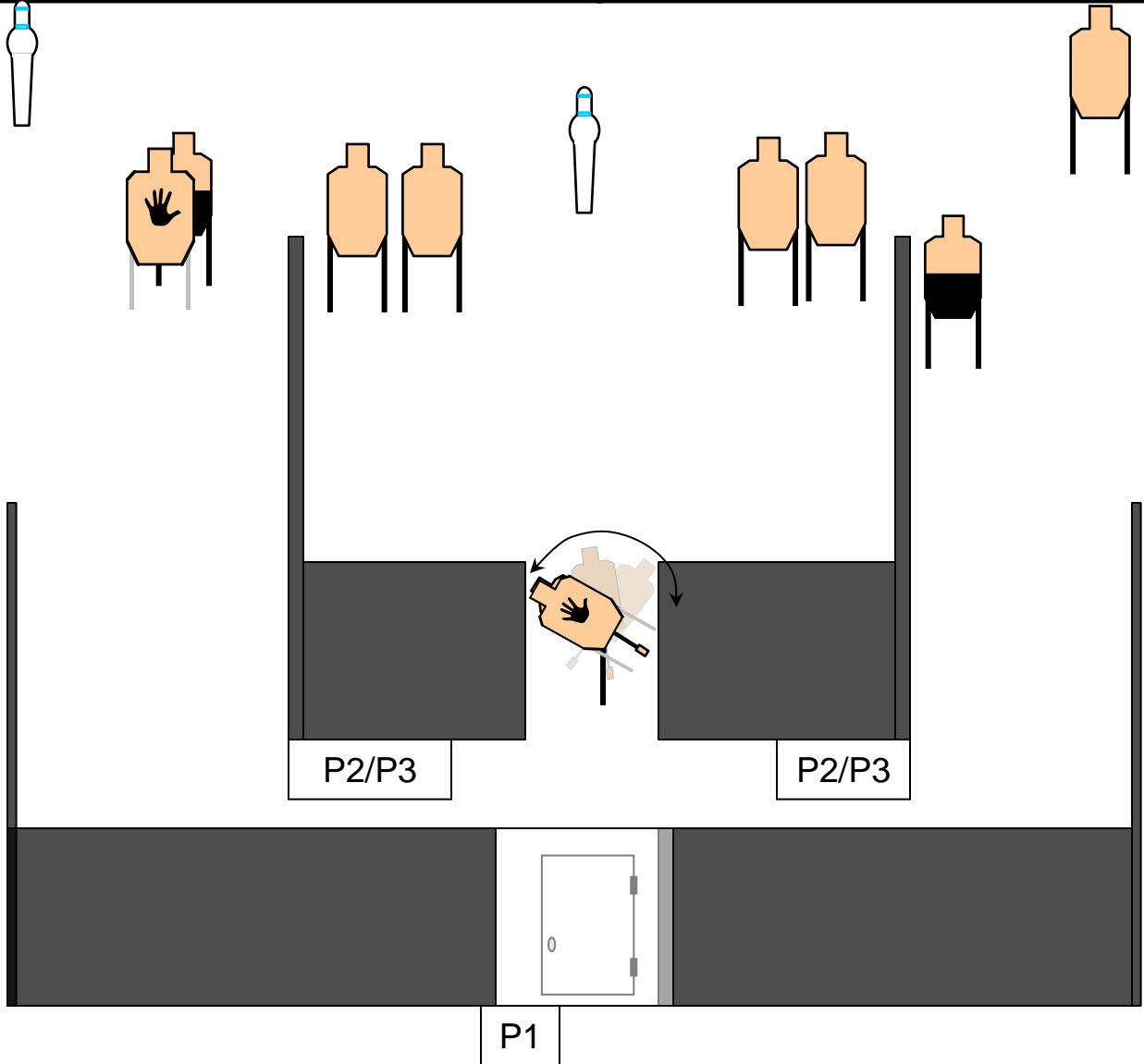
7 Threat, 2 Steel, 1 Non-threat

Best 2 per cardboard, Steel down

Audible - Last shot

Current IDPA Rulebook

Required





# Music City Tactical Shooters

## Bay 2 Stage 2

Get There Fast

Course Designer – Rick Kyle

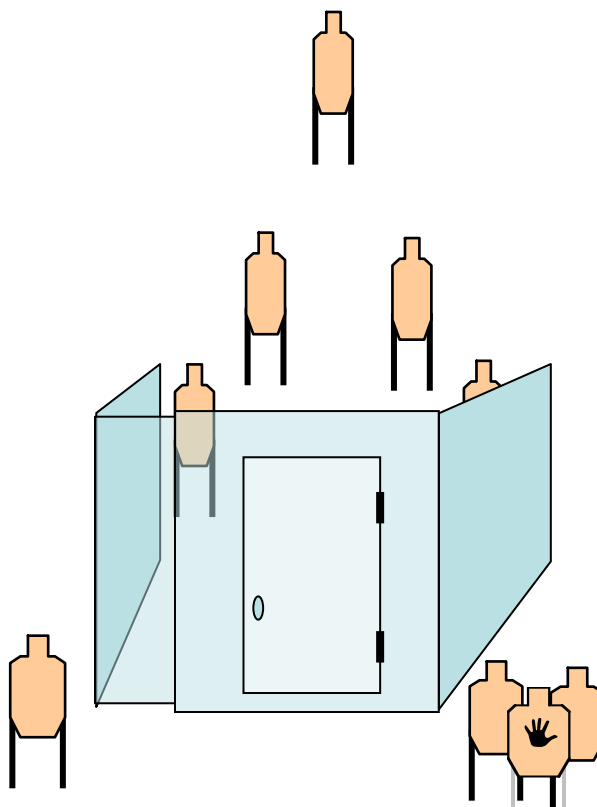


**SCENARIO:** Bad guys are trying to steal all the valuables you have stored in the barn. Don't let them get away with it.

**START POSITION:** Standing at P1, weapon loaded and holstered.

**STAGE PROCEDURE:** At the signal engage visible threats while moving to door. Open door and engage all remaining threat targets while utilizing cover. Any IDPA legal reload is available.

**STRINGS:** 1  
**SCORING:** 16 rounds min, Vickers  
**TARGETS:** 8 Threat, 1 Non-threat  
**SCORED HITS:** Best 2 per cardboard  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**CONCEALMENT:** Required



P1



# Music City Tactical Shooters

## Bay 3 Stage 3

### Watch the Window

Course Designer – Rick Kyle



SCENARIO: Mugged on the street. Be the surprise in their day.

START POSITION: Standing at P1, hands above shoulders. Pistol loaded and holstered.

STAGE PROCEDURE: At signal engage threat targets in Tactical Sequence while retreating to P2. Engage remaining threats from P2-P4 utilizing cover.

STRINGS: 1

SCORING: 17 rounds min, Vickers

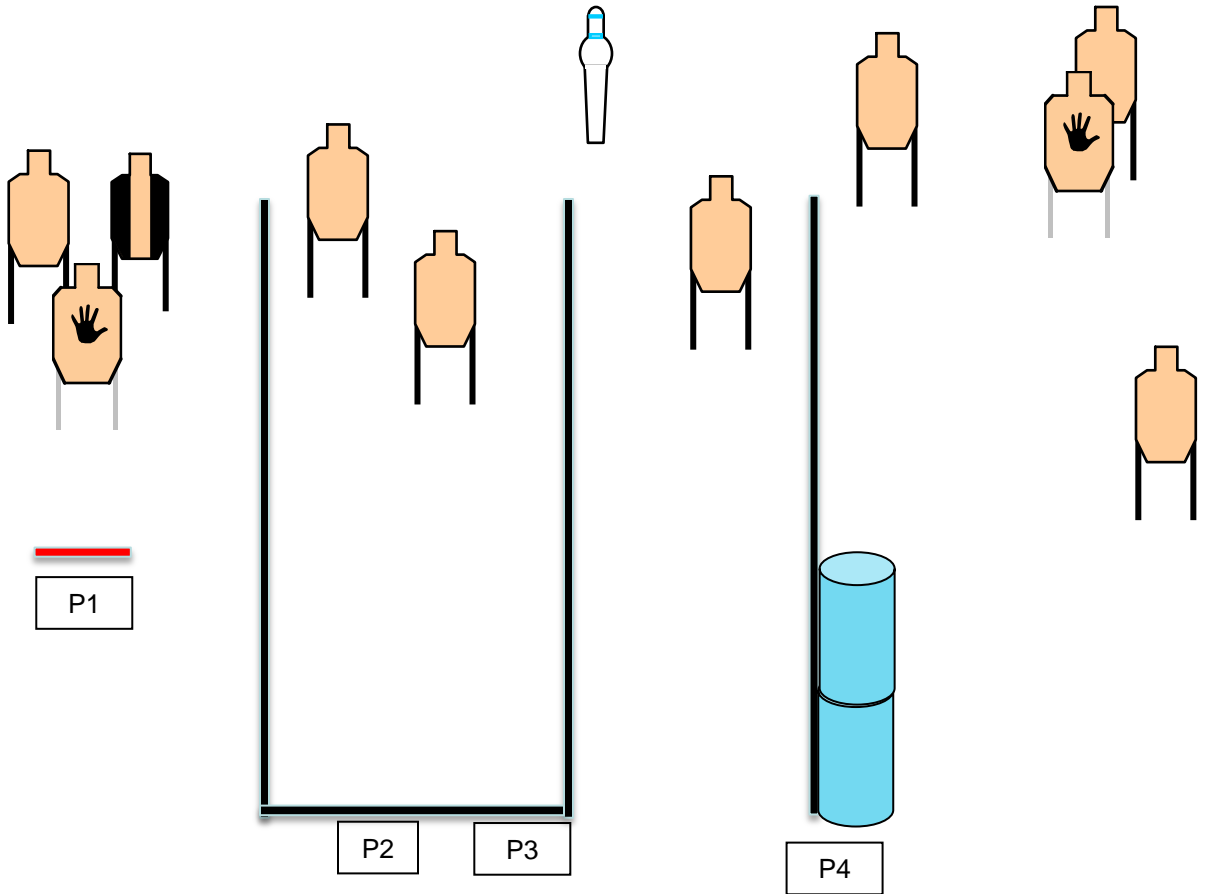
TARGETS: 8 Threat, 1 Steel, 2 Non-threat

SCORED HITS: Best 2 per cardboard, Steel down

START-STOP: Audible - Last shot

RULES: Current IDPA Rulebook

CONCEALMENT: Required





# Music City Tactical Shooters

## Bay 4 Stage 4

Get to cover quick

Course Designer – Rick Kyle



**SCENARIO:** You are doing a little yard work and hear screams behind the backyard fence. Save your family and neighbors from the thugs trying to harm them.

**START POSITION:** P1 with weapon loaded and holstered. Hands at sides.

**STRINGS:**

1

**SCORING:**

14 rounds min, Vickers

**TARGETS:**

7 Threat, 2 Non-threat

**SCORED HITS:**

Best 2 per cardboard

**START-STOP:**

Audible - Last shot

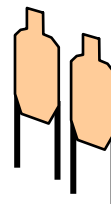
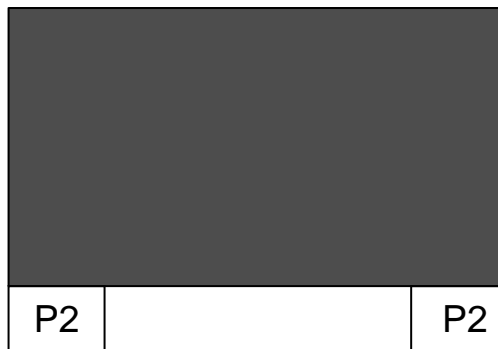
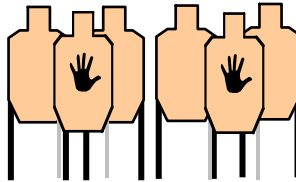
**RULES:**

Current IDPA Rulebook

**CONCEALMENT:**

Required

**STAGE PROCEDURE:** At the signal engage all visible targets while advancing to P2. At P2, engage all remaining targets utilizing cover. Any IDPA legal reload is available.



P1



# Music City Tactical Shooters

Bay 5 Stage 5

Banjoville

Course Designer – Rick Kyle

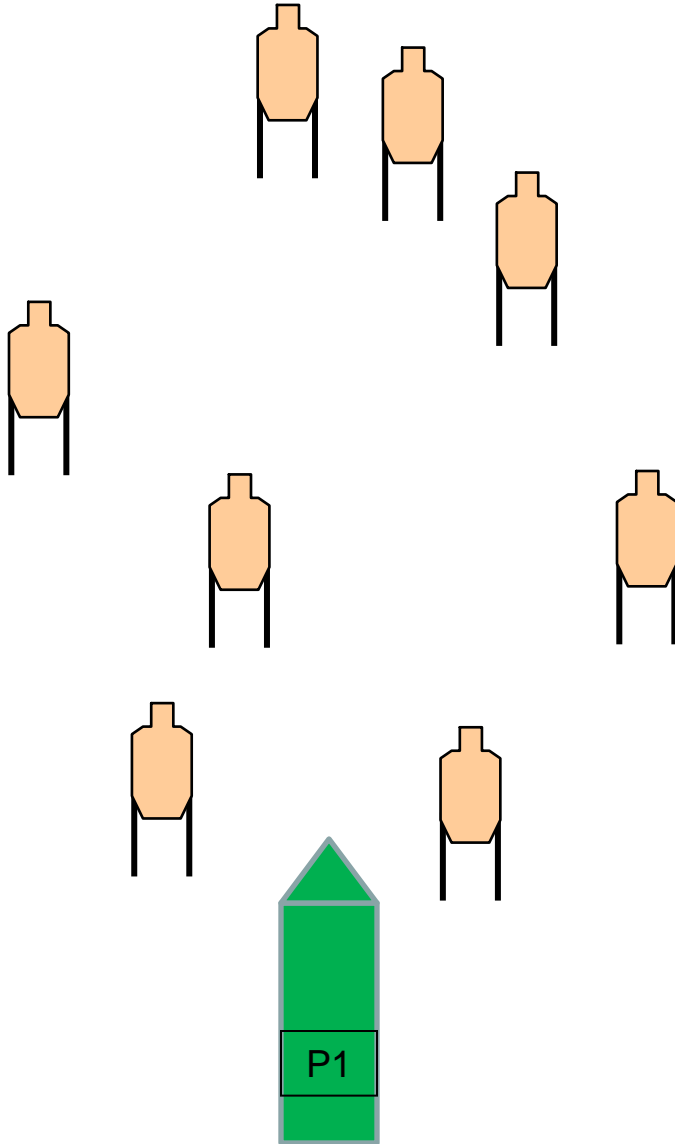


**SCENARIO:** You got a little too far back in the swamp and the locals don't like it.

**START POSITION:** Sitting at P1 in middle of seat with weapon loaded and holstered. Hands on knees.

**STAGE PROCEDURE:** At the signal, engage all swamp people in Tactical Priority. Any IDPA legal reload is available.

**STRINGS:** 1  
**SCORING:** 16 rounds min, Vickers  
**TARGETS:** 8 Threat  
**SCORED HITS:** Best 2 per cardboard  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**CONCEALMENT:** Required





# Music City Tactical Shooters

Bay 7 Stage 6

Tight shots

Course Designer – Rick Kyle



SCENARIO: None

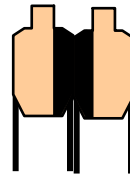
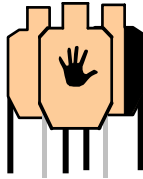
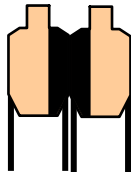
START POSITION: P1, weapon loaded to division capacity, hands at sides

STRINGS: 1  
SCORING: 18 rounds, Limited Vickers  
TARGETS: 6 Threat, 1 Non-threat  
SCORED HITS: Best 3 per cardboard  
START-STOP: Audible - Last shot  
RULES: Current IDPA Rulebook  
CONCEALMENT: Not Required

### STAGE PROCEDURE:

String 1: At signal engage targets with 2 rounds each in any order freestyle.

String 2: Engage targets with 1 round each SHO.



P1