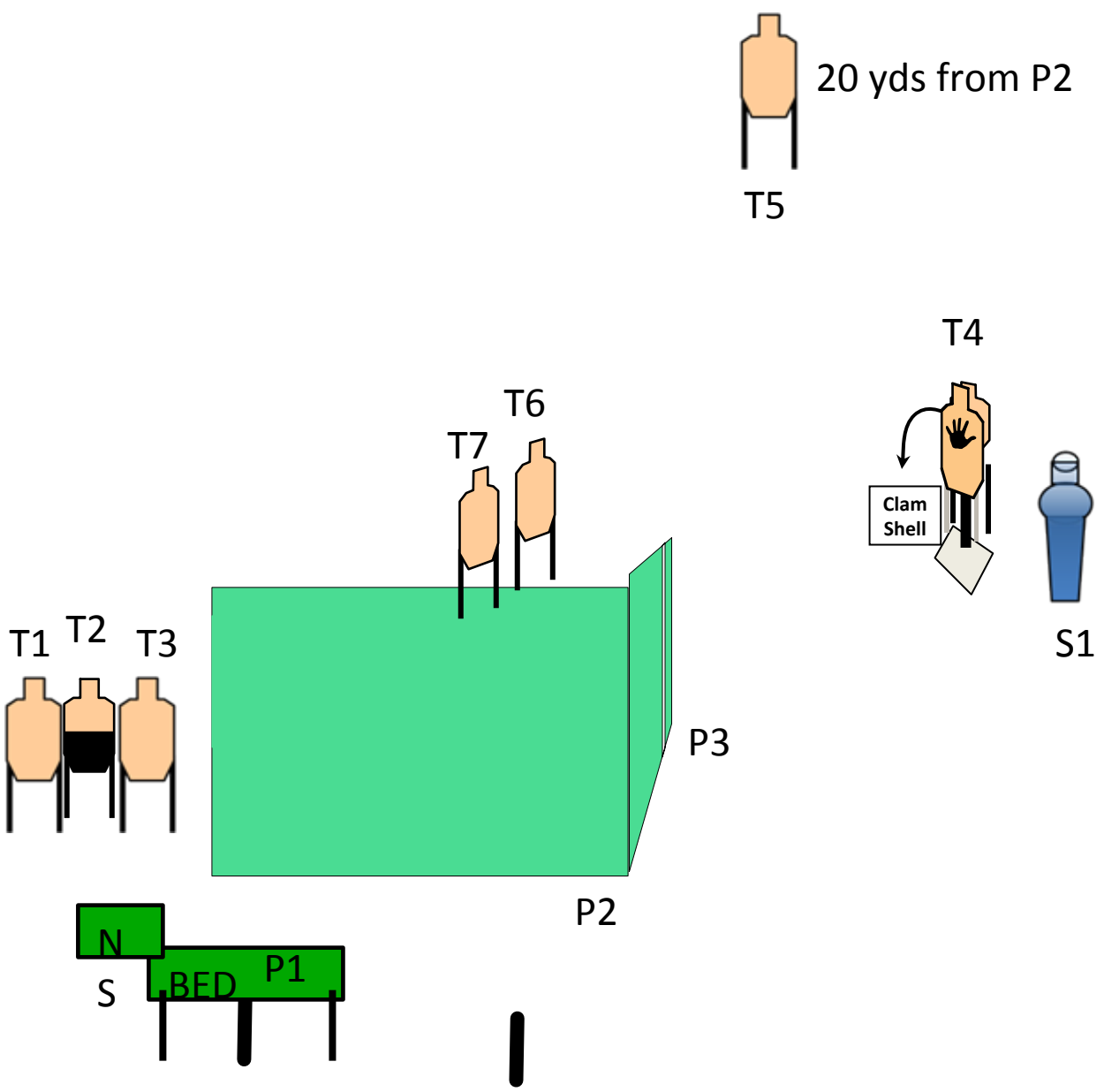


Music City Tactical Shooters
Home Invasion - Bay 1
 Course Designer: Chandler LaFrain

START POSITION; Lying on Bed at P1, Hands and head touching bed surface. Weapon loaded to division capacity and placed on Nightstand. All Magazines on Nightstand.

STRINGS: 1
SCORING: 15 rounds min, Vickers
TARGETS: 7 threat, 1 non threat, 1 steel,
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Not Required

STAGE PROCEDURE: At Signal retrieve weapon from NS and engage T1-T3 in Tac Sequence. Retrieve and stow all needed ammunition then transition to P2. Engage S1 to active CS and engage T4, T5. Transition to P3 and engage T6,7. Tactical Priority must be utilized at P2 & P3. Any IDPA legal reload.

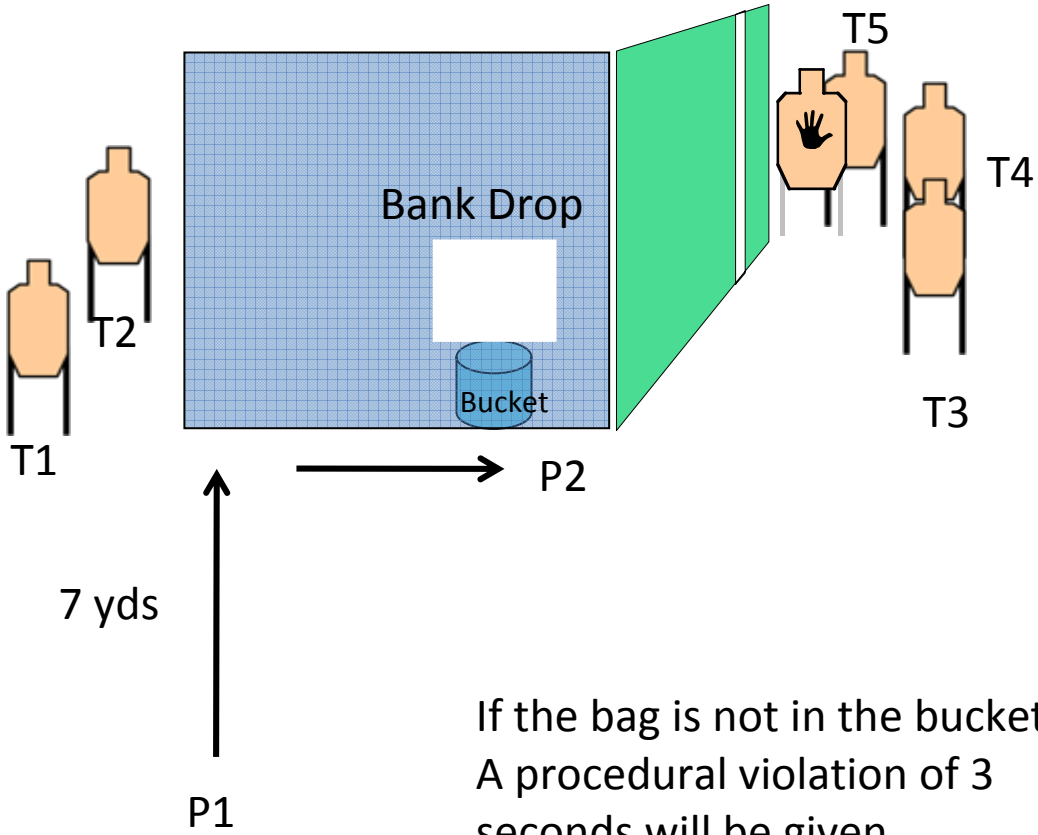


Music City Tactical Shooters
MCTS Bank– Bay 2
 Course Designer: Chandler LaFrain
 (Variation of Arkansas State Match Stage)

START POSITION: At P1, weapon loaded to division capacity and holstered. Bank Bag in Weak hand.

STRINGS: 1
SCORING: 15 rounds min, limited Vickers
TARGETS: 5 threat, 1 non threat, 0 Steel
SCORED HITS: Best 3 per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required

STAGE PROCEDURE: At buzzer – draw and engage T1 – T2 (3 rds. Ea.) on the move (Strong Hand Only) while getting out of the line of sight of T3. Transition down the wall to P2 and drop the bank bag thru the port into the bucket. Engage the remaining targets (T3-T5) (3rds. Ea.) in tactical priority from P2.



If the bag is not in the bucket,
 A procedural violation of 3
 seconds will be given.

Music City Tactical Shooters
How's your Tac loads? Standards Drill – BAY 3
Course Designer: Chandler LaFrain

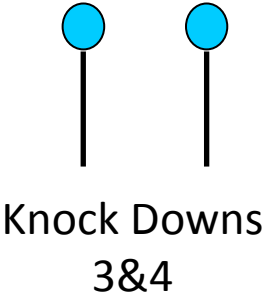
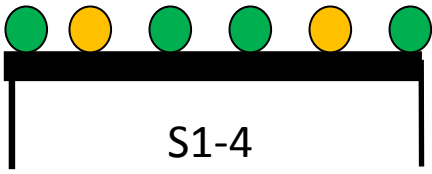
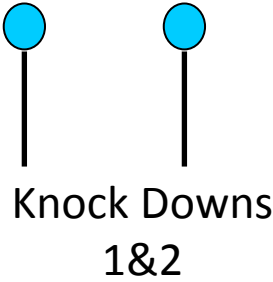
START POSITION: At P1, Weapon loaded to division capacity and holstered, Hands in surrender position & facing downrange

STAGE PROCEDURE: At Signal, Draw & Engage KD 1-2 until down, transition to P2 while performing a mandatory tactical reload, engage S1-4 until down (freestyle), transition to P3 while performing a mandatory tactical reload, Engage KD 3-4 until down.
NOTES: Failure to knock down required steel results in 5 PD + 1FTN per steel. Knocking down an orange steel is a Hit on Non-threat. Targets cannot be re-engaged after leaving designated position.

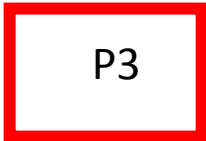
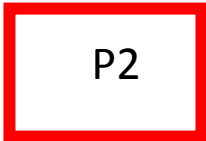
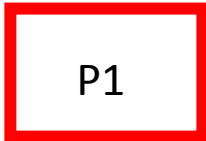
STRINGS: 1, Vickers
SCORING: 8 rounds min
TARGETS: 8 steel, 2 Non-Threat
SCORED HITS: All designated steel must fall
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Not required

TACTICAL RELOADS AND RELOADS WITH RETENTION ARE INTERCHANGEABLE.

Orange Steel is Non-Threat



10 YDS



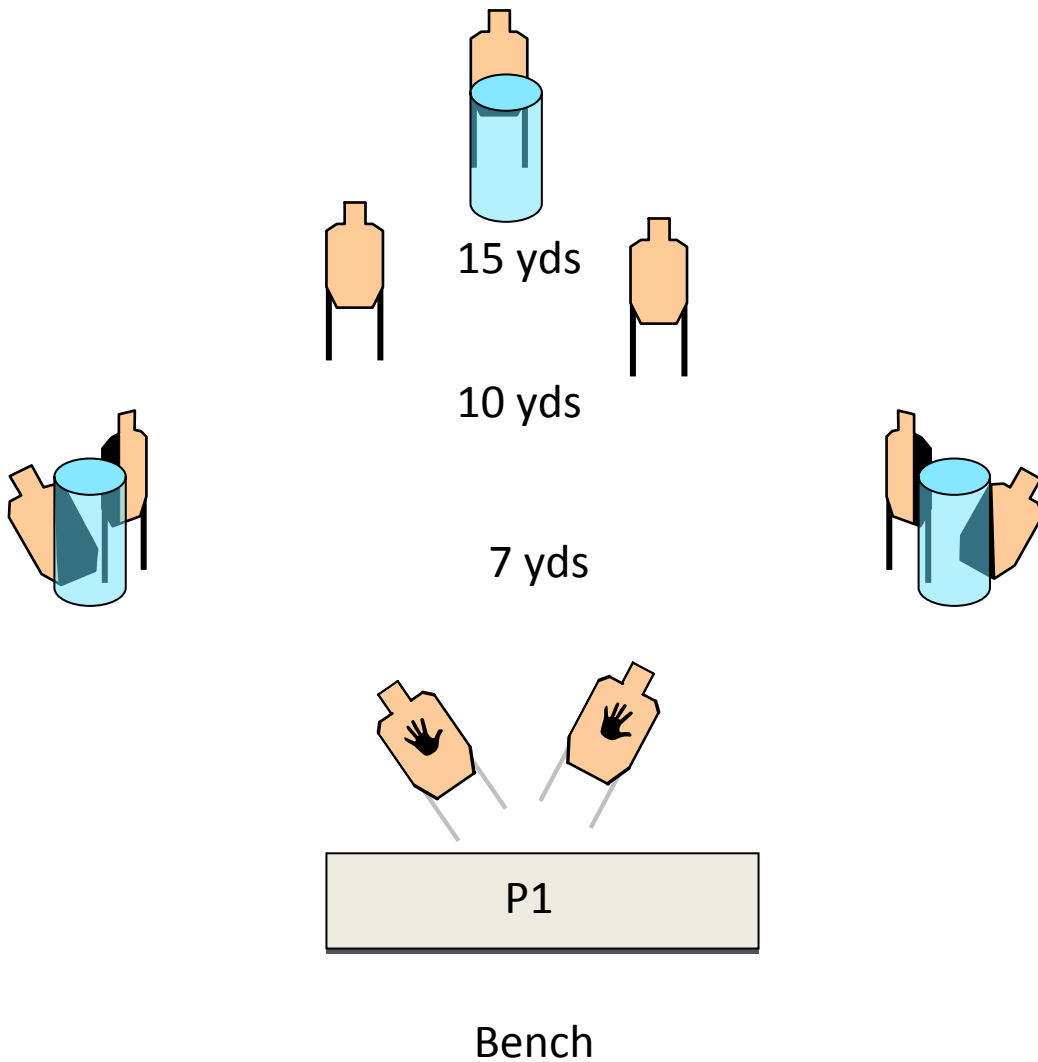
Music City Tactical Shooters
Gangland Playground- Bay 4
Course Designer: Chandler LaFrain

START POSITION: Seated on bench at P1, Hands on lap. Weapon in holster and loaded to division capacity.

STRINGS: 1
SCORING: 14 rounds min, Vickers
TARGETS: 7 threat, 0 non threat,
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required

STAGE PROCEDURE: At buzzer, engage all targets with 2 rounds each in tactical priority.

Note: Must remain seated at all times. A shot taken from a unseated position will result in a FTDR



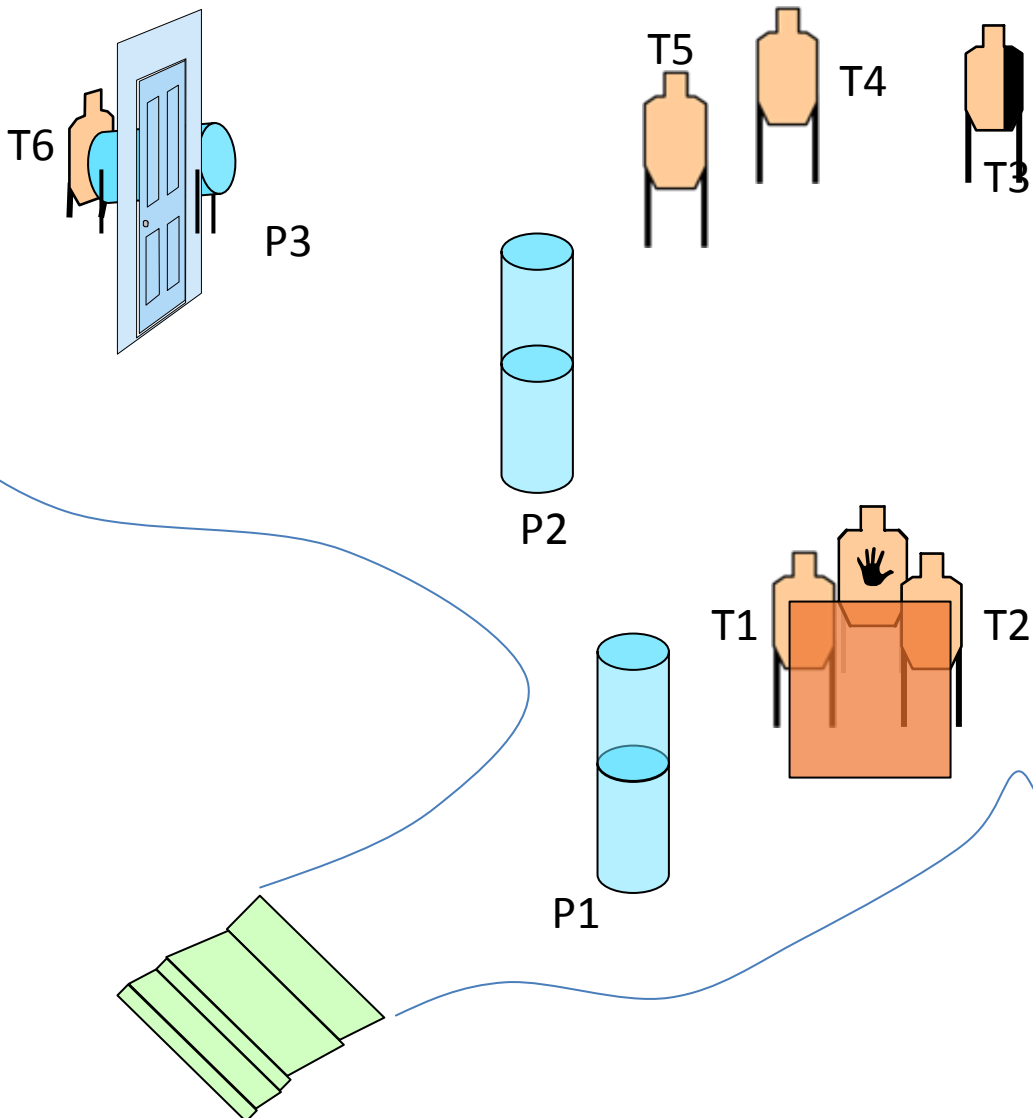
Music City Tactical Shooters
Use the Trees - Bay 5
Course Designer: Chandler LaFrain

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

STRINGS: 1
SCORING: 12 rounds min
TARGETS: 6 threat, 1 non threat
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required

STAGE PROCEDURE: At Signal, draw and engage T1-T2 in tactical sequence with 2 rds. ea. from cover. Transition to P2, Engage T3, T4, T5 with 2 rds. ea. in tactical priority. Transition to P3, engage T6 thru the barrel with 2 rds.

Note: Either side of the barrel may be used at P1, P2. Be Cautious of FINGER and MUZZLE during transitions. Reloads must be from cover.

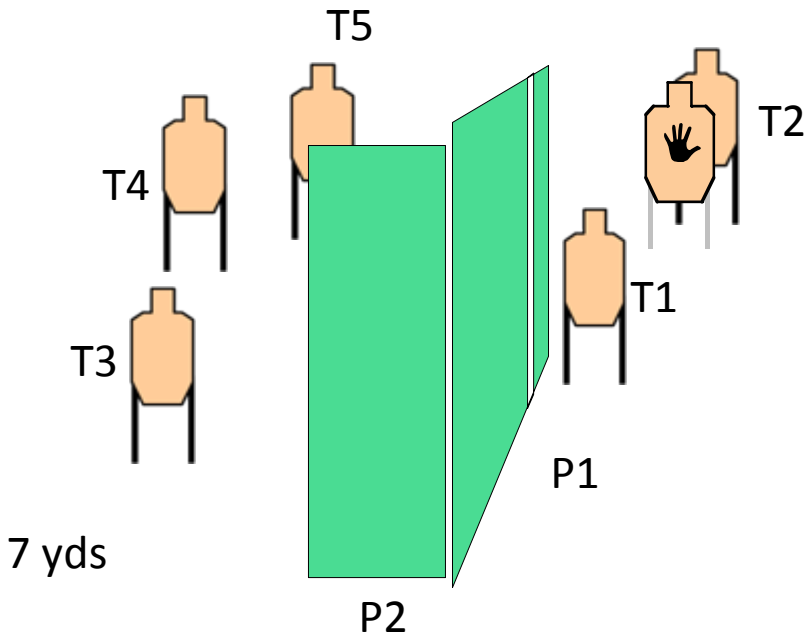


Music City Tactical Shooters
Gas Station Attack– Bay 6
Course Designer: Chandler LaFrain

START POSITION: At P1 facing wall, weapon loaded to division capacity and holstered.

STRINGS: 1
SCORING: 15 rounds min, Vickers
TARGETS: 5 threat, 1 non threat, 0 Steel
SCORED HITS: Best 3 per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required

STAGE PROCEDURE: At buzzer – draw, turn and engage T1 with 3 rds from retention. Engage T2 with 3 rds while retreating to P2. From P2 engage T3-T5 in tactical priority with 3 rounds each.



Music City Tactical Shooters
Don't forget the head!! Bay 7
Course Designer: Matt McArthur (CASA)

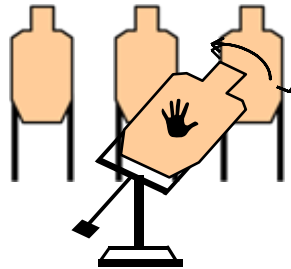
START POSITION: At P1 Hands at side, Rope for activator in strong hand

STRINGS: 1
SCORING: 9 rounds min, Vickers
TARGETS: 3 threat, 1 non threat
SCORED HITS: Best 2 body/1 head per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required

STAGE PROCEDURE: At Signal , pull rope to activate swinger ,draw and engage T1 – T3 with 2 rd each the **BODY** while retreating to P2, at P2 engage T1-T3 with 1 **HEAD** Shot each in Tactical Priority from Either side of the barricade.

MUST follow sequence of body and head as described in COF.

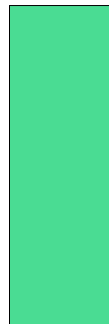
Low/Missed head shot will be scored as a miss



3 Yds

P1

10 Yds



P2