



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

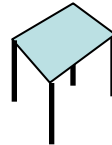
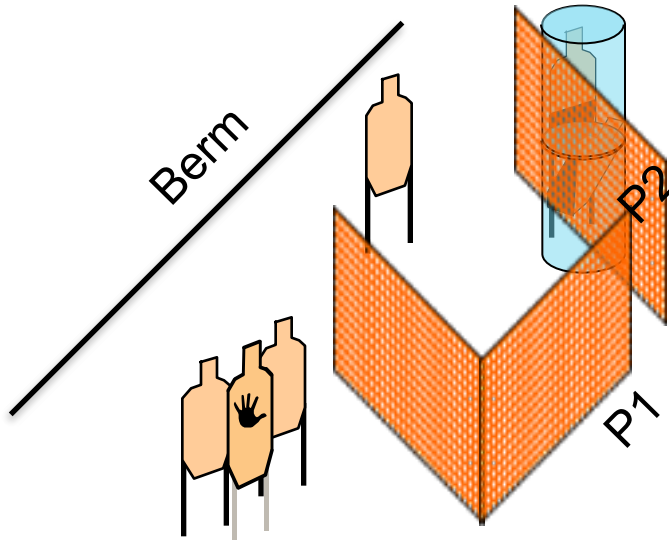


**Scenario: Washing your hands of trouble**

**START POSITION:** Weapon loaded to division capacity and holstered, hands in the sink. Facing up range.

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

**STAGE PROCEDURE:** On signal turn, draw weapon, and engage targets T1-T2 with 3 rounds each while advancing to P1. Reengage T1/T2 from cover if necessary. Engage T3 utilizing cover. Advance to P2 and engage remaining targets T4 - T5





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

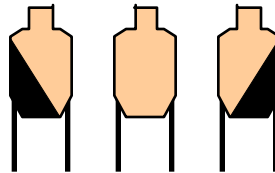


**Scenario: Standards - freestyle, strong hand, weak hand**

**START POSITION:** Standing at P1, hands relaxed by side, weapon unloaded and placed on barrel. All loading devices loaded to 6 rounds and placed on each barrel.

**STAGE PROCEDURE:** On signal, retrieve weapon and engage T1-T3 with 2 rounds each freestyle while advancing to P2. At P2 reload and engage T1-T3 with 2 rounds each SHO while advancing to P3. Reload and while retreating engage T1-T3 WHO with 2 rounds each

**STRINGS:** 1  
**SCORING:** 18 rounds, Limited Vickers  
**TARGETS:** 3 threat, 0 non threat  
**SCORED HITS:** 6 best shots per target  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rules  
**CONCEALMENT:** Not Required



3 Yards  
P3

9 Yards  
P2

15 Yards  
P1



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



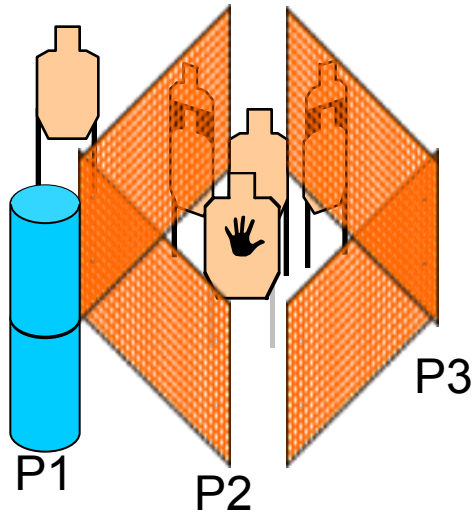
**Scenario: Rough Diamond**

**START POSITION:** Weapon loaded to division capacity and holstered. Both hands on barrel.

**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, engage T1-T3 with 2 rounds each. Move to P2 and engage T4. Advance to P3 and engage T5-T6.

Berm





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

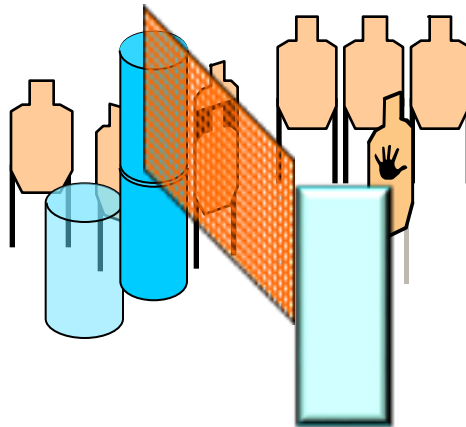


**Scenario: Sneaky Pete is hiding**

**START POSITION:** Standing at P1, hands on wall. Weapon loaded to division capacity and holstered.

**STAGE PROCEDURE:** On signal, engage T1-T5 with 2 rounds each while advancing to P2. Engage T6 and T7 with 2 rounds each utilizing cover.

**STRINGS:** 1  
**SCORING:** 14 rounds min, Vickers  
**TARGETS:** 7 threat, 1 non threat  
**SCORED HITS:** 2 best shots per target  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rules  
**CONCEALMENT:** Required



P1