



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

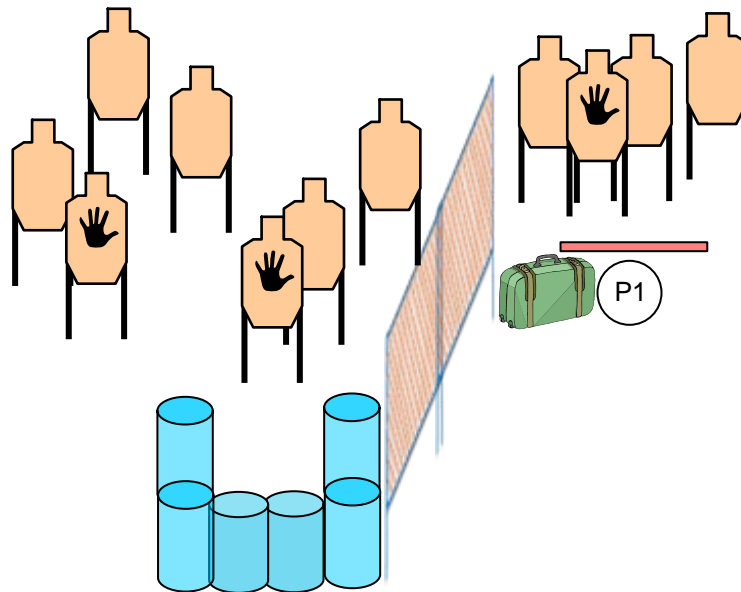


SCENARIO: Leaving work you took the short cut through the alley, bad idea, when you are confronted by some unfriendly guys. They have one of your co-workers, save her and take care of the unfriendlies.

START POSITION: Standing at P1, brief case in weak hand, 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 3 targets strong hand only in tactical sequence while retreating. You must retain the briefcase until it passes the end of the wall. Engage remaining targets from low cover.





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

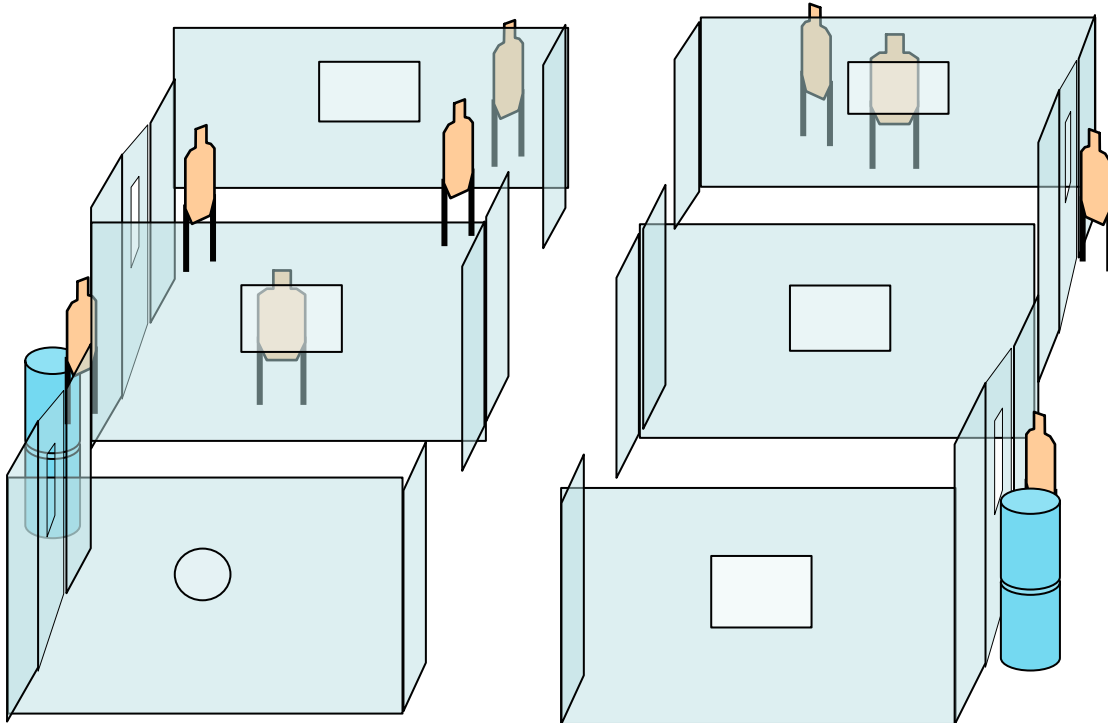


SCENARIO: You stumbled into a crack house and there are a bunch of crack heads just hanging out. They are dangerous and a threat to society so clean house.

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

STRINGS: 1
SCORING: 18 rounds, Unlimited
TARGETS: 9 Threat
SCORED HITS: 2 shots per target,
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Required

STAGE PROCEDURE: At the signal, enter the house and engage all targets from cover as you see them.



P1



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

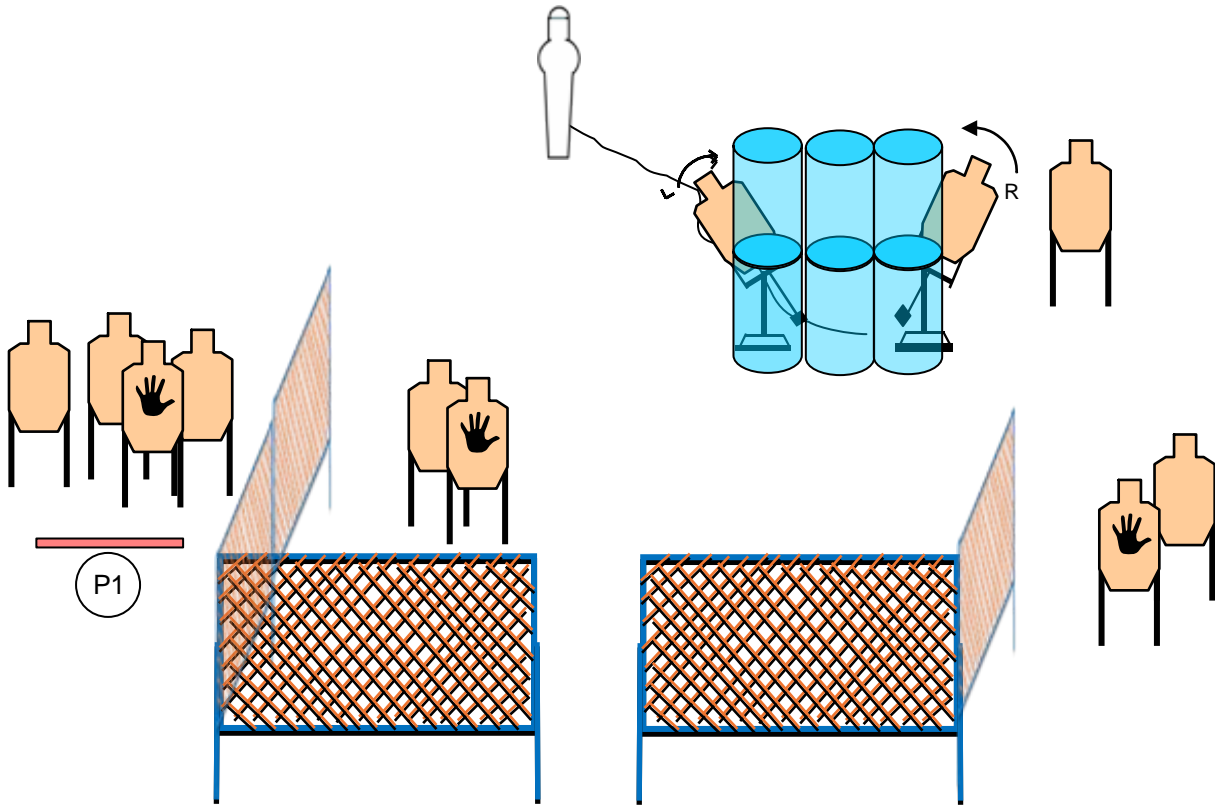


SCENARIO: Surprise, surprise watch out for the bad guys, they are in your face and they come out of hiding.

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

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

STRINGS: 1
SCORING: 17 rounds - Unlimited
TARGETS: 9 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





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

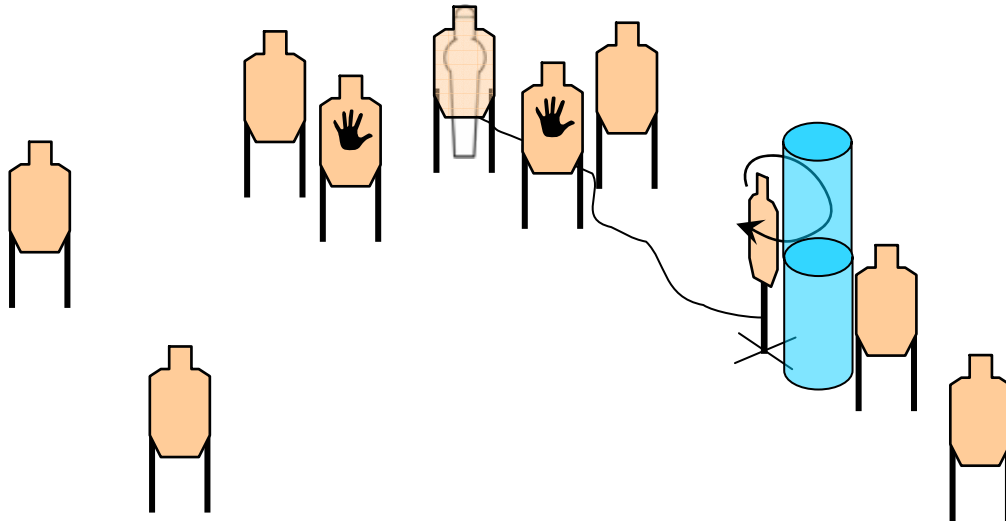


SCENARIO: What am I going to do, what am I going to do, what am I going to do. Start shooting.

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

STRINGS: 1
SCORING: 16 rounds - Unlimited
TARGETS: 8 Threat, 2 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: Engage all targets from cover..



P1



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

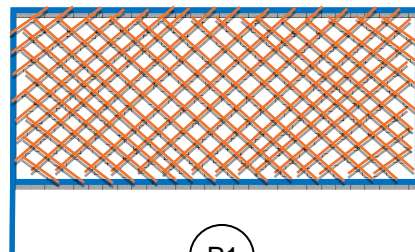
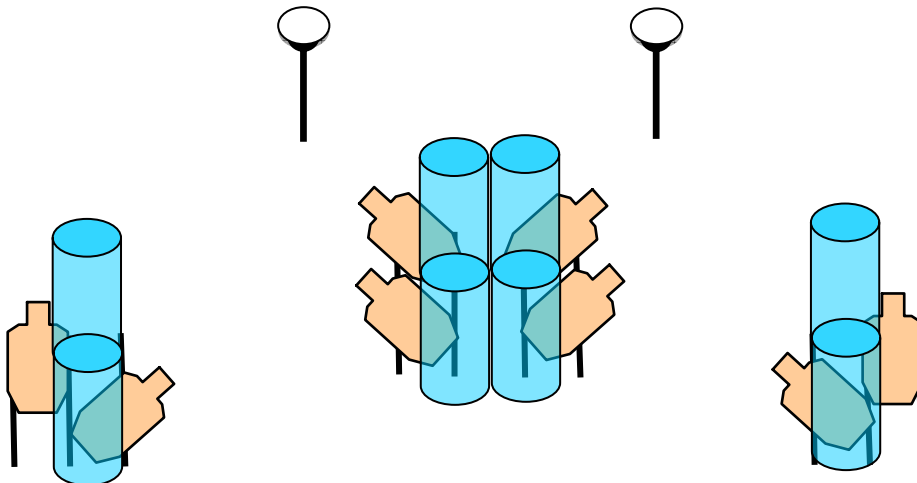


SCENARIO: Bad guys peeking out from behind every tree or is that every barrel. How many head shots?

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

STRINGS: 1
SCORING: 18 rounds - Unlimited
TARGETS: 8 Threat, 2 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 draw and engage all targets from cover.





Music City Tactical Shooters
Stage 6 Bay 6

Course Designer: Terry Cheney

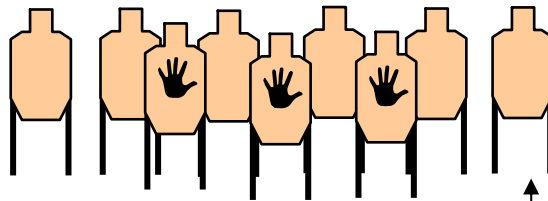


SCENARIO: Standards – the use of all hands.

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

STAGE PROCEDURE: At the signal draw and engage each target with 1 round to the body STRONG HAND only, tactical reload then 1 round each to the body WEAK HAND only, tactical reload then 1 round each to the HEAD Freestyle. Shooter may start strong or weak hand, shooters choice.

STRINGS: 1
SCORING: 18 rounds - Limited
TARGETS: 6 Threat, 3 Non-threat
SCORED HITS: 3 shots per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Not Required



7 yds



P1