



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

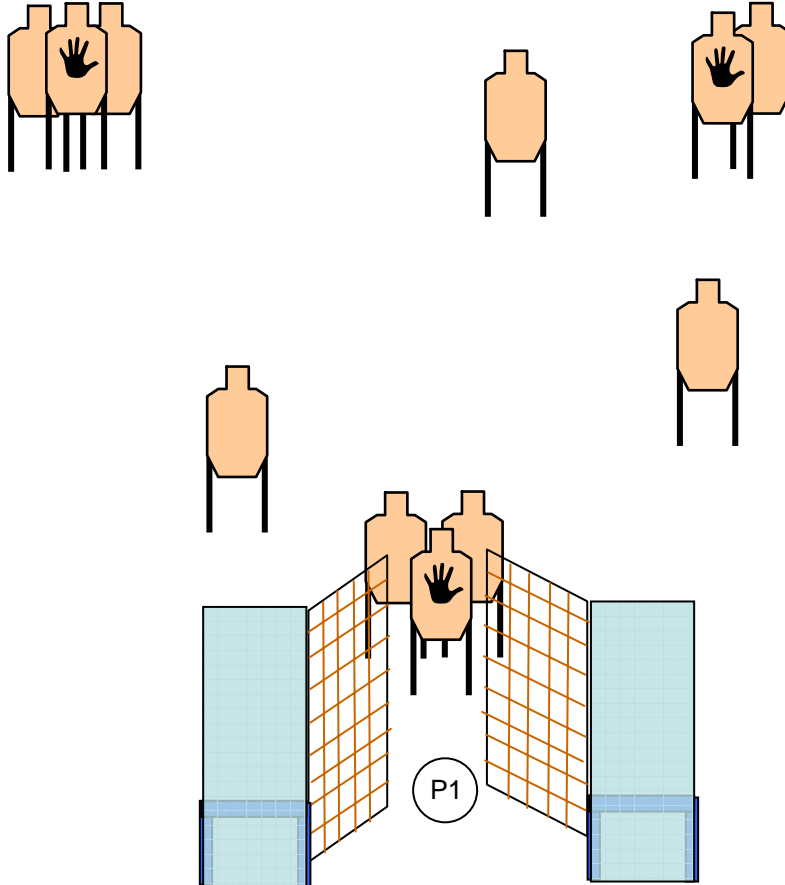


SCENARIO: Caught in the funnel with no where to go but back.

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

STRINGS: 1
SCORING: 16 rounds, Unlimited
TARGETS: 8 Threat, 3 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 T1 & T2 in tactical sequence with 2 rounds each while retreating to cover. Engage all remaining targets with 2 rounds each from cover.





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

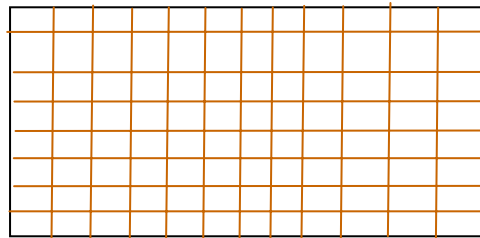
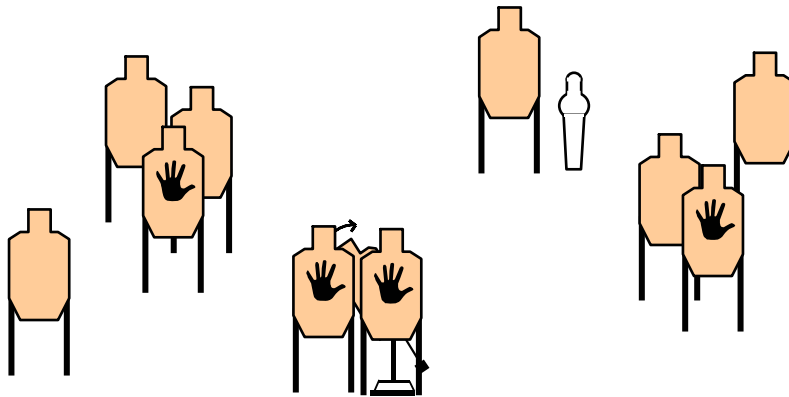


SCENARIO: The array of trouble as a gang of thugs walks toward you with evil intentions.

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

STRINGS: 1
SCORING: 15 rounds, Unlimited
TARGETS: 7 Threat, 3 Non Threat, 1 steel
SCORED HITS: 2 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 engage all targets with 2 rounds each from cover.



P1



Music City Tactical Shooters
Stage 3 Bay 1
Course Designer: Terry Cheney

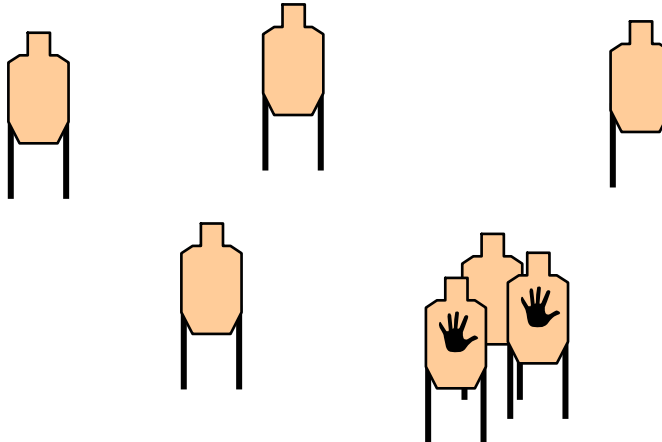


SCENARIO: Wrapping a mother's day present when confronted by a group of home invading thugs.

START POSITION: Handgun loaded to division capacity and holstered, kneeling at P1, both hands on the box.

STRINGS: 1
SCORING: 15 rounds, Unlimited
TARGETS: 5 Threat, 2 Non threat,
SCORED HITS: 3 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, while kneeling, with 2 rounds to the body and 1 round to the head in tactical priority, strong hand only.



P1



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

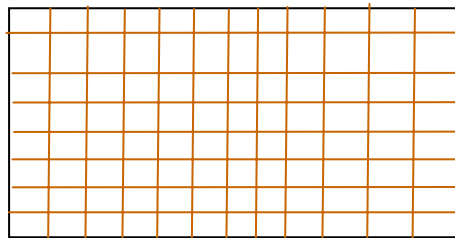
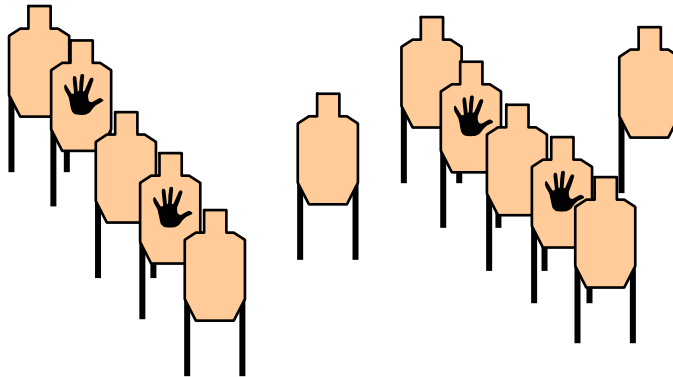


SCENARIO: Rank and file, line them up and knock them down. Don't hurt the good guys.

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 all targets from cover with 2 rounds each.



P1



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



SCENARIO: Standards – speed is good but only if you hit the target - hits count misses don't.

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

STRINGS: 4
SCORING: 20 rounds, Limited
TARGETS: 2 Threat
SCORED HITS: 10 shots per target,
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Optional

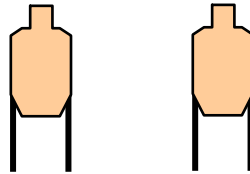
STAGE PROCEDURE: At the signal, standing at P1, draw and engage targets per string instructions.

String 1 – 1 round on each target.

String 2 – 2 rounds on each target.

String 3 – 3 rounds on each target.

String 4 – 4 rounds on each target.



P1