



Music City Tactical Shooters
Stage 1 Bay 1
Course Designer: Joe Williams

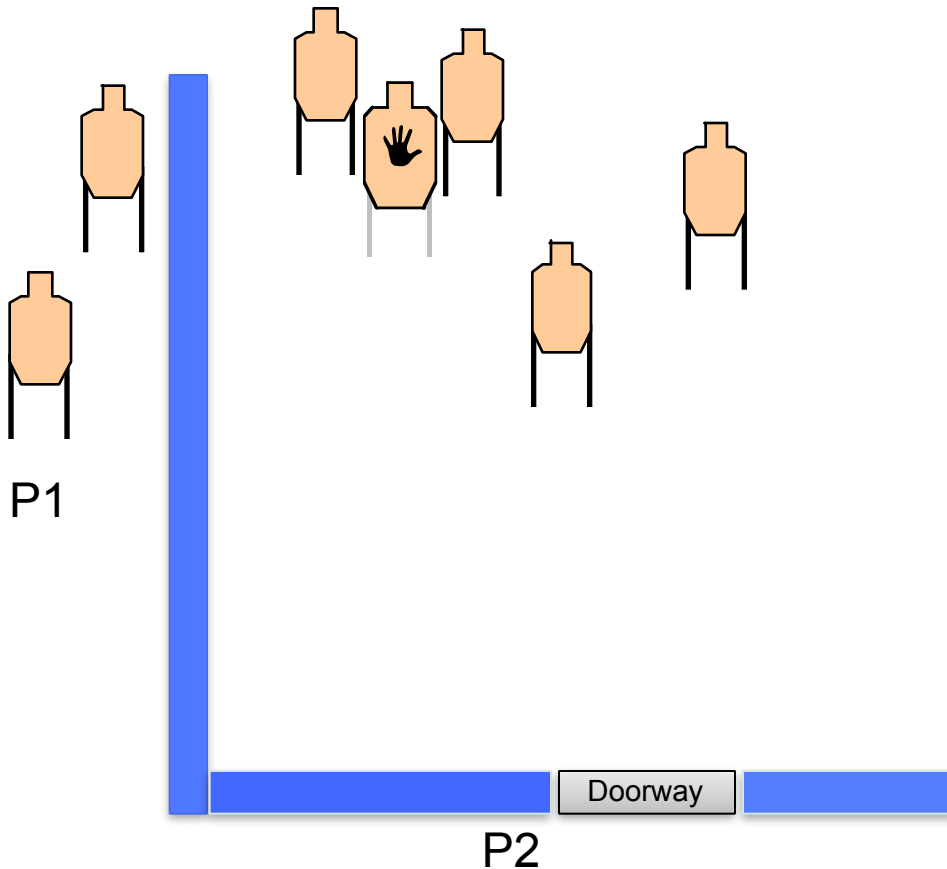


Scenario: Arriving at home after the range and should have reloaded all your magazines

START POSITION: Standing at P1 facing up range, weapon loaded to 6 rounds and holstered. Second mag loaded to 5, third mag loaded to division capacity. (Revo full load)

STAGE PROCEDURE: On signal, turn and engage T1-T2 with 3 rounds each while retreating to cover. At P2 open the door and engage remaining targets T3-T6 with 3 rounds each utilizing cover

STRINGS: 1
SCORING: 18 rounds min, Vickers
TARGETS: 6 threat, 1 non threat
SCORED HITS: 3 best shots per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Required





Music City Tactical Shooters
Stage 2 Bay 2
Course Designer: Joe Williams

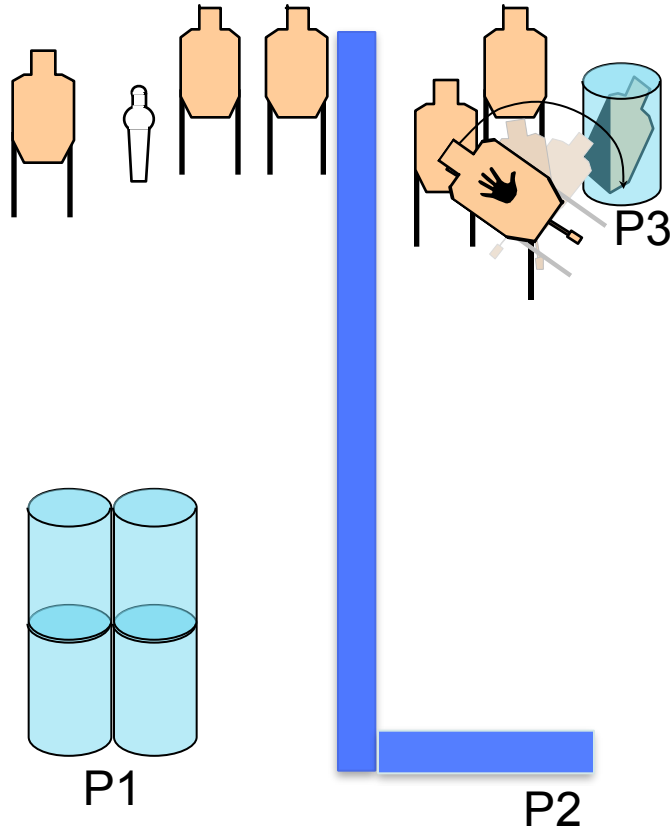


Scenario: Bad guys everywhere, take them out and protect the innocent

START POSITION: Standing at P1, touching the marks on the barrels. Weapon loaded to division capacity

STAGE PROCEDURE: On signal, engage targets T1-T4 in tactical priority. Move to P2 and engage T5-T6 utilizing cover. Advance to P3 and engage T6. All threat targets get 2 rounds

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





Music City Tactical Shooters
Stage 3 Bay 1
Course Designer: Joe Williams

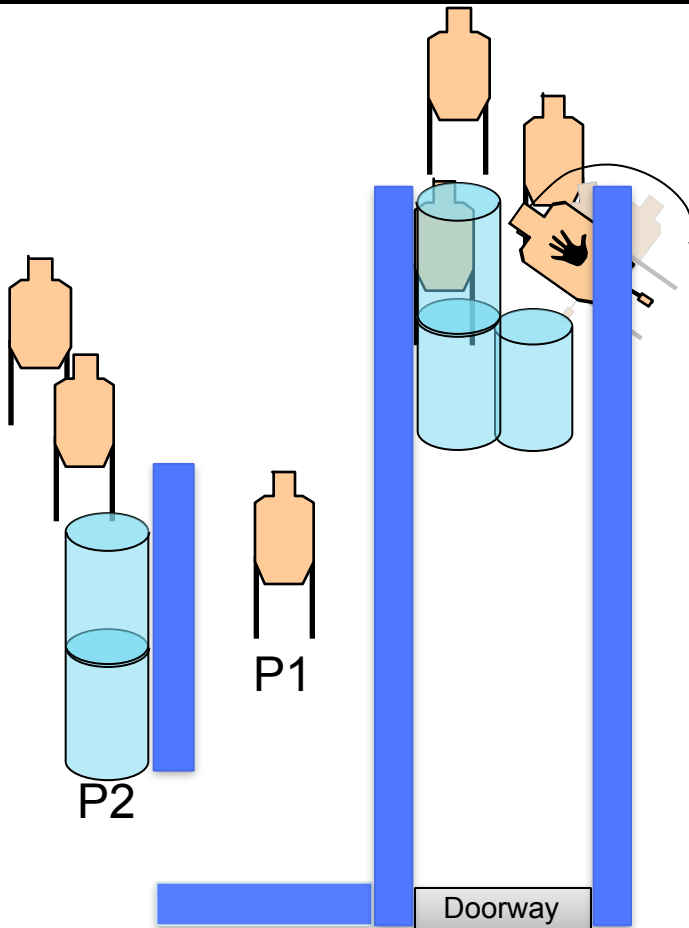


Scenario: Trying to escape the bad guys leads to more bad guys in the hallways

START POSITION: Standing at P1 facing up range, weapon loaded to division capacity and holstered. Hands at surrender

STRINGS: 1
SCORING: 18 rounds min, Vickers
TARGETS: 6 threat, 1 non threat
SCORED HITS: 3 best shots per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Required

STAGE PROCEDURE: On signal, turn and engage T1 while retreating to cover. From P2 engage T2-T3. Move to P3 and engage remaining targets T4-T6 after opening door. Threat targets get 3 rounds each





Music City Tactical Shooters
Stage 4 Bay 2
Course Designer:

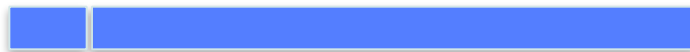
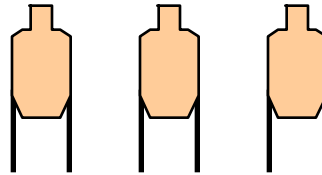


Scenario: Move, shoot, move, lay down, shoot!

START POSITION: Standing with feet on the tape weapon loaded to division capacity. Hands relaxed by sides

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

STAGE PROCEDURE: On signal, move to P1 and engage T1-T3 with 3 rounds each utilizing cover. Move to P2 and re engage T1-T3 with 3 rounds each utilizing low cover. Wall section at P2 is considered infinitely long



P1

P2

5 yards

Start



Music City Tactical Shooters
Stage 5 Bay 1&2
Course Designer: Joe Williams



Scenario: Take out the bad guys and watch out for the swinging granny they have hostage

START POSITION: Standing at P1 hands relaxed by side.
Weapon loaded to division capacity

STRINGS: 1
SCORING: 18 rounds min, Vickers
TARGETS: 6 threat, 1 non threat
SCORED HITS: 3 best shots per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Required

STAGE PROCEDURE: On signal, engage T1-T3 with 3 rounds each utilizing cover. advance through doorway to P2 and engage T4-T6 with 3 rounds each

