

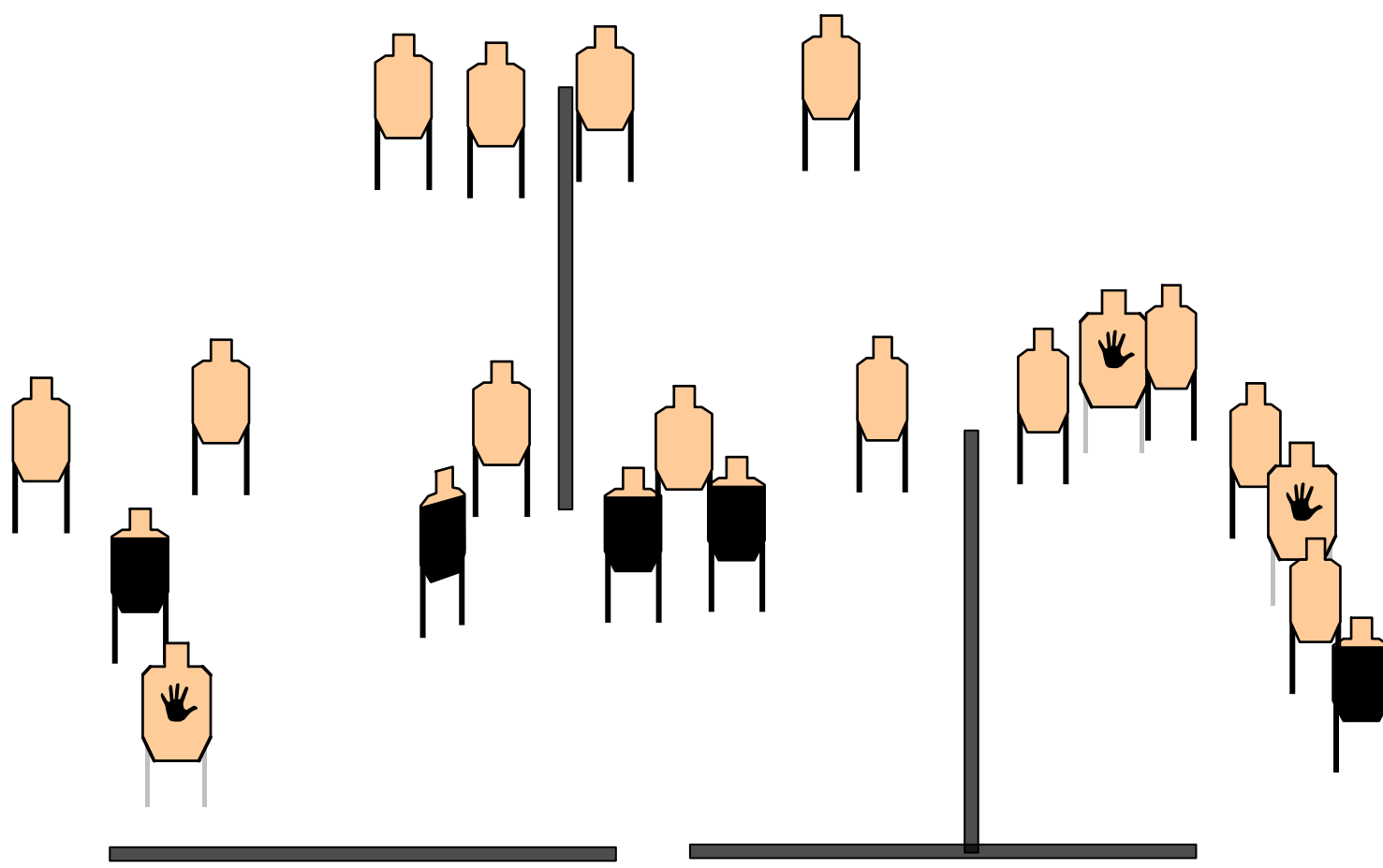


Music City Tactical Shooters
Stage 1 Bay 1
Course Designer: Justin Cooper



Scenario: While at the ATM getting money for your prepping needs. A disgruntled mob is attacking the police. Help defend them!

START POSITION: Standing at P1, hands on wall	STRINGS: 1
STAGE PROCEDURE: At signal, engage all targets with one rounds each using the IDPA rulebook guidelines.	SCORING: 18 rounds min, Vickers
	TARGETS: 18 threat, 3 non threat
	SCORED HITS: 1 round per target
	START-STOP: Audible - Last shot
	RULES: Current IDPA Rules
CONCEALMENT: Required	



P1



Music City Tactical Shooters
Stage 2 Bay 2
Course Designer: Justin Cooper

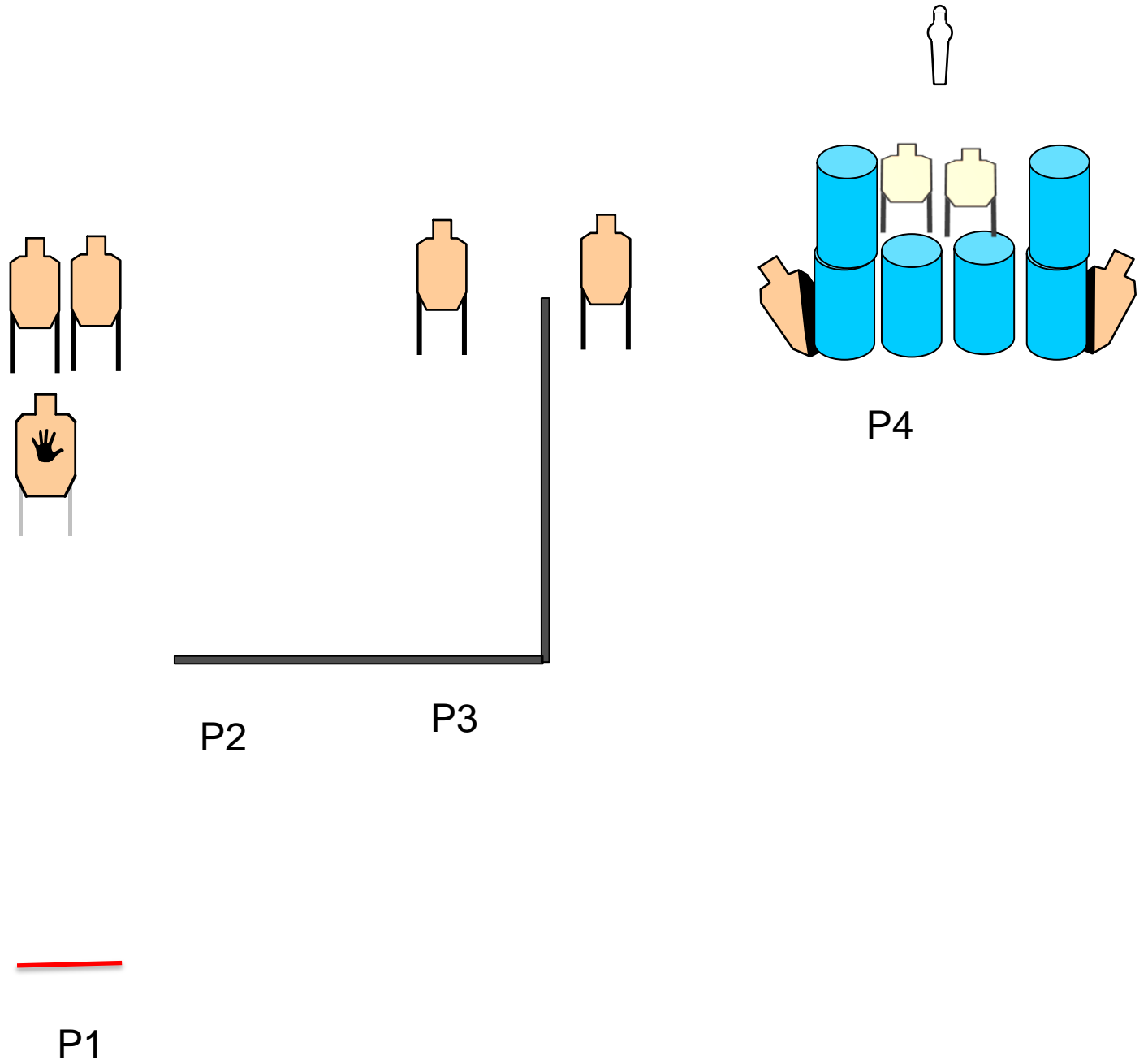


Scenario: While walking in the park, you hear someone being robbed. Help save the innocent.

START POSITION: Standing at P1.

STAGE PROCEDURE: At signal, engage T1 – 2 while advancing to P2. Engage all remaining targets using the IDPA rulebook guidelines.

STRINGS: 1
SCORING: 17 rounds min, Vickers
TARGETS: 8 threat, 1 non threat, 1 Steel
SCORED HITS: 2 shots per target, steel must fall
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Required





Music City Tactical Shooters
Stage 3 Bay 3
Course Designer: Justin Cooper

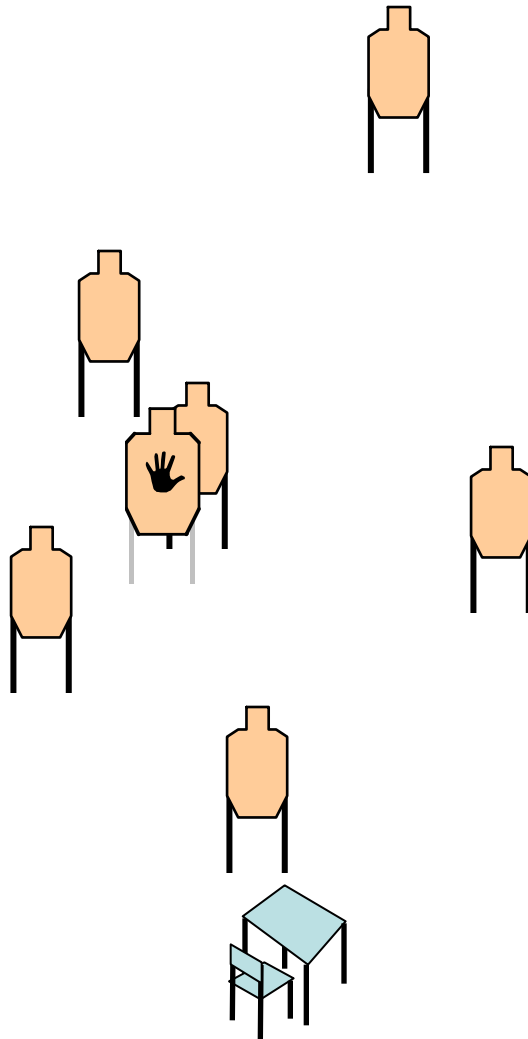


Scenario: You are helping collect money for a charity at the local Publix when you get the feeling that some unsavory characters want to do you harm and take your money and your life.

START POSITION: Weapon in box loaded . Magazines/Speed loaders on table. Hands on table.

STAGE PROCEDURE: At signal, engage all targets using the IDPA rulebook guidelines.

STRINGS: 1
SCORING: 18 rounds min, Vickers
TARGETS: 6 threat, 1 non threat
SCORED HITS: 3 shots per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Not Required





Music City Tactical Shooters
Stage 4 Bay 4
Course Designer: Justin Cooper

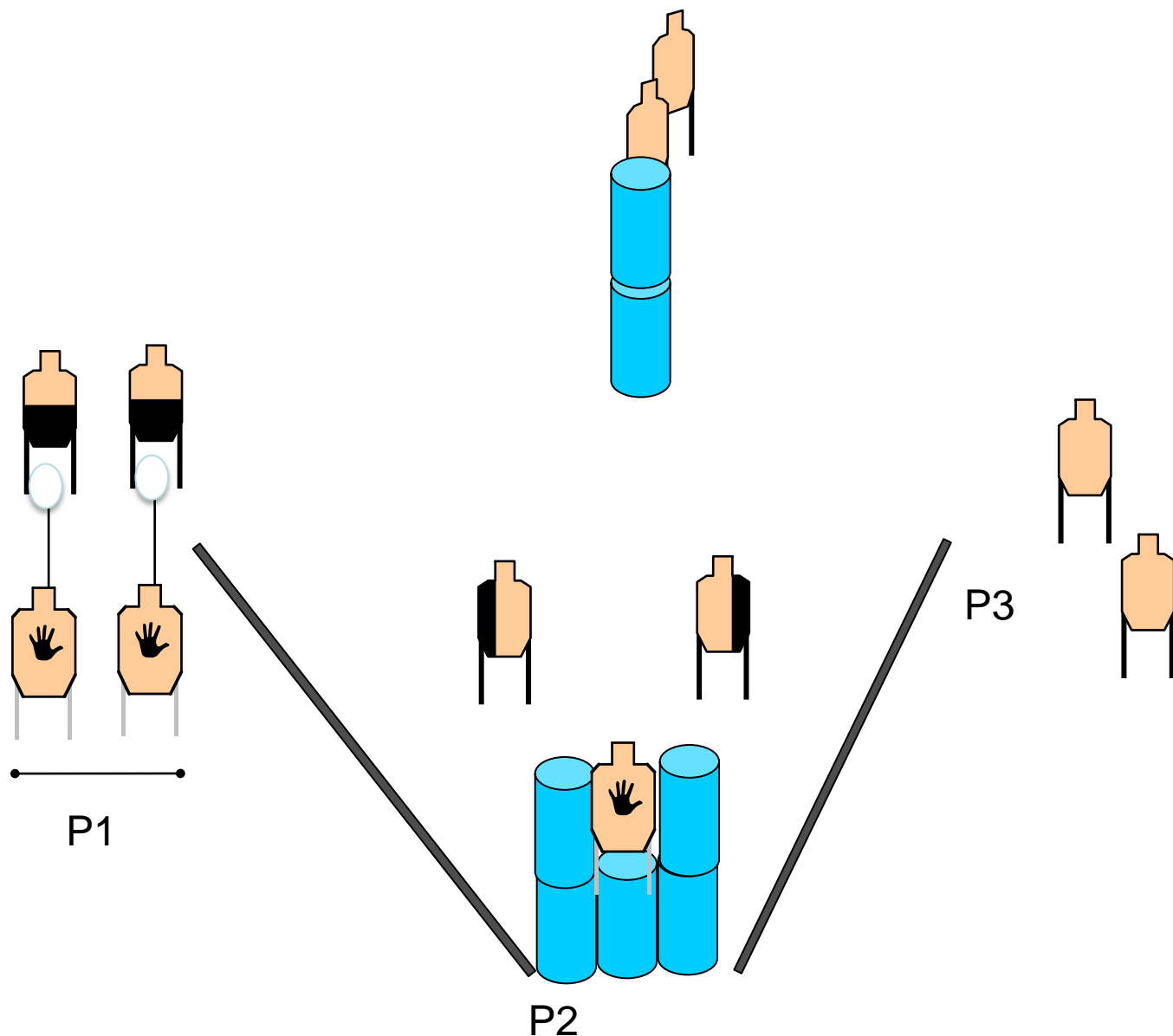


Scenario: Stop the car jacking in progress and neutralize his friends from eminent danger.

START POSITION: Standing at P1.

STAGE PROCEDURE: At the signal, engage T1 – 2 and HP 1 – 2 while retreating to P2. Engage all remaining targets using the IDPA rulebook guidelines.

STRINGS: 1
SCORING: 18 rounds min, Vickers
TARGETS: 8 threat, 3 non threat, 2 Steel
SCORED HITS: 2 shots per target, steel must fall
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Required





Music City Tactical Shooters
Stage 5 Bay 7
Course Designer: Justin Cooper



Scenario: Standards

START POSITION: Standing at P1 per string rules.

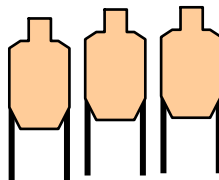
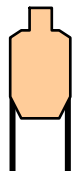
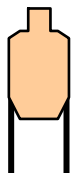
STAGE PROCEDURE:

String one: Gun loaded to two rounds only. At signal shoot target with two rounds and perform a slide rock reload and reengage with two rounds.

String two: At signal engage with three rounds strong hand only and then three rounds weak hand only.

String three: Two shots to each of the lower scoring zone strong hand only, tactical reload and one shot to the upper scoring zone weak hand only from other side of barrels.

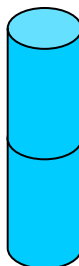
STRINGS: 3
SCORING: 19 rounds min, Limited Vickers
TARGETS: 6 threat
SCORED HITS: 2 lower zone, 1 upper zone
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Not Required



P1



P1



P1