



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



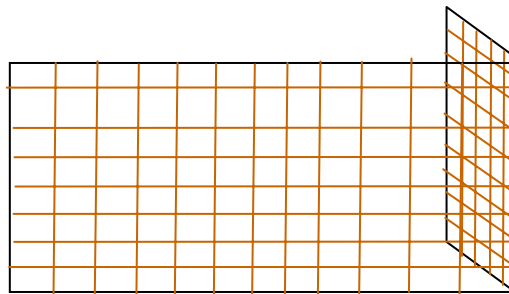
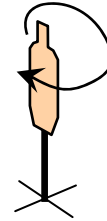
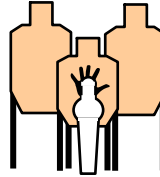
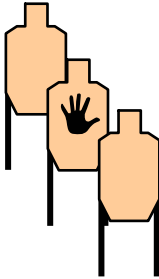
SCENARIO: The action center, 1 bad guy must have ADHD, he twists, turns and disappears.

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

STRINGS: 1
SCORING: 17 rounds, Unlimited
TARGETS: 8 Threat, 3 Non Threat,
1 steel

STAGE PROCEDURE: At the signal draw and engage all targets with 2 rounds each from cover.

SCORED HITS: 2 shots per target,
steel must fall
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Required



P1



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

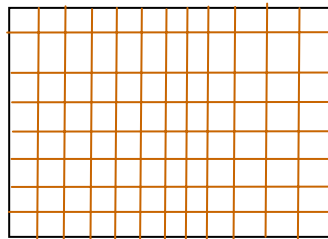
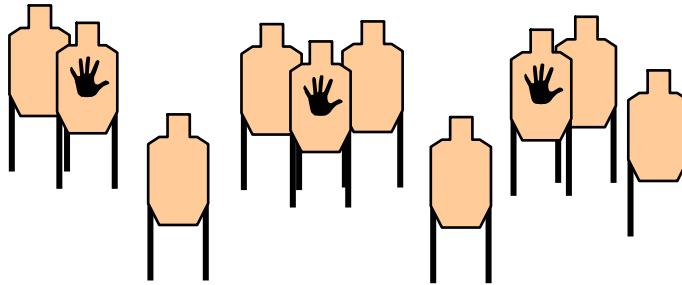


SCENARIO: Confusion could overtake you but you fight it off and neutralize the threats.

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

STRINGS: 1
SCORING: 14 rounds, Unlimited
TARGETS: 7 Threat, 3 Non Threat,
SCORED HITS: 2 shots per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Required

STAGE PROCEDURE: At the signal, draw, move to one end of the wall and engage all targets with 1 round each from cover then move to the other end of the wall and engage all targets with 1 round each from cover.



P1



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



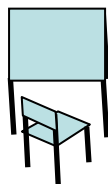
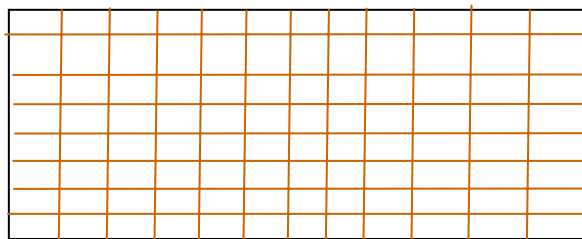
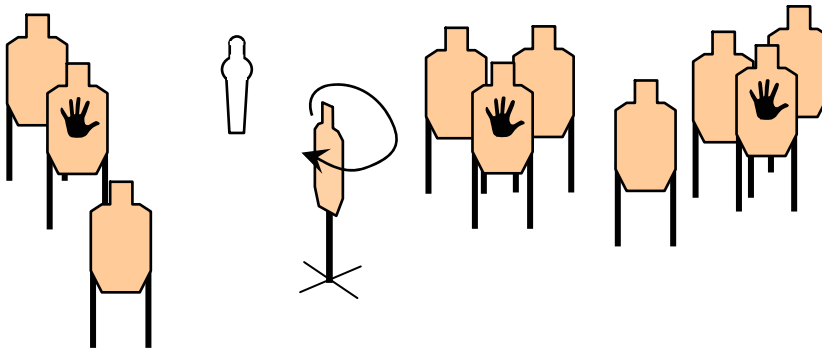
SCENARIO: Reading a good book at the library when you are suddenly interrupted by a bunch of bad guys.

START POSITION: Seated at the table holding the book with both hands, gun loaded to division capacity and holstered.

STRINGS: 1
SCORING: 17 rounds, Unlimited
TARGETS: 8 Threat, 3 Non Threat, 1 steel

STAGE PROCEDURE: At the signal, while remaining seated, draw and engage visible targets with 2 rounds each then engage all remaining targets from cover with 2 rounds each.

SCORED HITS: 2 shots per target, steel must fall
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Required





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

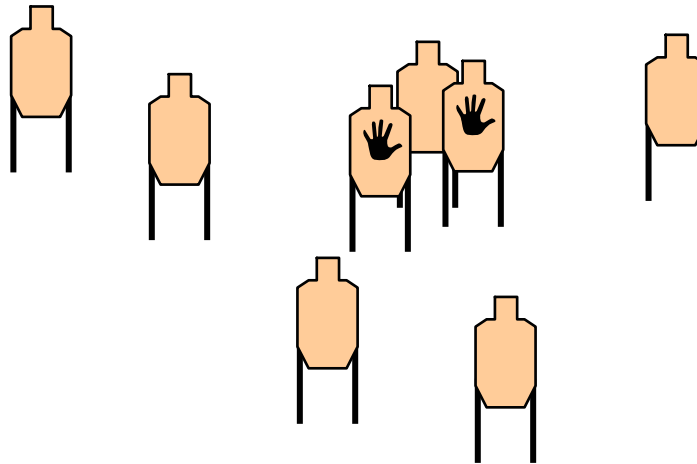


SCENARIO: You run into a gang that is out to hurt somebody so you go after them but you get hurt. Your strong hand gets shot right after you reloaded. You go down to your knees but you still have your weak hand.

START POSITION: String 1, standing at P1, gun loaded to division capacity and holstered.
String 2 kneeling at P2 holding strong hand wrist with weak hand and both against your chest, gun loaded with a minimum of 6 rounds up to division capacity and laying on the ground (floor).

STRINGS: 2
SCORING: 18 rounds, Limited
TARGETS: 6 Threat, 2 Non threat,
SCORED HITS: 3 shots per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Required

STAGE PROCEDURE: String 1 from P1, at the signal draw and while advancing to P2, engage all targets with 2 rounds each in tactical priority.
String 2 from P2, while kneeling, pick up the gun in your weak hand and engage all targets with 1 round each in tactical priority, weak hand only.



P2

P1



Music City Tactical Shooters
Stage 5 Bay 2
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SCENARIO: Reload practice - speed is good but only if you hit the target - hits count misses don't.

START POSITION: Standing at P1, gun loaded with 3 rounds and holstered for each string.

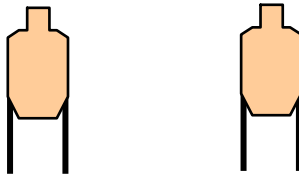
STRINGS: 3
SCORING: 18 rounds, Limited
TARGETS: 2 Threat, 1 Non Threat
SCORED HITS: 9 shots per target,
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Not Required

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

String 1 – 2 rounds on each target.

String 2 – 3 rounds on each target.

String 3 – 4 rounds on each target.



P1