



Music City Tactical Shooters

Stage 1 – Bay 1

Designed by Rick Kyle

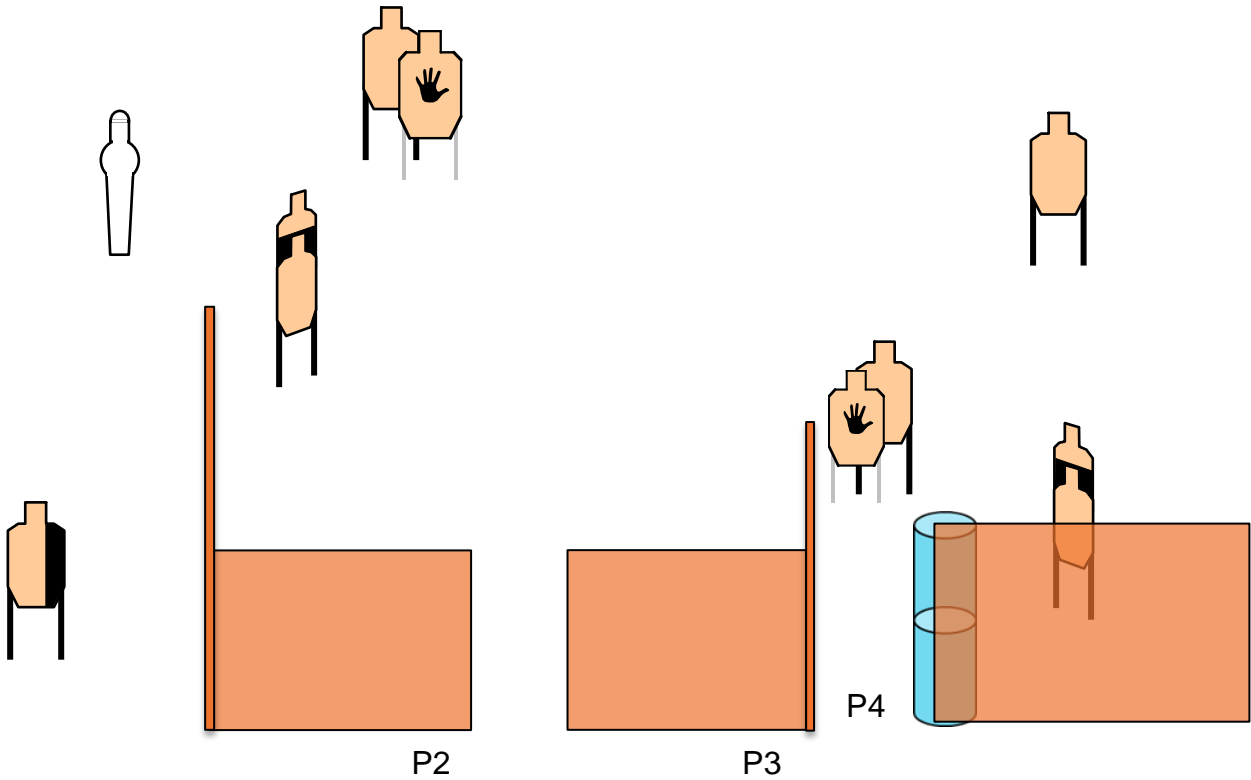


SCENARIO: Minding your business when things get ugly. Take out the bad guys while protecting yourself and the hostages.

START POSITION: Standing at P1, pistol loaded to division capacity and holstered. Hands in the relaxed position by side.

STAGE PROCEDURE: At signal, engage visible target and PP while moving to cover. Engage remaining threats from points of cover shown as they become visible. Any legal IDPA reload is available.

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



P1



Music City Tactical Shooters

Stage 2 – Bay 2

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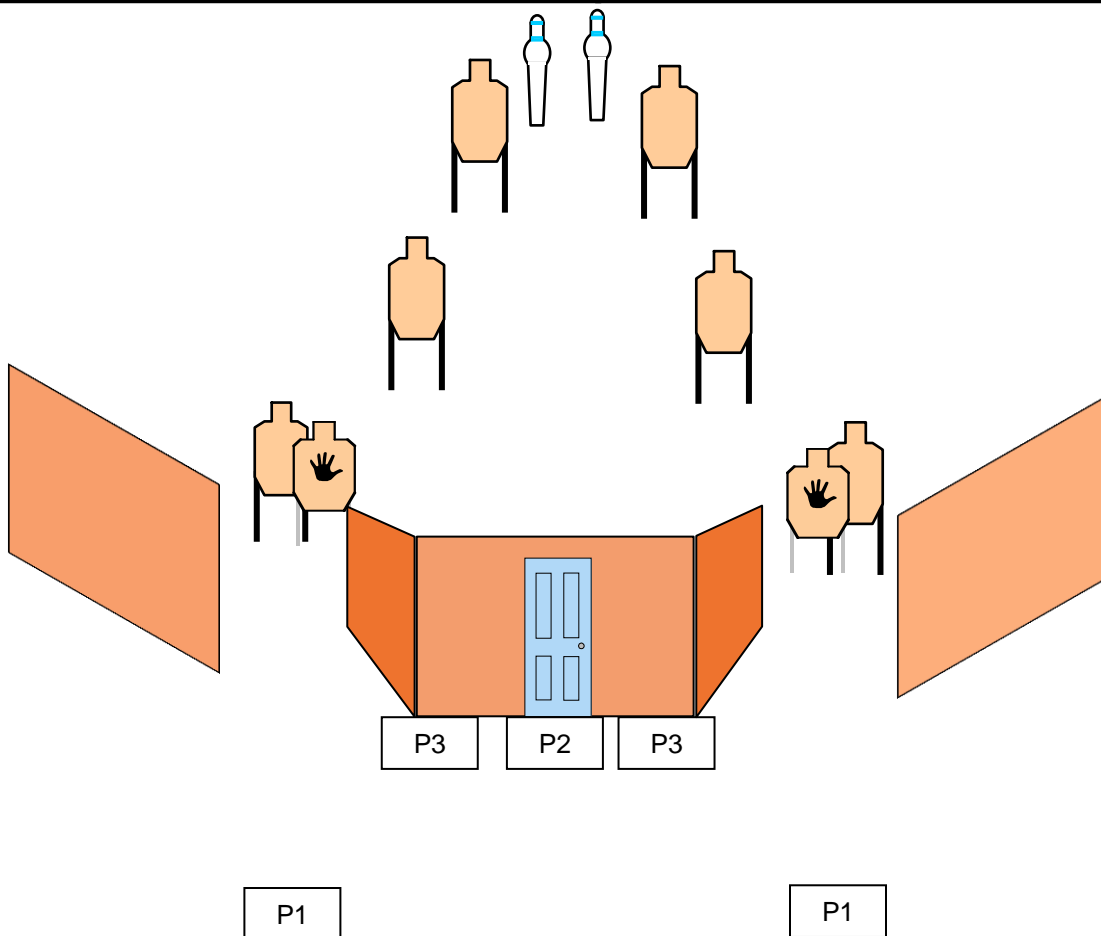


SCENARIO: While headed into Walmart a mob of looters decide they want to do you and your fellow shoppers harm. Protect yourself and them.

START POSITION: Standing at either P1, Weapon loaded to division capacity and holstered. Hands at sides.

STAGE PROCEDURE: At the signal, engage the threat target while moving to cover. Engage remaining threats from cover at P2 and P3. Shooters choice to advance to P2 or P3 first. Any IDPA legal reload is available.

STRINGS: 1
SCORING: 14 rounds min, Vickers
TARGETS: 6 Threat, 2 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

Stage 4 – Bay 4

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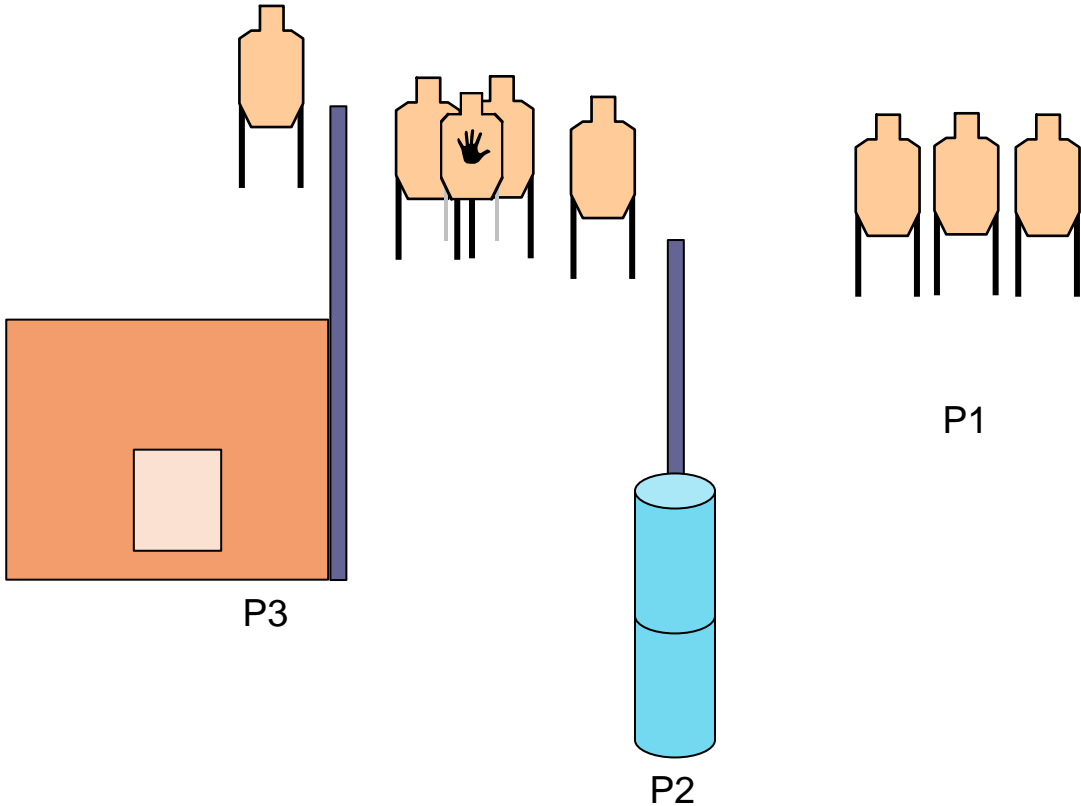
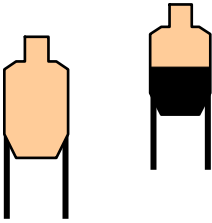


SCENARIO: Another bad day but they picked on the wrong guy. Protect yourself and fight back.

START POSITION: Standing at P1 facing up-range, pistol holstered, loaded to division capacity. Hands at surrender position.

STAGE PROCEDURE: At the signal engage visible threats in tactical sequence while moving to P2. Engage remaining targets from P2 then P3 using low cover. Any legal IDPA reload is available.

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





Music City Tactical Shooters

Stage 5 – Bay 5
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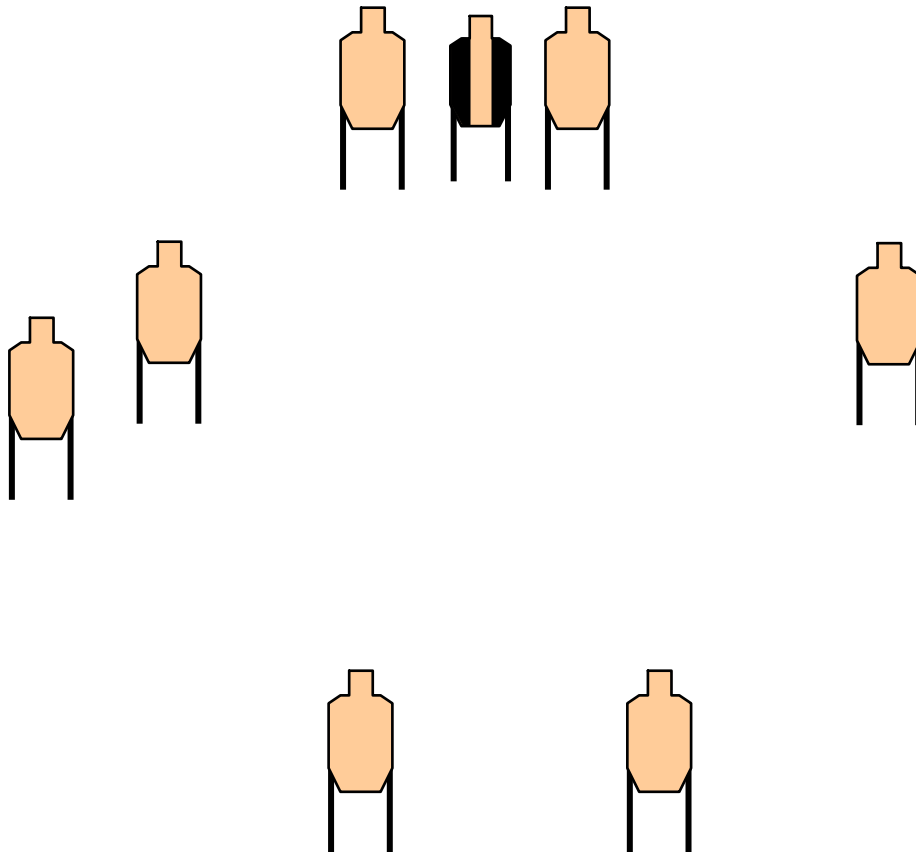


SCENARIO: As you pull your canoe up to what looks like a good camping spot a group of drug runners confront you. Protect yourself and find a friendlier place to camp.

START POSITION: Seated in canoe in center of seat.
Pistol loaded to division capacity and holstered.
Hands on knees.

STAGE PROCEDURE: At the signal draw and engage all threat targets using Tactical Priority. Any legal IDPA 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



Stage setup may vary depending on terrain.



Music City Tactical Shooters

Stage 6 – Bay 7
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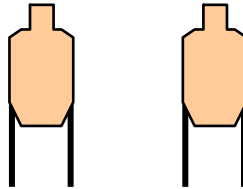


SCENARIO: None

START POSITION: Standing at P1, pistol loaded to division capacity and holstered. Hands in the relaxed position by side.

STAGE PROCEDURE: At signal, engage targets in tactical priority with 3 rounds each. Any legal IDPA reload is available.

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



P1