



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

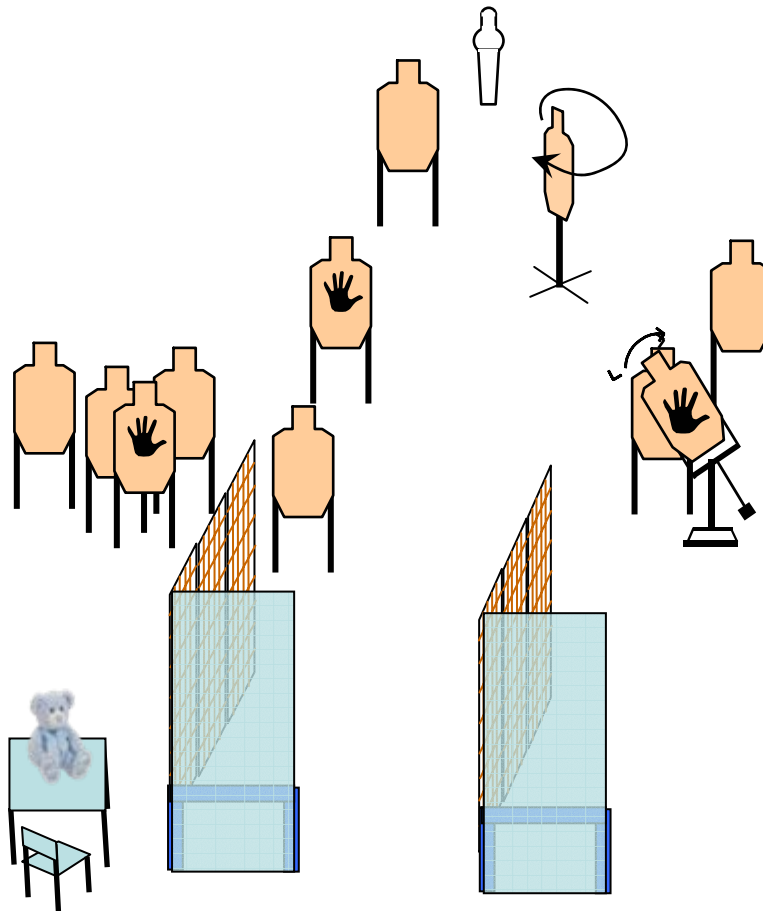


SCENARIO: Sitting quietly minding your own business when you are rudely interrupted.

START POSITION: Sitting in the chair with both hands holding the fuzzy creature to your chest, gun loaded to division capacity and holstered.

STRINGS: 1
SCORING: 17 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: At the signal, draw and engage visible targets in tactical sequence while seated with the fuzzy creature in contact with your chest. Engage all remaining targets from cover (you can leave the fuzzy creature at the table).





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

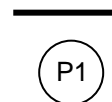
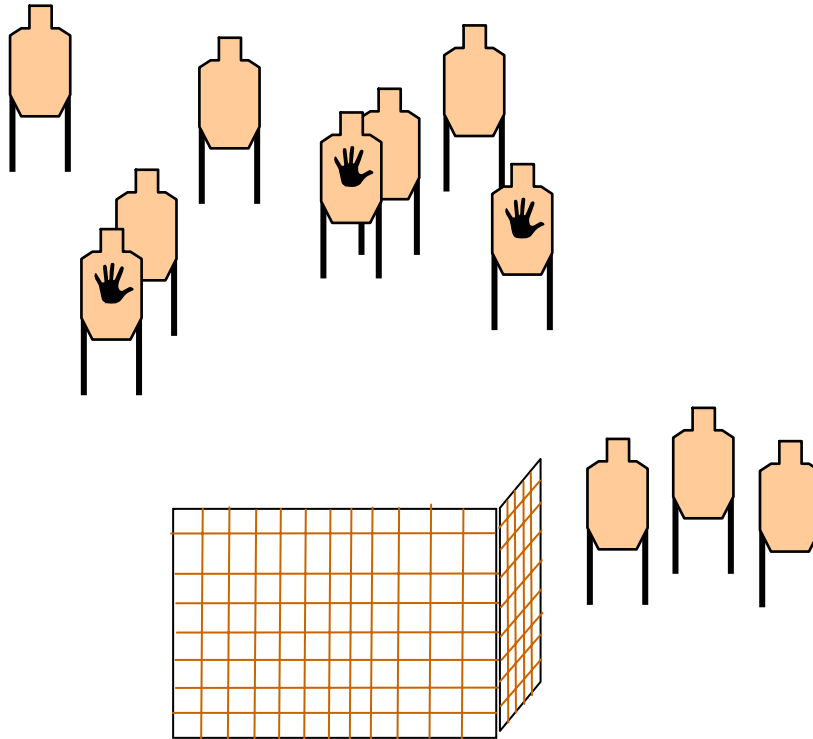


SCENARIO: Two guys will get you unless you act quickly then you have to take care of their friends.

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

STRINGS: 1
SCORING: 16 rounds, Unlimited
TARGETS: 8 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 3 visible targets in tactical sequence while moving to cover. Engage all remaining targets from cover.





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

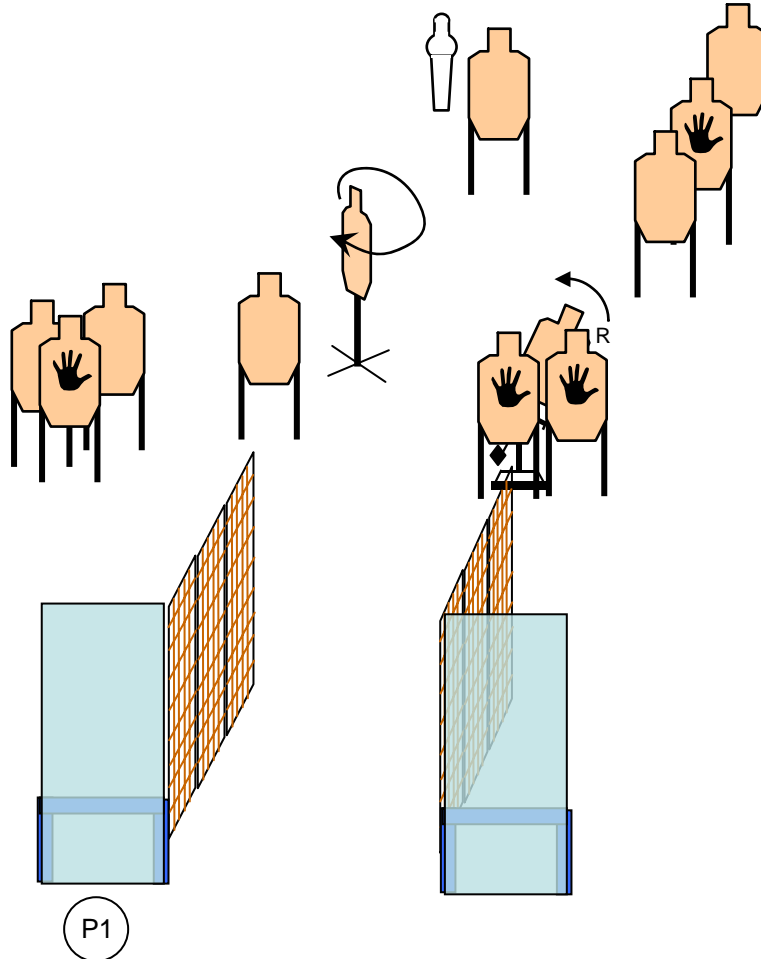


SCENARIO: Down the alley or out in the street, bad guys everywhere. Do what you must to neutralize the threats.

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

STAGE PROCEDURE: From P1, at the signal draw and engage all targets from cover.

STRINGS: 1
SCORING: 17 rounds, Unlimited
TARGETS: 8 Threat, 4 Non threat, 1 Steel
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

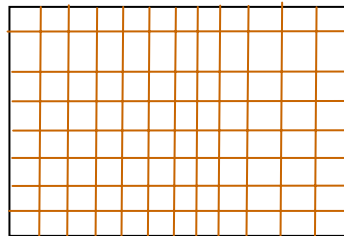
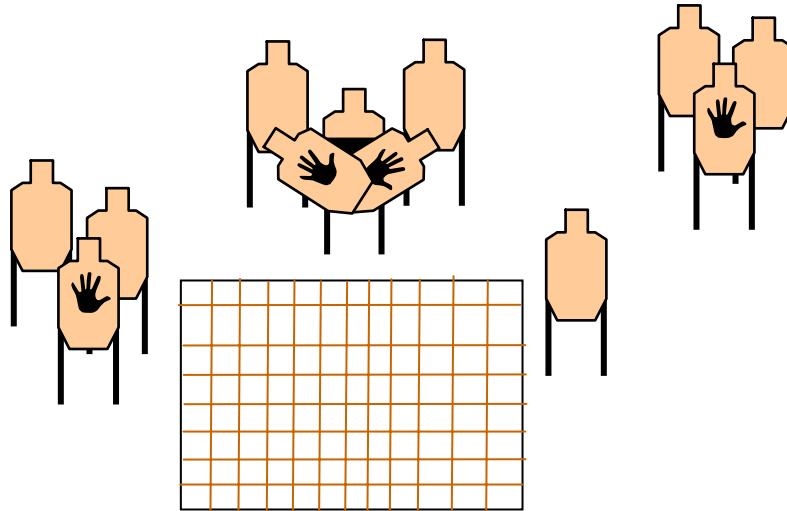


SCENARIO: Save all your friends by taking out the bad guys.

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
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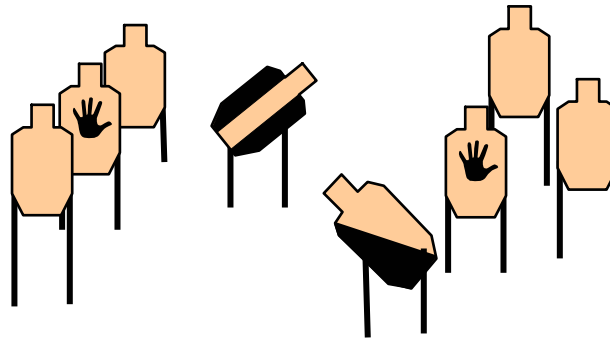


SCENARIO: Use of all 3 hands

START POSITION: Standing at P1, gun loaded with 6 rounds and holstered.

STAGE PROCEDURE: At the signal draw and while advancing toward P2 engage all targets with 1 round each weak hand only then reverse direction and while retreating engage all targets with 1 round each strong hand only and then while still retreating engage all targets with 1 round each freestyle.

STRINGS: 1
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: Not Required



P2

P1