



Music City Tactical Shooters

Stage 1 Bay 1

Course Designer: Rick Kyle

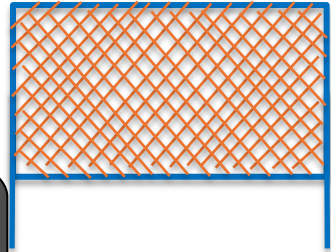
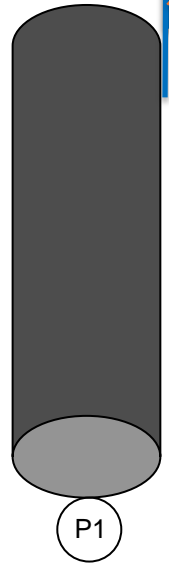
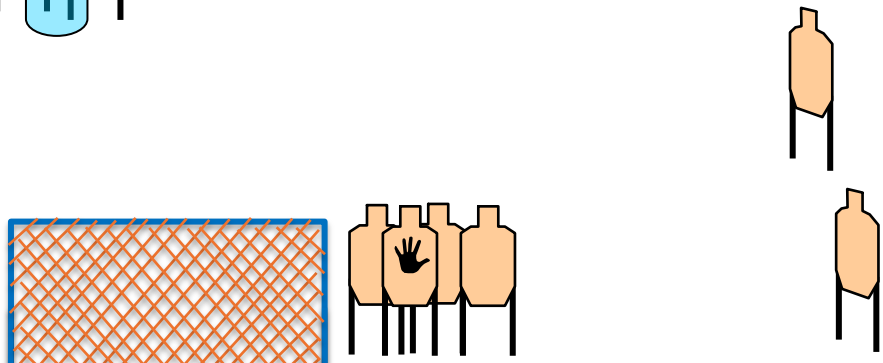
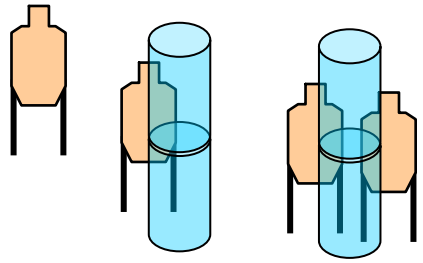


SCENARIO: Trapped in the sewer while looking for your pet alligator. You have to move forward to fight your way out and find your toothy buddy.

START POSITION: Standing at P1 (outside tunnel entrance) gun holstered, loaded to division capacity.

STRINGS: 1
SCORING: 18 rounds - Unlimited
TARGETS: 9 Threat, 1 NT
SCORED HITS: 2 shots per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Required

STAGE PROCEDURE: At the signal, draw and engage first three threats while advancing through tunnel. Engage remaining targets from cover. First three targets may not be re-engaged outside of tunnel.





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Stage 2 Bay 2

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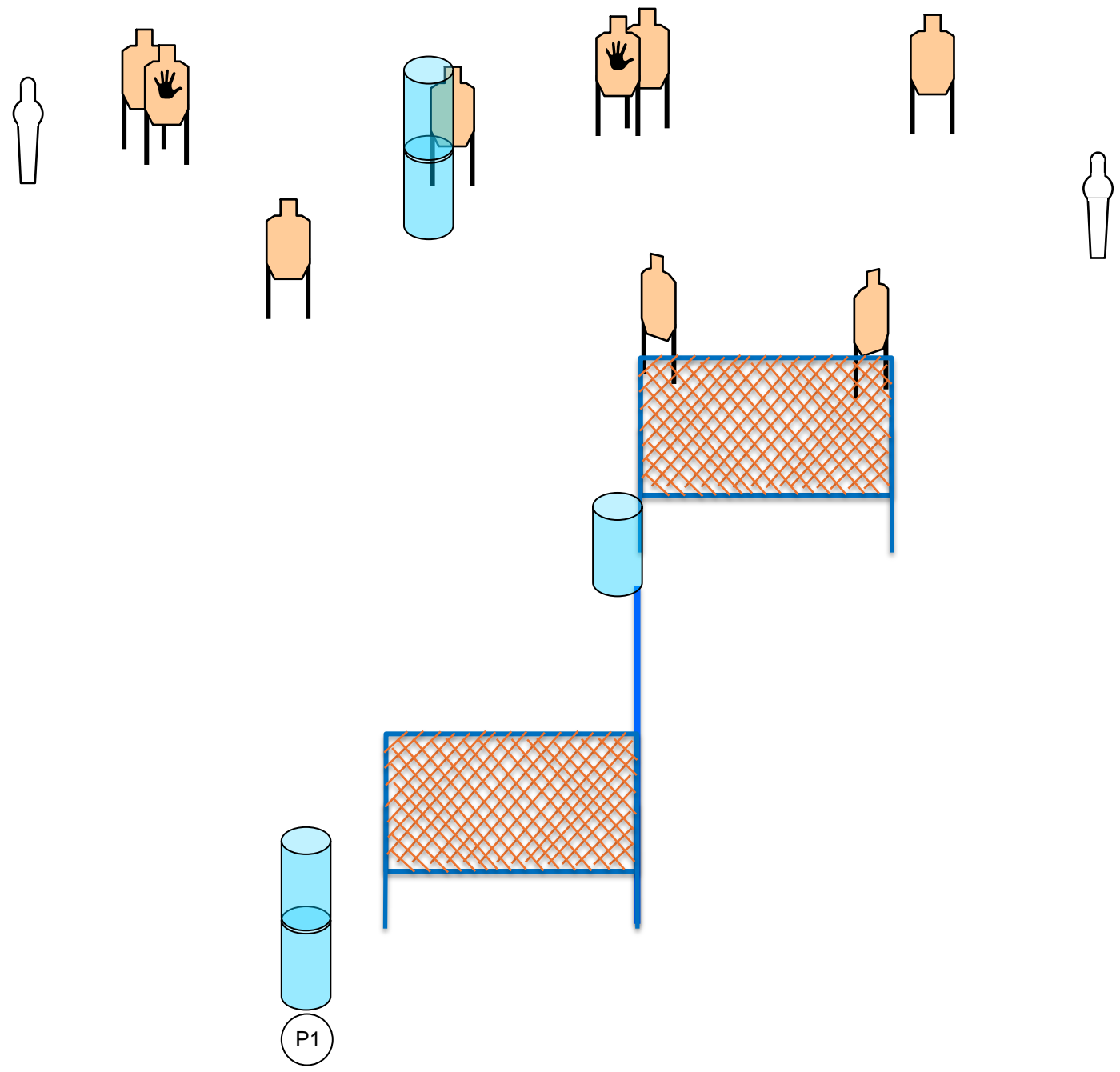


SCENARIO: Attacked while out hiking by the cardboard gang and their steely friends.

START POSITION: Standing at P1 gun loaded to division capacity and holstered.

STAGE PROCEDURE: At the signal engage all threats from cover.

STRINGS: 1
SCORING: 16 rounds - Unlimited
TARGETS: 7 Threat, 2 steel
SCORED HITS: 2 shots per target, steel down
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Required





Music City Tactical Shooters

Stage 3 Bay 3

Course Designer: Rick Kyle

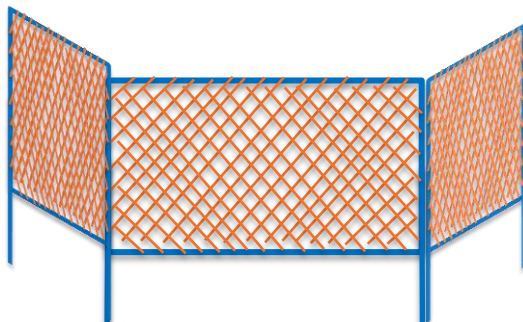
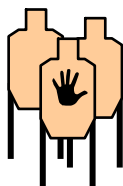
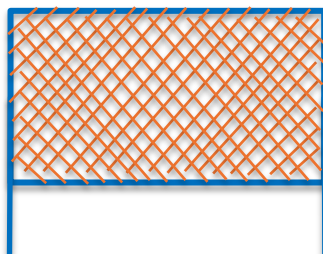
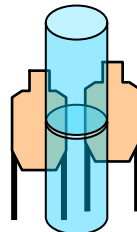


SCENARIO: Almost ambushed but the element of surprise is on your side. They didn't know you were armed.

START POSITION: Standing at P1 gun loaded to division capacity and holstered.

STRINGS: 1
SCORING: 18 rounds - Unlimited
TARGETS: 9 Threat, 2 NT
SCORED HITS: 2 shots per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Required

STAGE PROCEDURE: At the signal, draw and engage first two threats in tactical sequence while retreating. Engage remaining targets from cover.



P1



Music City Tactical Shooters

Stage 4 Bay 4

Course Designer: Rick Kyle

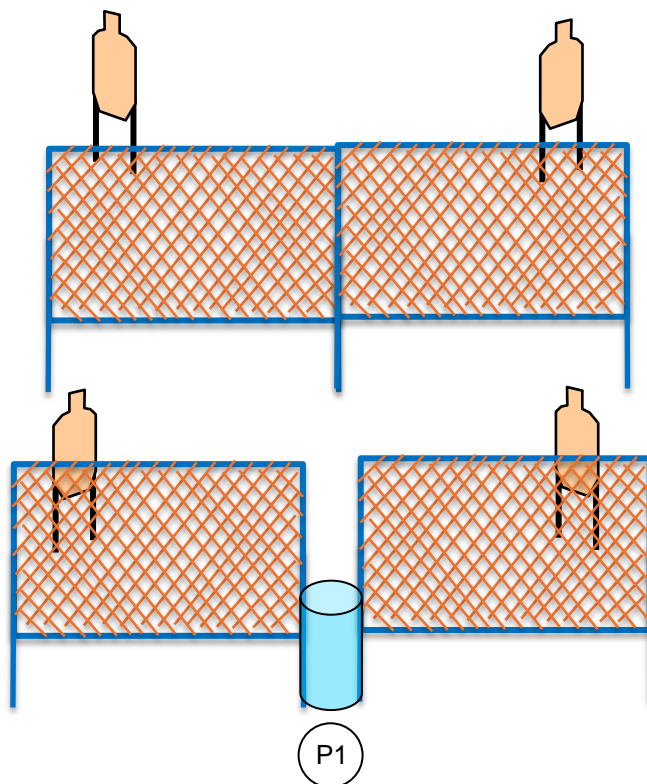


SCENARIO: Battle at the rock garden.

START POSITION: Standing at P1 gun loaded to division capacity and holstered.

STRINGS: 1
SCORING: 18 rounds - Unlimited
TARGETS: 8 Threat, 2 steel
SCORED HITS: 2 shots per target, steel down
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Required

STAGE PROCEDURE: At the signal engage all threats from cover.





Music City Tactical Shooters

Stage 5 Bay 5

Course Designer: Rick Kyle

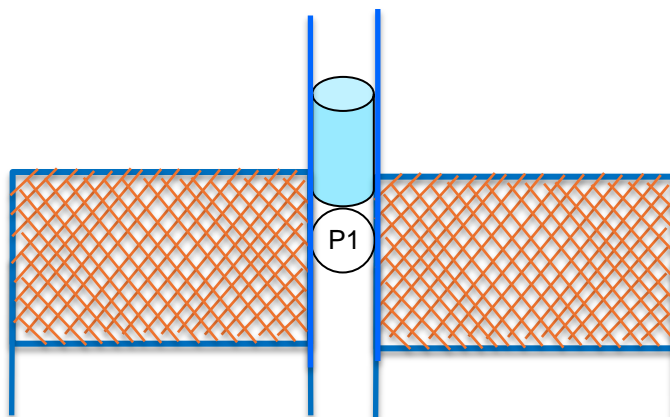
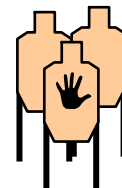
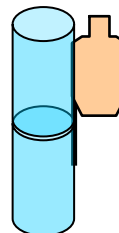
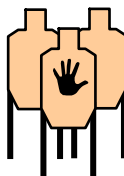
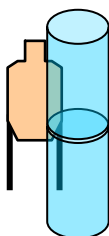
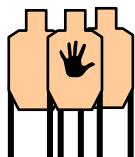


SCENARIO: Showdown at the mall. Watch the friendly fire.

START POSITION: Standing at P1 gun loaded to division capacity and holstered.

STRINGS: 1
SCORING: 18 rounds - Unlimited
TARGETS: 9 Threat, 3 Non Threat,
SCORED HITS: 2 shots per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Required

STAGE PROCEDURE: At the signal engage first two targets while retreating. Engage remaining targets from cover.





Music City Tactical Shooters

Stage 6 Bay 6

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SCENARIO: None

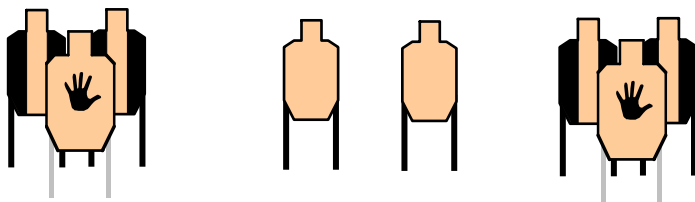
START POSITION: Standing at designated start position gun loaded to division capacity and holstered.

STRINGS: 2
SCORING: 24 rounds - Limited
TARGETS: 6 Threat, 2 non-threat
SCORED HITS: 4 shots per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Not Required

STAGE PROCEDURE:

String 1: From P1, at the signal draw and engage each target with 2 rounds each freestyle.

String 2: From P2, at signal draw and engage each target with 2 rounds each strong hand only (SHO).



P2

P1