



Music City Tactical Shooters

Stage 1 - Bay 1

Decision, Decisions!

Course Designer: Rick Kyle

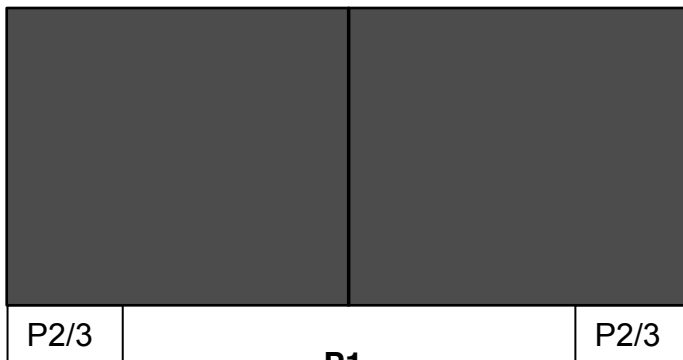
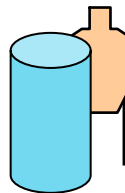
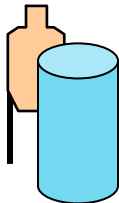
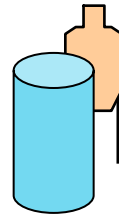
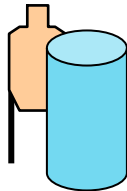
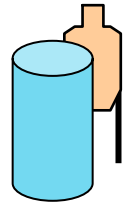
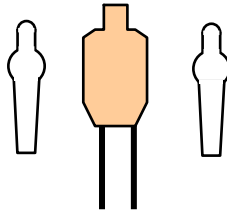
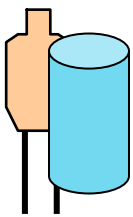


SCENARIO: Attacked by a gang of little people. They may be small but they're still dangerous. Do I move or take the tough shots?

START POSITION: Center of wall at P1, arms length away, gun holstered, loaded to division capacity.

STRINGS: 1
SCORING: 16 rounds min, Vickers
TARGETS: 7 threat, 2 steel
SCORED HITS: Best 2 per target, steel down
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required

STAGE PROCEDURE: At signal engage all threats from either or both P2/3 shooting positions using appropriate cover.





Music City Tactical Shooters
Stage 2 - Bay 2
Partial Classifier Stage
Course Designer: Rick Kyle



SCENARIO: None

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

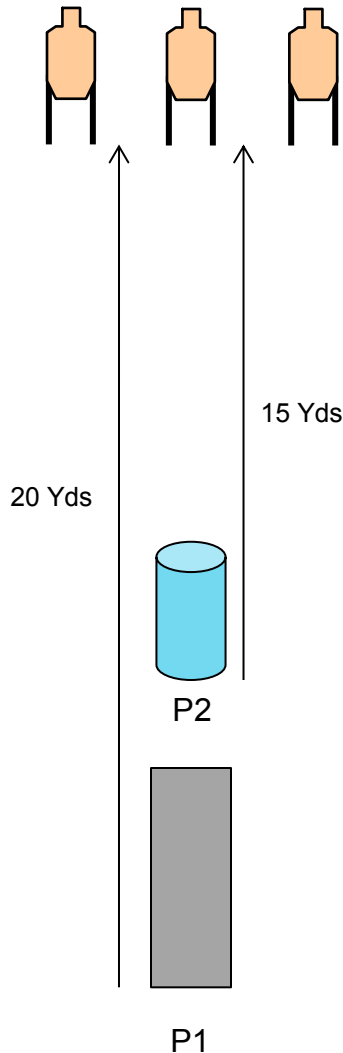
STAGE PROCEDURE:

String 1: P1, draw and fire 2 shots at each from either side of barricade, TACTICAL LOAD/RWR, fire 2 shots at each from opposite side of barricade.

String 2: P1, draw and fire 2 shots at each from either side of barricade, TACTICAL LOAD/RWR, advance to barrel and fire 2 shots at each from low cover at the barrel.

STRINGS: 2
SCORING: 24 rounds, Limited Vickers
TARGETS: 3 threat
SCORED HITS: Best 8 per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Not Required

Targets setup per Classifier description.





Music City Tactical Shooters

Stage 3 - Bay 3

Stop and Go

Course Designer: Rick Kyle



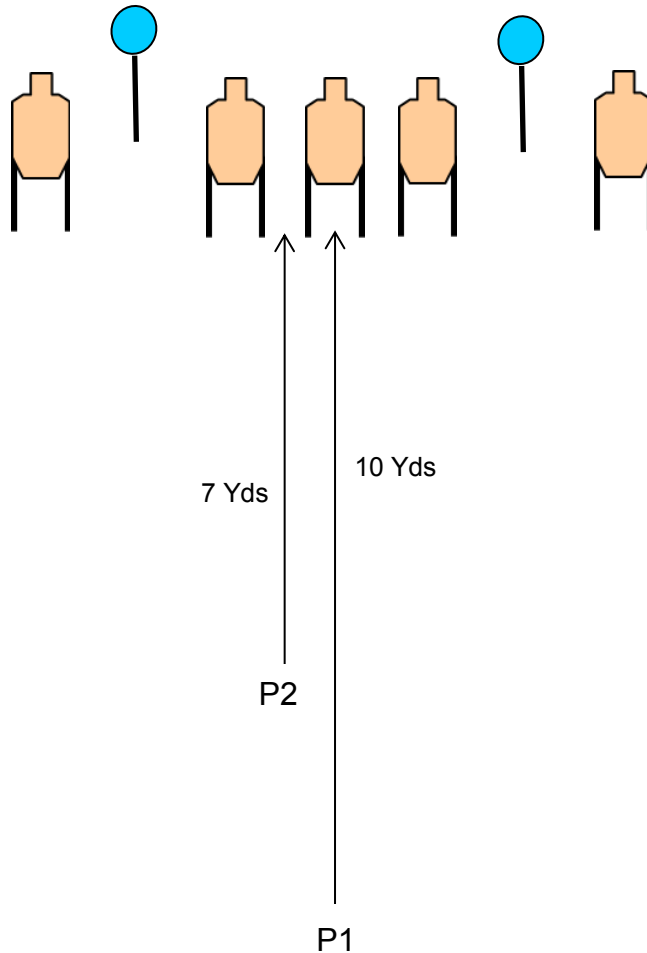
SCENARIO: None

START POSITION: Designated start position, gun holstered, loaded to division capacity, hands at sides. WHO starts gun in hand pointed 45deg.

STAGE PROCEDURE:

- String 1: P1, At signal engage targets with 2 rounds each and steel with one round each in any order.
 - String 2: P1, At signal engage paper targets only with 1 round each strong hand only (SHO).
 - String 3: P2, At signal engage paper targets only with 1 round each weak hand only (WHO).
- Standing steel may not be re-engaged.*

STRINGS: 2
SCORING: 22 rounds, Limited Vickers
TARGETS: 5 threat, 2 steel
SCORED HITS: Best 4 per paper, steel down.
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Not Required





Music City Tactical Shooters

Stage 4 - Bay 4

Surprised but prepared

Course Designer: Rick Kyle

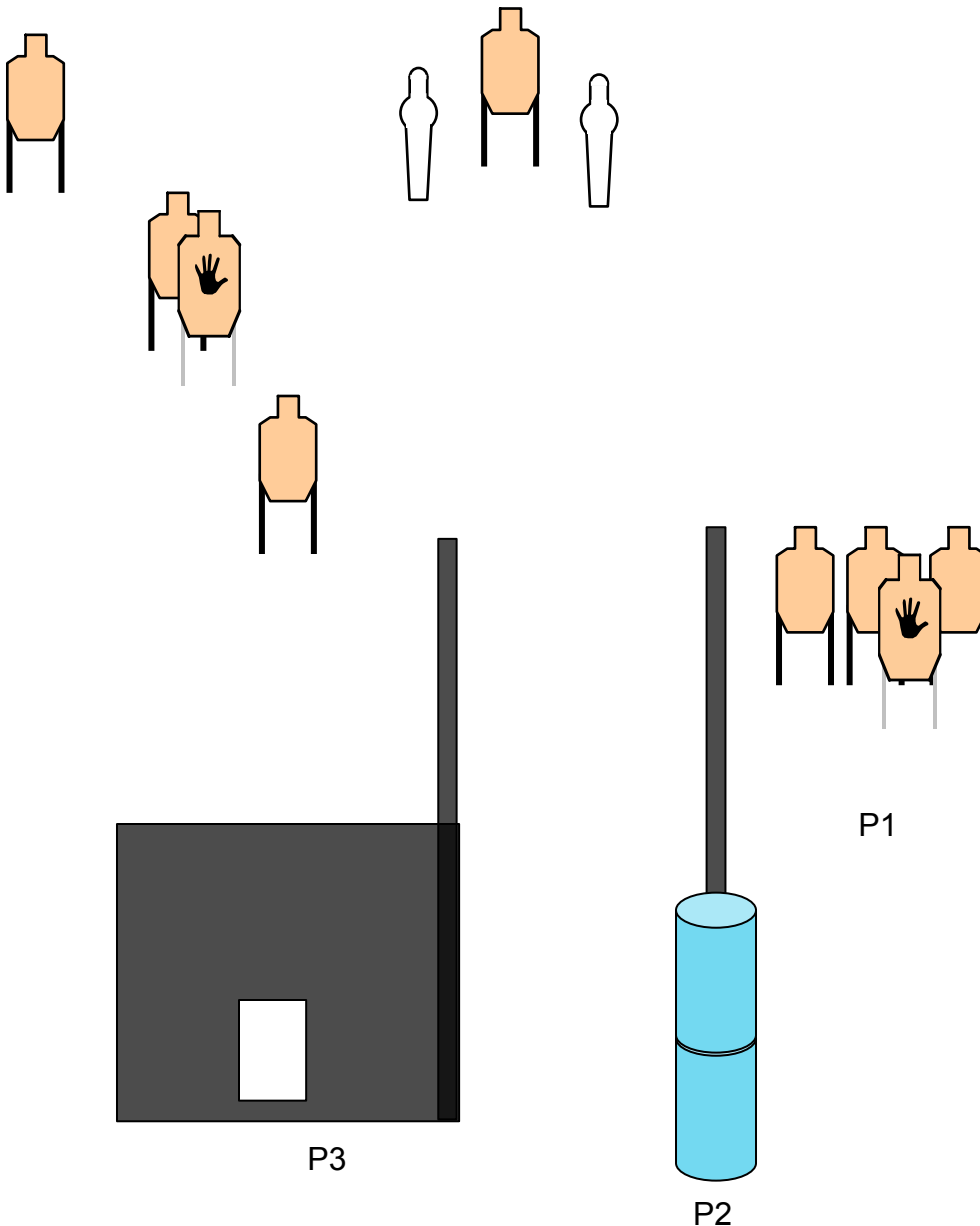


SCENARIO: Jumped in an alley. Defend yourself and take out the bad guys.

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

STRINGS: 1
SCORING: 16 rounds min, Vickers
TARGETS: 7 threat, 2 steel
SCORED HITS: Best 2 per target, steel down
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required

STAGE PROCEDURE: At signal engage first 3 threats in tactical sequence while retreating to P2. Engage threats from P2 then from low cover at P3.





Music City Tactical Shooters

Stage 5 - Bay 5

Woods Walk

Course Designer: Rick Kyle

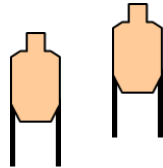


SCENARIO: You never know what you will run into this deep in the woods. Fight your way to cover to defend yourself.

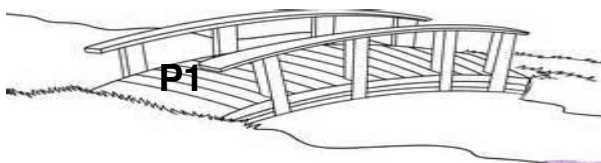
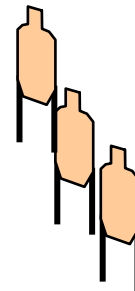
START POSITION: P1, standing on bridge, gun holstered, loaded to division capacity, hands on rails.

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

STAGE PROCEDURE: At signal engage 3 closest threats while on the move to P2. Engage remaining targets using barricade as cover. Exact stage setup to be determined.



P2



P1