



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

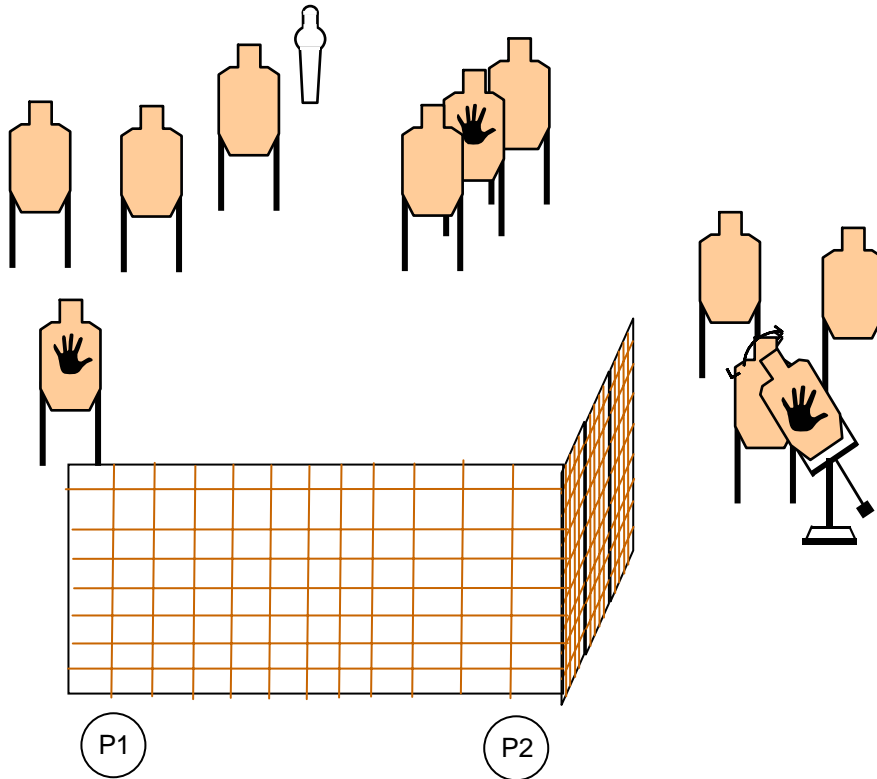


SCENARIO: Walking down the street minding your own business when you hear a cry for help. What are you going to do, run the other way or help. Get those bad guys.

START POSITION: Standing at S1, gun loaded to division capacity and holstered.

STRINGS: 1
SCORING: 17 rounds, Unlimited
TARGETS: 8 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, move to P1. You may draw and engage visible targets while on your way to P1. From P1 engage all visible targets then move to P2 and engage remaining targets.



S1



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

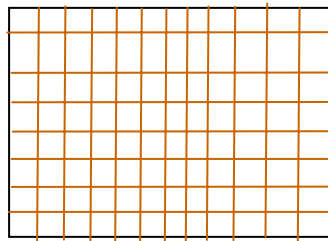
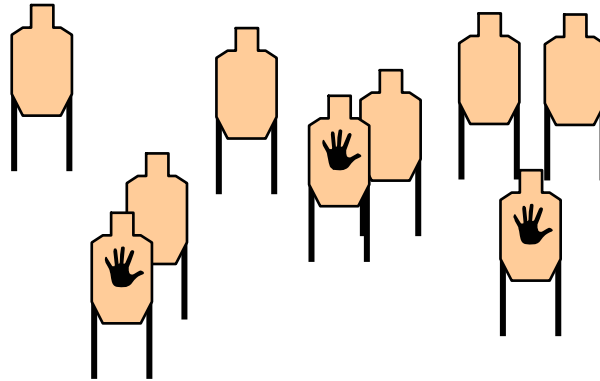


SCENARIO: You shoot each one twice but they are still coming so shoot them again with another round from the other side.

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

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

STAGE PROCEDURE: At the signal, draw and engage all targets with 2 rounds each then move to the other end of the wall and engage all targets with 1 round each.



P1



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

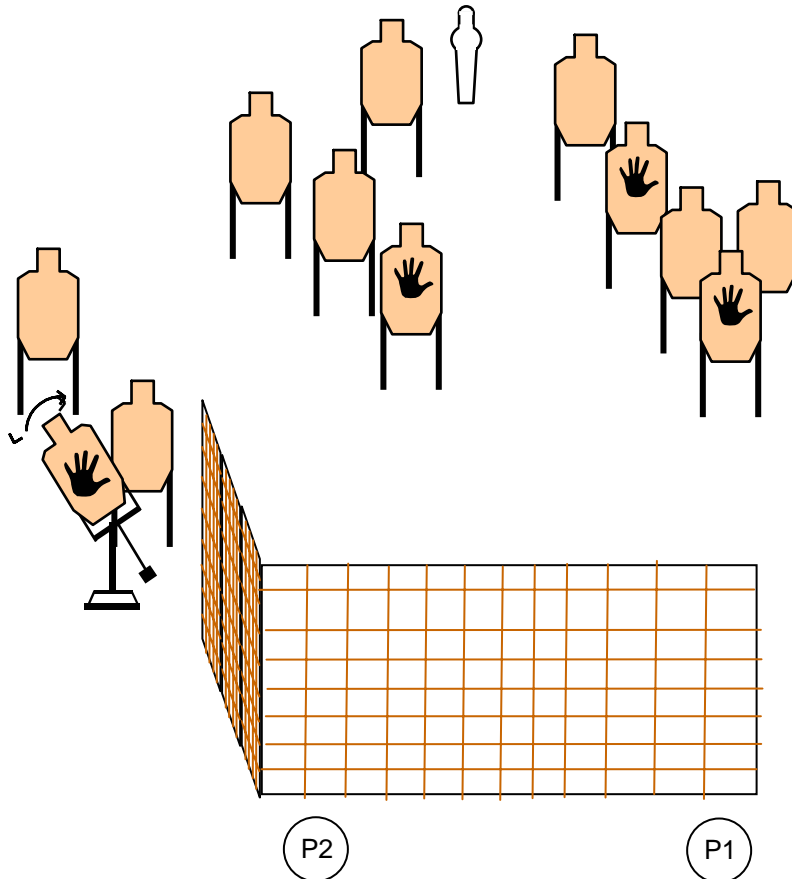


SCENARIO: déjà vu but it seems backwards. Are you dreaming or didn't you just do this? Maybe, but you can do it again.

START POSITION: Standing at S1 facing the wall, gun loaded to division capacity and holstered.

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

STAGE PROCEDURE: At the signal, move to P1. You may draw and engage visible targets while on your way to P1. From P1 engage all visible targets then move to P2 and engage remaining targets..



S1



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

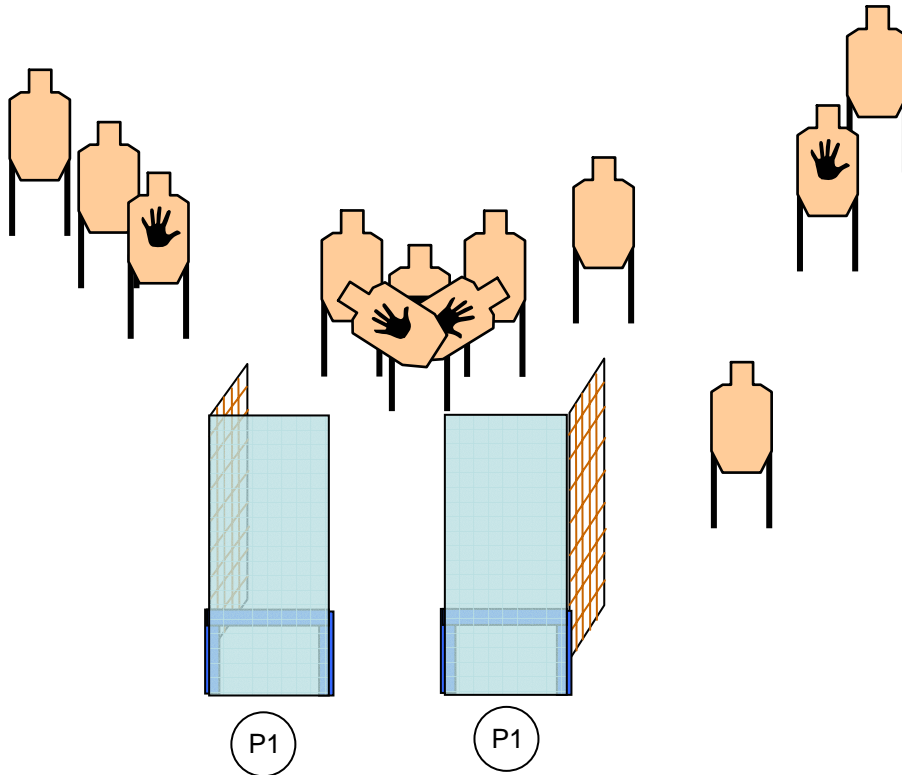


SCENARIO: There are gaps and there are bad guys to be shot. From the gap and from the corners you need to get them all.

START POSITION: Standing at either P1, gun 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: At the signal draw and engage all targets with 2 rounds each.





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

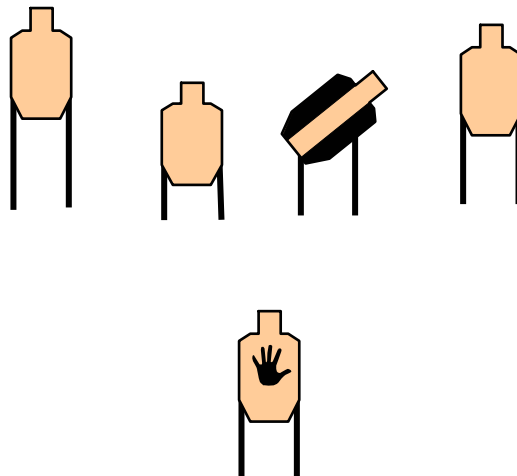


SCENARIO: Variation on the Classifier. Suggested by Doug Crabtree.

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

STRINGS: 1
SCORING: 12 rounds, Limited
TARGETS: 4 Threat, 1 Non Threat
SCORED HITS: 3 shots per target,
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Not Required

STAGE PROCEDURE: At the signal engage all targets in tactical sequence with 2 rounds to the body and 1 to the head.



P1