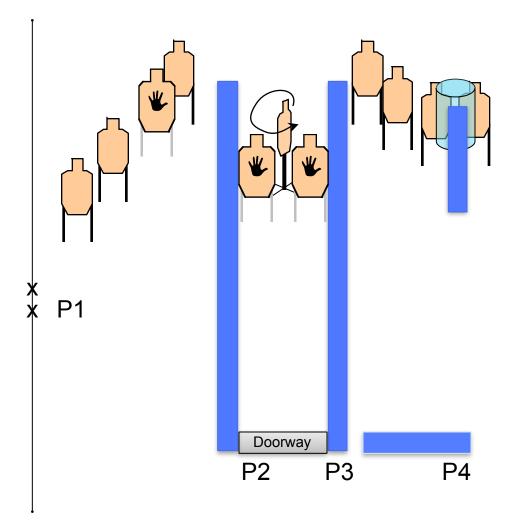


Music City Tactical Shooters Stage 1 Bay 1



START POSITION: Standing at P1 hands on wall, weapon loaded to division capacity	STRINGS: SCORING: TARGETS: SCORED HITS:	1 16 rounds min 8 threat, 3 non threat 2 best shots per target
STAGE PROCEDURE: On signal, engage T1-T3 while moving to cover. At P2 open door and engage drop turner. At P3 engage T5-T7 slicing the pie. Move to P4 and engage T8	START-STOP: RULES: CONCEALMENT:	Audible - Last shot Current IDPA Rules Required

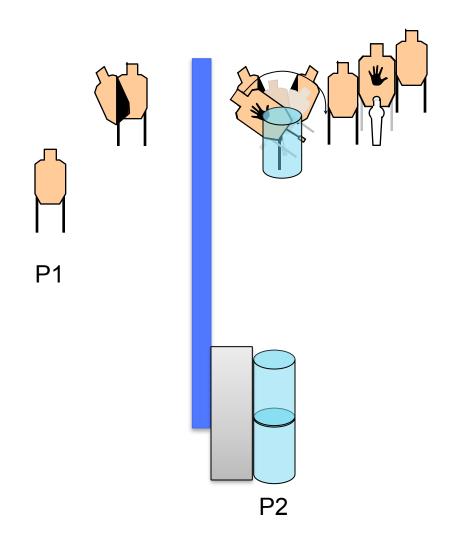




Music City Tactical Shooters Stage 2 Bay 2



START POSITION: Standing at P1 hands at surrender. Weapon loaded to division capacity	SCORING: TARGETS: SCORED HITS: T1-T3 in must fall	1 15 rounds min 7 threat, 2 non threat, 1 steel 2 best shots per target, steel
STAGE PROCEDURE: On signal, engage targets T1-T3 in tactical priority while moving to cover. Move to P2 and engage T4, steel, and T5-T7 utilizing cover.		Audible - Last shot Current IDPA Rules Required

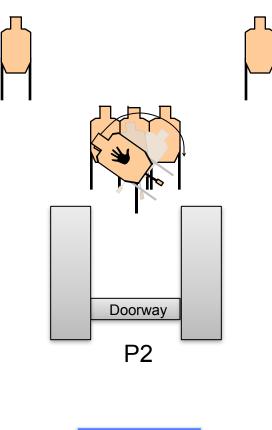




Music City Tactical Shooters Stage 3 Bay 1



START POSITION: Standing at x, hands relaxed by side. Weapon loaded to division capacity	STRINGS: SCORING: TARGETS: SCORED HITS: START-STOP: RULES: CONCEALMENT:	1 15 rounds min 5 threat, 1 non threat 3 best shots per target
STAGE PROCEDURE: On signal, engage T1 and T2 from P1 with 3 rounds each. Advance to P2, open door and engage T3-T5 with 3 rounds each utilizing cover. Can not engage/re engage T1 or T2 once shooter leaves P1		Audible - Last shot Current IDPA Rules Required







Music City Tactical Shooters Stage 4 Bay 2



START POSITION: Standing at P1 weapon loaded to division capacity. Hands relaxed by side	STRINGS: SCORING: TARGETS: SCORED HITS:	1 15 rounds minimum 7 threat, 2 non threat, 1 steel 2 shots per target, steel
STAGE PROCEDURE: On signal, move to P1 and engage T1-T3 utilizing cover. Move to P2 and engage steel, then T4-T6. Advance to P3 and engage T7	must fall START-STOP: RULES: CONCEALMENT:	Audible - Last shot Current IDPA Rules Not Required

