



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

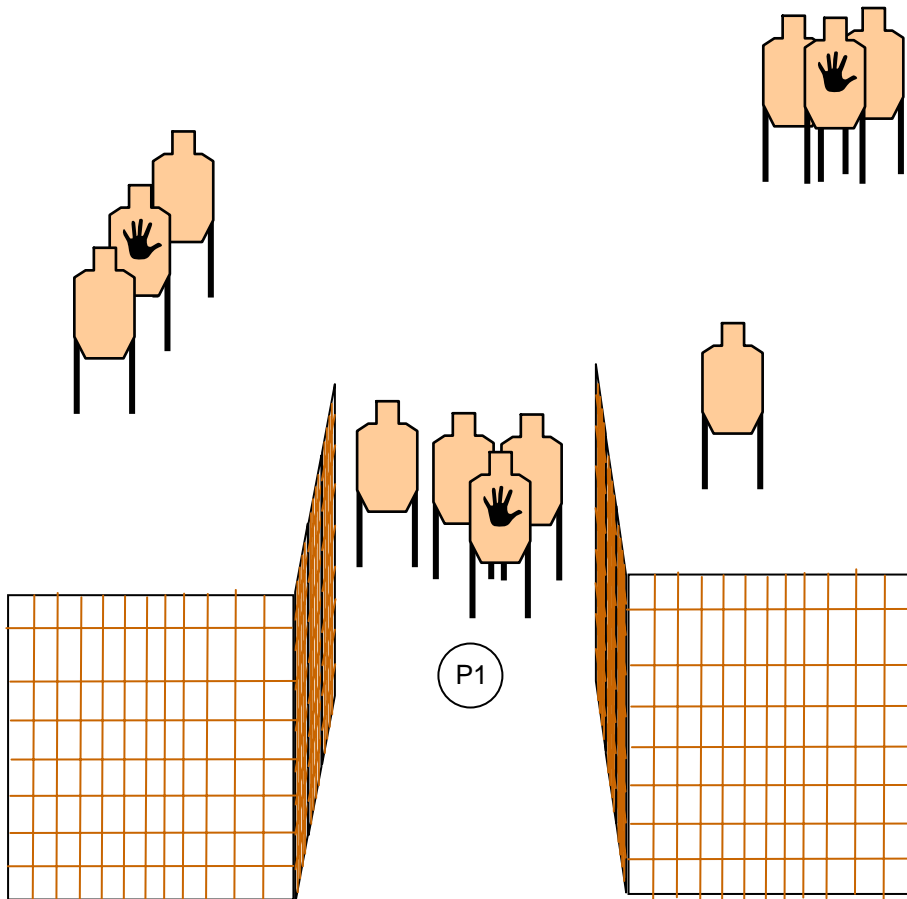


**SCENARIO:** Caught in the alley with no where to go but back. Fight your way out to cover.

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

**STRINGS:** 1  
**SCORING:** 16 rounds, Unlimited  
**TARGETS:** 8 Threat, 3 Non Threat,  
**SCORED HITS:** 3 shots per target  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rules  
**CONCEALMENT:** Required

**STAGE PROCEDURE:** From P1, at the signal draw and engage targets in tactical sequence with 2 rounds each while retreating to cover. Engage all remaining targets with 2 rounds each from cover.





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



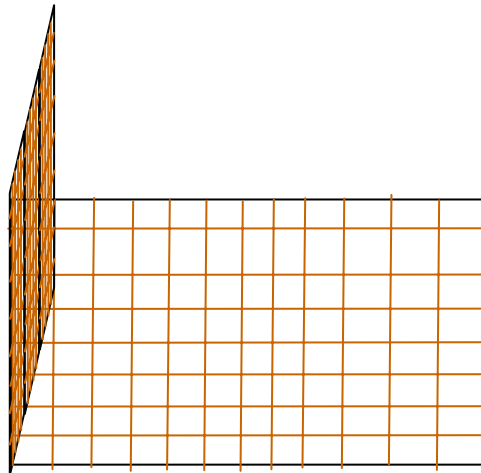
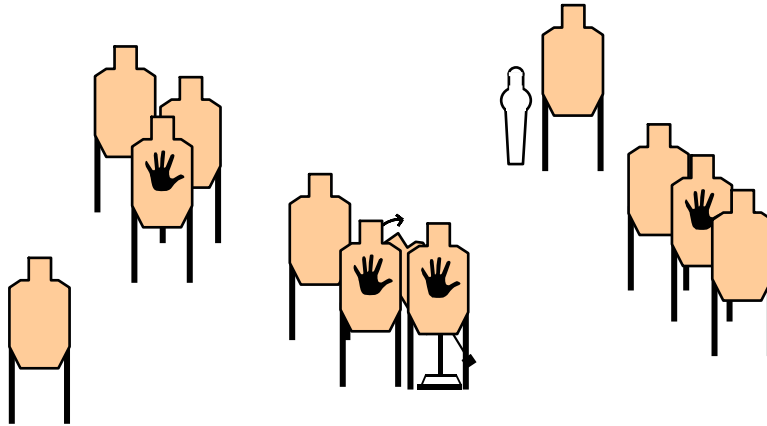
**SCENARIO:** Bad guys are spread out all over the place and they have hostages. Watch out for the mover.

**START POSITION:** Handgun loaded to division capacity and holstered standing at P1.

**STRINGS:** 1  
**SCORING:** 17 rounds, Unlimited  
**TARGETS:** 8 Threat, 4 Non Threat, 1 steel

**STAGE PROCEDURE:** From P1, 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 3 Bay 1  
Course Designer: Terry Cheney

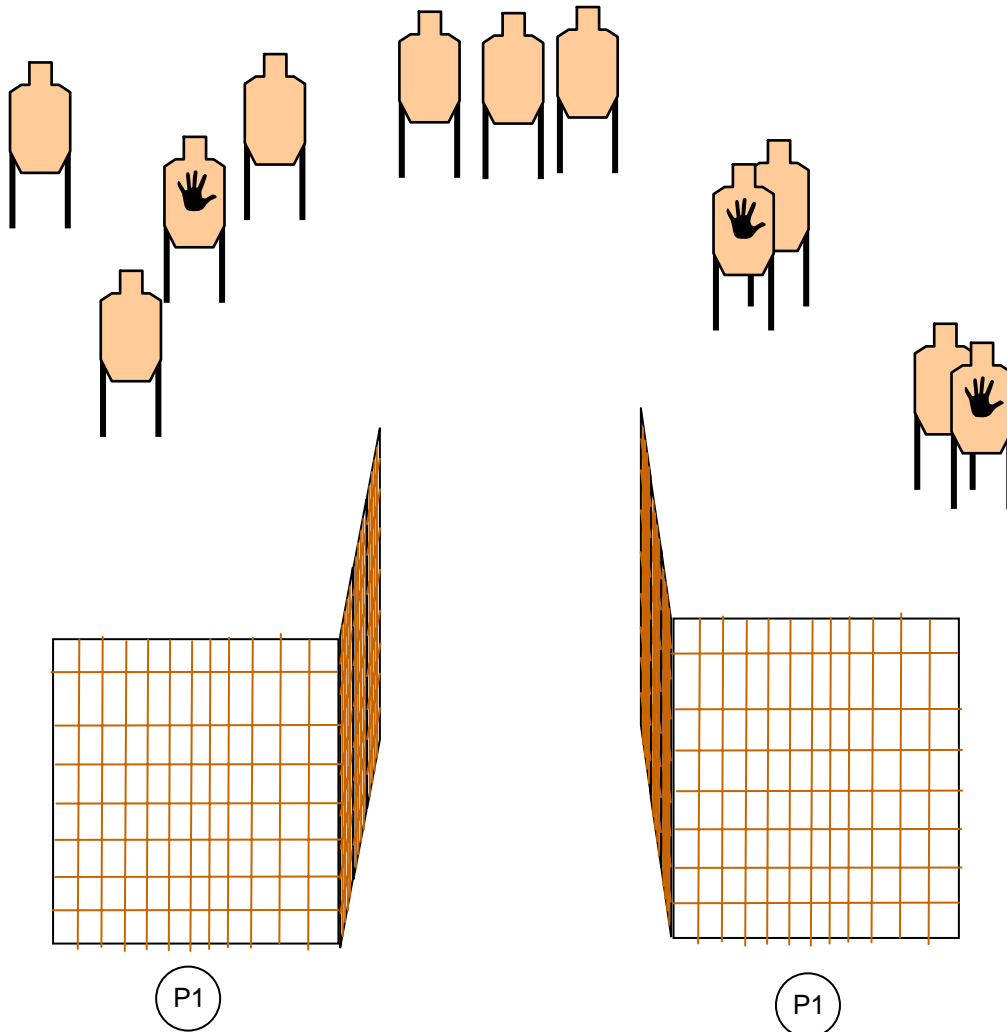


**SCENARIO:** Walking down the street you hear a commotion on the side street but they have friends around the corners of the buildings. Which ones will you take care of first?

**START POSITION:** Handgun loaded to division capacity and holstered, standing at either P1.

**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 either P1, at the signal draw and engage all targets with 2 rounds each.





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



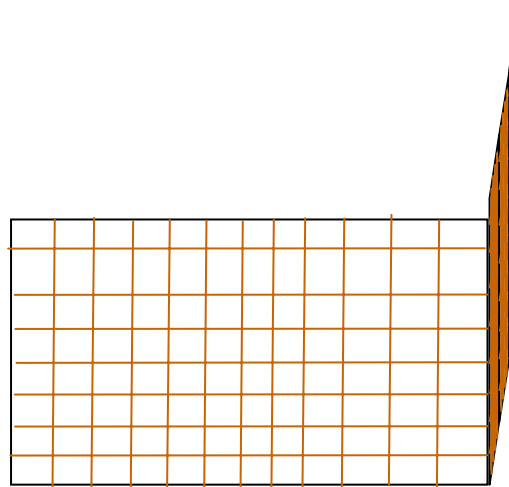
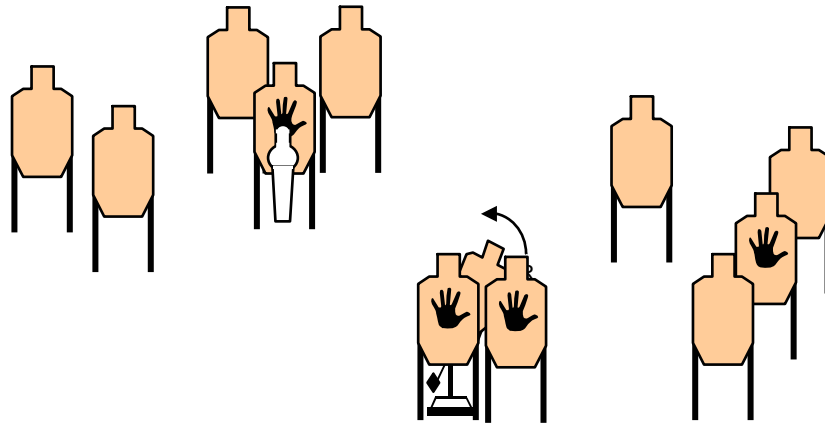
**SCENARIO:** Bad guys are spread out and they have hostages. Watch out for the mover. Didn't we just do this?

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

**STRINGS:** 1  
**SCORING:** 17 rounds, Unlimited  
**TARGETS:** 8 Threat, 4 Non Threat,  
1 steel

**STAGE PROCEDURE:** From P1, at the signal draw and engage all 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



P1



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

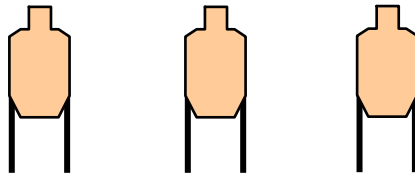


**SCENARIO:** Modified El Presidente.

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

**STAGE PROCEDURE:** At the signal, turn, draw and engage targets with 2 rounds each in tactical sequence, perform a mandatory reload with retention and engage targets with 2 more rounds each.

**STRINGS:** 4  
**SCORING:** 12 rounds, Unlimited  
**TARGETS:** 3 Threat  
**SCORED HITS:** 4 shots per target,  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rules  
**CONCEALMENT:** Optional



P1