



Music City Tactical Shooters
Bay 1 – Stage 1
Course Designer: Rick Kyle

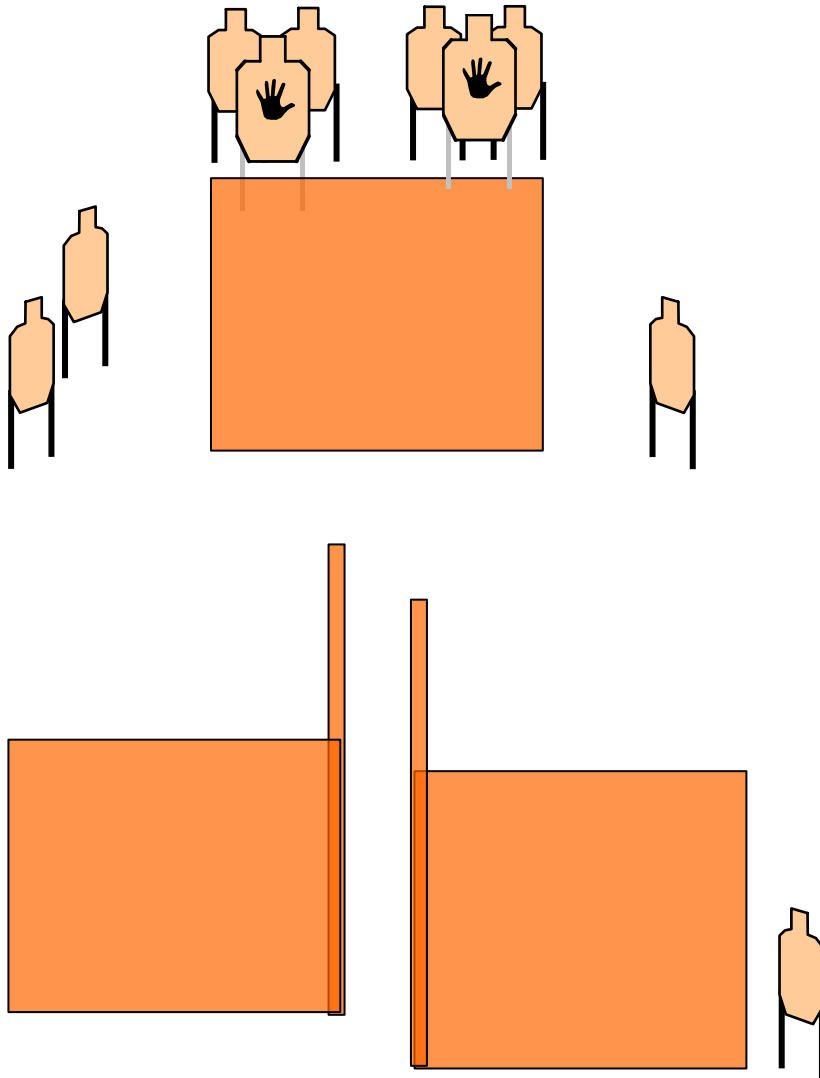


SCENARIO: Bad guys have taken your family hostage and are demanding a ransom. You have more guns than money so do what you do best.

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

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

STAGE PROCEDURE: At signal engage first two threats while on the move to the door. Move down hallway and engage remaining threats.





Music City Tactical Shooters

Bay 2 Stage 2

Course Designer: Rick Kyle



SCENARIO: None

START POSITION: Designated start position, weapon loaded to division capacity. Hands at sides.

STAGE PROCEDURE: To be determined.

STRINGS:	1
SCORING:	18 rounds, unlimited
TARGETS:	2 Threat
SCORED HITS:	Best 2 per cardboard
START-STOP:	Audible - Last shot
RULES:	Current IDPA Rulebook
CONCEALMENT:	Not Required

Shoot House

Stage setup to be determined



Music City Tactical Shooters
Bay 3 – Stage 3
Course Designer: Rick Kyle

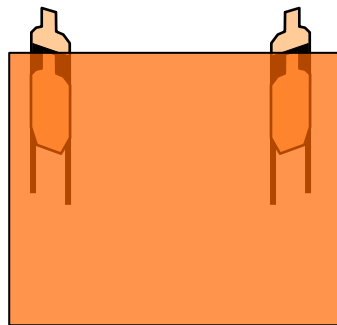


SCENARIO: You get to the construction site of your new home and find bad guys have taken over. Free the contractors so they can get back to work.

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

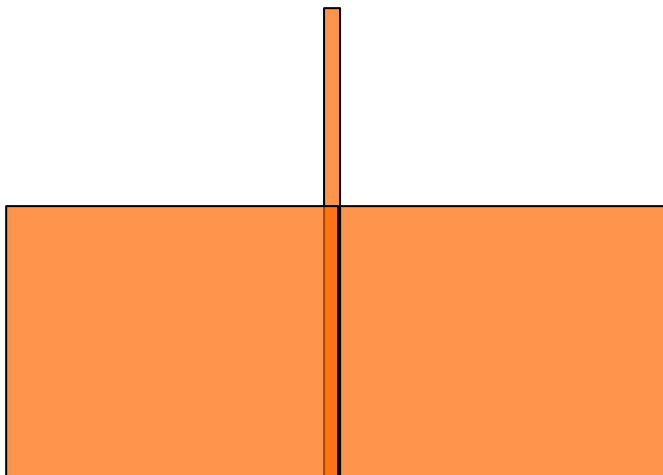
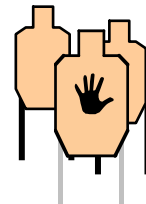
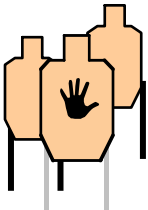
STRINGS: 1
SCORING: 18 rounds min, Unlimited
TARGETS: 9 threat, 2 NT
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required

STAGE PROCEDURE: At signal engage threats from P1. Proceed to P2 then P3 to engage remaining threats.



P2

P3



P1

P1



Music City Tactical Shooters

Bay 4 - Stage 4

Course Designer: Rick Kyle



SCENARIO: None

START POSITION: Designated start position, weapon loaded to division capacity. Hands at sides except for string 3.

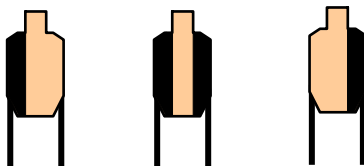
STAGE PROCEDURE:

String 1: Holstered. At signal engage targets with 2 round each in any order freestyle from P1.

String 2: Holstered. At signal engage targets with 1 round each SHO from P2.

String 3: From low ready, at signal engage targets with 1 round each WHO from P3.

STRINGS: 3
SCORING: 12 rounds, Limited
TARGETS: 3 Threat
SCORED HITS: Best 4 per cardboard
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Not Required



P3 @

7 Yds

P2 @

10 Yds

P1 @

15 Yds



Music City Tactical Shooters
Bay 5 - Stage 5
Course Designer: Rick Kyle

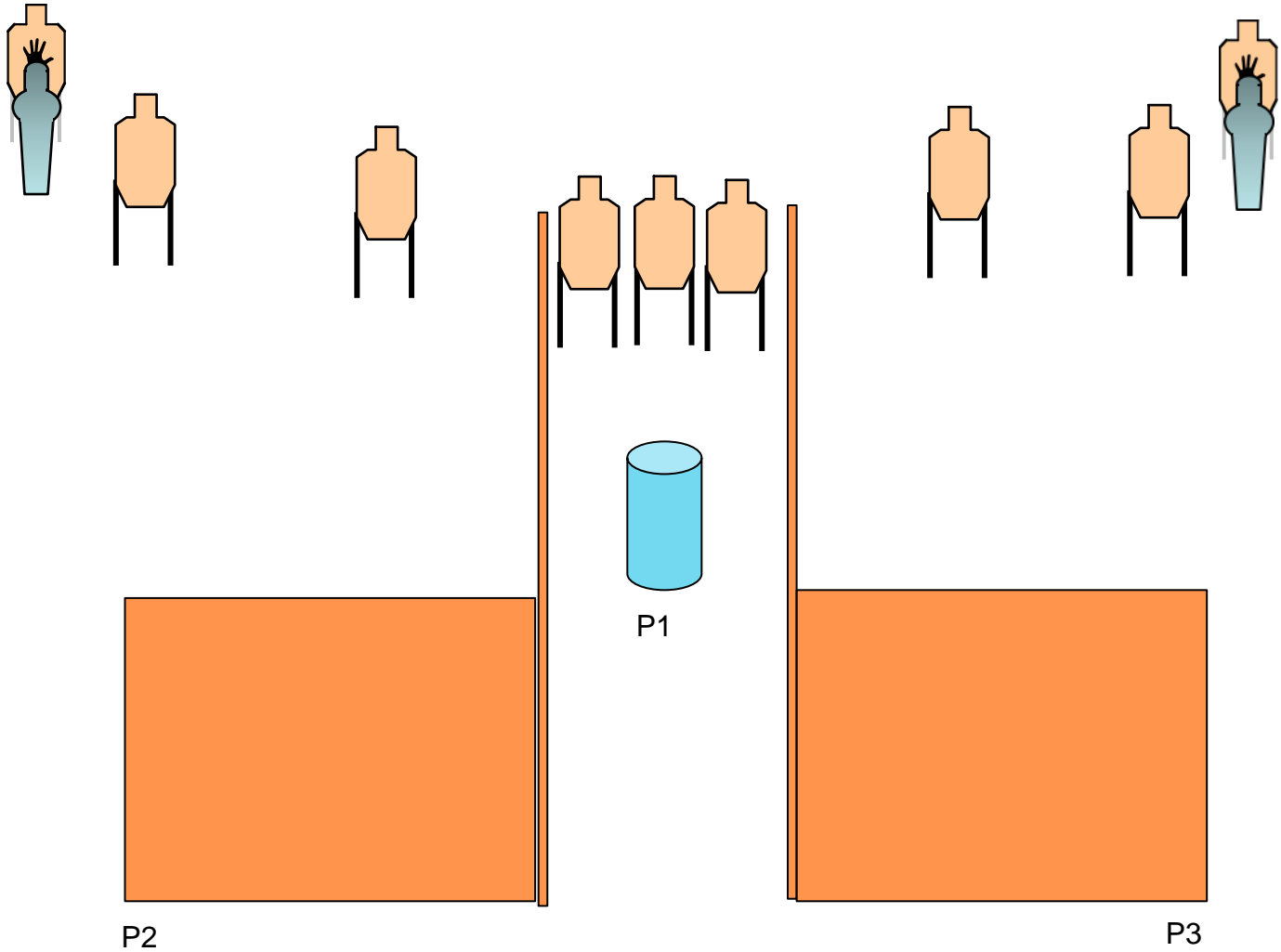


SCENARIO: You turn down the wrong alley and get confronted by thugs who think you're an easy target. Fight your way out and don't forget about their friends.

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

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

STAGE PROCEDURE: At signal engage T1-T3 in tactical sequence with 2 rounds each while retreating to either P2 or P3. Engage remaining steel and targets from P2 and P3.





Music City Tactical Shooters
Bay 6 – Stage 6
Course Designer: Rick Kyle

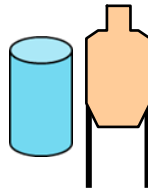


SCENARIO: None

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

STAGE PROCEDURE: At signal, engage right side targets from right side of barricade then left side targets from left side of barricade with three rounds each. May start on either side. Any legal IDPA reload is available.

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



P1