



Music City Tactical Shooters  
Stage 1 Bay 1  
Course Designer: Kenneth Kloeppel

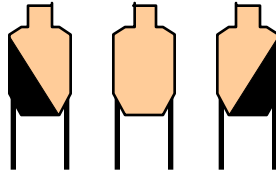


**Scenario: Standards**

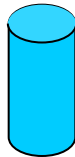
**START POSITION:** Weapon unloaded and placed on P1. A magazine or loading device loaded to division capacity placed on each barrel.

**STAGE PROCEDURE:** On signal retrieve your weapon from the barrel, and engage each target with two shots each **freestyle** while moving to P2. Perform a mandatory reload at P2. Engage each target with two shots each **strong-hand only** while advancing to P3. Perform a mandatory reload at P3 and engage targets with two shots each **weak-hand only** while retreating

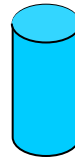
**STRINGS:** 1  
**SCORING:** 18 rounds, Limited Vickers  
**TARGETS:** 3 threat, 0 non threat  
**SCORED HITS:** 6 best shots per target  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rules  
**CONCEALMENT:** Not Required



P3



P2



P1



Music City Tactical Shooters  
Stage 2 Bay 2  
Course Designer: Kenneth Kloeppel

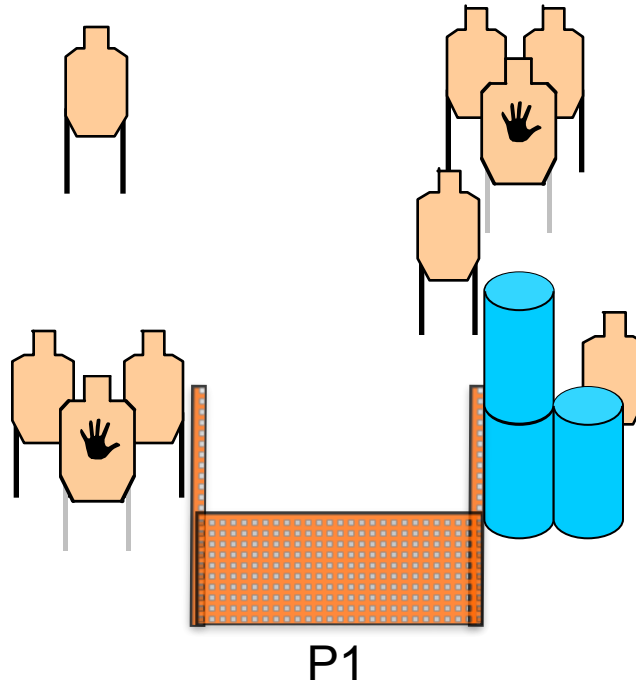


**Scenario:** Late night at work and the bad guys come in the back door. Clear the office of bad guys

**START POSITION:** Standing at P1, weapon loaded to division capacity. Hands on wall

**STRINGS:** 1  
**SCORING:** 14 rounds min, Vickers  
**TARGETS:** 7 threat, 2 non threat  
**SCORED HITS:** 2 best shots per target  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rules  
**CONCEALMENT:** Required

**STAGE PROCEDURE:** On signal, engage threats in tactical priority





Music City Tactical Shooters  
Stage 3 Bay 1  
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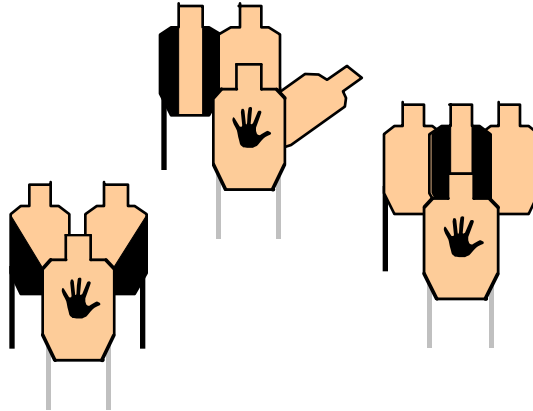


**Scenario:** You're at the park with your kid, bad guys approach. Protect the innocents and yourself

**START POSITION:** Standing at P1, Weapon loaded to division capacity and holstered. Baby in arms.

**STRINGS:** 1  
**SCORING:** 16 rounds min, Vickers  
**TARGETS:** 8 threat, 3 non threat  
**SCORED HITS:** 2 best shots per target  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rules  
**CONCEALMENT:** Required

**STAGE PROCEDURE:** On signal, clutch baby to chest and engage all targets in tactical priority. Baby must be touching chest while engaging targets.



P1



Music City Tactical Shooters  
Stage 4 Bay 2  
Course Designer: Kenneth Kloeppel



**Scenario:** You're stocking shelves at the grocery, and some bullies decide they are hungry.

**START POSITION:** Standing at P1, arms length from NT.  
Weapon loaded to division capacity and holstered.

**STRINGS:** 1  
**SCORING:** 16 rounds min, Vickers  
**TARGETS:** 8 threat, 2 non threat  
**SCORED HITS:** 2 best shots per target  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rules  
**CONCEALMENT:** Required

**STAGE PROCEDURE:** On signal, engage T1-T3 with 2 rounds using tactical sequence while retreating to P2.  
Engage T4-T6 with 2 rounds each utilizing cover.

