



Music City Tactical Shooters

Stage 1 Bay 1

Course Designer: Rick Kyle

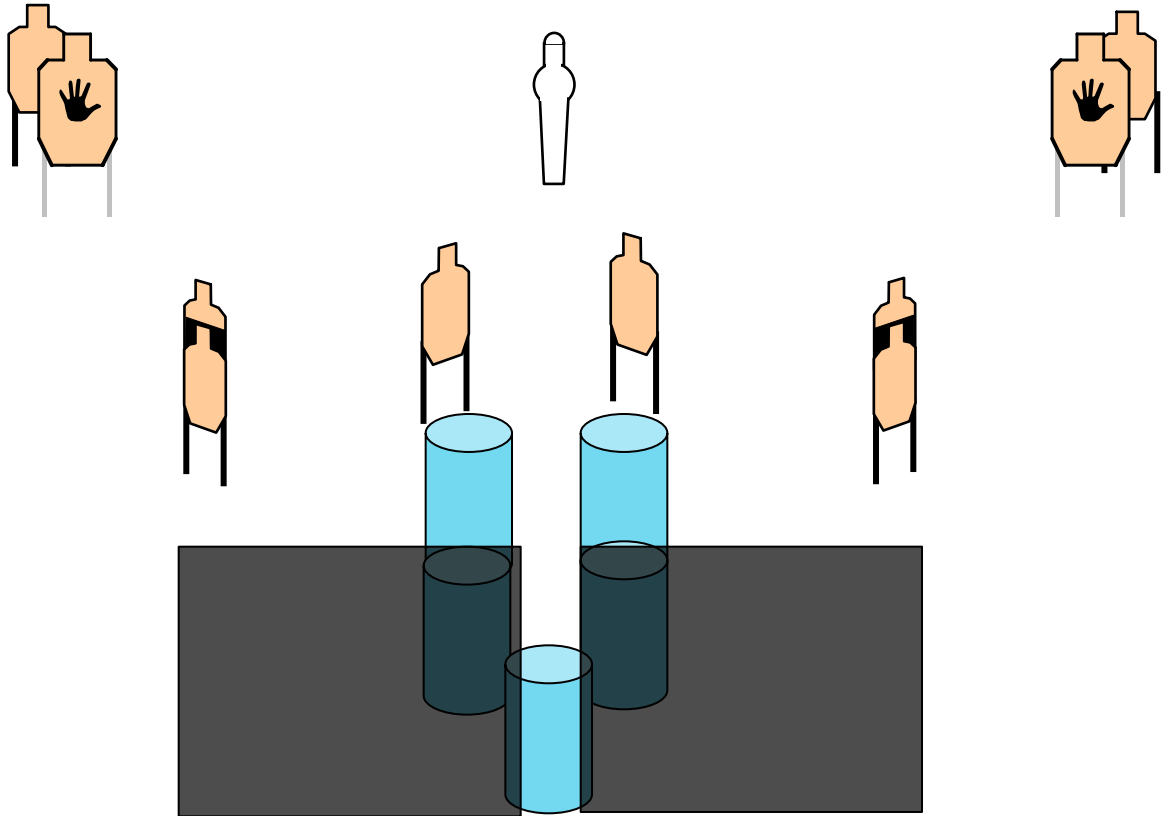


SCENARIO: Minding your business when things get ugly. Take them out from anywhere you can.

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

STRINGS: 1
SCORING: 17 rounds min, Unlimited
TARGETS: 8 threat, 1 steel, 2 NT
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required

STAGE PROCEDURE: At signal engage PP while moving to cover. Engage remaining threats from points of cover as they become visible.



P1



Music City Tactical Shooters
Stage 2 Bay 2
 Course Designer: Rick Kyle

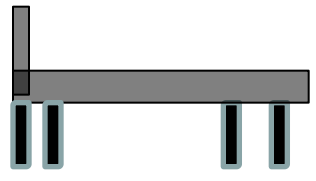
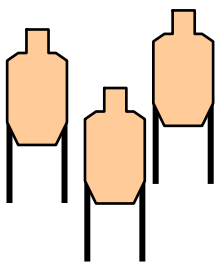
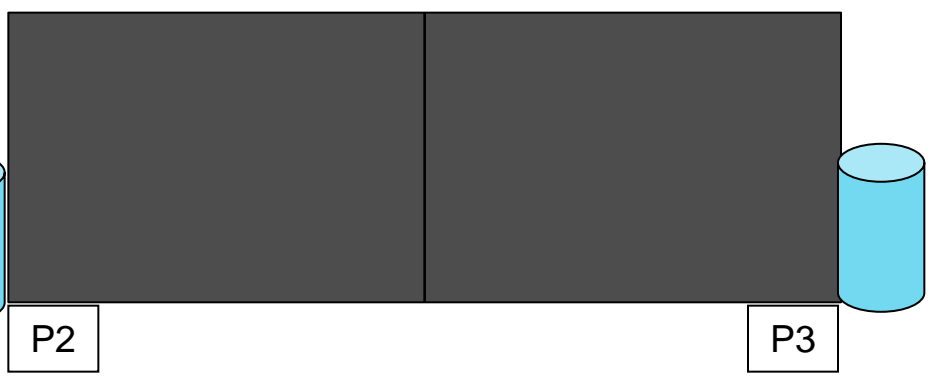
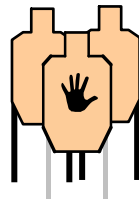
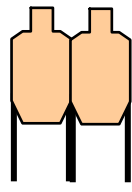
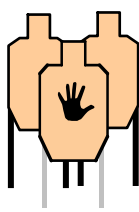


Scenario: You wake in the middle of the night with intruders in your home. Grab your gun, remember where your spare ammo is and save yourself and family.

START POSITION: Laying on bed with head at either end. Weapon loaded to division capacity and laying on bed down range of shooter. All spare ammo on barrels as needed.

STRINGS: 1
SCORING: 18 rounds min, Unlimited
TARGETS: 9 threat, 2 non threat
SCORED HITS: Best 2 shots per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Not Allowed

STAGE PROCEDURE: At signal engage visible threats while laying in bed. Move to barricade to engage remaining threats from either or both cover positions. *Ammo cannot be stored in magazine pouches.*





Music City Tactical Shooters

Stage 3 Bay 3

Course Designer: Rick Kyle

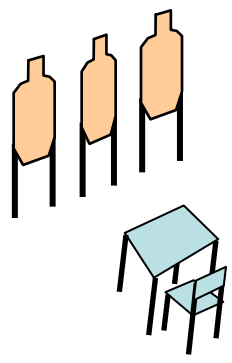
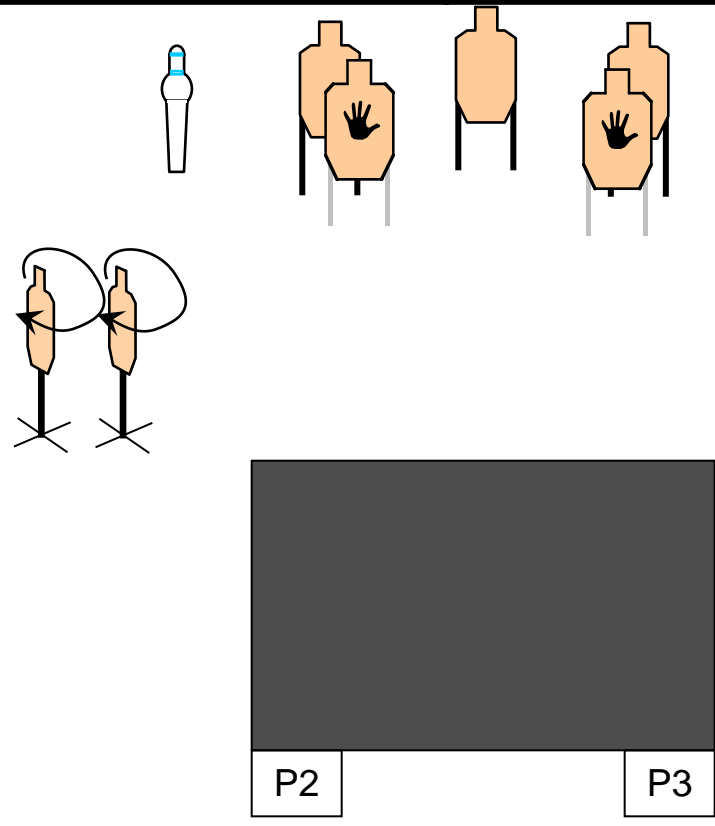


Scenario: You thought there might be trouble so you are ready.

START POSITION: Weapon loaded to division capacity, held in strong hand flat on table covered by reading magazine. Weak hand on knee.

STRINGS: 1
SCORING: 17 rounds min, Unlimited
TARGETS: 8 threat, 2 non threat, 1 Steel
SCORED HITS: Best 2 per target, Steel down
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Required

STAGE PROCEDURE: At signal engage visible targets with two shots each in tactical sequence. Move to P2 to engage steel and drop turners. Remaining threats can be engaged from P2 and/or P3.





Music City Tactical Shooters
Stage 4 Bay 4
Course Designer: Rick Kyle



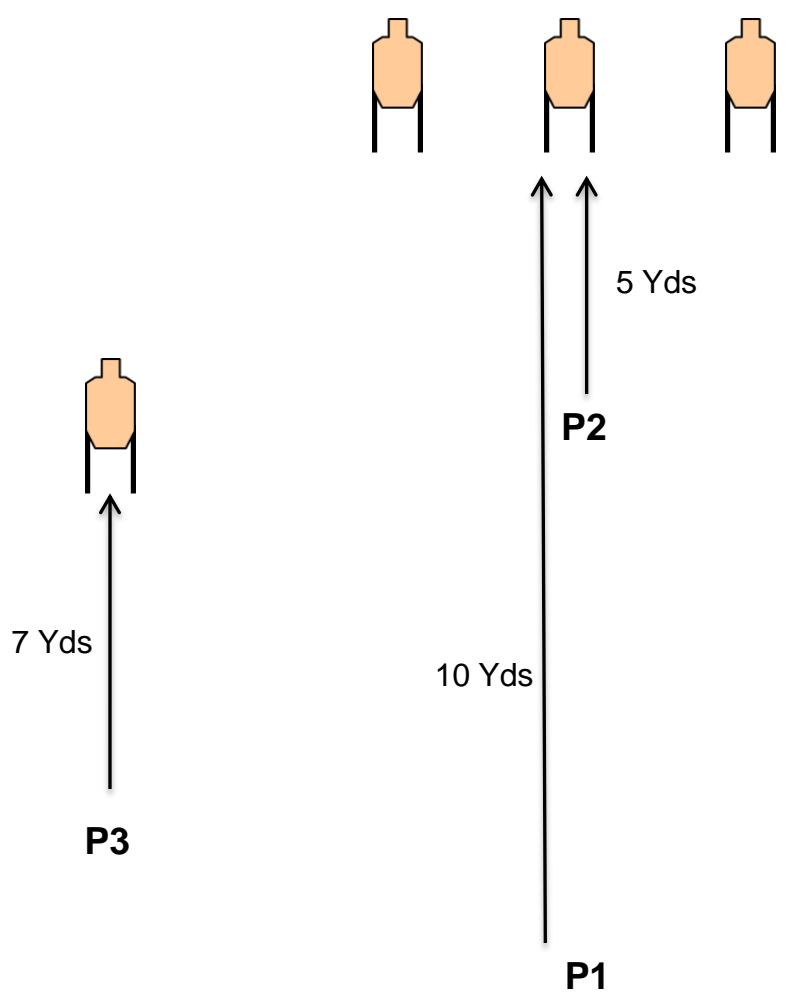
SCENARIO: None

START POSITION: Standing at designated start position, gun holstered, loaded to division capacity except string 3, hands at sides.

STRINGS: 3
SCORING: 18 rounds, Limited
TARGETS: 4 threat
SCORED HITS: Best 4 per paper P1 & P2 position, best 6 on P3 position.

STAGE PROCEDURE:
String 1- At signal engage targets with 2 rounds each while advancing. May not advance past P2.
String 2 - At signal engage targets with 2 rounds each while retreating.
String 3 - Start with 3 rounds in the gun, at signal engage target with 3 rounds, perform reload and engage with 3 more rounds.

START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Not Required





Music City Tactical Shooters

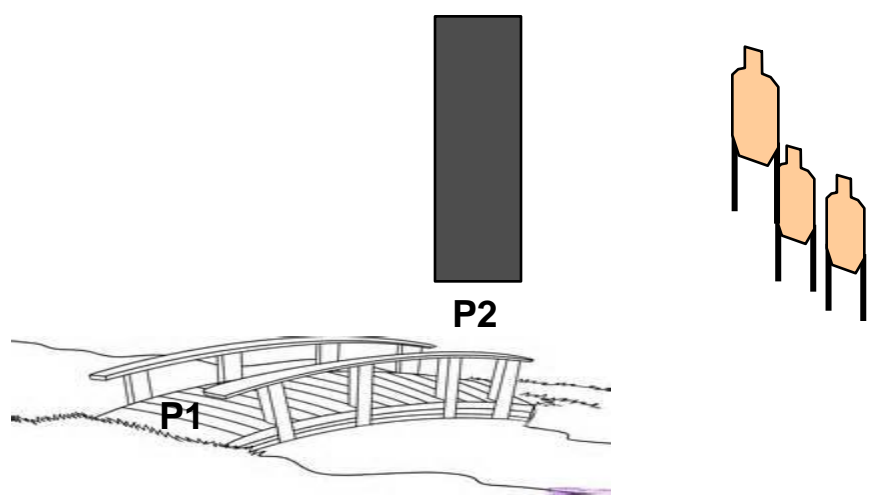
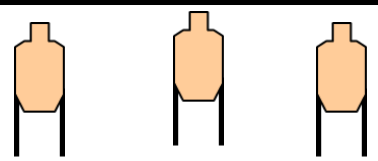
Stage 5 Bay 5

Course Designer: Rick Kyle



SCENARIO: You never know what you will run into this deep in the woods. Fight your way to cover to defend yourself.

START POSITION: P1, standing on bridge, gun holstered, loaded to division capacity, hands on rails.	STRINGS: 1
STAGE PROCEDURE: At signal engage 3 closest threats while on the move to P2. Engage remaining targets using barricade as cover. Exact stage setup to be determined.	SCORING: 18 rounds min, Unlimited
	TARGETS: 9 threat
	SCORED HITS: Best 2 per paper
	START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook	
CONCEALMENT: Required	





Music City Tactical Shooters

Stage 6 Bay 7

Course Designer: Rick Kyle



Scenario: None

START POSITION: String 1 & 2, Weapon loaded to division capacity and holstered. Start from low ready on string 3.

STRINGS: 3
SCORING: 24 rounds, Limited
TARGETS: 6 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 engage targets with two rounds each in tactical sequence freestyle.

String 2 – From P1 engage targets with 1 round each strong hand only (SHO).

String 3 – From P2 engage targets with 1 round each weak hand only (WHO).

