



Music City Tactical Shooters  
 Stage 1 Bay 1  
 Course Designer: Terry Cheney

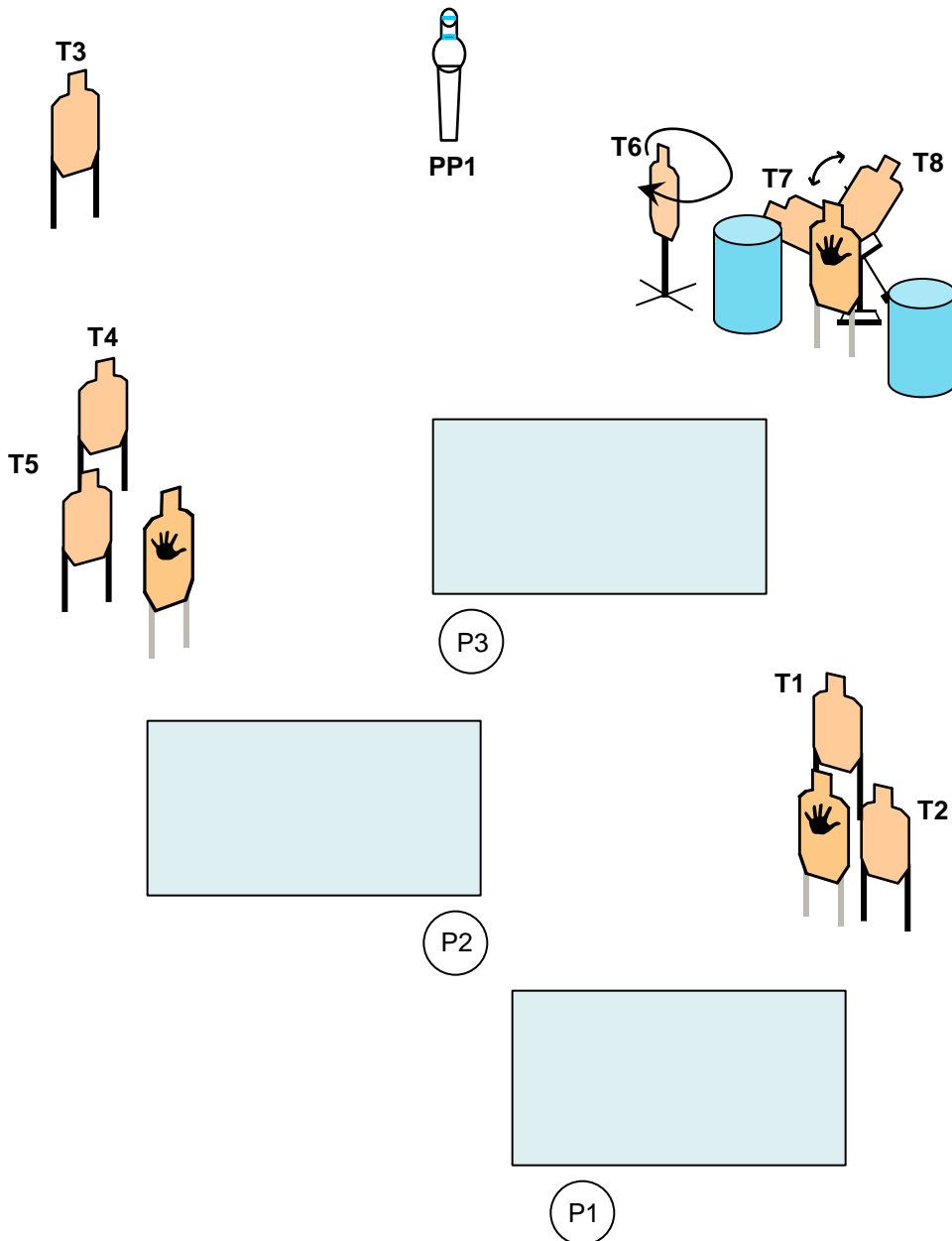


**SCENARIO:** You're at the park and there are these walls with bad guys around every corner. They seem to get nastier the further you go.

**START POSITION:** Starting at P1, hands on the wall.

**STRINGS:** 1  
**SCORING:** 17 rounds min, Vickers  
**TARGETS:** 8 threat, 3 non threat, 1 steel  
**SCORED HITS:** 2 per target, steel must fall  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rules  
**CONCEALMENT:** Required

**STAGE PROCEDURE:** At the signal, draw and engage T1-2; move to P2, engage T3-5, move to P3, engage PP1 to activate drop turn and swinger, engage T6-8. All targets engaged in tactical priority.





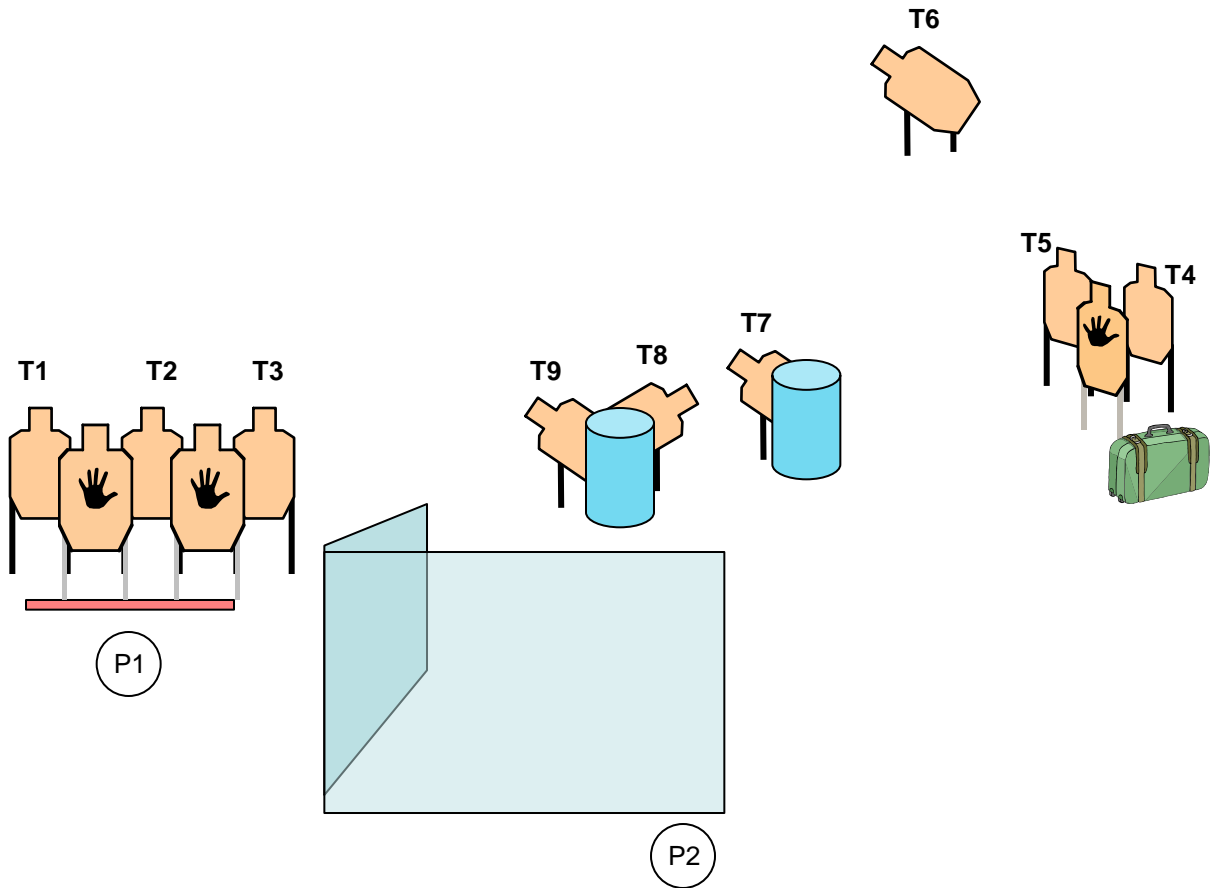
**Music City Tactical Shooters**  
**Stage 2 Bay 2**  
Course Designer: Terry Cheney



**SCENARIO:** You're walking in the woods and three bad guys appear with a hostages. They tell you to put your hands up, boy are they in for a surprise. After you dispatch these guys you hear something on the other side of the hermits shack. As you look around the corner of the shack you see two bad guys with a hostage and a briefcase. You dispatch them but before you start to head over to look at the briefcase (maybe full of money) you look around the corner for more bad guys. Of course there are more.

<b>START POSITION:</b> Starting at P1, hands in surrender position.	<b>STRINGS:</b> 1
	<b>SCORING:</b> 18 rounds min, Vickers
	<b>TARGETS:</b> 9 threat, 3 non threat
	<b>SCORED HITS:</b> 2 best per target
	<b>START-STOP:</b> Audible - Last shot
	<b>RULES:</b> Current IDPA Rules
	<b>CONCEALMENT:</b> Required

**STAGE PROCEDURE:** At the signal draw and retreat engaging T1-3 on the move in tactical sequence. Move to P2, engage T4-9 in tactical priority.





**Music City Tactical Shooters**  
**Stage 3 Bay 3**  
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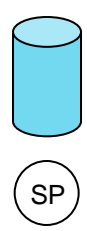
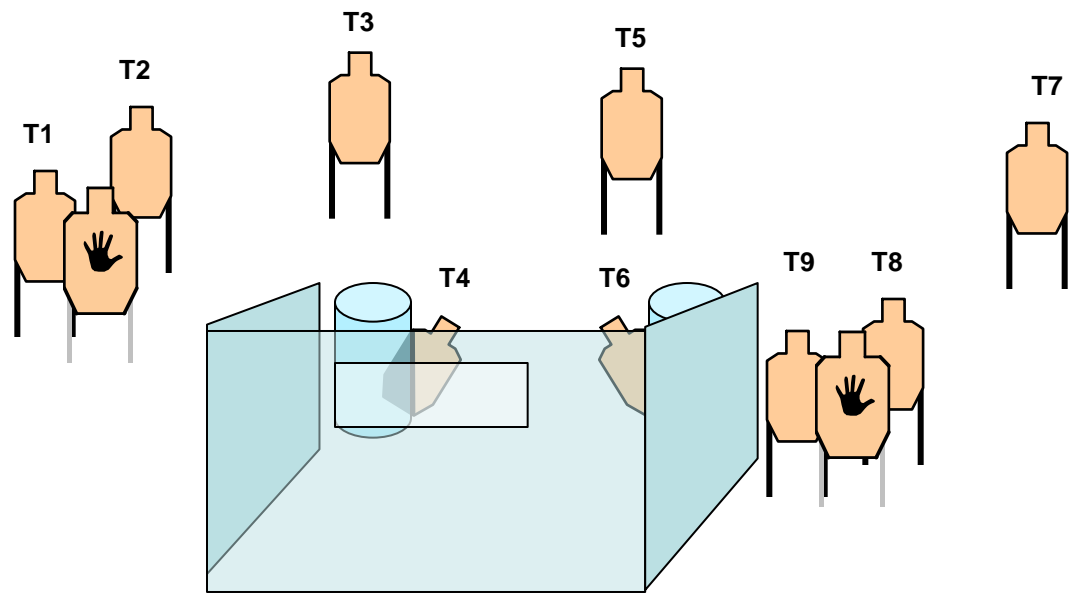


**SCENARIO:** You have returned to your cabin and removed your gun and ammunition. You hear strange sounds and decide to investigate so you retrieve your gun and ammunition. There are bad guys on both sides and out back. They are not your friends.

**START POSITION:** Starting at SP, loaded gun and mags or speed loaders on the barrel.

**STRINGS:** 1  
**SCORING:** 18 rounds min, Vickers  
**TARGETS:** 9 threat, 2 non threat  
**SCORED HITS:** 2 best per target  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rules  
**CONCEALMENT:** Optional

**STAGE PROCEDURE:** At the signal retrieve your gun and stow your ammo. Engage all targets per IDPA rules.



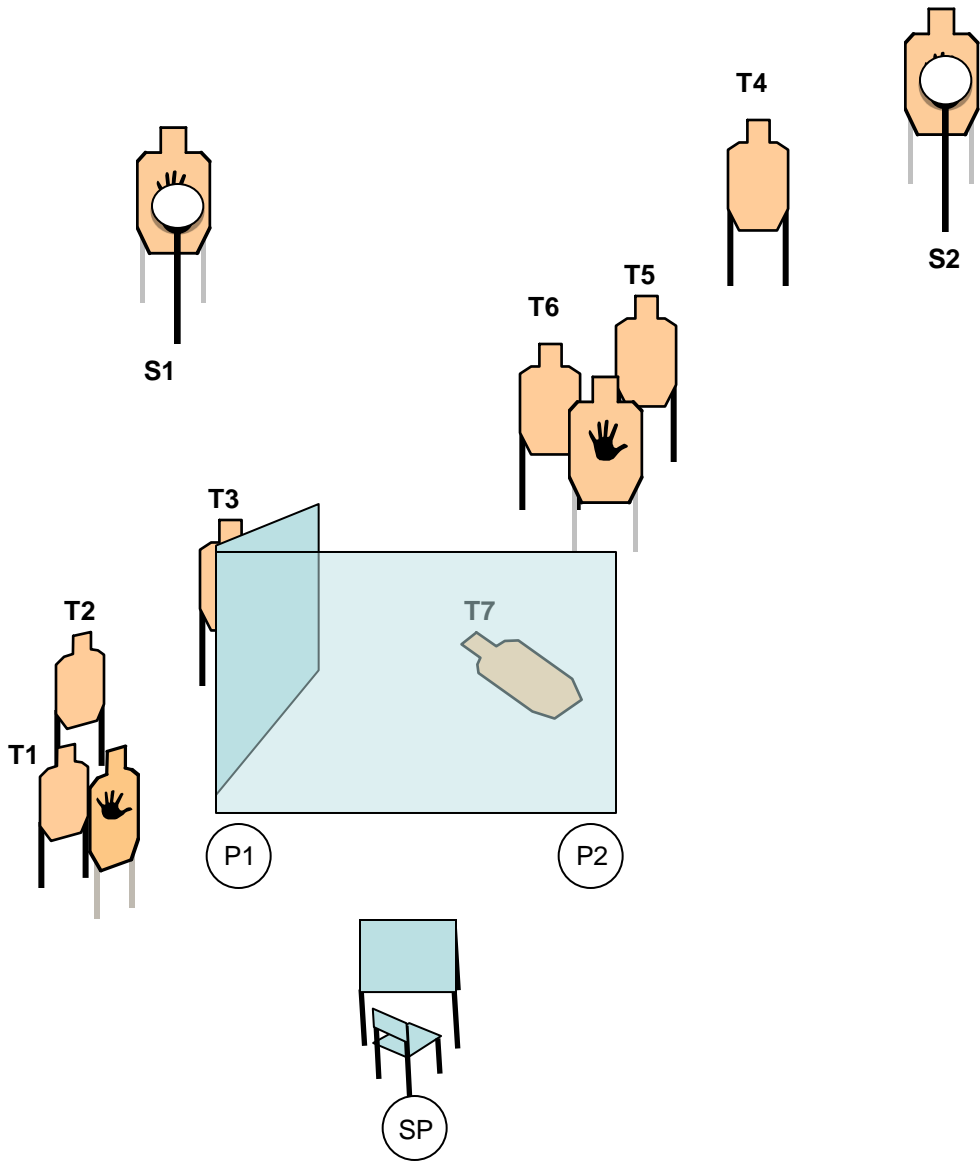


**Music City Tactical Shooters**  
**Stage 4 Bay 4**  
**Course Designer: Terry Cheney**



**SCENARIO:** You're in the picnic pavilion at the picnic table and like ants the bad guys want some of your food but you decide what they need is some lead so go to work and feed them.

<p><b>START POSITION:</b> Starting at SP in the chair at the table hands on your knees and gun in your lunch box (IDPA box).</p>	<p><b>STRINGS:</b> 1  <b>SCORING:</b> 16 rounds min, Vickers  <b>TARGETS:</b> 7 threat, 3 non threat, 2 steel  <b>SCORED HITS:</b> 2 best per target, steel must fall</p>
<p><b>STAGE PROCEDURE:</b> At the signal while seated, retrieve your gun from the box and engage T1 &amp; T2, then go to P1 and P2 (your choice which is first) to engage remaining targets.</p>	<p><b>START-STOP:</b> Audible - Last shot  <b>RULES:</b> Current IDPA Rules  <b>CONCEALMENT:</b> Required</p>





Music City Tactical Shooters  
Stage 5 Bay 7  
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**SCENARIO:** Line 'em up and shoot 'em down. Do it twice because it's so much fun.

**START POSITION:** String 1: at P1. Sting 2 at P2.

**STRINGS:** 2  
**SCORING:** 20 rounds, Limited Vickers  
**TARGETS:** 10 threat, 1 non threat  
**SCORED HITS:** 2 shots per target  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rules  
**CONCEALMENT:** Required

**STAGE PROCEDURE:** From P1, at the signal draw and engage T1 – T5 with 1 round each. Perform a mandatory reload with retention (tactical reload) and engage T6 – T10 with 1 round each.

String 2: At P2, same as string 1 strong hand only (reload with both hands)

