



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

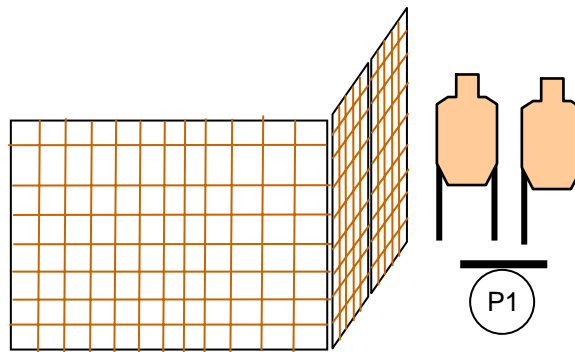
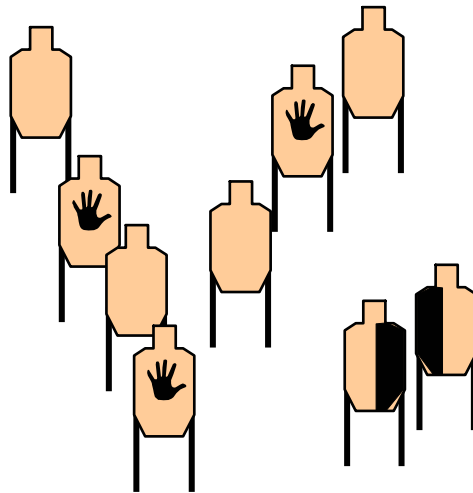


**SCENARIO:** They want your wallet but you give them something else, a surprise but their friends now know.

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

**STRINGS:** 1  
**SCORING:** 16 rounds, Unlimited  
**TARGETS:** Threat, 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 and from retention engage visible targets while moving to cover. Engage all remaining targets from cover.





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

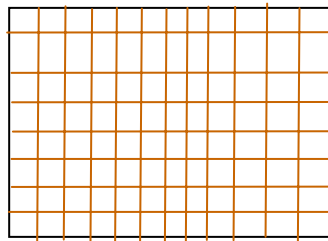
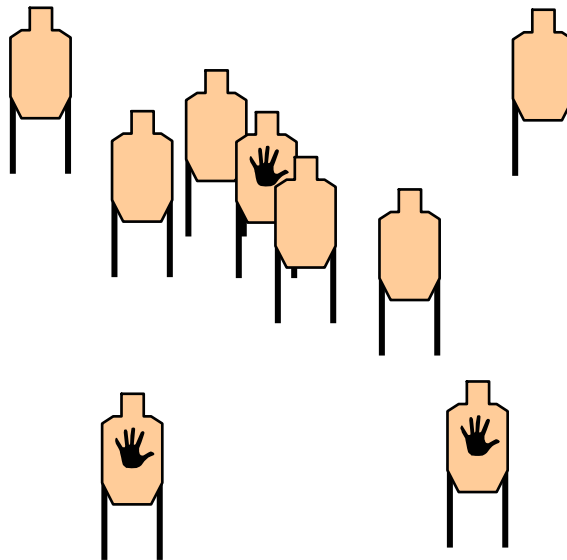


**SCENARIO:** Back and forth, 1 shot at a time until they all have 2.

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

**STRINGS:** 1  
**SCORING:** 12 rounds, Limited  
**TARGETS:** 6 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 and engage all targets from cover. You must alternate sides and take only 1 shot on a side before moving to the other side. i.e., take 1 shot, move to the other side, take 1 shot and move back again until all targets have 2 rounds each.



P1



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

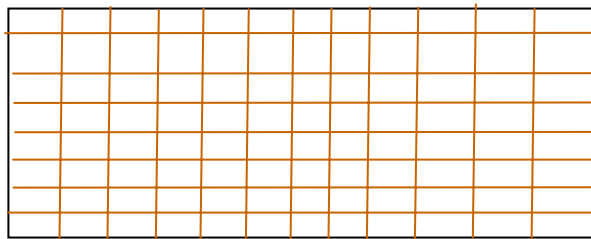
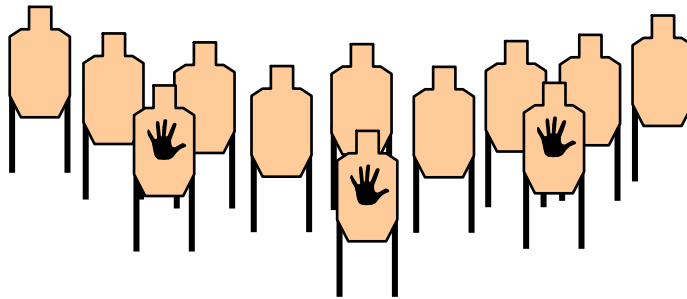


**SCENARIO:** They are all lined up and they are close so take them out as fast as you can.

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

**STRINGS:** 1  
**SCORING:** 18 rounds, Unlimited  
**TARGETS:** 9 Threat, 3 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.



P1



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

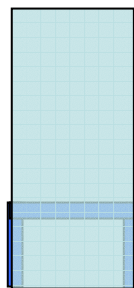
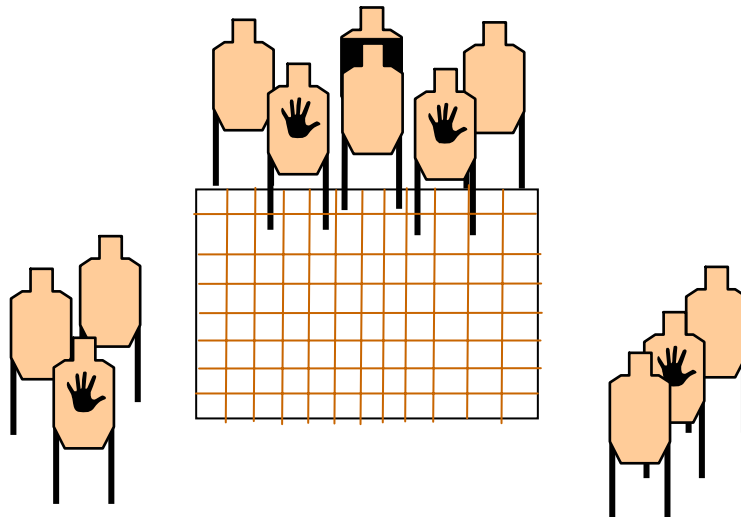


**SCENARIO:** Save all your friends by taking out the bad guys.

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

**STAGE PROCEDURE:** At the signal draw and engage all targets from cover.

**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



P1



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



**SCENARIO:** While walking down the street you've been texting and not paying attention. Now there's no where to run for cover. You need to react and fight your way out. Get off the **X** and keep moving, bob and weave.

**START POSITION:** Standing on the **X**, holding the texting device in both hands, gun loaded to division capacity and holstered.

**STAGE PROCEDURE:** At the signal while moving sideways, back and forth between the lines, engage all targets in tactical priority. You must keep moving, even during the reloads.

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

