



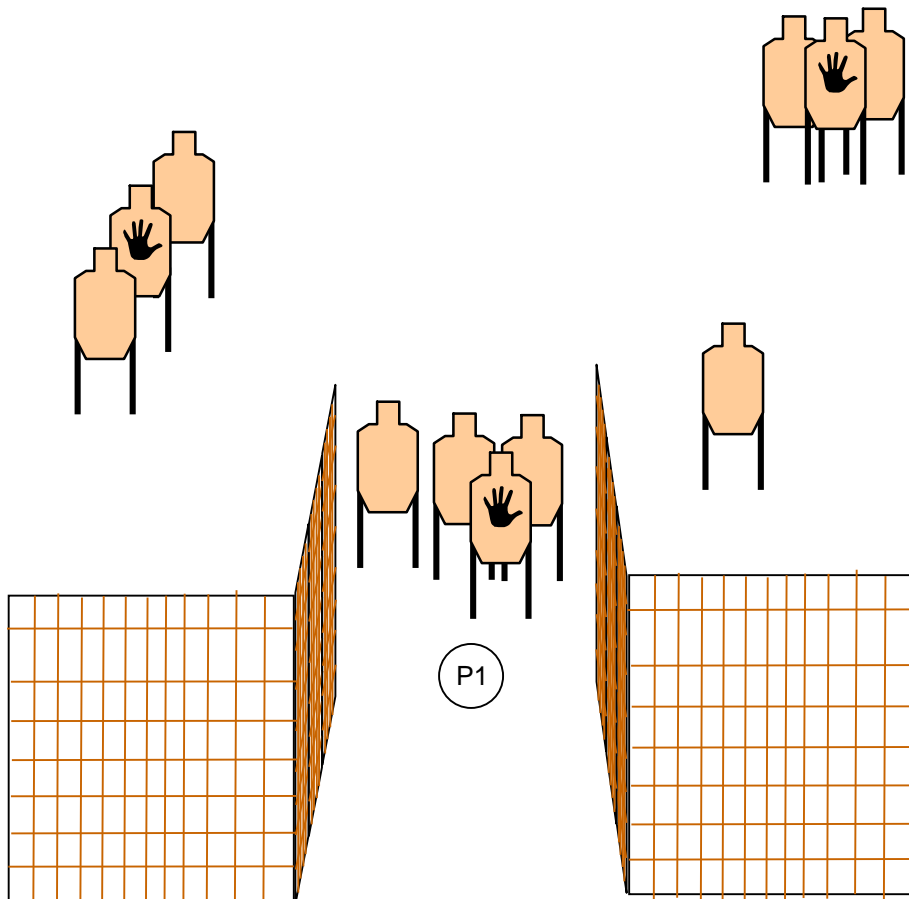
Music City Tactical Shooters
Stage 1 Bay 1
Course Designer: Michael Bresson

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.

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.

STRINGS: 1
SCORING: 24 rounds, Unlimited
TARGETS: 8 Threat, 3 Non Threat, 0 Steel
SCORED HITS: 3 shots per target
START-STOP: Audible - Last shot
RULES: Modified
CONCEALMENT: Required





Music City Tactical Shooters

Stage 2 Bay 1

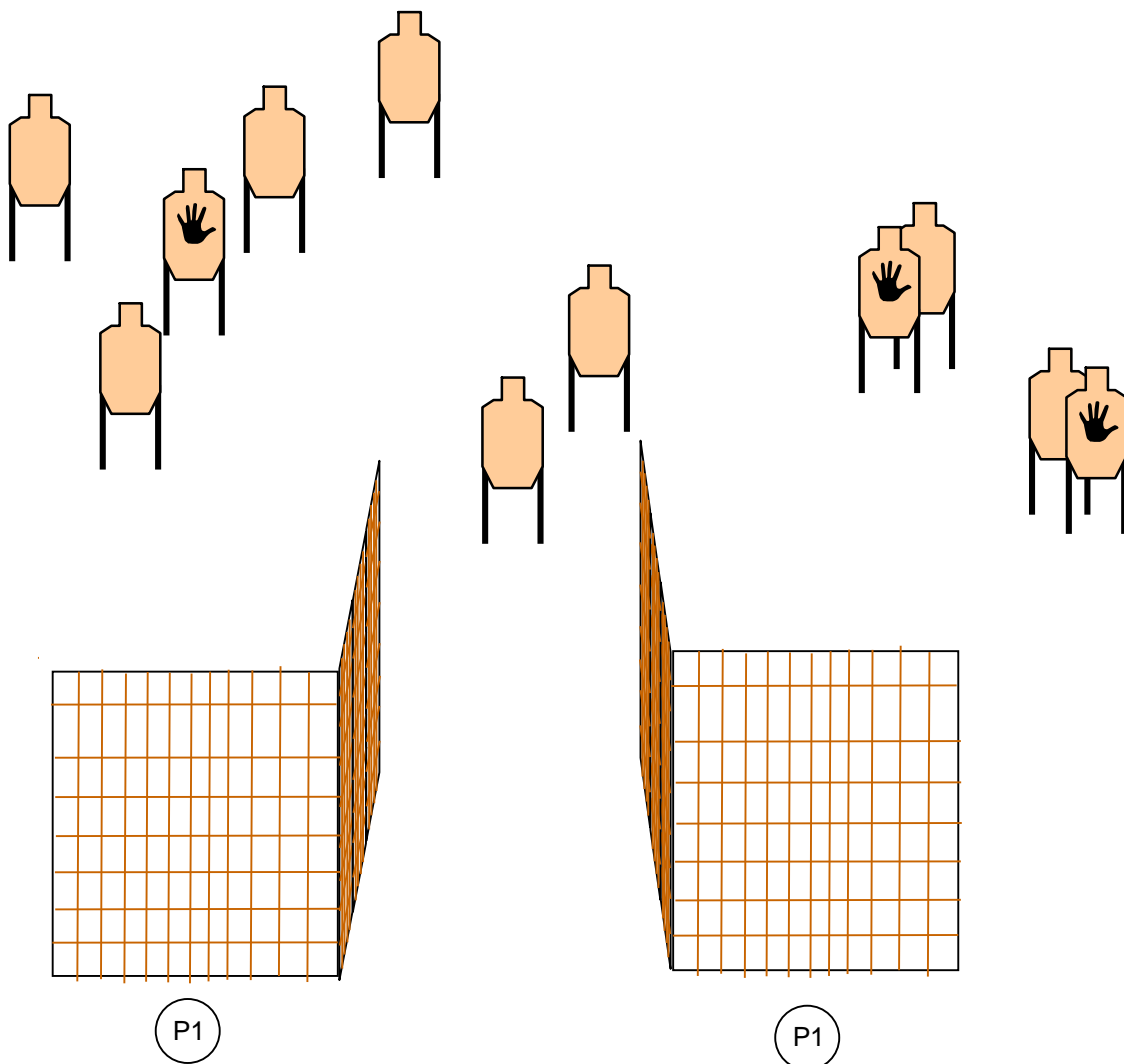
Course Designer: Michael Bresson

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.

STAGE PROCEDURE: From either P1, at the signal draw and engage all targets with 2 rounds each.

STRINGS: 1
SCORING: 16 rounds, Unlimited
TARGETS: 8 Threat, 3 Non threat,
SCORED HITS: 2 shots per target
START-STOP: Audible - Last shot
RULES: Modified
CONCEALMENT: Required





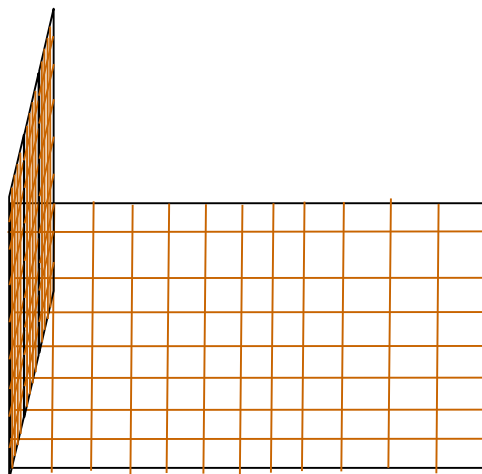
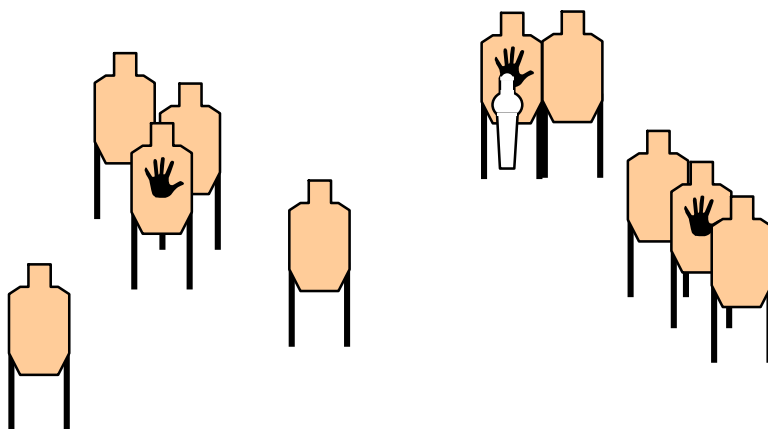
Music City Tactical Shooters
Stage 3 Bay 1
Course Designer: Michael Bresson

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.

STAGE PROCEDURE: From P1, at the signal, draw and engage all targets with 2 rounds each from cover.

STRINGS: 1
SCORING: 22 rounds, Unlimited
TARGETS: 7 Threat, 3 Non Threat, 1 steel
SCORED HITS: 3 shots per target, steel must fall
START-STOP: Audible - Last shot
RULES: Modified
CONCEALMENT: Required



P1



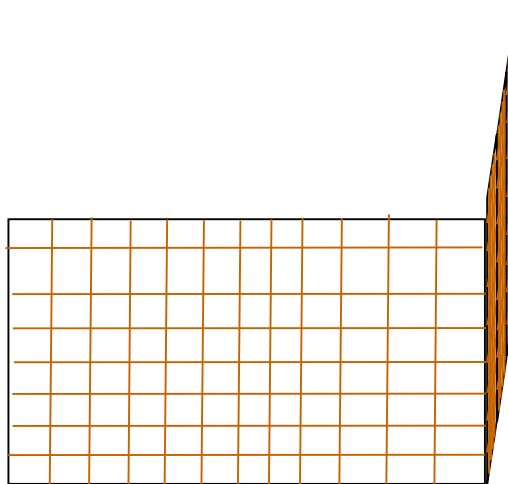
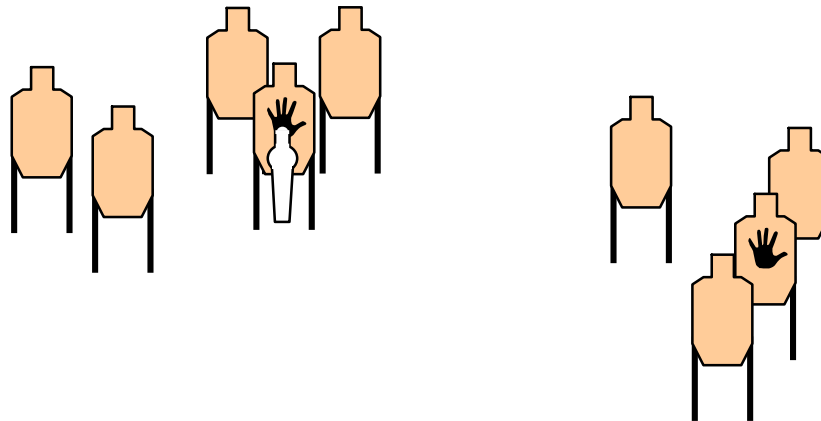
Music City Tactical Shooters
Stage 4 Bay 1
Course Designer: Michael Bresson

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.

STAGE PROCEDURE: From P1, at the signal draw and engage all targets from cover with 2 rounds each.

STRINGS: 1
SCORING: 17 rounds, Unlimited
TARGETS: 8 Threat, 2 Non Threat, 1 steel
SCORED HITS: 2 shots per targets, steel must fall
START-STOP: Audible - Last shot
RULES: Modified
CONCEALMENT: Required



P1



Music City Tactical Shooters
Stage 5 Bay 2
Course Designer: Michael Bresson

SCENARIO: Modified EI 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:	1
SCORING:	12 rounds, Unlimited
TARGETS:	3 Threat
SCORED HITS:	4 shots per target,
START-STOP:	Audible - Last shot
RULES:	Modified
CONCEALMENT:	Optional

