



Music City Tactical Shooters  
Stage 1 Bay 1  
Course Designer: Joe Williams



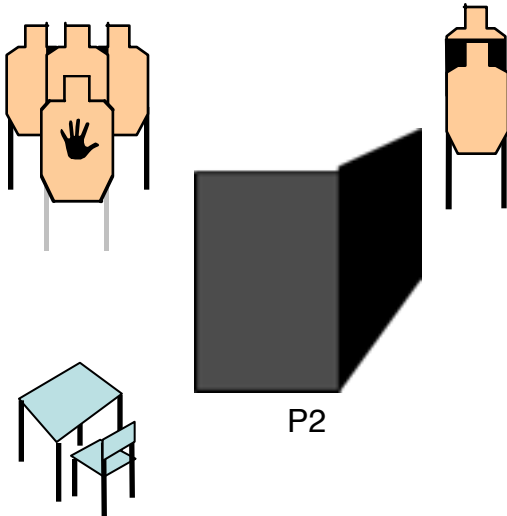
**Scenario: A bad day at the office**

**START POSITION:** Weapon loaded to division capacity and holstered. Seated in chair, hands on knees.

**STRINGS:** 1  
**SCORING:** 10 rounds min, Vickers  
**TARGETS:** 5 threat, 1 non threat  
**SCORED HITS:** 2 best shots per target  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rules  
**CONCEALMENT:** Required

**STAGE PROCEDURE:**

On signal, engage T1-T3 in tactical sequence while remaining seated.  
Perform mandatory tactical reload before advancing and engaging remaining targets from P2





Music City Tactical Shooters  
Stage 2 Bay 2  
Course Designer: Joe Williams



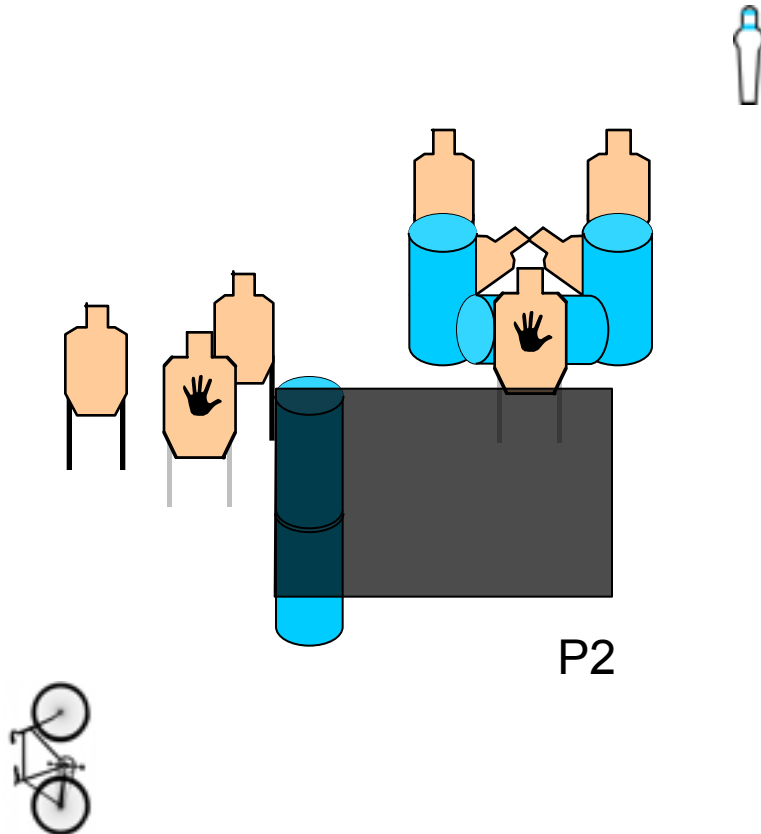
**Scenario: Thats my bike punk!**

**START POSITION:** Weapon loaded to division capacity and holstered. Hands on the bike

**STAGE PROCEDURE:**

Standing, hands on bike. On signal engage T1 and T2 while advancing to P2. Engage T3-T7 at P2

**STRINGS:** 1  
**SCORING:** 13 rounds min, Vickers  
**TARGETS:** 6 threat, 2 non threat, 1 steel  
**SCORED HITS:** 2 best shots per target, steel must fall  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rules  
**CONCEALMENT:** Required





**Music City Tactical Shooters**  
**Stage 3 Bay 1**  
Course Designer: Joe Williams



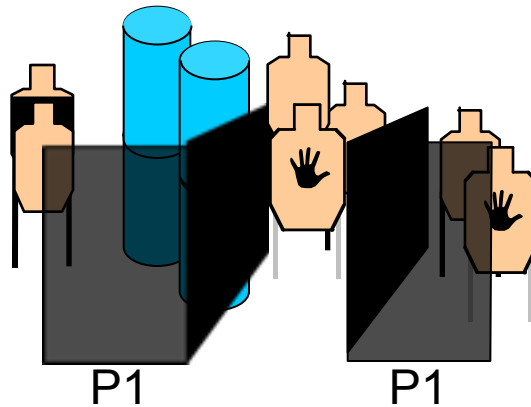
**Scenario: Danger Close**

**START POSITION:** Weapon loaded to division capacity and holstered. Standing at P1 hands relaxed by sides

**STRINGS:** 1  
**SCORING:** 15 rounds min, Vickers  
**TARGETS:** 5 threat, 2 non threat  
**SCORED HITS:** 3 best shots per target  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rules  
**CONCEALMENT:** Required

**STAGE PROCEDURE:**

On signal engage targets down alley. Then engage remaining targets left and right (shooters choice on order)





**Music City Tactical Shooters**  
**Stage 4 Bay 2**  
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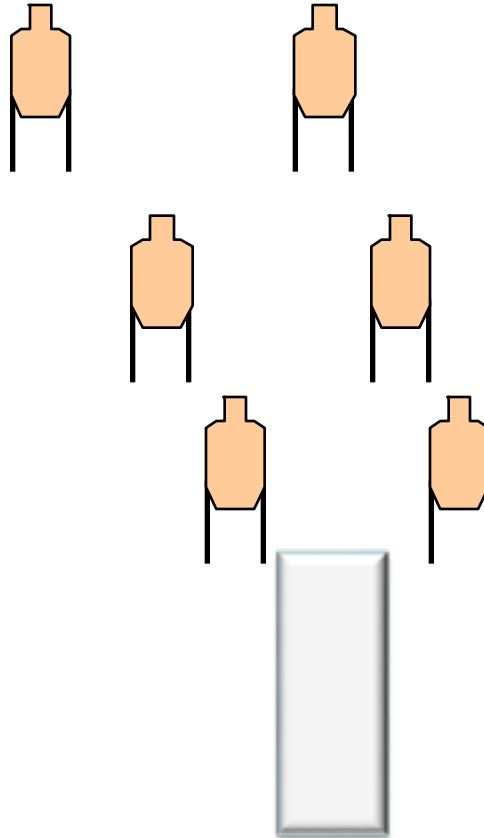


**Scenario: Standards**

**START POSITION:** Weapon loaded to division capacity and holstered. Standing at barricade, hands on the wall.

**STRINGS:** 1  
**SCORING:** 12 rounds, Limited Vickers  
**TARGETS:** 6 threat, 0 non threat  
**SCORED HITS:** 2 best shots per target  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rules  
**CONCEALMENT:** Not Required

**STAGE PROCEDURE:** On signal engage either side in tactical sequence with 2 rounds. Perform mandatory tac reload, then engage remaining side





Music City Tactical Shooters  
Stage 5 Bay 1&2  
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**Scenario: Office Mayhem**

**START POSITION:** Sitting in chair. Weapon unloaded and placed in bag on floor. Magazines / Loading devices placed in bag

**STAGE PROCEDURE:** On signal retrieve weapon and extra loading devices from bag. Stow spare mags. Mag carriers may not be used. Engage T1-T3 using cover. Advance to P2 and engage T4. Advance to P3 and using low cover engage remaining targets

**STRINGS:** 1  
**SCORING:** 16 rounds min, Vickers  
**TARGETS:** 8 threat, 2 non threat  
**SCORED HITS:** 2 best shots per target  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rules  
**CONCEALMENT:** Not Required

