



**BLADE-TECH™**  
**CARRY CONFIDENT**

## Stage Names and Round Counts

East Stage Name	Scoring	Round Count
1. Too Many Corners	Vickers	17
2. Distance Transitions	Limited Vickers	18
3. Mechanix Revenge	Vickers	18
4. Bed Time Excitement	Vickers	17
5. Get out of the Way!	Vickers	18
6. Deer Hunter	Vickers	14
West Stage Name	Scoring	Round Count
7. Are You Kidding Me?	Vickers	18
8. Now this is Funny!	Vickers	18
9. I Need a Break	Vickers	16
10. Traffic Jam Car Jak!	Vickers	18
11. Grocery Store Mayhem	Vickers	16



## Music City Cup IV Presented by Blade Tech – Match Briefing

**Please take a few moments to read and understand all of the contents of this match rules. Our number one goal for every competitor is safety. We do not want to disqualify anyone due to safety violations but we do have a zero tolerance for negligent actions on the range that endanger the safety of yourself and others. We will provide every competitor a challenging Course of Fire during your visit and wish you the best of luck!**

**COLD RANGE** – Music City Tactical Shooters (MCTS) maintains a cold range. Firearms SHALL NOT be handled anywhere on the range except in designated safety areas or under the direct supervision of a staff Safety Officer. Safe areas at MCTS are identified by large signs and are at several locations throughout our bays. Handling of firearms in the parking areas is deemed unsafe gun handling and will result in a DQ.

Upon arrival to the match, if you are actively carrying the pistol you wish to compete with, please immediately seek out a Safety Officer (red polo shirt) and inform them that you are carrying a “loaded” firearm. They will assist you in unloading your firearm. Do NOT unload or handle ammunition at a safe area. Your firearm should remain unloaded on the range for competitor safety.

**SAFETY AREAS** - Safety areas are located around the range to un-bag and holster or un-holster and bag your firearms. You may also dry fire practice and do gun repair in the safe areas. No ammunition may be handled in any safe area at MCTS.

**RULES** - The match rules are found in the IDPA Rules Handbook, current Edition and addendum's.

THIS IS AN IDPA SANCTIONED MATCH AND WILL BE CONDUCTED IN STRICT COMPLIANCE WITH THE CURRENT IDPA RULEBOOK, INCLUDING HOLSTER, COVER GARMENT AND EQUIPMENT RULES. IT IS THE RESPONSIBILITY OF THE SHOOTER TO BE KNOWLEDGEABLE OF THE RULES AND IN COMPLIANCE.

Our Safety Officers will attempt to give warnings for cover and movement violations whenever possible, but not receiving a warning does not excuse the violation. The responsibility for following the rules belongs to the contestant.

Please understand that for multiple use of cover or movement violations within a single string, the competitor may receive a Failure to Do Right (FTDR), not just a single Procedural (PE). This will certainly apply whenever a competitive advantage of more than 3 seconds could be realized by the multiple violations.

**Stage Briefing** - No sight pictures, gun or finger. No choreographing the stage. All contestants will receive the exact same briefing by the SO on every single stage. Please do not take any action that appears to be an individual rehearsal of the stage. Violators will be warned and then earn a procedural. If it continues, you will earn an FTDR.



# Music City Cup IV – Presented by Blade Tech

(East) Bay 1 Stage 1

Stage: Too Many Corners

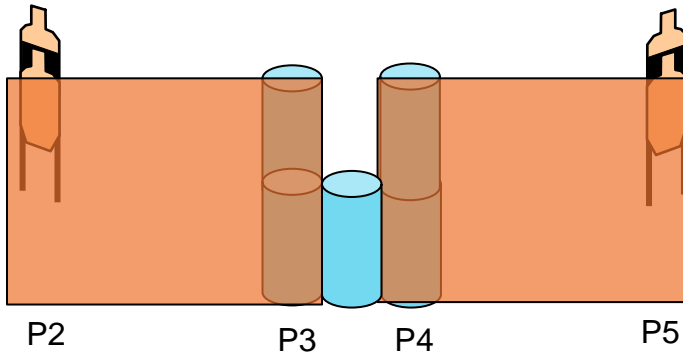
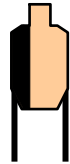


SCENARIO: Minding your business when things get ugly. Take them out from anywhere you can, while protecting yourself and the hostages.

START POSITION: Standing at P1, pistol loaded to division capacity and holstered. Hands in the relaxed position by side.

STAGE PROCEDURE: At signal, engage PP while moving to cover. Engage remaining threats from points of cover shown as they become visible. Any legal IDPA reload is available.

STRINGS: 1  
SCORING: 17 rounds min, Vickers  
TARGETS: 8 Threat, 1 Steel, 2 Non-threat  
SCORED HITS: Best 2 per cardboard, Steel down  
START-STOP: Audible - Last shot  
RULES: Current IDPA Rulebook  
CONCEALMENT: Required



P1



# Music City Cup IV – Presented by Blade Tech

(East) Bay 1 Stage 2

Stage: Distance Transition

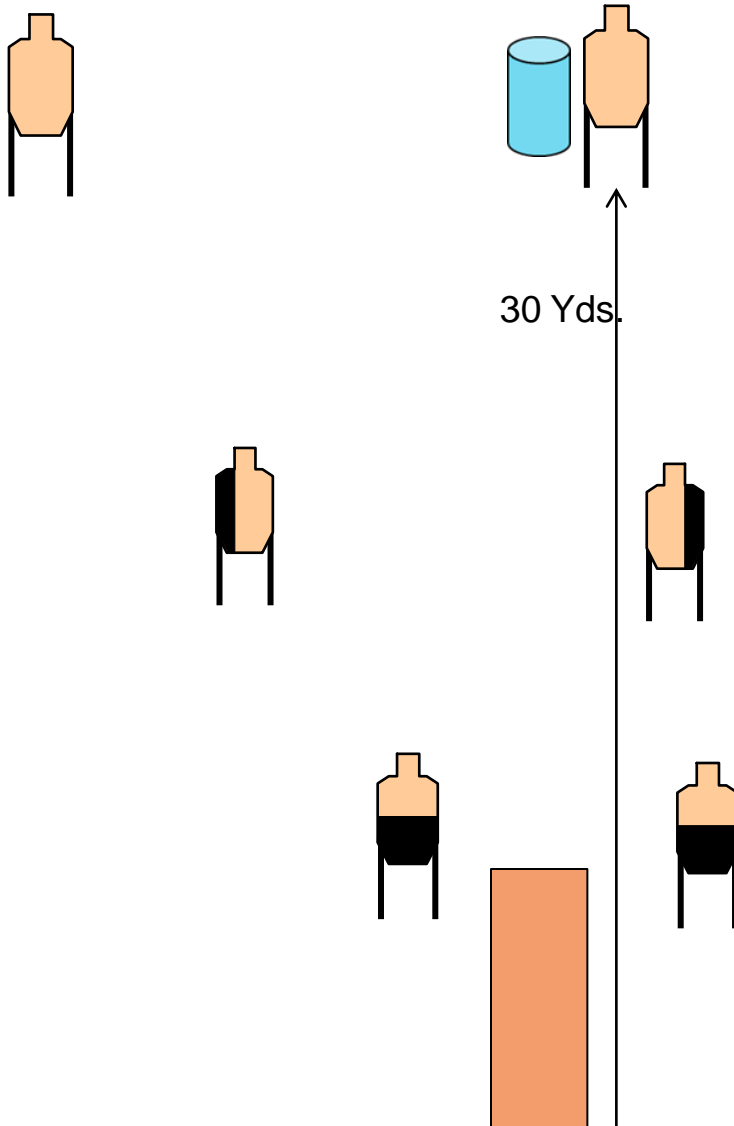


SCENARIO: None

START POSITION: Standing at P1, pistol loaded to division capacity and holstered. Hands in the relaxed position by side.

STAGE PROCEDURE: At signal, engage right side targets from right side of barricade then left side targets from left side of barricade with three rounds each. May start on either side. Any legal IDPA reload is available.

STRINGS: 1  
SCORING: 18 rounds min, Limited Vickers  
TARGETS: 6 Threat, 0 Steel, 0 Non-threat  
SCORED HITS: Best 3 per cardboard,  
START-STOP: Audible - Last shot  
RULES: Current IDPA Rulebook  
CONCEALMENT: Required





# Music City Cup IV – Presented by Blade Tech

(East) Bay 2 Stage 3

Stage: **Mechanix Revenge**

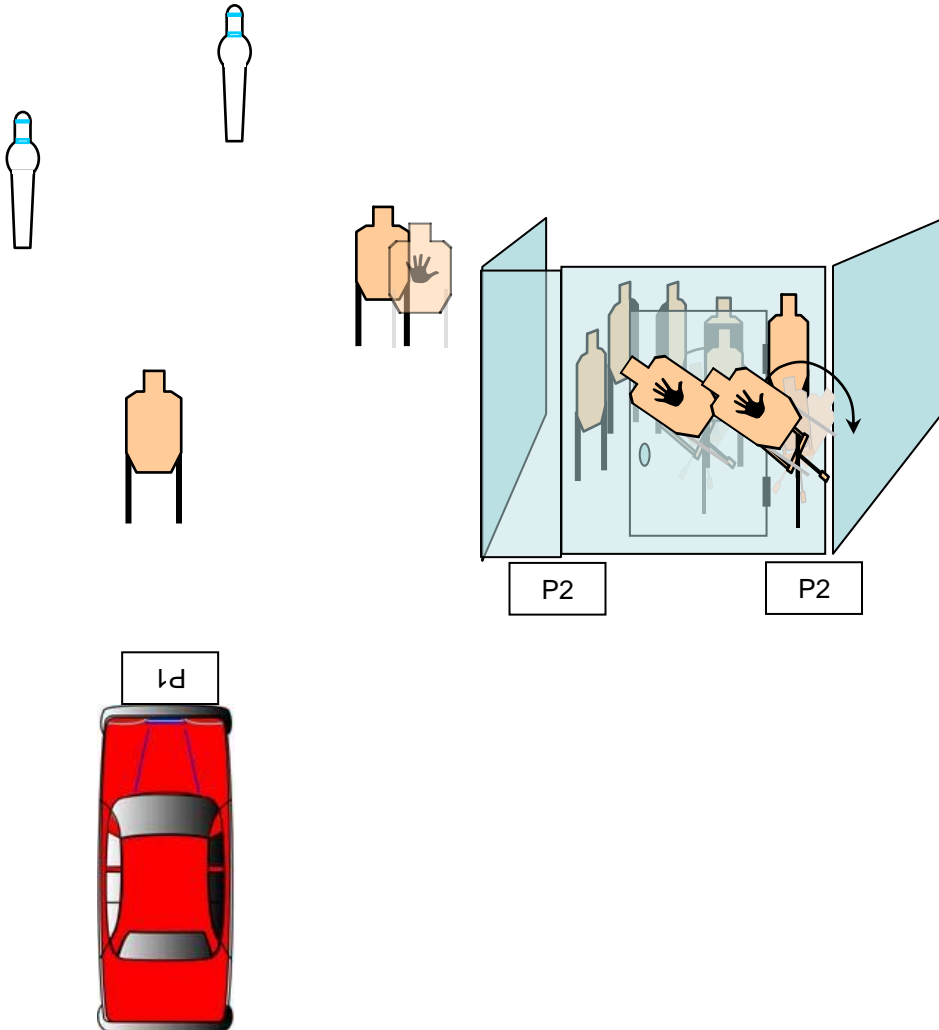


**SCENARIO:** While changing the oil on your truck at the shop, a mob of looters in MO decide they want to do you and your fellow employees harm. Protect yourself and them.

**START POSITION:** Standing at P1, leaning over under the hood with wrenches in each hand. Weapon loaded and holstered.

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

**STAGE PROCEDURE:** At the signal, engage the threat targets outside the shop while moving toward cover. At P2, engage all remaining threat targets while utilizing cover. Any IDPA legal reload is available.





# Music City Cup IV – Presented by Blade Tech

(East) Bay 3 Stage 4

Stage: Bed Time Excitement

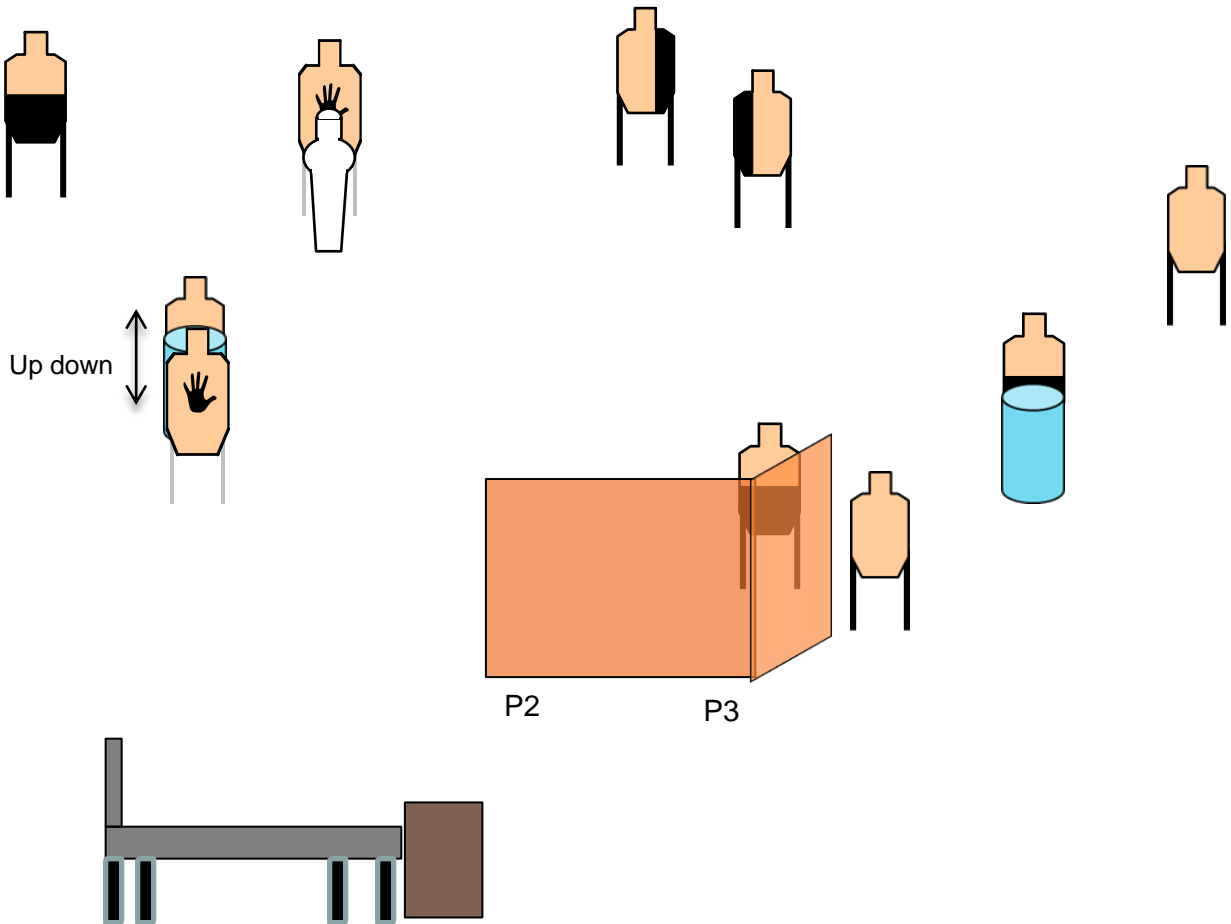


SCENARIO: Not quite the excitement I was expecting in bed. Glad I didn't get caught in a compromising position.

START POSITION: Laying flat on back on the bed, hands at sides. Loaded pistol on nightstand and all spare ammo in nightstand.

STRINGS: 1  
SCORING: 17 rounds min, Vickers  
TARGETS: 8 Threat, 1 Steel, 2 Non-threat  
SCORED HITS: Best 2 per cardboard  
START-STOP: Audible - Last shot  
RULES: Current IDPA Rulebook  
CONCEALMENT: Required

STAGE PROCEDURE: At the signal engage visible targets from cover behind nightstand. Stow ammo carriers before engaging targets from next position. Move to P2 and P3 to engage remaining threats.  
*Magazine pouches may not be used to stow magazines.*





# Music City Cup IV – Presented by Blade Tech

(East) Bay 4 Stage 5

Stage: Get Out of the Way!

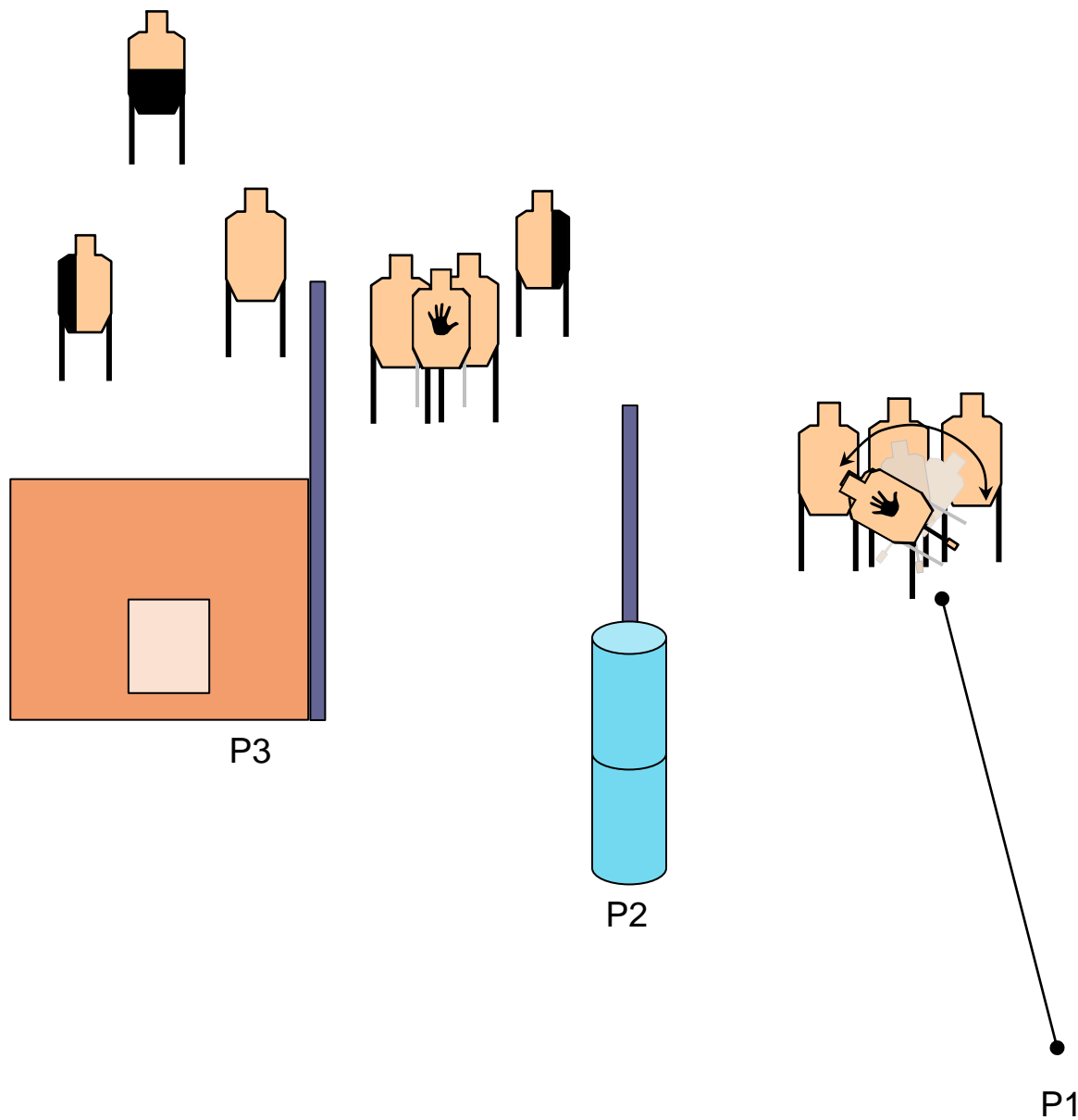


SCENARIO: Another bad day. Watch for panicked bystanders.

START POSITION: Standing at P1, pistol holstered, loaded to division capacity. Rope in strong hand.

STAGE PROCEDURE: At the signal, activate swinger and engage first three targets in any order while moving to P2. Engage remaining targets from P2 then P3 using low cover. Any legal IDPA reload is available. *Swinger must be activated before engaging any targets.*

STRINGS: 1  
SCORING: 18 rounds min, Vickers  
TARGETS: 9 Threat, 0 Steel, 2 Non-threat  
SCORED HITS: Best 2 per cardboard  
START-STOP: Audible - Last shot  
RULES: Current IDPA Rulebook  
CONCEALMENT: Required





# Music City Cup IV – Presented by Blade Tech

(East) Bay 5 Stage 6

Stage: Deer Hunter

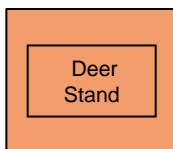
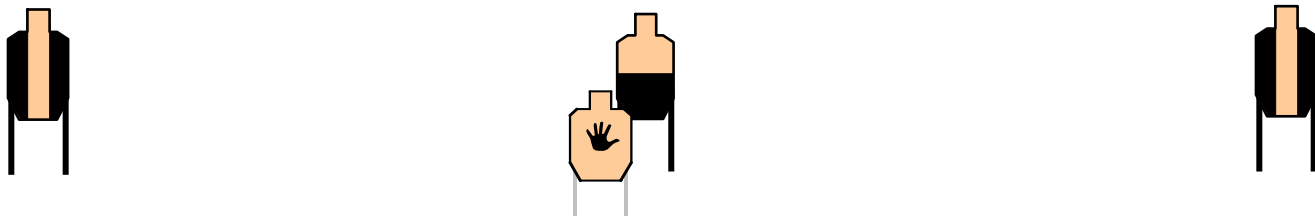


**SCENARIO:** While out hunting, a group of drug runners find you. Protect yourself and your fellow muzzle loaders who did not pack the proper protection.

**START POSITION:** Seated in deer stand. Pistol loaded to division capacity and holstered. Hands holding muzzle loader.

**STAGE PROCEDURE:** At the signal, drop your muzzle loader, draw and engage all threat targets using Tactical Priority. Any legal IDPA reload is available..

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







**Music City Cup IV – Presented by  
Blade Tech  
(East) Bay 6  
Stage: Chrono**



CHRONO CHECK

7 rounds

### **Official Chronograph Procedure**

If the chronograph is being done separately from the competitor (pulling and/or bagging ammunition to chronograph) where the chronograph official uses match-supplied guns for the chronograph, the following procedure should be implemented. Chronograph three (3) rounds at a distance of ten (10) feet using a gun of MAXIMUM barrel length for the DIVISION. If two (2) of the three (3) rounds exceed the power floor, the competitor is in compliance. Prior to each shot, the muzzle of the gun should be elevated to move the powder charge to the rear of the case, thus giving the competitor every chance to achieve maximum velocity.

Should the competitor's ammunition fail to meet the power floor, the competitor will have the option to chronograph three (3) additional rounds through his gun. Prior to each shot, the muzzle of the gun should be elevated to move the powder charge to the rear of the case, thus giving the competitor every chance to achieve maximum velocity. If there is any question as to the bullet weight, a bullet should be pulled and weighed using a powder scale. Should the competitor's declared bullet weight and the actual weight deviate by more than 3 grains lower than the declared weight the competitor will receive a FTDR. Any competitor whose ammunition fails to meet the minimum power floor will be disqualified from the entire match and receive a DNF score. If the chronograph is being done as a station within the match (adjacent to a stage or near by) where the competitor's firearm is used, the following procedure should be implemented.

Chronograph three (3) rounds at a distance of ten (10) feet using the competitor's gun. If two (2) of the three (3) rounds exceed the power floor, the competitor is in compliance. Prior to each shot, the muzzle of the gun should be elevated to move the powder charge to the rear of the case, thus giving the competitor every chance to achieve maximum velocity. Should the competitor's ammunition fail to meet the power floor, the competitor will have the option to chronograph three (3) additional rounds using his gun or a gun of MAXIMUM barrel length for the DIVISION. Prior to each shot, the muzzle of the gun should be elevated to move the powder charge to the rear of the case, thus giving the competitor every chance to achieve maximum velocity. It is not the match organizers responsibility to try to provide a gun of every type and caliber. The logistics of this could be almost impossible. If the match officials can, they may provide the gun or borrow one from a different match competitor to reattempt to pass the chronograph. However, if a suitable substitute can not be obtained, the attempt must be made using the competitor's gun. It is ultimately the responsibility of the competitor to insure his ammunition will make power. If there is any question as to the bullet weight, a bullet should be pulled and weighed using a powder scale. Should the competitor's declared bullet weight and the actual weight deviate by more than 3 grains lower than the declared weight the competitor will receive a FTDR. Any competitor whose ammunition fails to meet the minimum power floor will be disqualified from the entire match and receive a DNF score.

Thank you for your participation!



# Music City Cup IV – Presented by Blade Tech

(West) Bay 1 Stage 7

Stage: Are you Kidding Me?

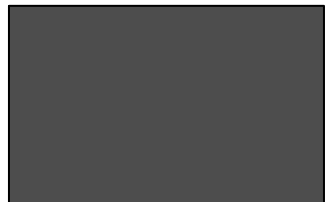
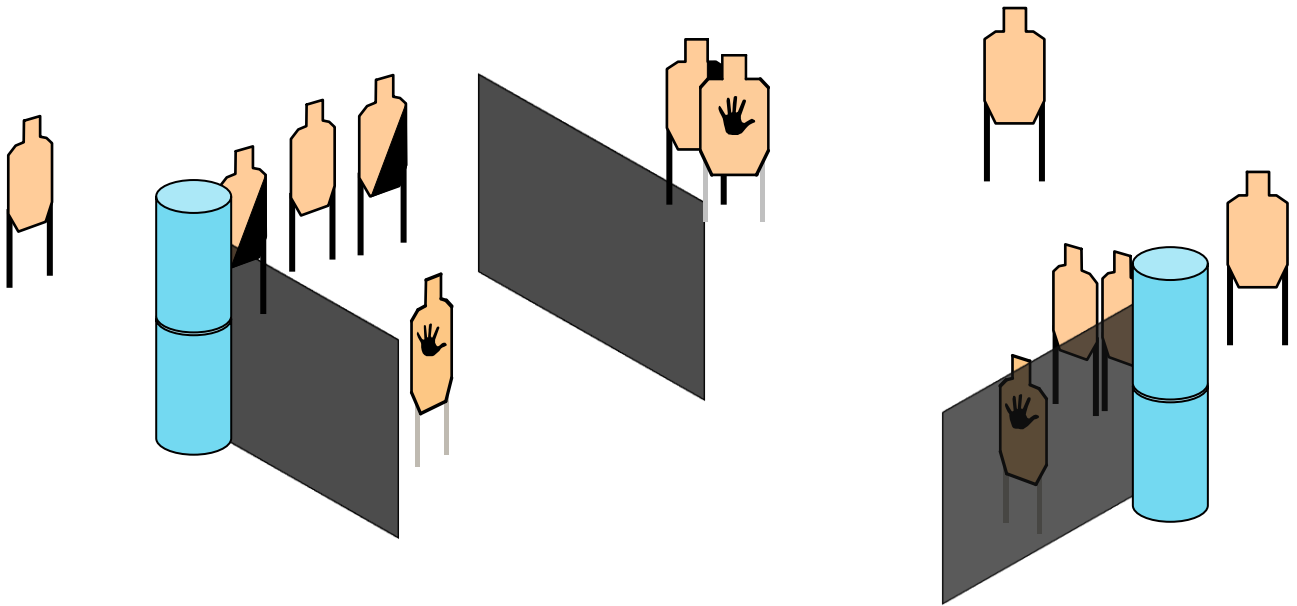


**SCENARIO:** You have always joked your GPS was out to get you. It may this time. Your car has broken down in a not so nice place. Fight off the gang and try and make it home.

**START POSITION:** Standing at P1, pistol loaded to division capacity and holstered. Hands in the relaxed position by side.

**STRINGS:** 1  
**SCORING:** 18 rounds min, Vickers  
**TARGETS:** 9 Threat, 0 Steel, 3 Non-threat  
**SCORED HITS:** Best 2 per cardboard  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**CONCEALMENT:** Required

**STAGE PROCEDURE:** At the signal, draw and engage threat targets. All shots are while utilizing cover. Any legal IDPA reload is available.



P1



# Music City Cup IV – Presented by Blade Tech



(West) Bay 2 Stage 8  
Stage: Now this is funny!

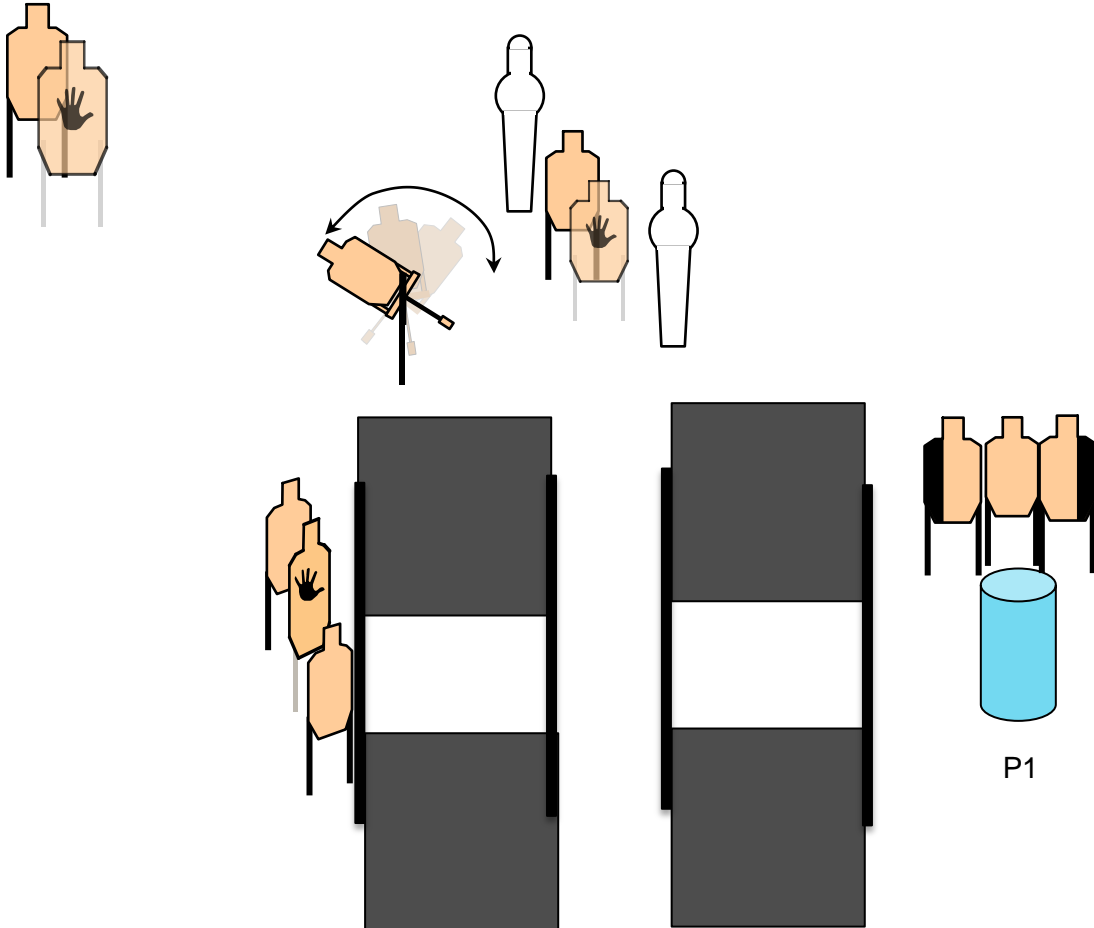
**SCENARIO:** Stupid car is out of gas. You haven't had time reload from your last encounter with the natives. You have gas now and can't leave it behind. Try and make it back to the car.

**START POSITION:** Standing at P1, pistol on barrel and loaded to six rounds only. Gas can in weak hand.

**STAGE PROCEDURE:** At the signal, retrieve your pistol and engage targets while retreating. Gas can must be retained while shooting targets first three targets only. Engage remaining threats while utilizing cover. Any legal IDPA reload is available.

**Note:** Gas can may be stored utilizing cover at any point after the 1<sup>st</sup> three targets are engaged.

**STRINGS:** 1  
**SCORING:** 18 rounds min, Vickers  
**TARGETS:** 8 Threat, 2 Steel, 3 Non-threat  
**SCORED HITS:** Best 2 per cardboard, Steel down  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**CONCEALMENT:** Required





# Music City Cup IV – Presented by Blade Tech

(West) Bay 3 Stage 9

Stage: I Need a Break

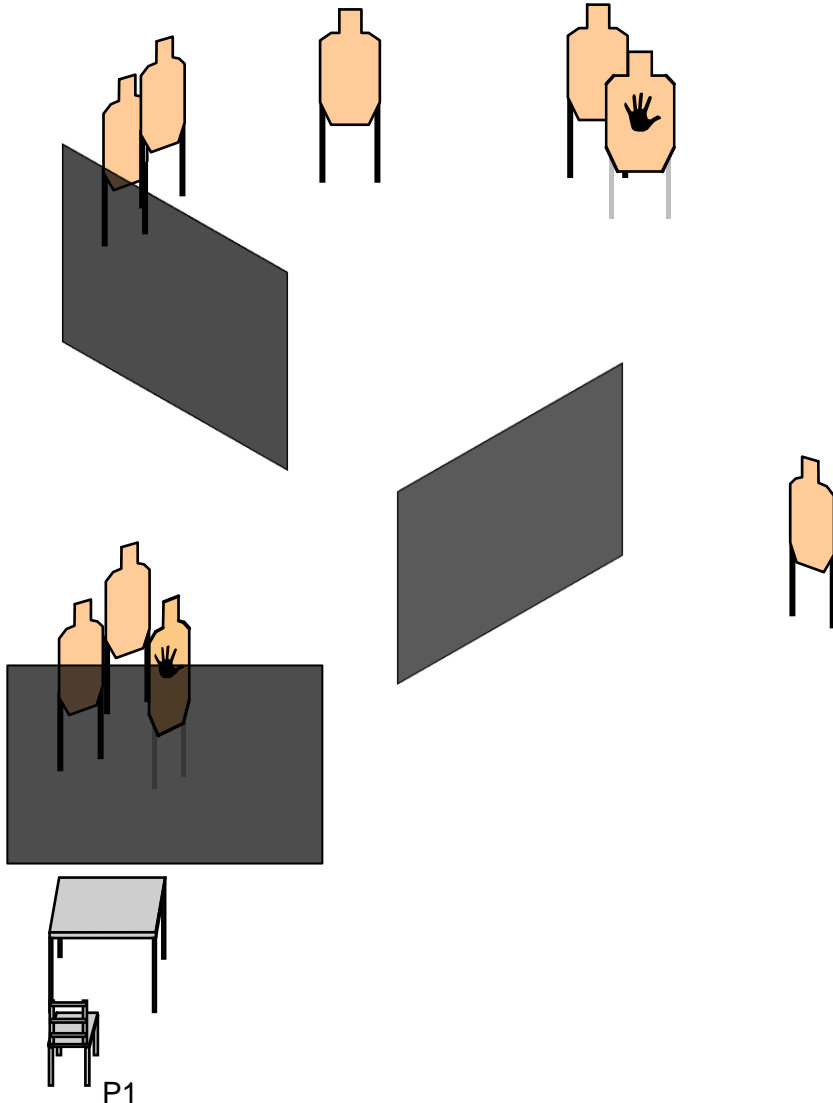
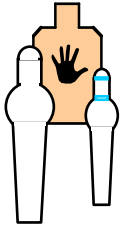


**SCENARIO:** You sit down for a quick break, but alas no escaping the thugs just yet. Finish your sit-down with the two in front and then move on with the rest.

**START POSITION:** Seated at P1, Palms flat on the table. Pistol loaded in the IDPA box.

**STAGE PROCEDURE:** At the signal, retrieve your pistol and engage visible threats from the desk. Engage all remaining threats while utilizing cover. Any legal IDPA reload is available.

**STRINGS:** 1  
**SCORING:** 16 rounds min, Vickers  
**TARGETS:** 7 Threat, 2 Steel, 3 Non-threat  
**SCORED HITS:** Best 2 per cardboard, Steel down  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**CONCEALMENT:** Required





# Music City Cup IV – Presented by Blade Tech

(West) Bay 4 Stage 10

Stage: Traffic Jam Car Jak!

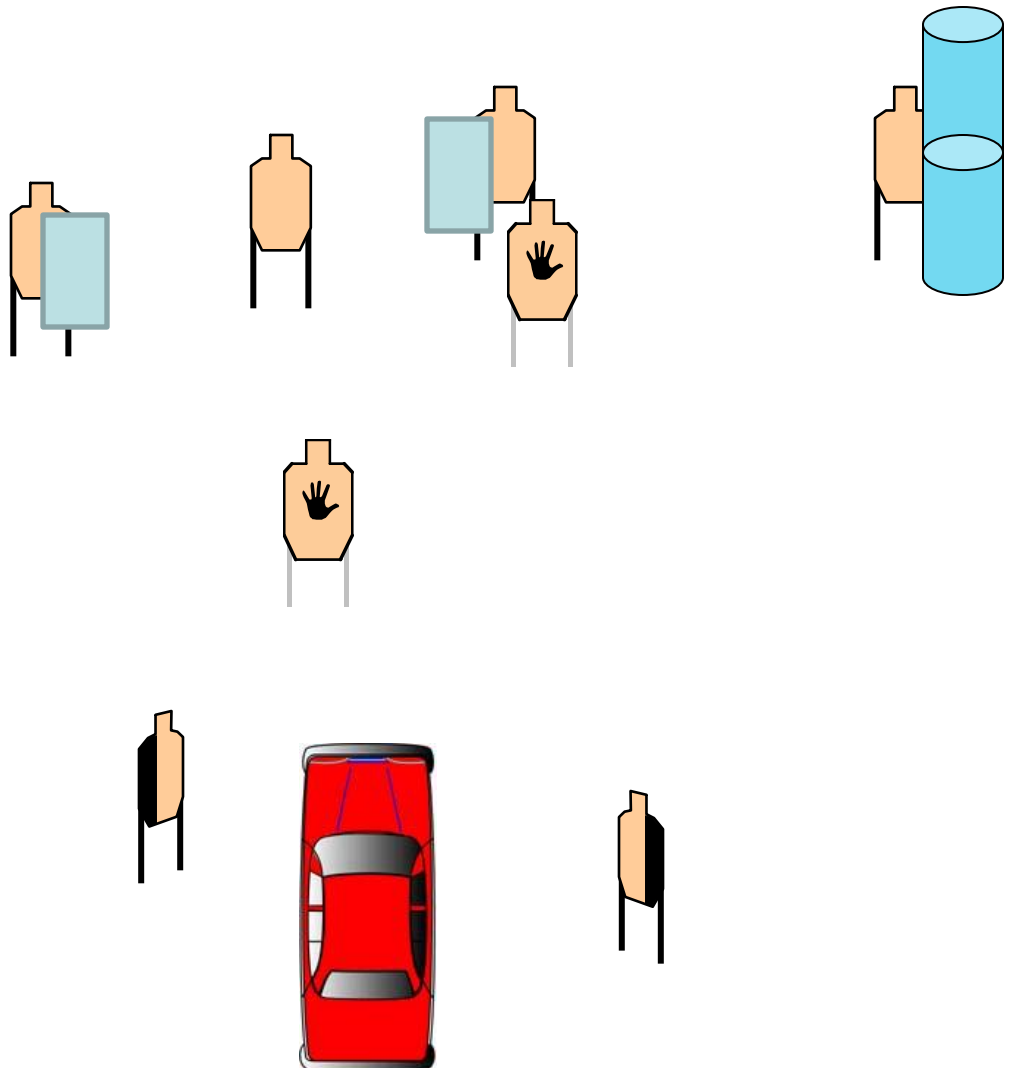


SCENARIO: Car Jacking that will end in your favor!

START POSITION: Sitting in driver's side hands on steering wheel in 10/2 position. Pistol loaded and laying on passenger seat.

STAGE PROCEDURE: At the signal, engage T1-T6 while utilizing the car as cover.

STRINGS: 1  
SCORING: 18 rounds min, Vickers  
TARGETS: 6 threat, 0 steel, 2 Non threat  
SCORED HITS: Best 3 per target  
START-STOP: Audible - Last shot  
RULES: Current IDPA Rulebook  
CONCEALMENT: Required





# Music City Cup IV – Presented by Blade Tech



(West) Bay 5 Stage 11

Stage: Grocery Store Mayhem!

**SCENARIO:** You are grocery shopping with your child when you are caught in the middle of an attempted robbery. You grab your child and try to escape.

**START POSITION:** Starting at P1, with both hands on the shopping cart handle, your “child” is in the seat.

**STRINGS:** 1  
**SCORING:** 16 rounds min, Vickers  
**TARGETS:** 8 Threat, 1 Steel, 2 Non-threat  
**SCORED HITS:** Best 2 per cardboard  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**CONCEALMENT:** Required

**STAGE PROCEDURE:** At the signal, grab your “child” and clutch him/her to your chest with your weak hand to your chest while engaging T1 thru T3 with 2 rounds each, strong hand only, while retreating to P2. Engage remaining threat targets while utilizing cover while holding child to chest. Any legal IDPA reload is available.

