



MCTS Indoors – Nashville Armory
Stage 1
Course Designer: Terry Cheney

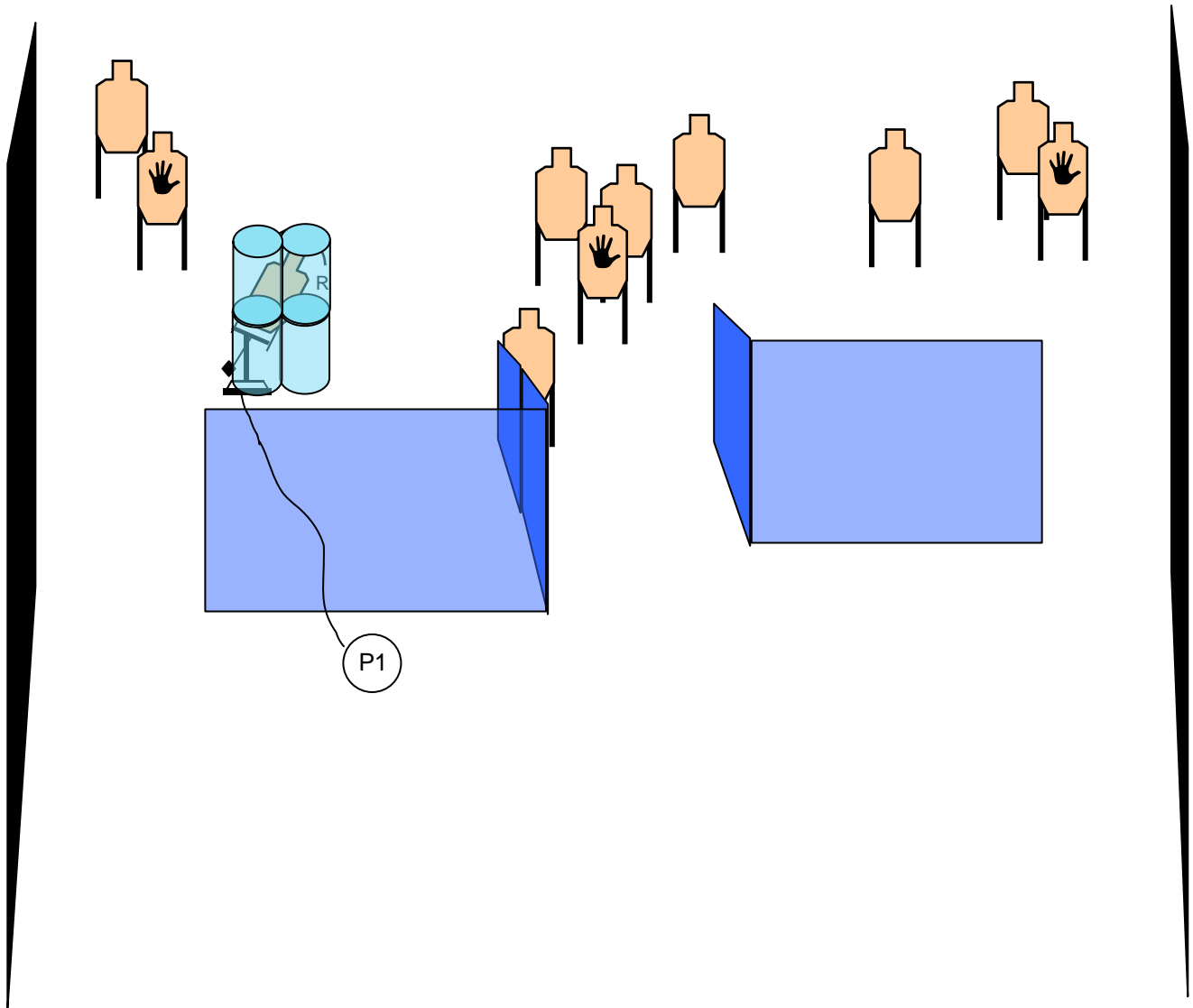


SCENARIO: Around the corner, down the alley and around another corner you'll find bad guys.

START POSITION: Standing at P1, gun loaded to division capacity and holstered, activator cord in strong hand.

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

STAGE PROCEDURE: From P1, at the signal, pull cord to activate the swinger, draw and engage all targets from cover.





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Stage 3
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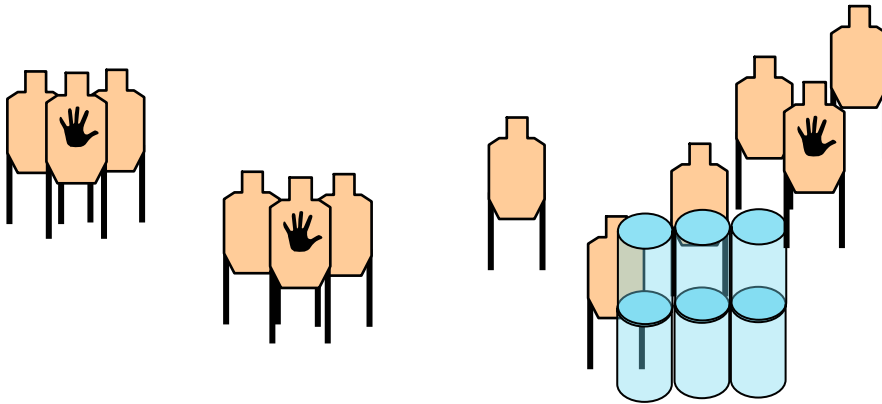


SCENARIO: Walls, barrels and bad guys. Where do you start? Make your choice and go.

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

STRINGS: 1
SCORING: 18 rounds, Unlimited
TARGETS: 9 Threat, 3 Non threat,
SCORED HITS: Best 2 shots per target,
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Required

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



P1





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Stage 4
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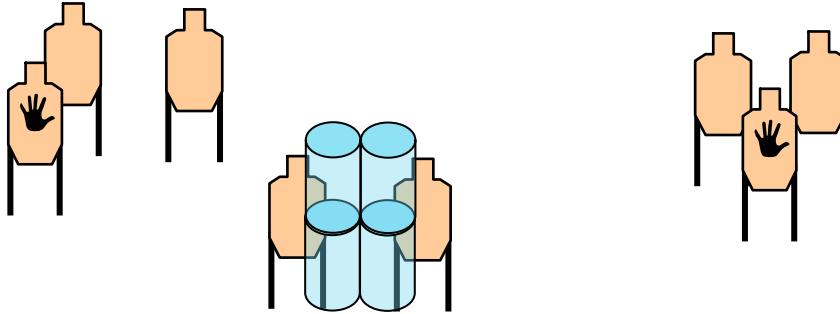


SCENARIO: Tough guys that aren't very nice. They require a little extra attention.

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

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

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



P1





MCTS Indoors – Nashville Armory
Stage 5
Course Designer: Terry Cheney

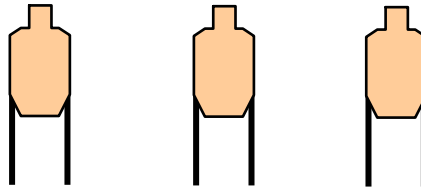


SCENARIO: The Strong and the Weak.

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

STRINGS: 1
SCORING: 12 rounds, Limited
TARGETS: 3 Threat
SCORED HITS: Best 4 shots per target,
START-STOP: Audible - Last shot
RULES: Current IDPA Rules
CONCEALMENT: Not Required

STAGE PROCEDURE: At the signal draw and engage all targets with 2 rounds each in tactical sequence, STRONG hand only, mandatory reload then engage all targets with 2 rounds each in tactical sequence WEAK hand only.



P1