



Music City Tactical Shooters

Bay 1 Stage 1

Warehouse Invasion

Course Designer – Rick Kyle



SCENARIO: You arrive at your warehouse to find it's been invaded by terrorist looking to set up shop and they have taken one of your employees hostage.

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

STAGE PROCEDURE: At signal engage threat targets from positions of cover. May not advance around sides of barricades, only downrange advancement is down hallway.

STRINGS:

1

SCORING:

18 rounds, Vickers

TARGETS:

8 Threat, 1 Non-threat, 2 Steel

SCORED HITS:

Best 2 per target

START-STOP:

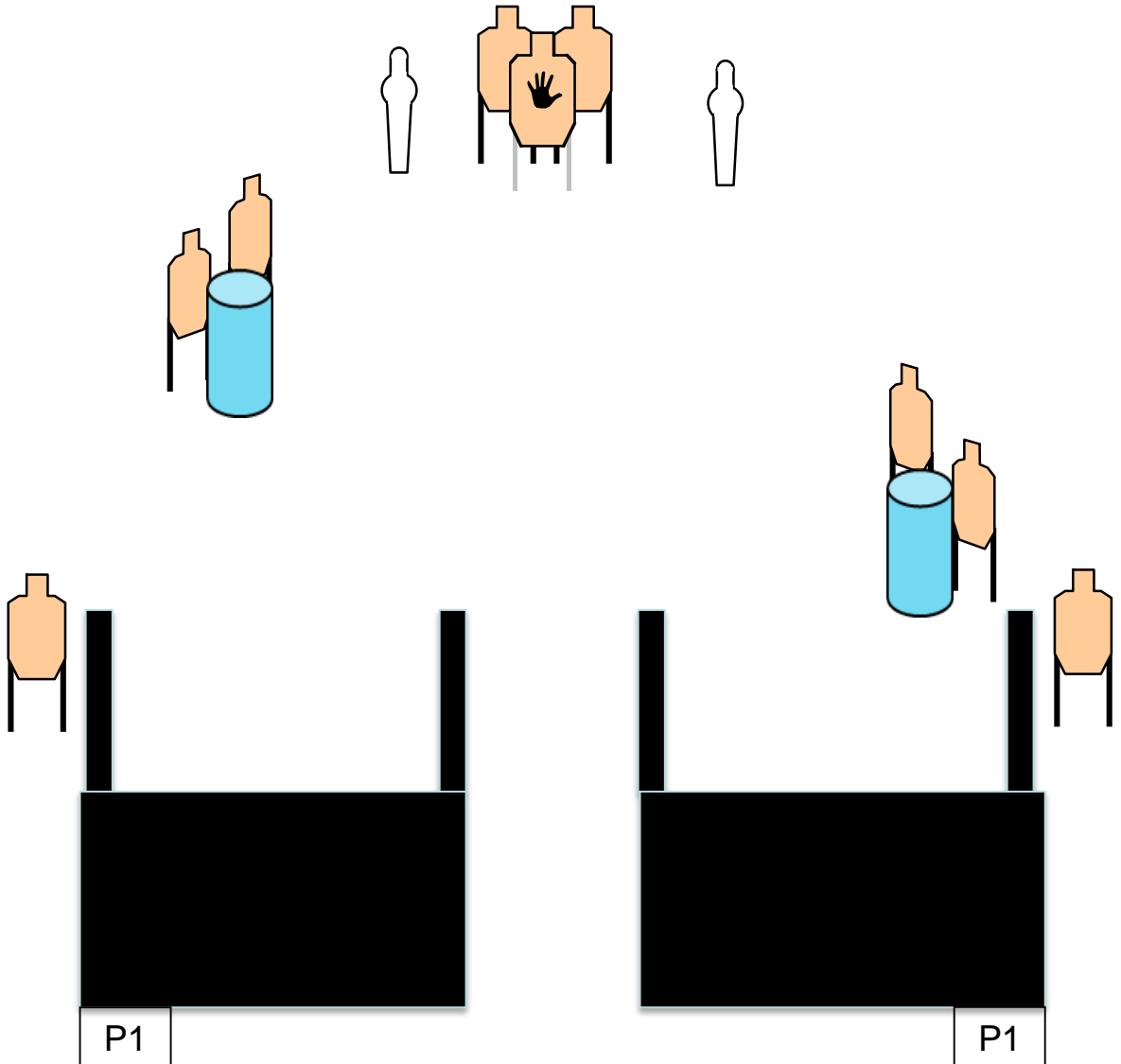
Audible - Last shot

RULES:

Current IDPA Rulebook

CONCEALMENT:

Required





Music City Tactical Shooters

Bay 2 Stage 2

Side to side then fast
Course Designer – Rick Kyle



SCENARIO: None

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

STAGE PROCEDURE:

String 1, P1: At signal from either side of barricade engage target on that side only with 1 round then switch to opposite side and engage with 1 round. Keep switching sides until each target is engaged 6 times. Can only shoot once per side before switching.
String 2, P2: At signal engage target with 6 rounds.

STRINGS: 2
SCORING: 18 rounds, Limited Vickers
TARGETS: 3 Threat
SCORED HITS: Best 6 per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Not Required



P2



P1



Music City Tactical Shooters

Bay 3 Stage 3

Group Shooting

Course Designer – Rick Kyle

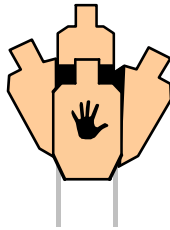


SCENARIO: None

START POSITION: P1, weapon loaded with only 6 rounds, hands at sides.

STAGE PROCEDURE: At signal engage targets with 1 rounds each freestyle, perform SLR and engage targets with one round each SHO, perform RWR and engage targets with one round each WHO.

STRINGS: 1
SCORING: 18 rounds, Limited Vickers
TARGETS: 6 Threat, 2 non-threat
SCORED HITS: Best 3 per cardboard
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Not Required



7yds

P1



Music City Tactical Shooters

Bay 4 Stage 4

Take back what's yours
Course Designer – Rick Kyle

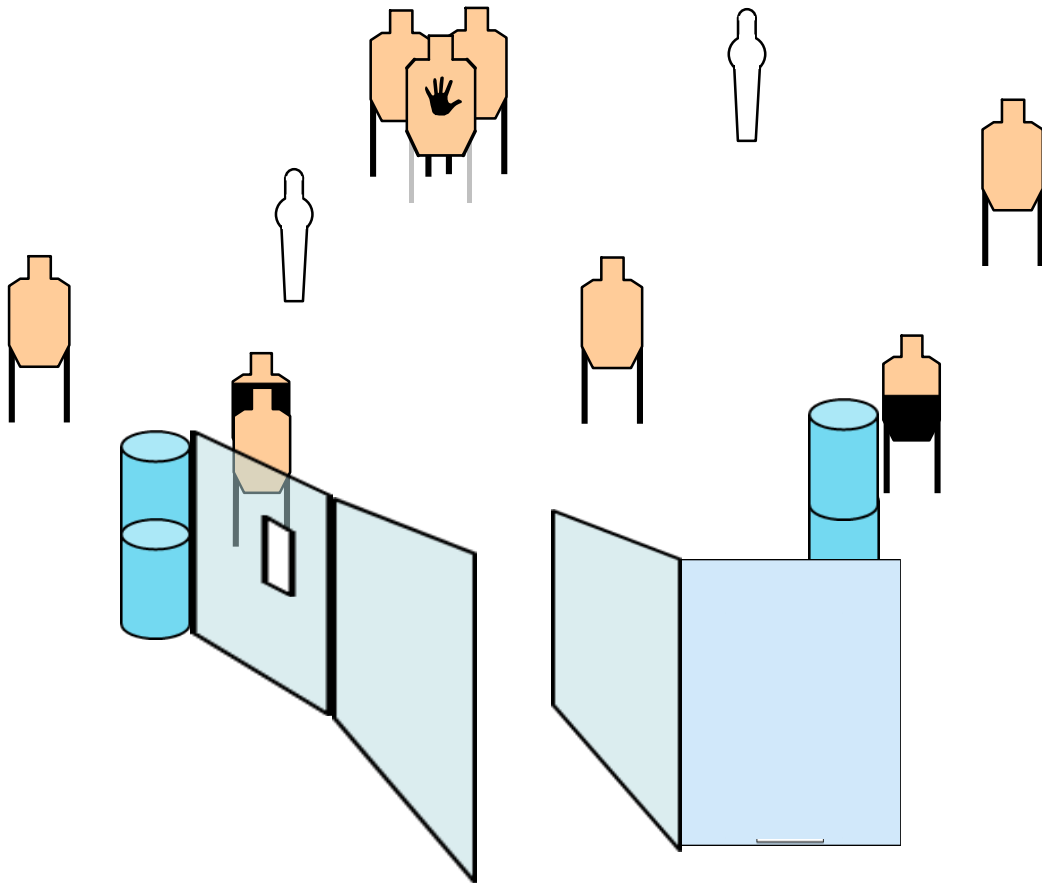


SCENARIO: They killed your dog and you are out for revenge. Take out the entire crew.

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

STAGE PROCEDURE: At signal engage threat targets from cover.

STRINGS: 1
SCORING: 18 rounds, Vickers
TARGETS: 8 Threat, 1 non-threat, 2 Steel
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required





Music City Tactical Shooters

Bay 7 Stage 5

Distance Transition

Course Designer – Rick Kyle



SCENARIO: None

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

STAGE PROCEDURE: At signal engage threat targets from cover.

STRINGS: 1

SCORING: 16 rounds, Vickers

TARGETS: 7 Threat, 2 Non Threats, 2 Steel

SCORED HITS: Best 2 per target

START-STOP: Audible - Last shot

RULES: Current IDPA Rulebook

CONCEALMENT: Required

