



Music City Tactical Shooters
Stage 1 Bay 1
Course Designer: Terry Cheney

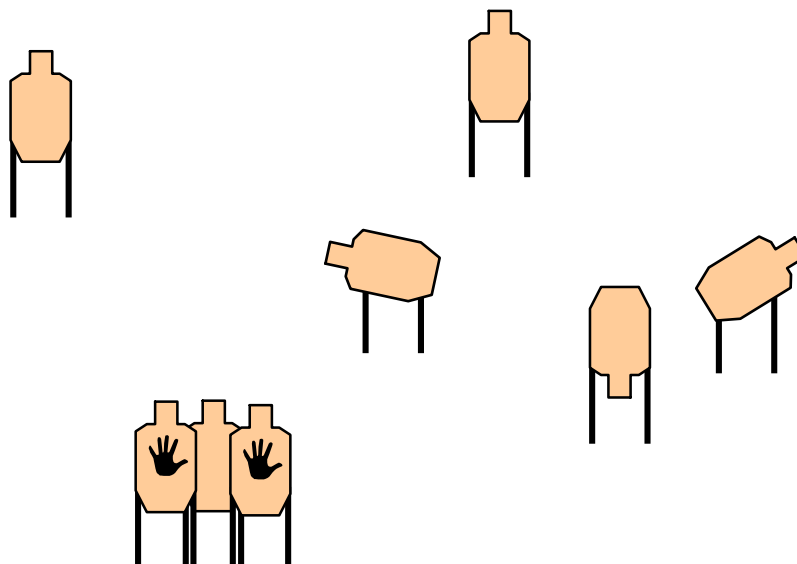


SCENARIO: Two and One, where is the head.

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

STRINGS: 1
SCORING: 18 rounds, Unlimited
TARGETS: 6 Threat, 1 Non Threat,
SCORED HITS: 3 shots per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Required

STAGE PROCEDURE: From P1, at the signal draw and engage all targets with 2 rounds to the body and 1 round to the head.



P1



Music City Tactical Shooters
Stage 2 Bay 2
Course Designer: Terry Cheney



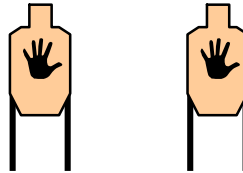
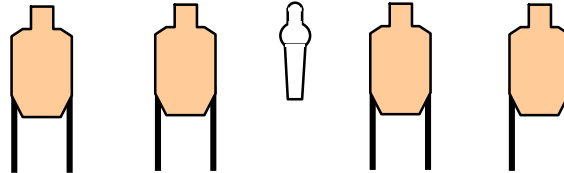
SCENARIO: Sitting in the park, people all around and 4 bad guys are coming to take your squirming fur ball.

START POSITION: Handgun loaded to division capacity and holstered seated in the chair holding the bundle of fur to your chest with both hands.

STRINGS: 1
SCORING: 17 rounds, Limited
TARGETS: 4 Threat, 2 Non Threat,
1 steel

STAGE PROCEDURE: At the signal, while remaining seated in the chair holding the bundle of fur in your weak hand, draw and engage all targets with 4 rounds each in tactical sequence strong hand only.

SCORED HITS: 4 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: Terry Cheney

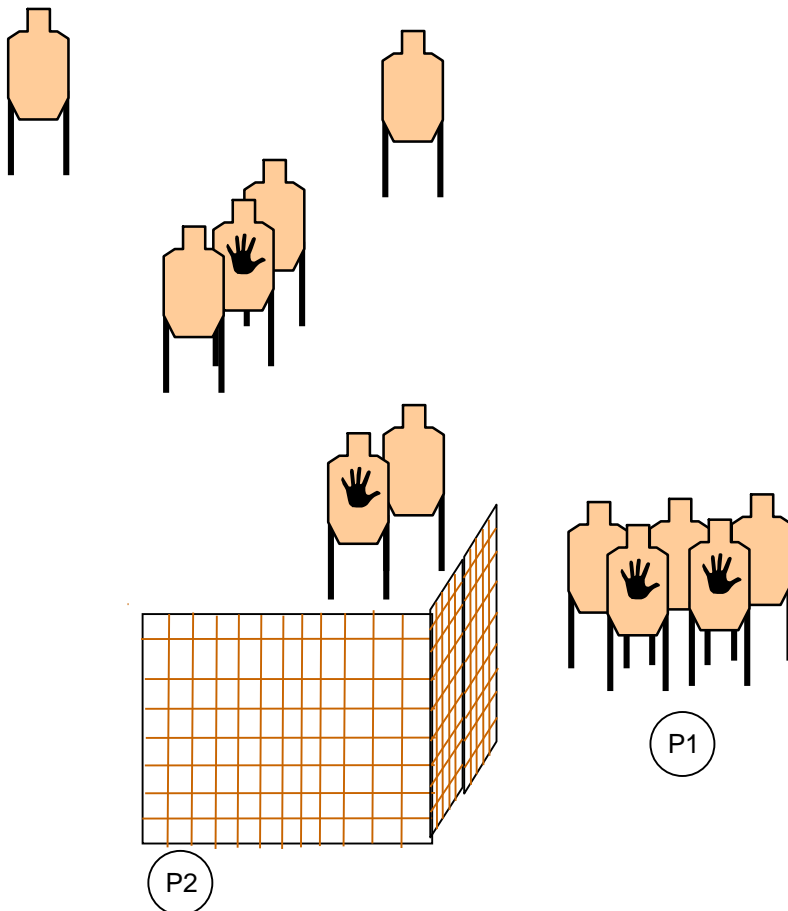


SCENARIO: Bad guys have your friends as hostages. Shoot 'em down. (Friends or bad guys)

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

STRINGS: 1
SCORING: 16 rounds, Unlimited
TARGETS: 8 Threat, 4 Non Threat,
SCORED HITS: 2 shots per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Required

STAGE PROCEDURE: From P1, at the signal draw and engage T1 – T3 in tactical sequence with 2 rounds each while retreating to cover. Engage remaining targets with 2 rounds each from cover.





Music City Tactical Shooters
Stage 4 Bay 2
Course Designer: Terry Cheney

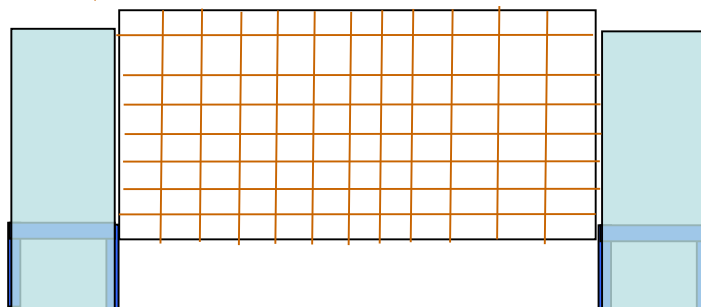
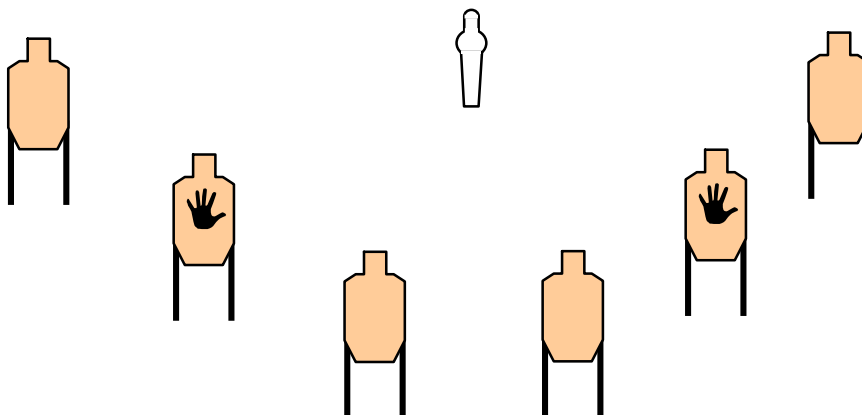


SCENARIO: Pillar to pillar or the pillars of doom.

START POSITION: Handgun loaded to division capacity and holstered standing at P1.

STRINGS: 1
SCORING: 17 rounds, Unlimited
TARGETS: 4 Threat, 2 Non Threat, 1 steel
SCORED HITS: 4 shots per target, steel must fall
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Required

STAGE PROCEDURE: From P1, at the signal, draw and proceed to either pillar (barricade) and engage all targets with 2 rounds each from cover, then proceed to the other pillar and engage all targets with 2 rounds each.





Music City Tactical Shooters
Stage 5 Bay 2
Course Designer: Terry Cheney



SCENARIO: The hanging Ninjas or the world is upside down. Keep moving or they will get you.

START POSITION: Handgun loaded to division capacity and holstered standing at P1.

STRINGS: 1
SCORING: 16 rounds, Unlimited
TARGETS: 4 Threat, 2 Non threat,
SCORED HITS: 4 shots per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Optional

STAGE PROCEDURE: From P1, at the signal draw and engage all targets with 2 rounds each in tactical priority, freestyle, while moving to P2, go around the pylon and engage all targets with 2 rounds each in tactical priority, strong hand only while moving to P1.

