



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

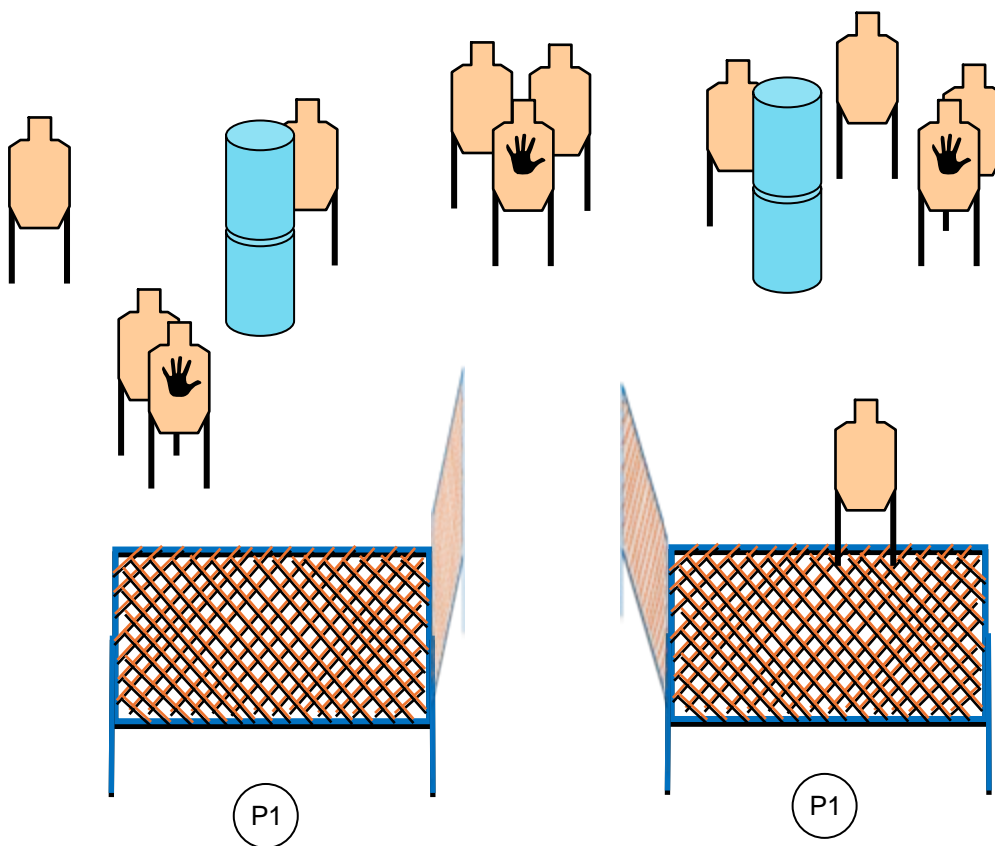


SCENARIO: Walking down the street you hear a commotion on a side street. Appears all the side streets have commotions. Which one will you take care of first?

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

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

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





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

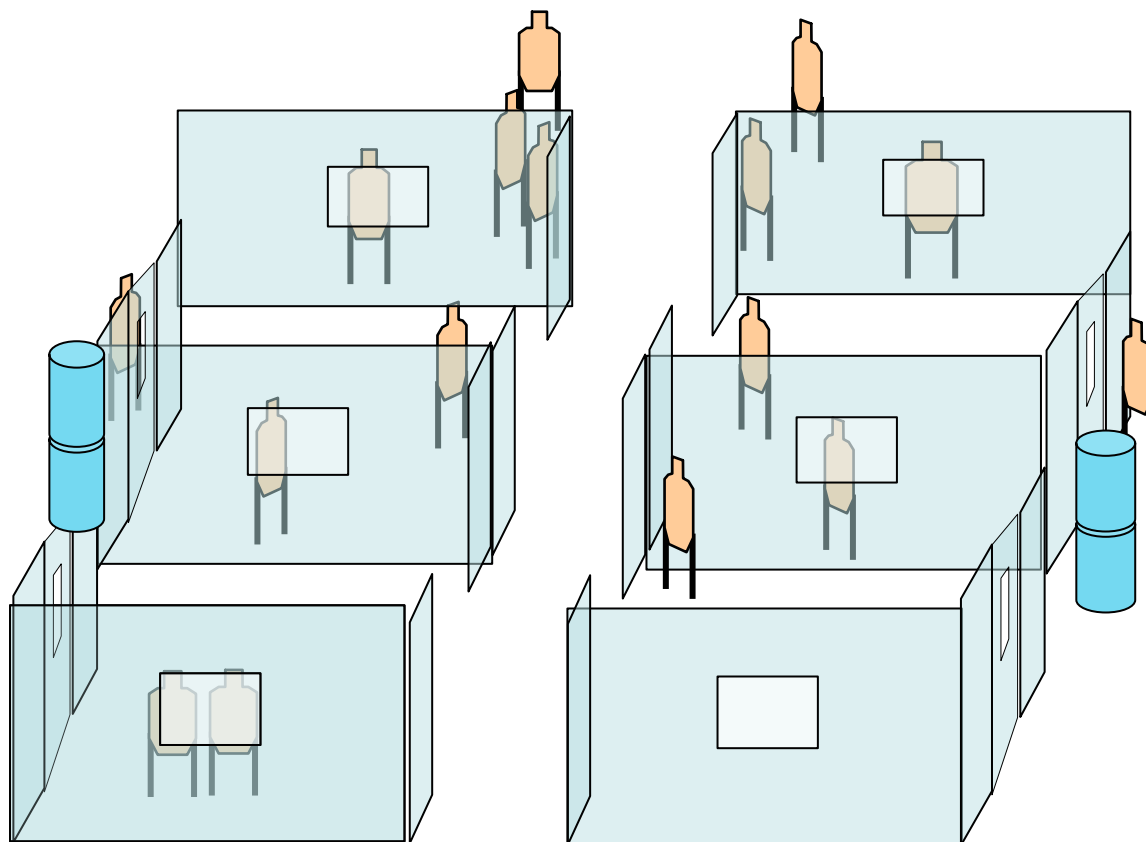


SCENARIO: You just arrived at your hunting cabin and you discover there a bunch of prison escapees hanging out in and around the cabin. You don't know where they are until you start looking. BTW you only have so much ammo so make every shot count. Now go clean house.

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

STAGE PROCEDURE: At the signal, engage 2 targets in window while advancing to cabin entrance. All remaining targets must be engaged as you see them from within the cabin

STRINGS: 1
SCORING: 16 rounds, Unlimited
TARGETS: 16 Threat, 0 Non Threat
SCORED HITS: 1 shot per target,
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Required





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

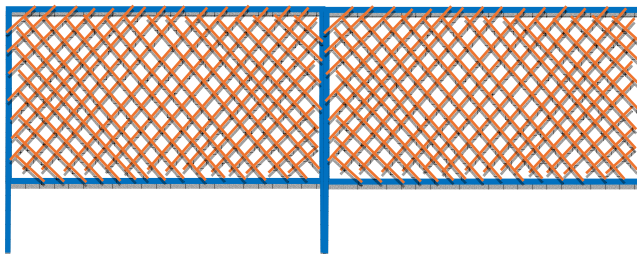
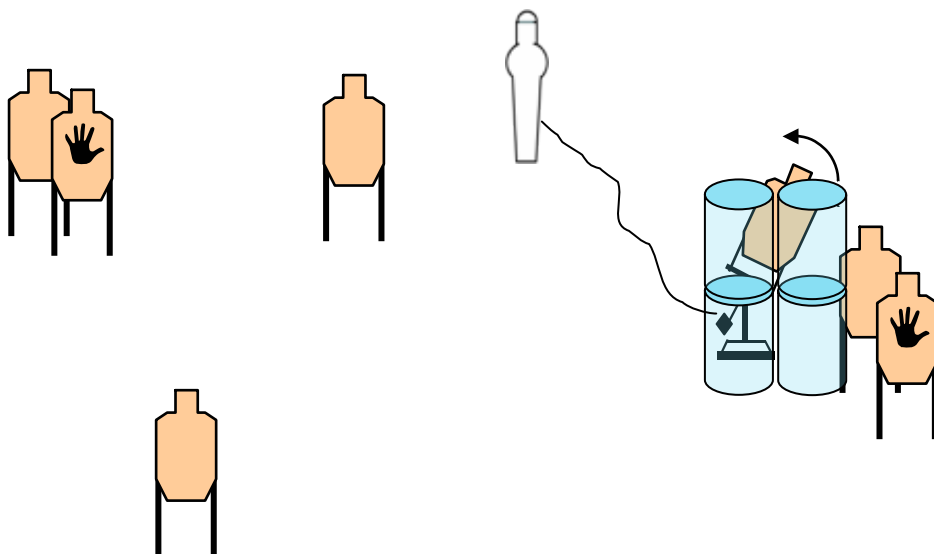


SCENARIO: You have to make a choice so which way do you go to start?

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: 5 Threat, 2 Non Threat, 1 steel
SCORED HITS: 3 shots per target
steel must fall
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Required



P1



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

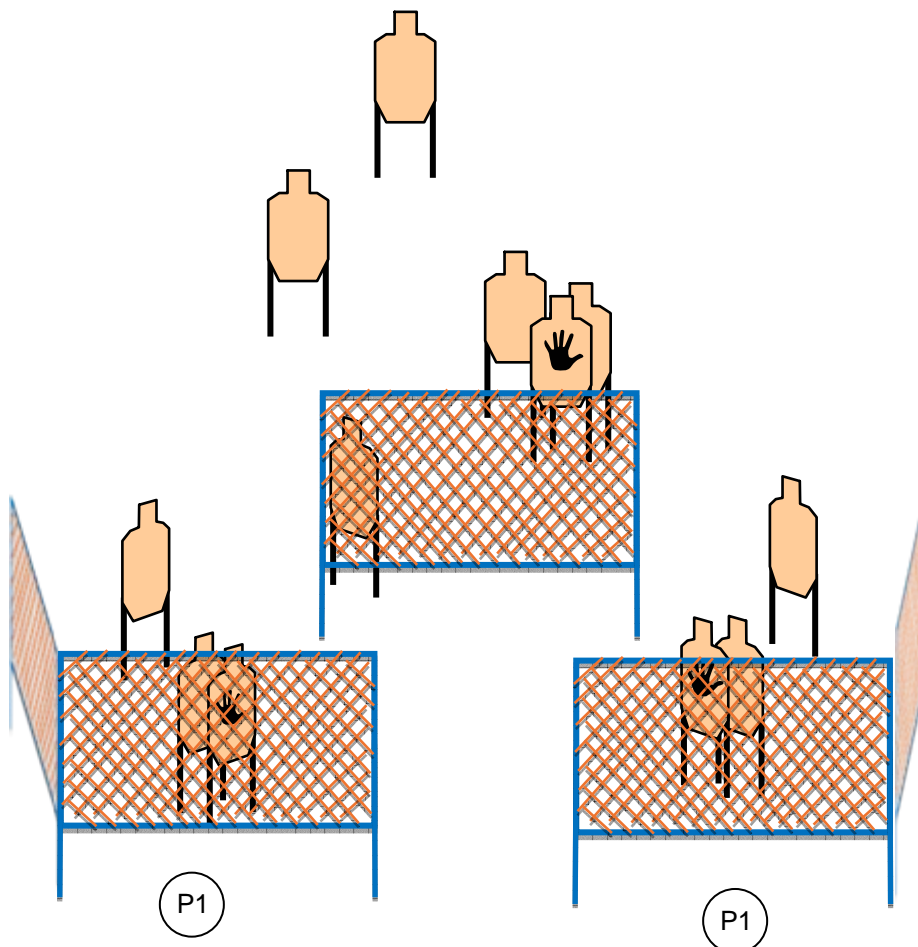


SCENARIO: Left or right “what difference does it make?”, the bad guys are both ways twice.

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

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

STRINGS: 1
SCORING: 18 rounds, Unlimited
TARGETS: 6 Threat, 3 Non threat,
SCORED HITS: 2 shots per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Required





Music City Tactical Shooters
Stage 5 Bay 5
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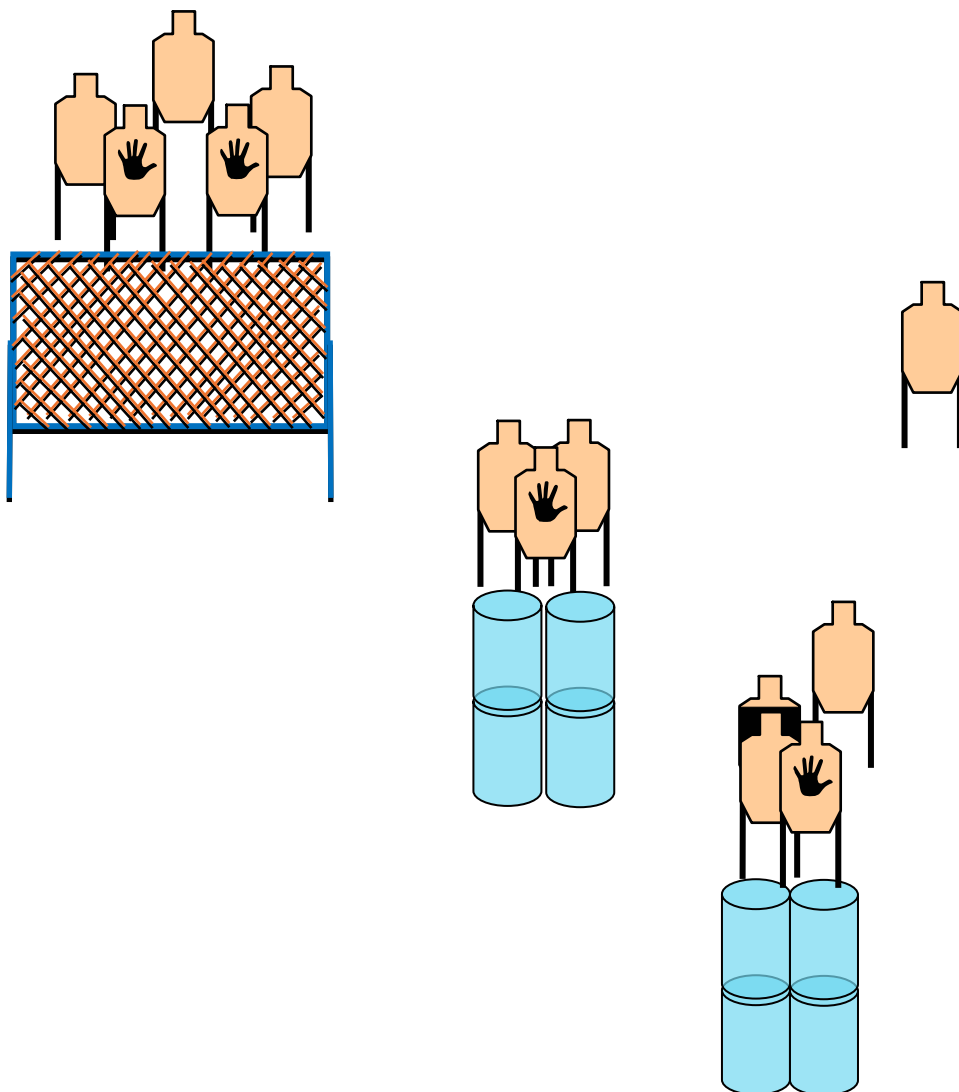


SCENARIO: Move, shoot, move, shoot, move and shoot again.

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: 18 rounds, Unlimited
TARGETS: 9 Threat, 4 Non Threat,
SCORED HITS: 2 shots per target,
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Required





Music City Tactical Shooters
Stage 6 Bay 6
Course Designer: Terry Cheney



SCENARIO: Tactical Sequence Drill with reloads.

START POSITION: Handgun loaded to division capacity and holstered standing at P1 for String 1 and P2 for String 2.

STAGE PROCEDURE:

String 1 at P1: At the signal draw and while advancing engage all targets with 3 rounds each in tactical sequence freestyle before reaching P2.

String 2 at P2: At the signal draw and while retreating engage all targets with 3 rounds each in tactical sequence strong hand only.

STRINGS: 2
SCORING: 24 rounds, Limited
TARGETS: 4 threat
SCORED HITS: 6 shots total per target
3 per target per string
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Not Required

