



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

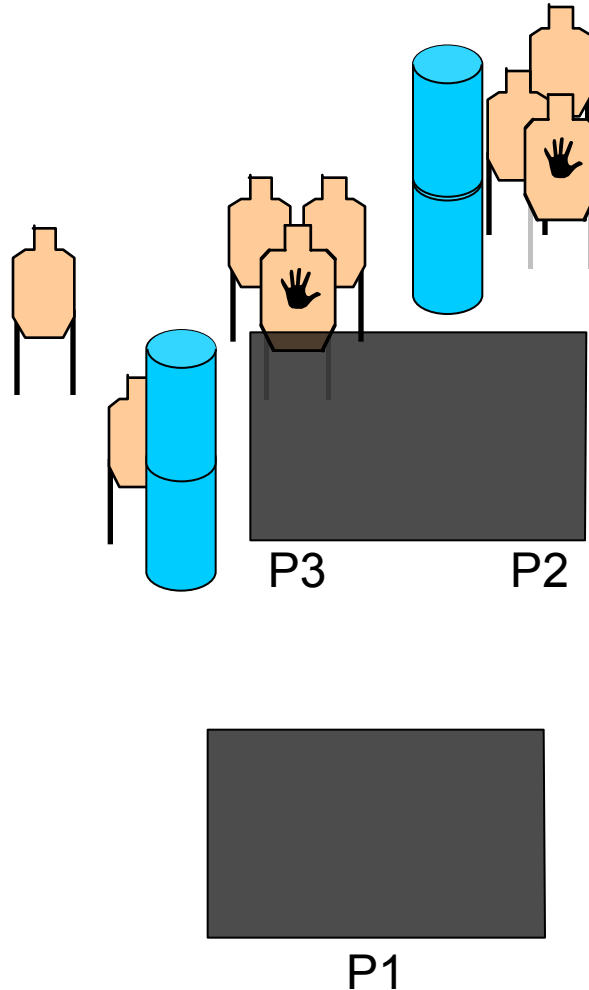


Scenario - Working the angles

START POSITION: Standing at P1 weapon loaded to division capacity and holstered.

STRINGS: 1
SCORING: 12 rounds min, Vickers
TARGETS: 6 threat, 2 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-T2 utilizing cover. Advance to P2 and engage T3-T4. Proceed to P3 and Engage remaining targets T5-T6





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

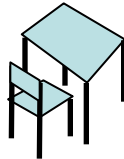
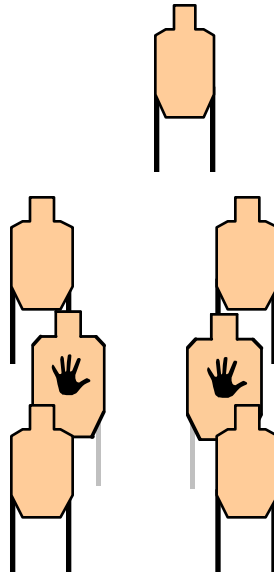


Scenario - Dinner gone bad

START POSITION: Weapon loaded to division capacity and holstered. Seated holding menu blocking vision. Shooter must remain seated for duration of the stage.

STAGE PROCEDURE: On signal engage T1 thru T5 in tactical priority

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





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

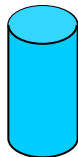
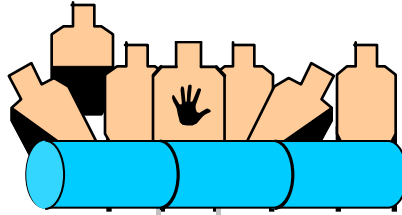


Scenario - Boat full of bad guys approaches you while fishing

START POSITION: Weapon loaded to division capacity and holstered. Holding fishing pole with both hands facing downrange at P1

STRINGS: 1
SCORING: 12 rounds min, Vickers
TARGETS: 6 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, drop fishing pole and engage targets in the boat from low cover



P1



Music City Tactical Shooters
Stage 4 Bay 2
Course Designer: Joe Williams

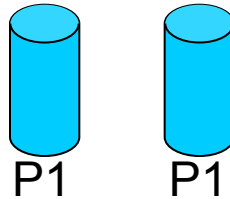
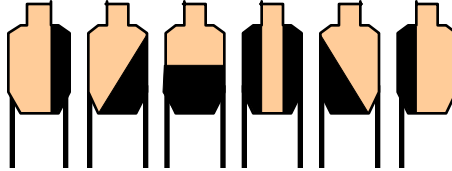


Scenario - Standards strong hand weak hand

START POSITION: Weapon downloaded to 6 rounds in weak hand at low ready. Standing at P1. Spare loading device on opposite barrel loaded to division capacity.

STAGE PROCEDURE: On signal, engage targets T1-T6 in any order with 1 round weak hand only. Advance to alternate P1, perform reload and reengage T1-T6 with 1 round each strong hand only

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





Music City Tactical Shooters
Stage 5 Bay 1&2
Course Designer: Joe Williams

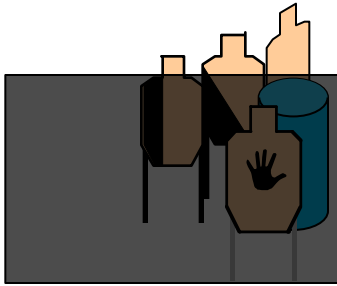


Scenario - Too many corners

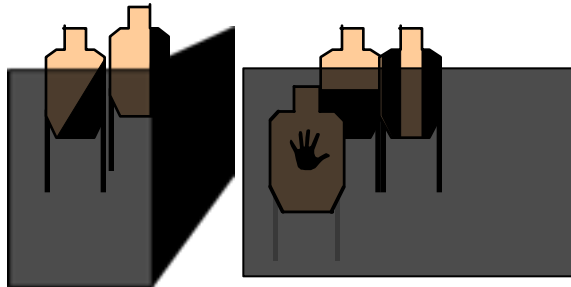
START POSITION: Weapon loaded to division capacity and holstered. Hands relaxed by side

STRINGS: 1
SCORING: 14 rounds min, Vickers
TARGETS: 7 threat, 2 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-T2 utilizing cover. Advance to P2 and engage T3-T4. Advance to P3 and engage remaining targets T5-T7



P3



P2

P1