



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

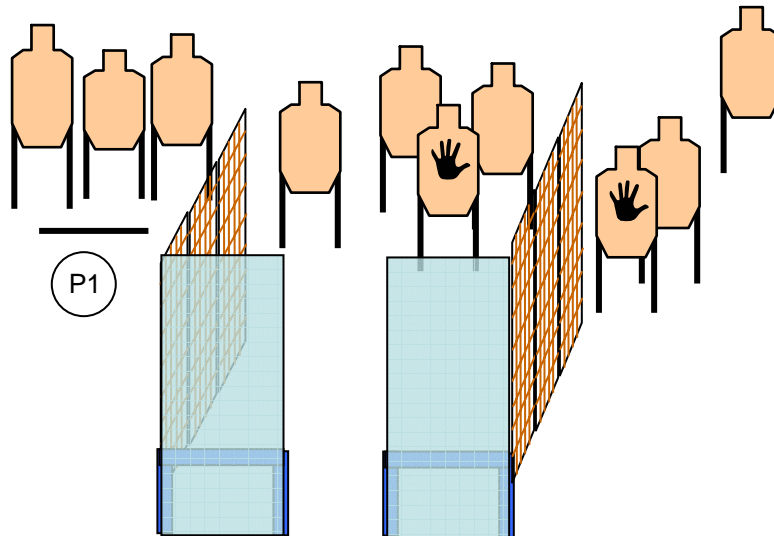


SCENARIO: Time to fill in all the gaps but first we have to take care of the bad guys.

START POSITION: Standing at P1, gun loaded to division capacity and holstered. Facing up-range, hands at surrender.

STRINGS: 1
SCORING: 16 rounds, Unlimited
TARGETS: 8 Threat, 2 Non Threat,
SCORED HITS: 2 shots per target,
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Required

STAGE PROCEDURE: At the signal, turn, draw and engage visible targets in tactical sequence while retreating to cover. Engage all remaining targets from cover.





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

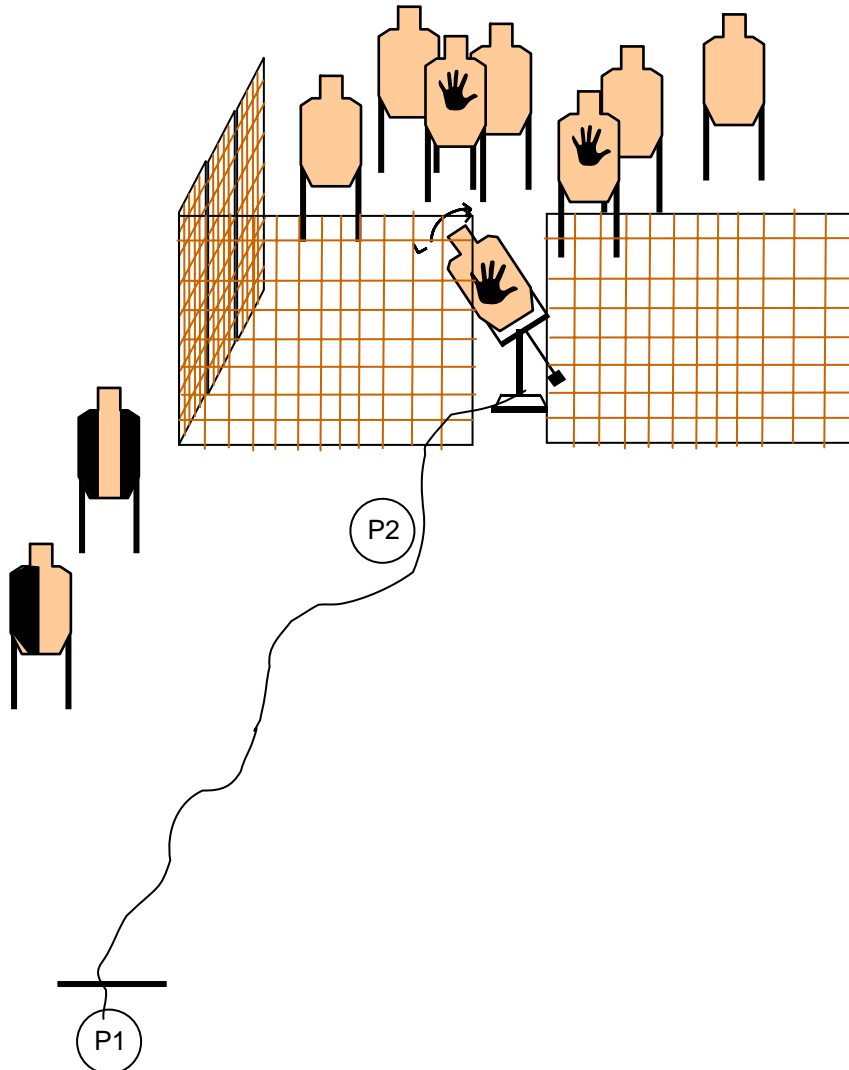


SCENARIO: You are caught in the open but cover is nearby so fight your way there. Another gap to be filled but we have friendlies mixed in with the bad guys and one of those friendlies is in your face. Deal with it.

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, pull the rope to activate the swinger, draw and engage targets on the move to P2. Engage all remaining targets from cover. Watch out for threats as you get close to the gap.



MCTS Indoor Series
SGS, June 10, 2015



Music City Tactical Shooters
Stage 3 Bay 1
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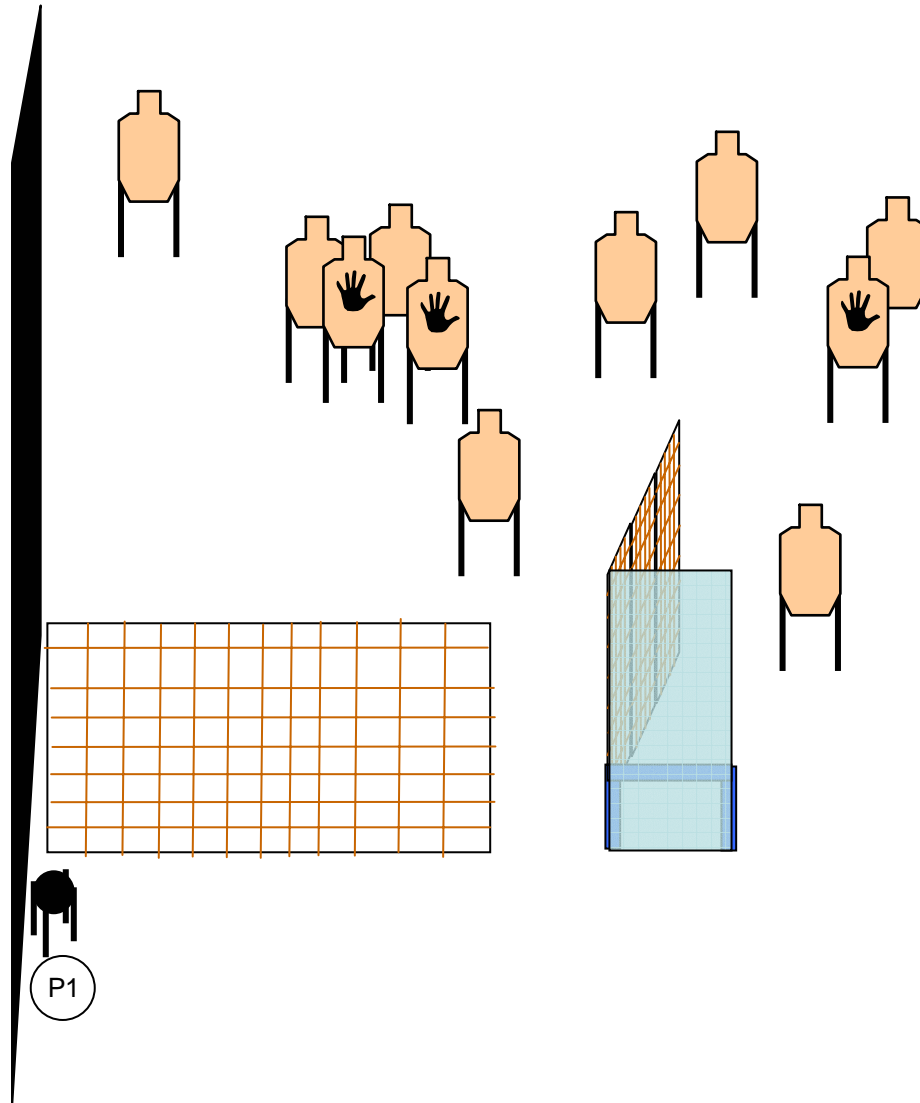


SCENARIO: Another gap to fill in but again you have to remove the threats before you can fill the gap.

START POSITION: Seated on the stool, back against the wall, arms folded on chest, 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: From P1, at the signal, stand draw and engage all targets from cover.





Music City Tactical Shooters
Stage 4 Bay 2
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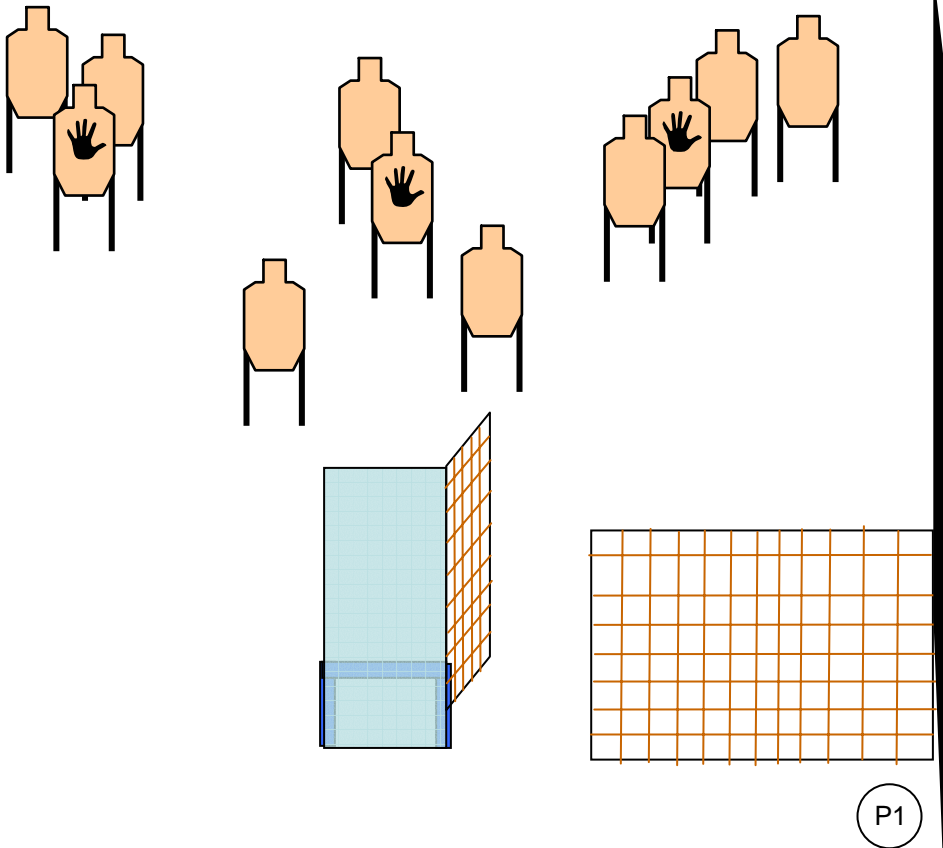


SCENARIO: After a hard day your leaning against the wall resting while waiting for your ride when an unfriendly disturbance takes place. Do you get involved or just stand there?

START POSITION: Standing at P1 leaning against the wall, 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 all targets.





Music City Tactical Shooters
Stage 5 Bay 2
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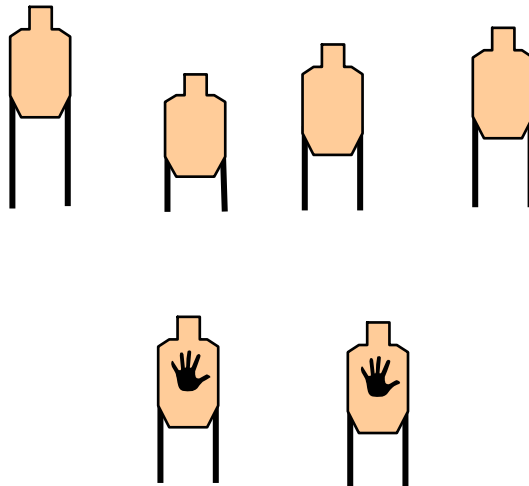


SCENARIO: These guys seem to have small heads but you can still shoot them.

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

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

STRINGS: 1
SCORING: 16 rounds, Limited
TARGETS: 4 Threat, 2 Non Threat
SCORED HITS: 4 shots per target,
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Not Required



P1