



# Music City Tactical Shooters

## Bay 1 - Stage 1

Office Mayhem!

Course Designer - Rick Kyle

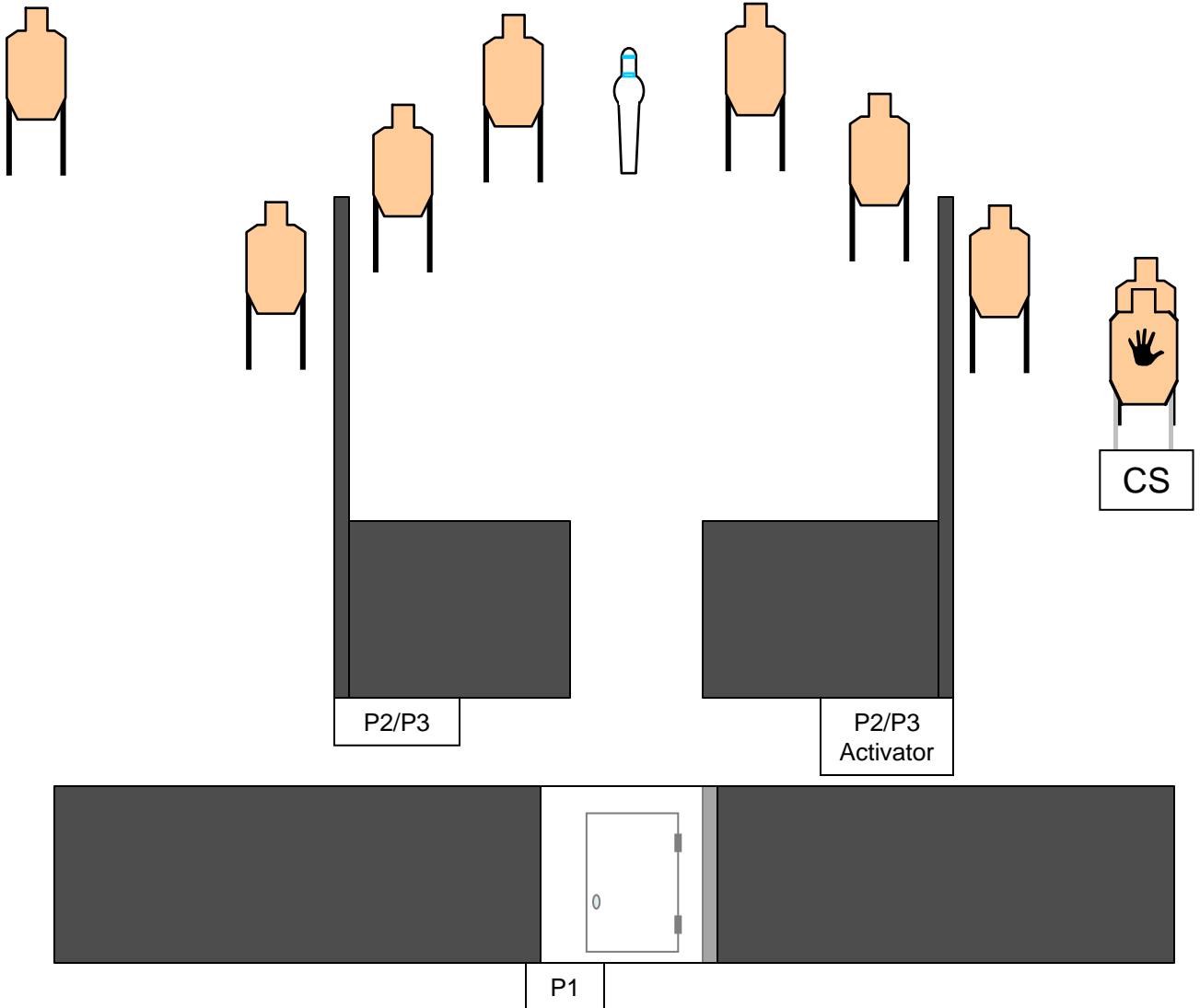


**SCENARIO:** You are heading into work when you hear the place being robbed.

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

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

**STRINGS:** 1  
**SCORING:** 17 rounds min, Vickers  
**TARGETS:** 8 Threat, 1 Steel, 1 Non-threat  
**SCORED HITS:** Best 2 per target, Steel down  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**CONCEALMENT:** Required





# Music City Tactical Shooters

## Bay 2 - Stage 2

### Hostage Rescue

Course Designer – Rick Kyle

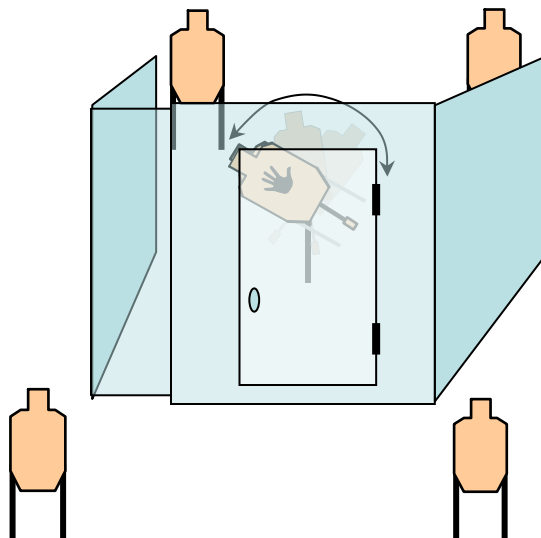
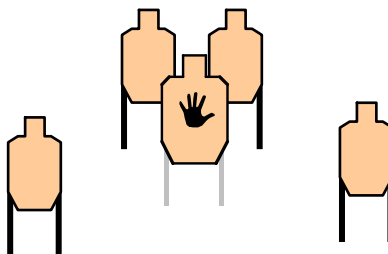


**SCENARIO:** Bad guys have taken your family hostage. Surprise them and get your family back.

**START POSITION:** Standing at P1, weapon loaded to division capacity 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, 2 Non-threats  
**SCORED HITS:** Best 2 per target  
**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 target then steel then DT while retreating. Engage remaining threats from P2-P4 utilizing cover.

**STRINGS:**

1

**SCORING:**

18 rounds min, Vickers

**TARGETS:**

8 Threat, 2 Steel, 1 Non-threat

**SCORED HITS:**

Best 2 per target, Steel down

**START-STOP:**

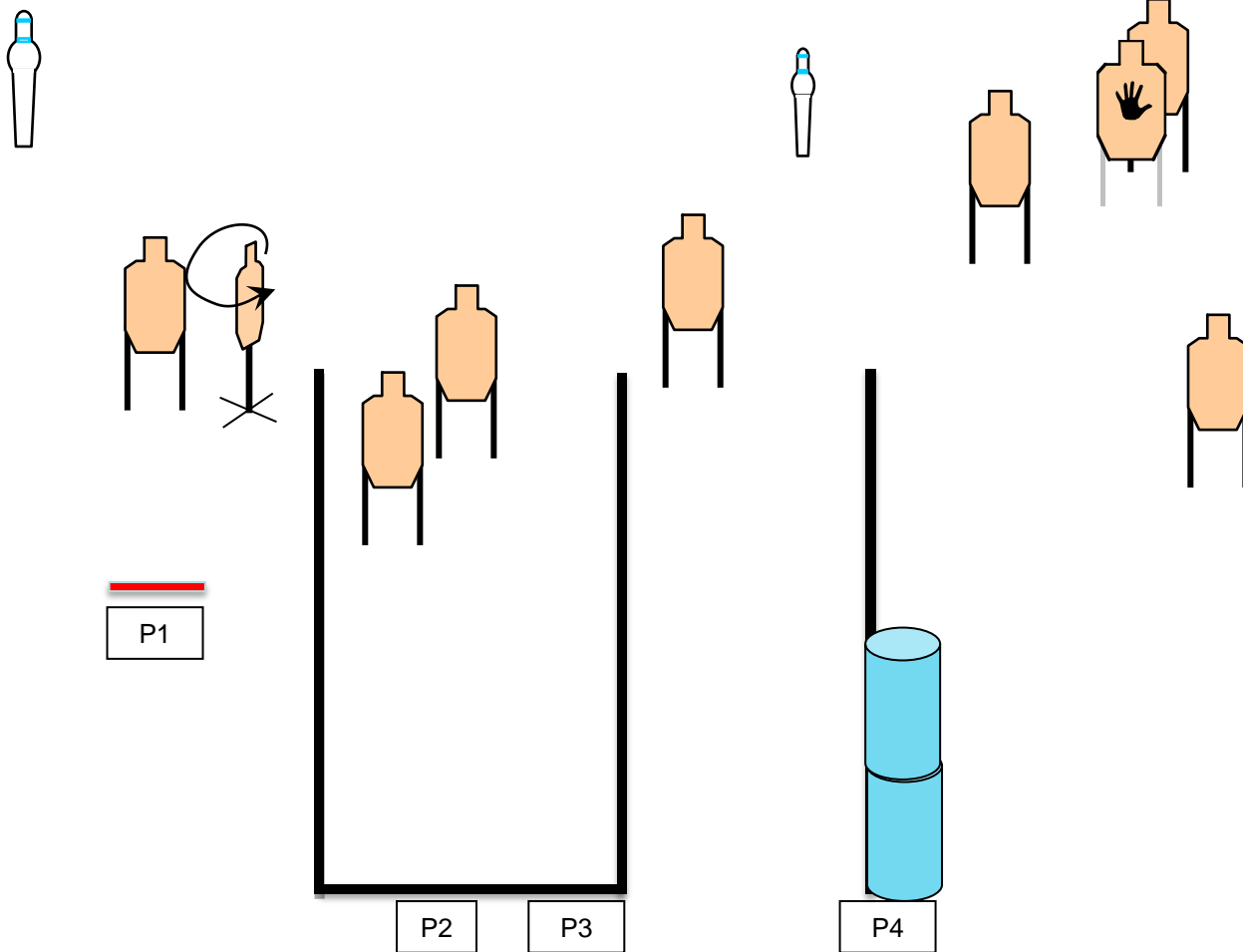
Audible - Last shot

**RULES:**

Current IDPA Rulebook

**CONCEALMENT:**

Required





# Music City Tactical Shooters

## Bay 4 – Stage 4

Won't go down

Course Designer: Rick Kyle

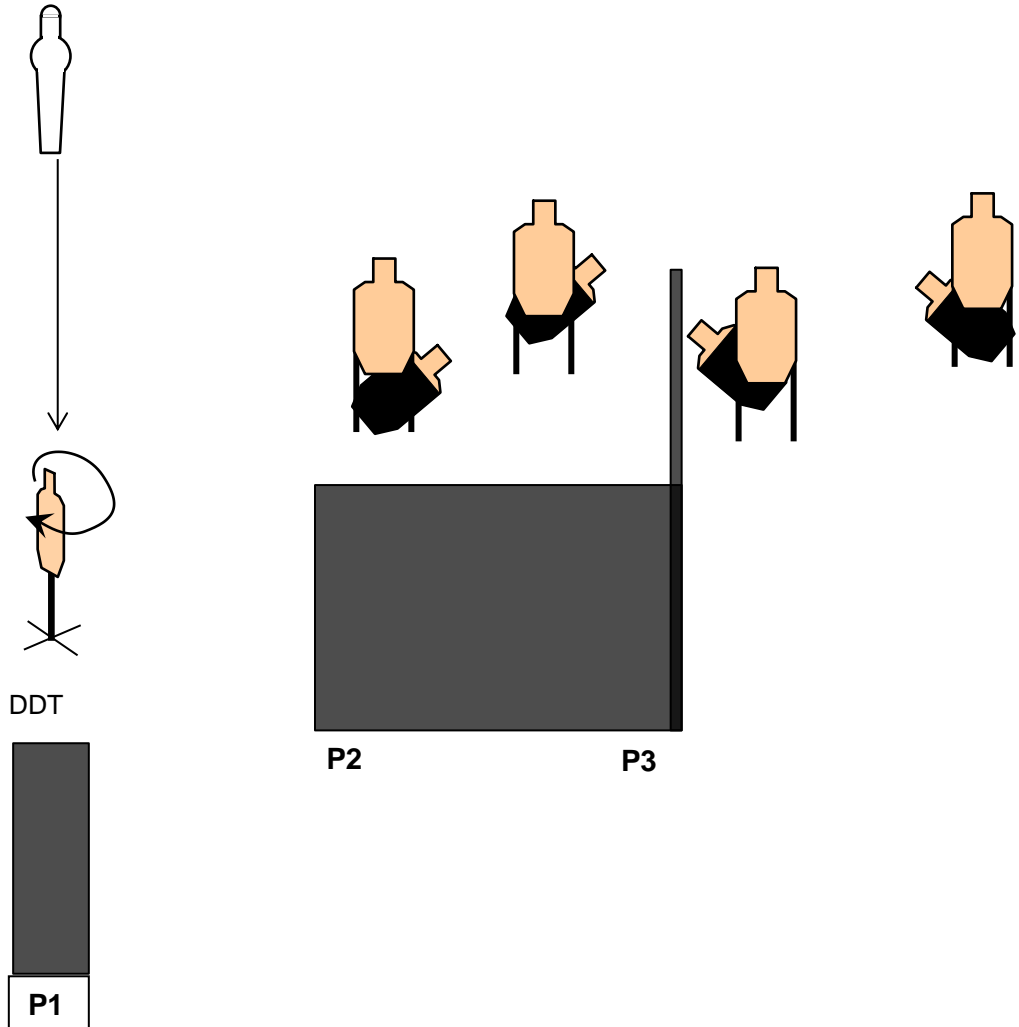


**SCENARIO:** You take out the first guy but he doesn't go down and you have to re-engage. Make damn sure you stop the rest of them for good.

**START POSITION:** P1 with gun holstered, loaded to division capacity, hands at sides.

**STRINGS:** 1  
**SCORING:** 16 rounds min, Vickers  
**TARGETS:** 9 threat, 1 steel  
**SCORED HITS:** 2 best on standard targets.  
1 head shot on partials.  
2 to body 1 to head of DT.  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**CONCEALMENT:** Required

**STAGE PROCEDURE:** At signal engage PP then DDT from cover at P1. DDT must be shot 2 to body and one to the head. Move to P2 and P3 to engage remaining threats. Two shots to standard targets, one head shot to partial targets. *FTN can be assessed on all static targets. May not re-engage DT after leaving P1.*





# Music City Tactical Shooters

## Bay 5 - Stage 5

### Banjoville Attack

Course Designer – Rick Kyle



**SCENARIO:** You got a little too far back in the swamp and the locals don't like it. They confront you just as you pull up to the river bank. When you take out the first two the others send their dogs after you.

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

**STRINGS:**

1

**SCORING:**

16 rounds min, Vickers

**TARGETS:**

8 Threat

**SCORED HITS:**

Best 2 per target

**START-STOP:**

Audible - Last shot

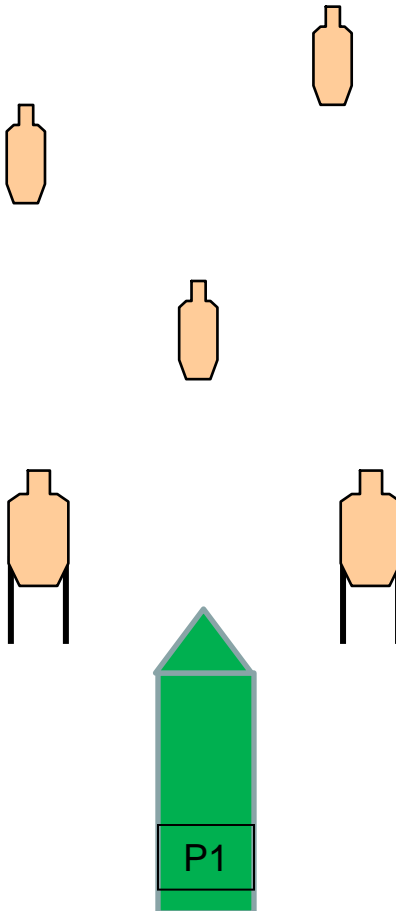
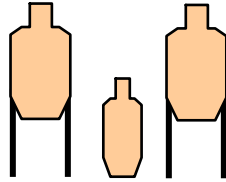
**RULES:**

Current IDPA Rulebook

**STAGE PROCEDURE:** At the signal, engage all swamp people and their dogs in Tactical Priority with two rounds each. Any IDPA legal reload is available.

**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

**STAGE PROCEDURE:**

String 1: At signal engage targets with 2 rounds each to lower scoring zone (Body) in tactical sequence.

String 2: Engage targets with 1 round each to upper scoring zone (Head) in any order.

**STRINGS:** 2

**SCORING:** 18 rounds, Limited Vickers

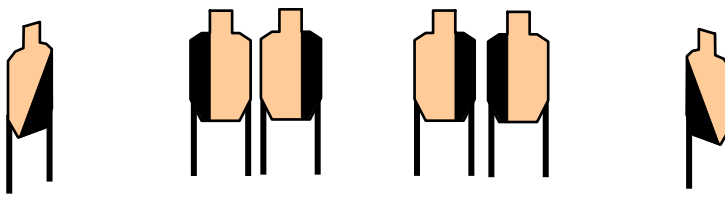
**TARGETS:** 6 Threat

**SCORED HITS:** Best 2 per lower scoring zone, best 1 per upper scoring zone.

**START-STOP:** Audible - Last shot

**RULES:** Current IDPA Rulebook

**CONCEALMENT:** Not Required



P1