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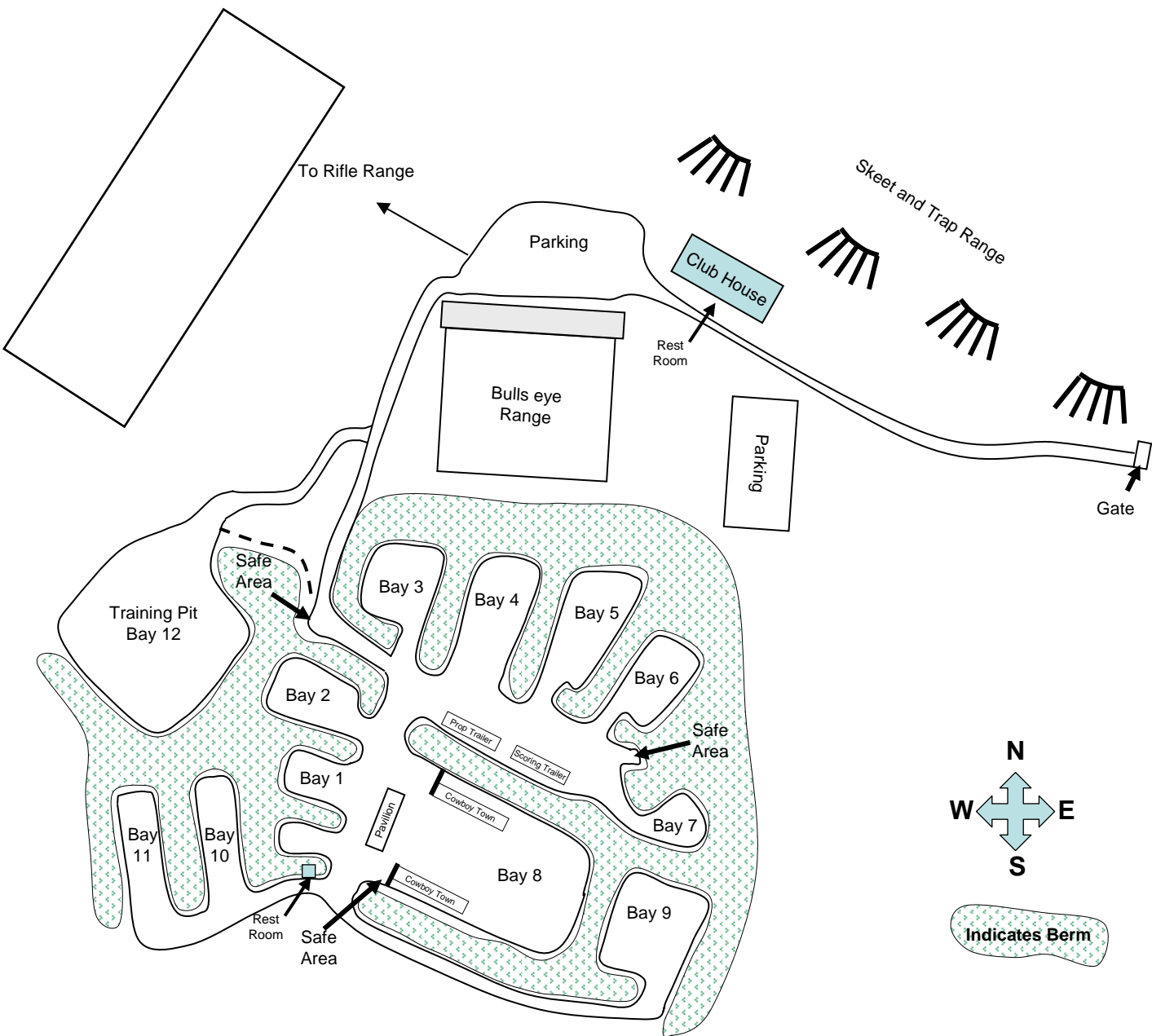
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# South River Gun Club Range Map

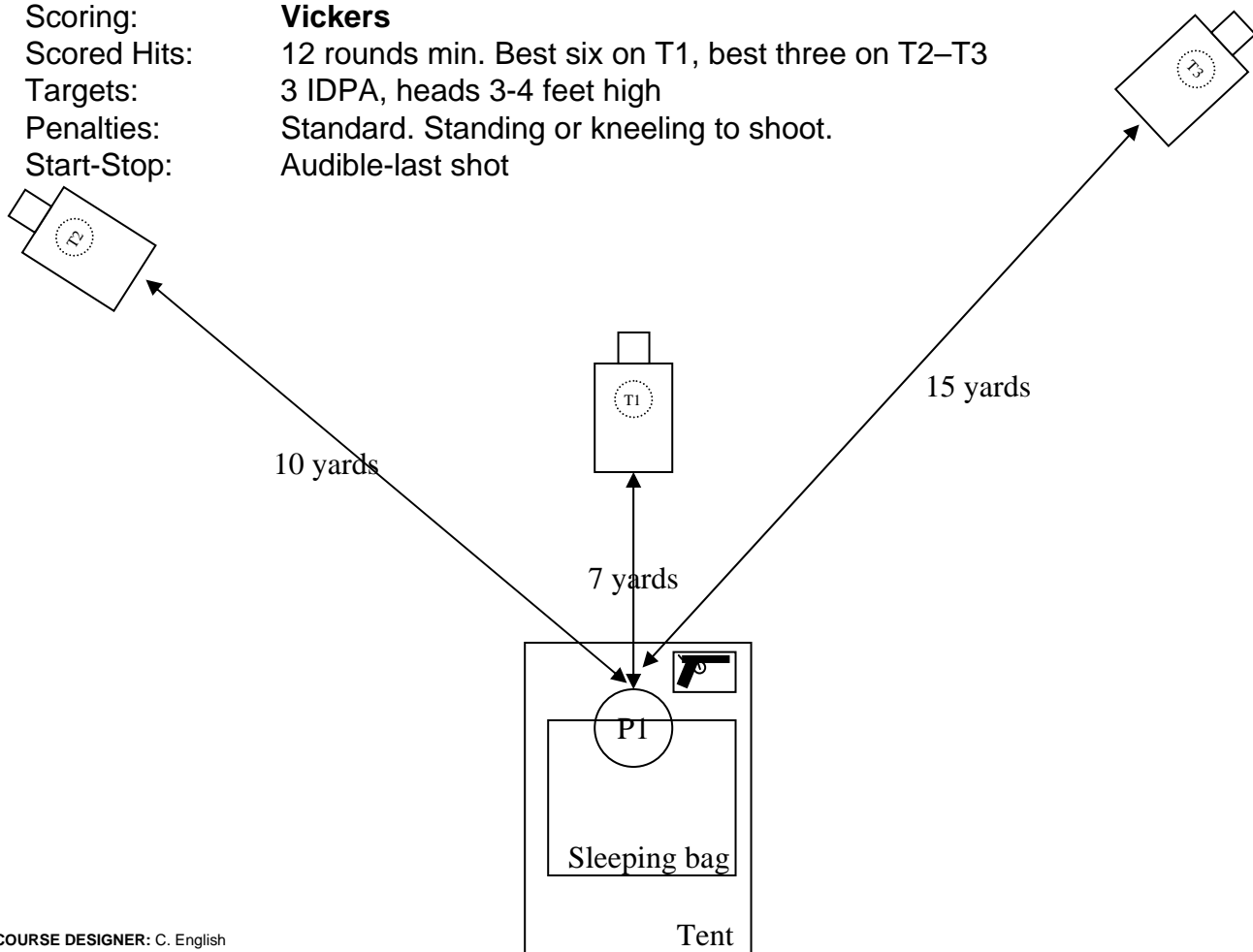




# Stage 1

## Bay 1

- Scenario: Three Bears  
 While on a camping trip, you are sleeping in your tent when Momma, Poppa and Baby bear decide to dine on you.
- Start Position: In the tent, laying on your back with hands beside body, head down range  
 Loaded pistol in IDPA box 2 feet from your head on the mat  
 Spare magazine next to the pistol (as many as needed)  
 Covered from the neck down with a sleeping bag.
- Stage Procedure: At the buzzer get out from under the sleeping bag, retrieve pistol from IDPA box and engage T1 with 6 rounds.  
 Engage T2 and T3 with three rounds each.  
 One string of fire, all shots must be taken from **prone**. (you are in a pup tent) No concealment required.
- Scoring: **Vickers**  
 Scored Hits: 12 rounds min. Best six on T1, best three on T2–T3  
 Targets: 3 IDPA, heads 3-4 feet high  
 Penalties: Standard. Standing or kneeling to shoot.  
 Start-Stop: Audible-last shot





# Stage 2

## Bay 2

**Scenario:** Welcome Home: After exiting your car, you are accosted by two goons. After dealing with them, you seek cover inside only to find more trouble...

**Start Position:** Standing at P1

**Stage Procedure:** At the buzzer, draw and engage T1 & T2 with two shots while retreating. Move to P2 engaging T3 with two shots while maintaining cover.

Move through the turnstile to P3 and engage T4-T6

Concealment Required.

**Scoring:**

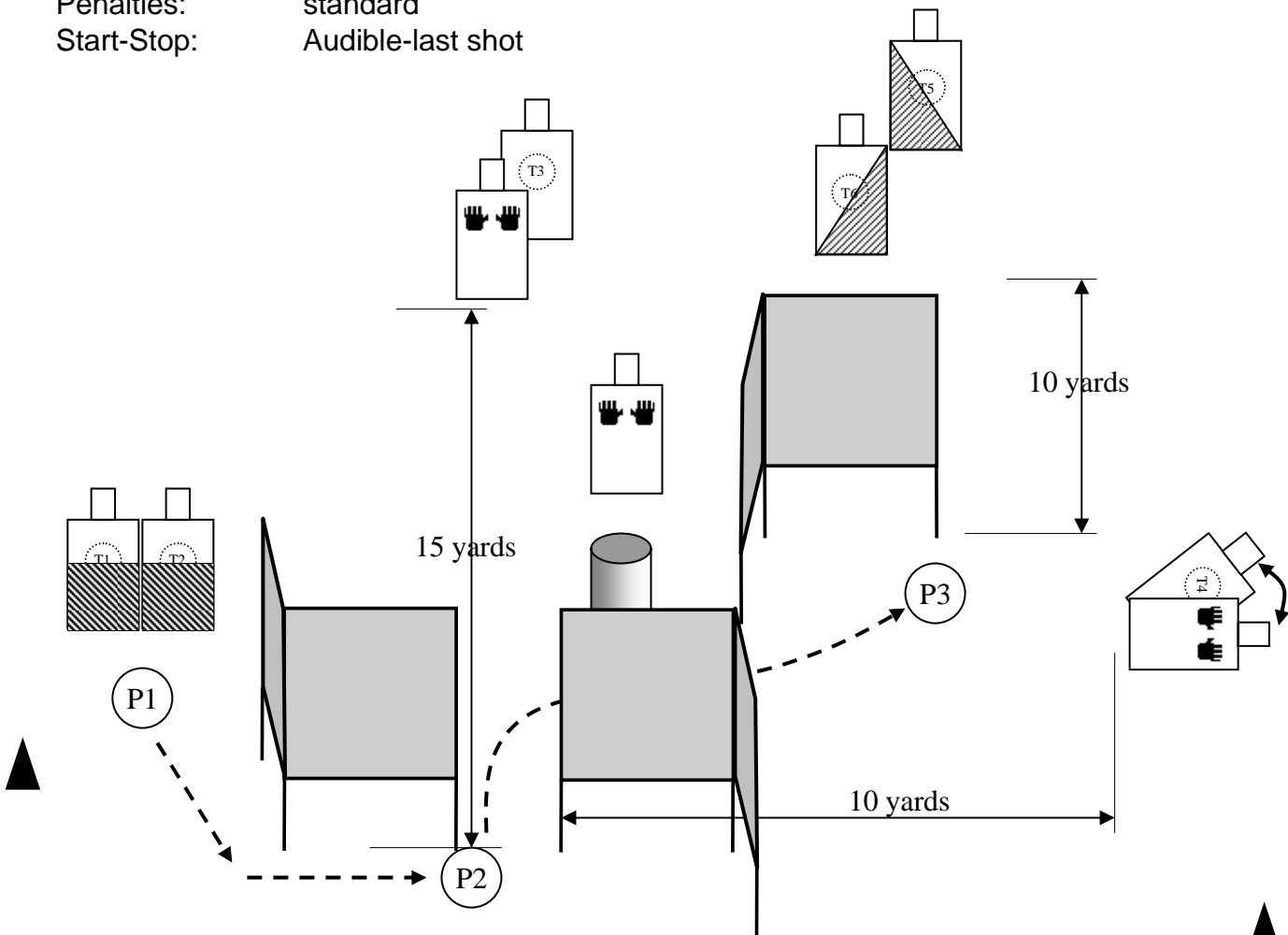
**Vickers**

**Scored Hits:** 12 rounds. Two each on T1-T6

**Targets:** 6 IDPA

**Penalties:** standard

**Start-Stop:** Audible-last shot



COURSE DESIGNER: C. English



# Stage: 3

## Bay 3

**Scenario:** Behind the Hedge:

While returning from an art show downtown, a pair of goons step out and grab your spouse. They both pull knives and threatens to behead her if you don't give them your wallet. When you reach for your wallet they get the surprise of their, soon to be ended, lives. As you retreat, their buddies attempt to jump you from behind.

**Start Position:** Standing at P1 holding the bag in weak hand.

**Stage Procedure:** At the buzzer, draw and engage T1 with three shots with strong hand while retreating. Drop the bag after engaging T1 and engage T2 with three rounds while it is in motion (all shots from P2 must be from cover)

Move to P3 and engage T4–T6 with 3 rounds each from either side

Concealment Required

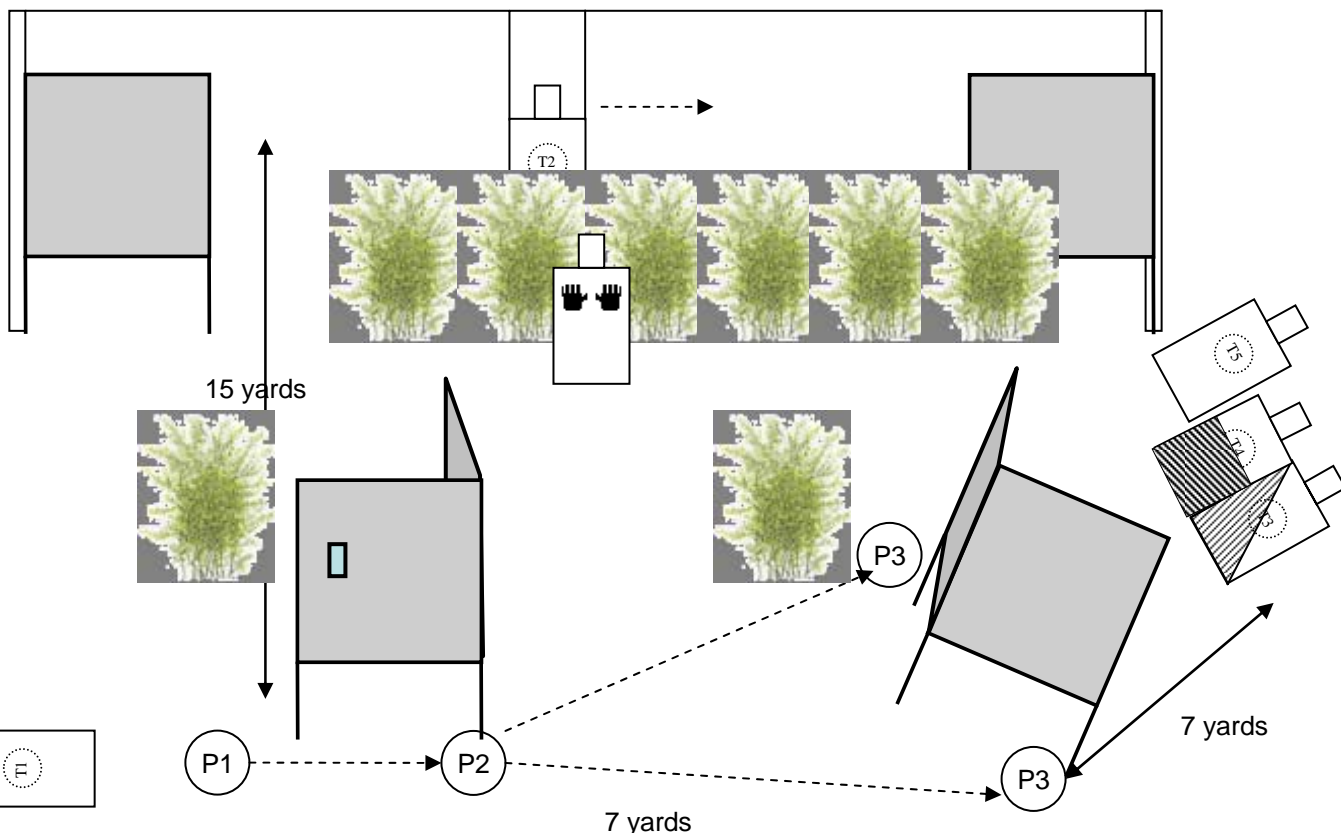
**Scoring:** Vickers count

**Scored Hits:** 15 rounds minimum, all targets get 3 rounds

**Targets:** 5 IDPA, head 5–6 feet high

**Penalties:** Standard, dropping the bag before engaging T1, engaging T2 while the target is stationary, engaging T4-T6 prior to T2, reloading during transition from P2 to P3.

**Start-Stop:** Audible-last shot



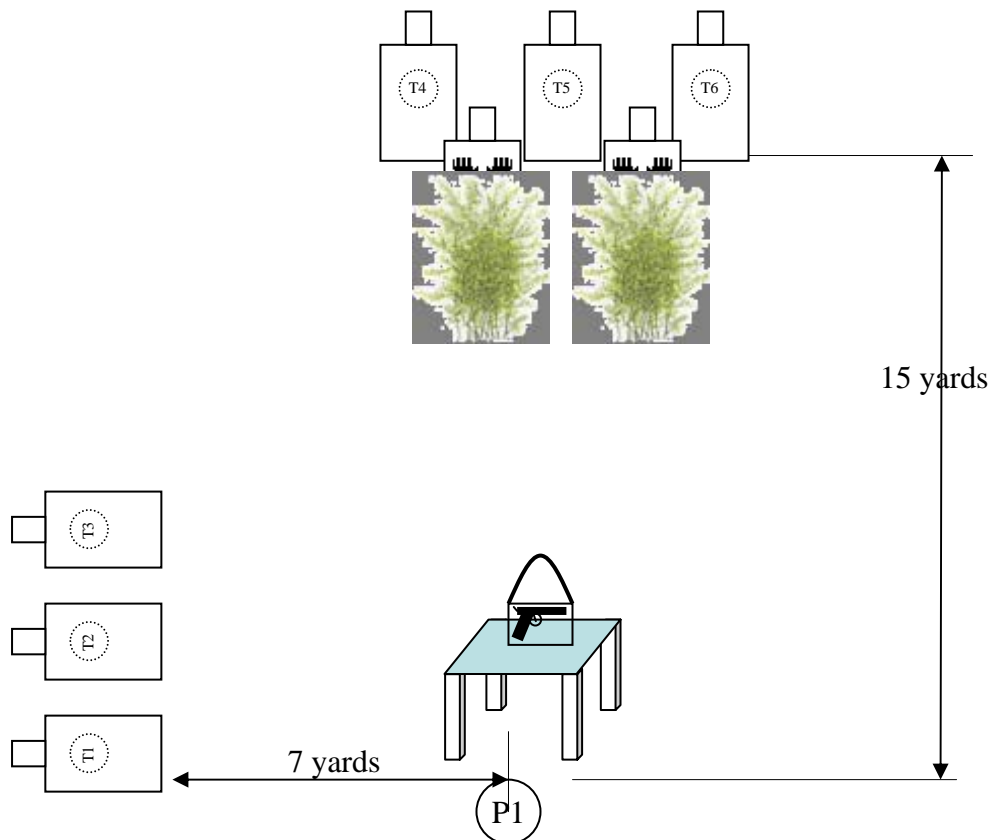
**You may NOT reload while moving from P2 to P3!**



# Stage 4

## Bay 4

Scenario: Picnic Problems: While picnicking with your family, trouble brews.  
 Start Position: Kneeling at P1 with hands on top of legs (fingertips touching knees) and facing targets T4-T6.  
 Stage Procedure: Retrieve pistol from picnic basket on table and engage T1-T3 with 2 rounds each in tactical sequence then go to the prone position and engage T4-T6 in tactical sequence. Use any IDPA legal reload as needed.  
 All rounds on T4-T6 must pass between the legs of the table.  
 Concealment Required.  
 Scoring: **Vickers**  
 Scored Hits: 12 rounds. Two each on T1-T6  
 Targets: 6 IDPA  
 Penalties: standard, taking shots out of sequence  
 Start-Stop: Audible-last shot



COURSE DESIGNER: C. English

# Stage 5

## Stage 5: Number Two



### Bay 5

**Scenario:** Number Two: You are upstairs taking care of business when you hear noises and commotion downstairs. You run down stairs to see what the clatter is all about...

**Start Position:** Sitting at P1 with hands on top of legs and facing down range.

**Stage Procedure:** Retrieve loaded pistol from gun vault on table and engage T1-T6 with 2 rounds each.

All spare ammo must be placed on table beside box.

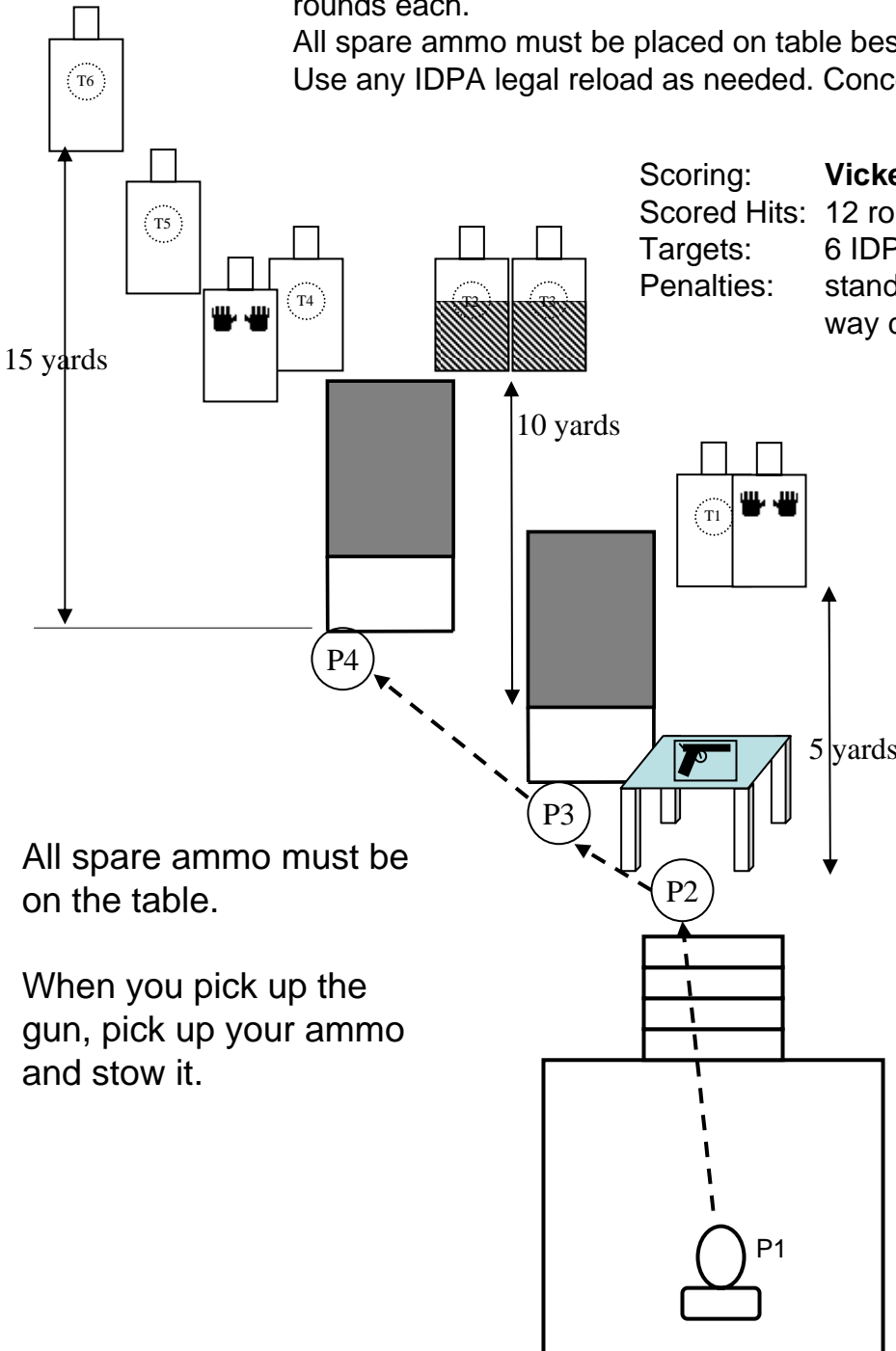
Use any IDPA legal reload as needed. Concealment NOT Required.

**Scoring:** **Vickers**

**Scored Hits:** 12 rounds. Two each on T1-T6

**Targets:** 6 IDPA

**Penalties:** standard, missing a step on the way down. Failing to stow ammo.



**Start-Stop:** Audible-last shot

All spare ammo must be on the table.

When you pick up the gun, pick up your ammo and stow it.

No Jumping Off The Stairs!

COURSE DESIGNER: C. English



# Stage 6

## Bay 6

**Scenario:** Bad Guys at the Door: You are returning to your place of business late one evening when you find it being robbed by armed thugs...

**Start Position:** Standing at P1 with strong hand on door knob

**Stage Procedure:** On buzzer open door draw and engage mover (T1) from doorway with two shots, then engage T2 with two shots while moving to P2. At P2 engage T3-T4 through window using target priority. Move to P3 (either side) and engage T5 – T6 from cover. Concealment Required.

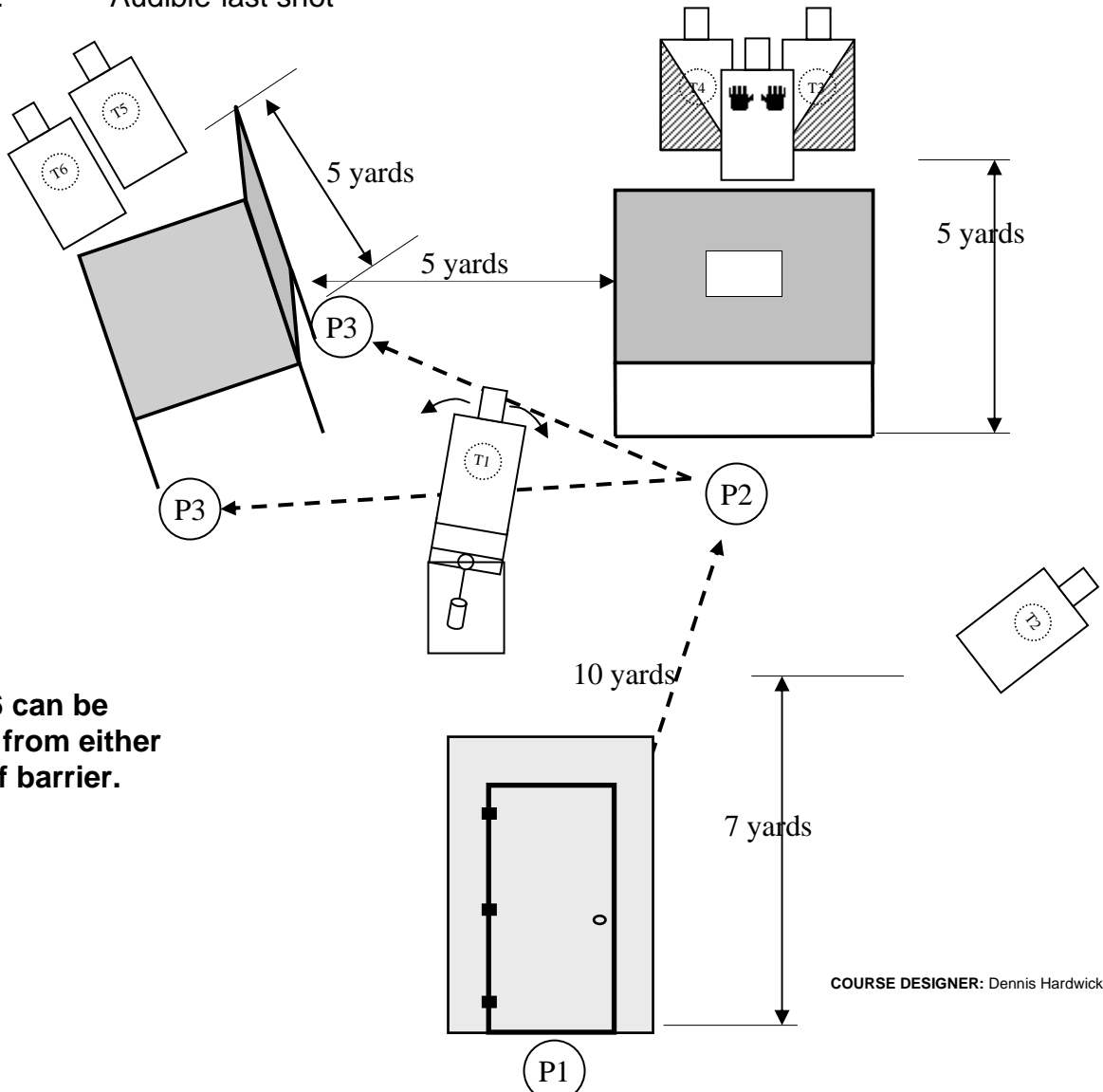
**Scoring:** **Vickers**

**Scored Hits:** 12 rounds. Two each on T1-T6

**Targets:** 6 IDPA

**Penalties:** standard

**Start-Stop:** Audible-last shot



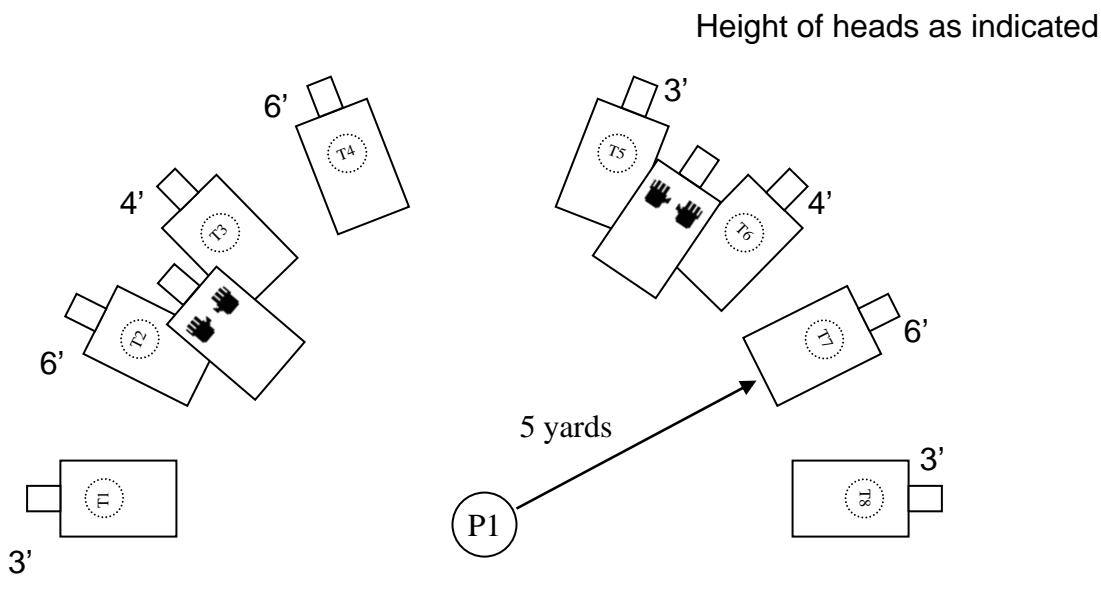
COURSE DESIGNER: Dennis Hardwick



# Stage 7

## Bay 7

- Scenario: Circle of Fire  
Start Position: Standing at P1 facing up range  
Stage Procedure: Turn, draw and engage T1-T8 with 2 rounds each, in any order.  
Reload as necessary.  
Concealment Required.
- Scoring: **Vickers**  
Scored Hits: 16 rounds. Two each on T1-T8  
Targets: 8 IDPA  
Penalties: standard  
Start-Stop: Audible-last shot



# Stage 8

Stage 8: Standards, EI Pres



## Bay 8

Scenario: Standards: EI Pres with a twist

Start Position: Standing at P1, facing up range, no concealment required

Stage Procedure: **String 1:** From P1, turn and fire 2 shots at each T1 - T3 then re-holster. (revolvers may reload off the clock)

**String 2:** From P2, start back to targets, turn and fire 2 shots at each T1 - T3 head shots only, reload as necessary

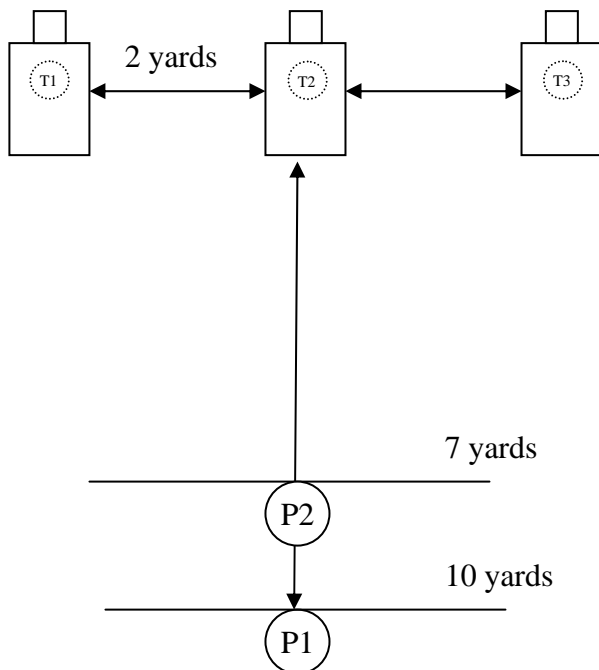
Scoring: **Limited Vickers**

Scored Hits: 12 rounds. 2 on T1-T3 body, 2 on T1-T3 heads

Targets: 3 IDPA, heads

Penalties: Taking more than the prescribed number of shots

Start-Stop: Audible-last shot



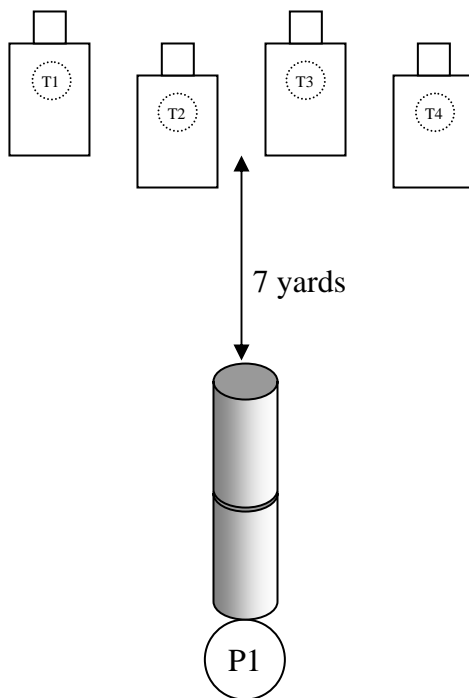
COURSE DESIGNER: C.Werner



# Stage 9

## Bay 8

Scenario: Standards: Transition Drill  
 Start Position: Standing at P1, no concealment required  
 Stage Procedure: At the buzzer draw and engage T4 strong hand only with 2 rounds swap gun to weak hand and engage T1 with 2 rounds swap gun to strong hand and engage T3 with 2 rounds swap gun to weak hand and engage T2 with 2 rounds **change sides of the barrel when you change hands**  
 Lefties start with T1, T4, T2, T3  
 Scoring: **Limited Vickers**  
 Scored Hits: 8 rounds. Best two on T1-T4  
 Targets: 4 IDPA, heads 4-6 feet high  
 Penalties: Standard.  
 Start-Stop: Audible-last shot



# Stage 10

## Stage 9: Restaurant Holdup



### Bay 9

Scenario: Restaurant Holdup: You are in your favorite greasy spoon when trouble appears...

Start Position: Seated in the center of the booth at P1 holding knife and fork.

Stage Procedure: On buzzer, draw and engage T1 with two shots to the body. Next, move to P2 and engage T2 and T3 with two rounds. Move to P3 and while using the door as cover, engage PP1 in order to activate T4. Engage T4 with two shots.

Concealment Required.

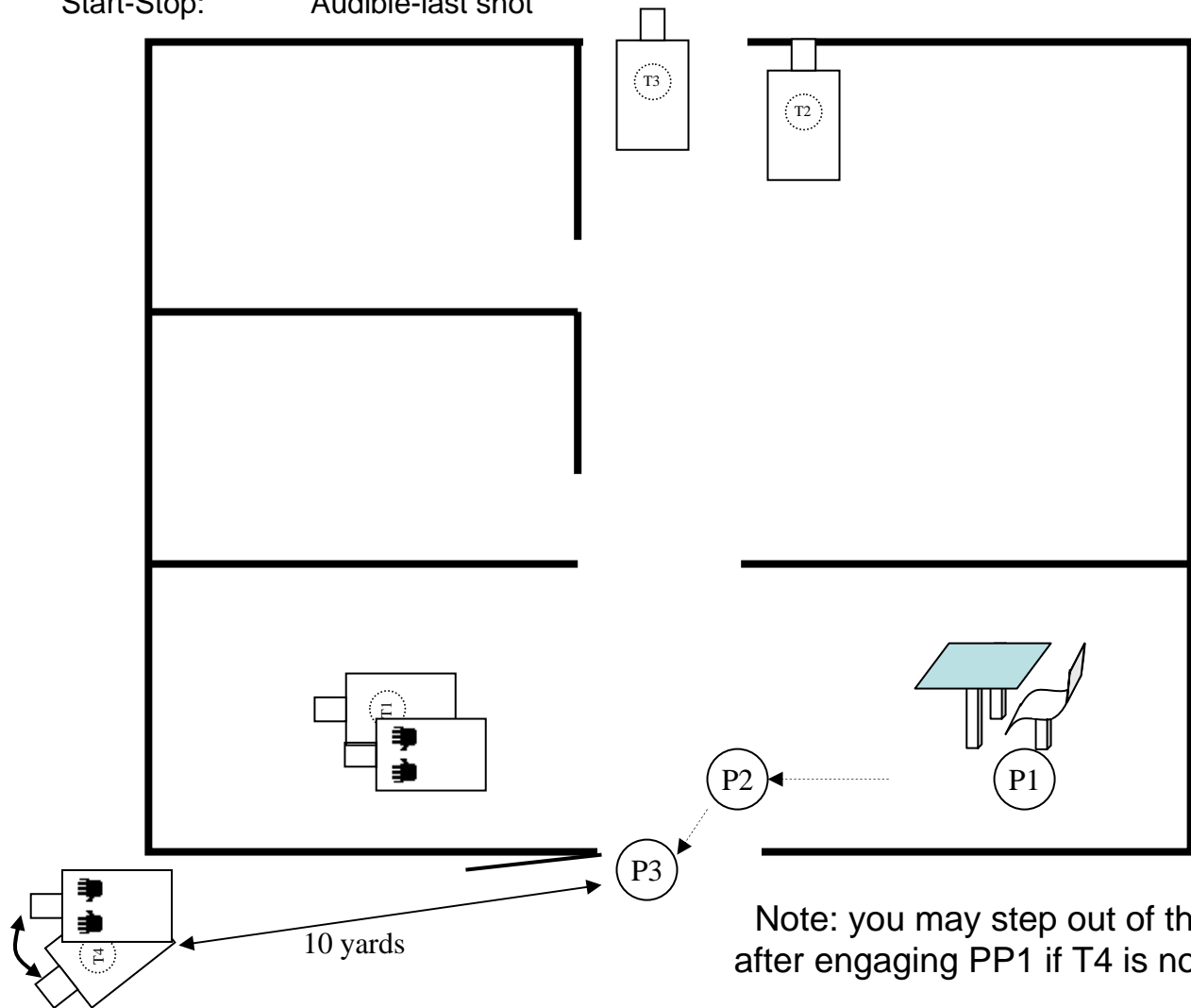
Scoring: **Vickers**

Scored Hits: 9 rounds. Two each on T1-T4

Targets: 4 IDPA

Penalties: standard

Start-Stop: Audible-last shot



Note: you may step out of the door after engaging PP1 if T4 is not visible

COURSE DESIGNER: C. English



# Stage 11

## Stage 11: Oil Company Heist



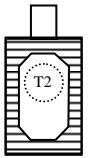
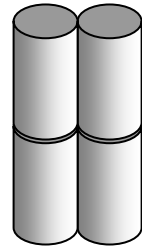
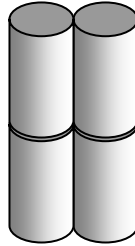
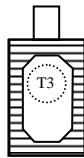
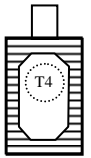
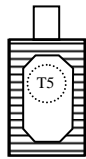
### Bay 10

Scenario: Oil Company Heist. Due to the rising cost of gasoline, a group of armed thugs decides to steal every drop – from you. You are required to defend your livelihood.

Start Position: Standing at P1

Stage Procedure: On buzzer draw and engage T1-T5 with three rounds each while moving down the alley engaging targets as you see them. All must be made moving. Concealment Required.

**You must reload from behind cover.**



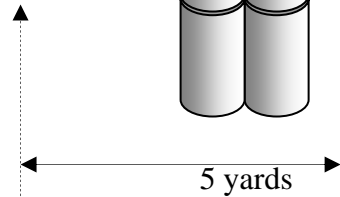
Scoring: **Vickers**

Scored Hits: 15 rounds. Three each on T1-T5

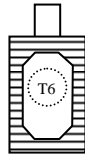
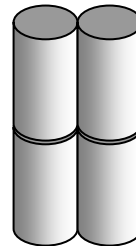
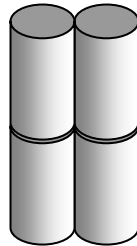
Targets: 5 IDPA

Penalties: standard, not shooting on the move, making no attempt to find cover while reloading

Start-Stop: Audible-last shot



15 yards



P1

COURSE DESIGNER: C. English



# Stage 12

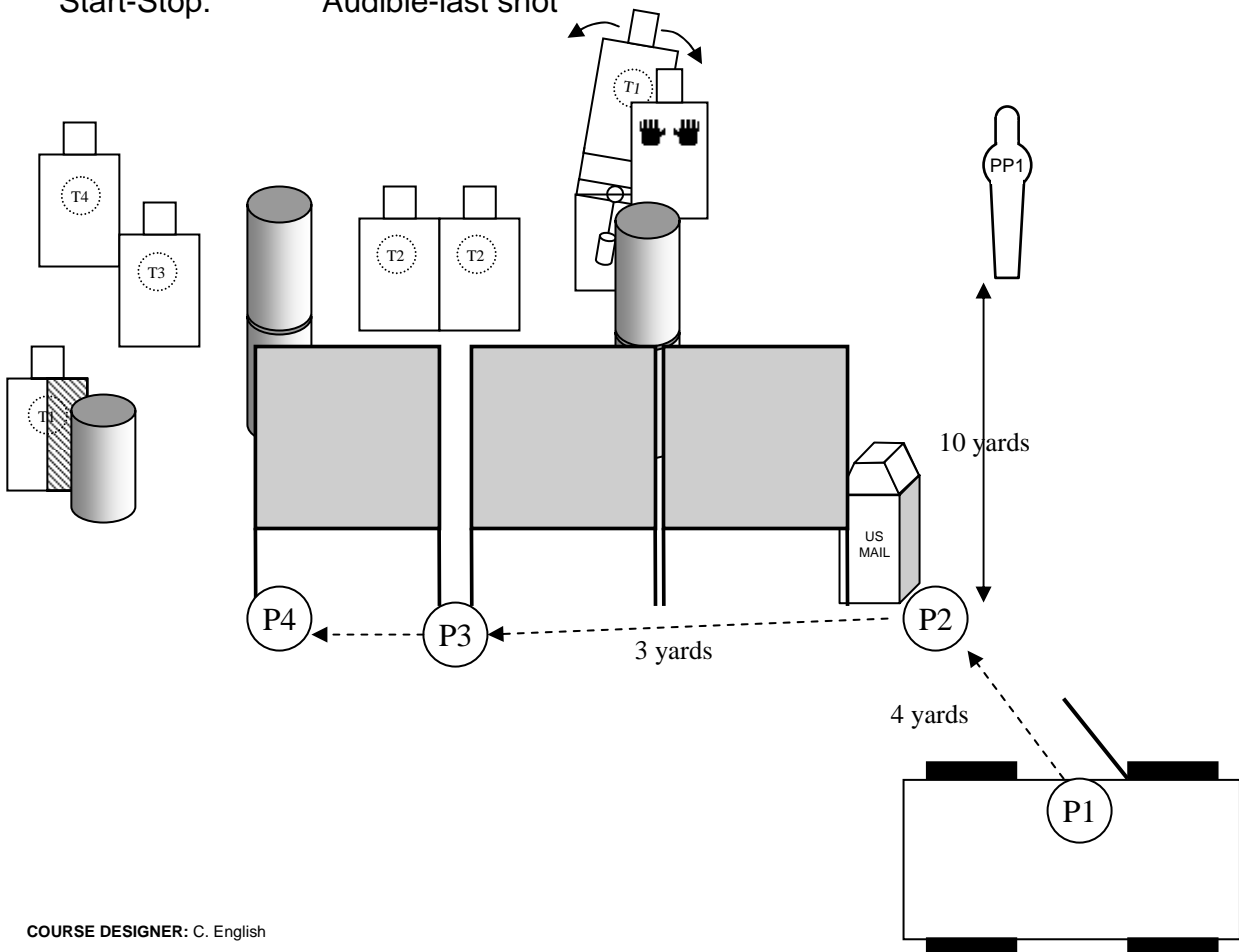
## Bay 11

**Scenario:** Breakdown Ambush: Gang members have thrown roofing nails in the road and you have 4 flat tires. As you exit your vehicle, they attack you.

**Start Position:** Seated in vehicle at P1, hands on steering wheel, wearing concealment

**Stage Procedure:** At the buzzer exit the vehicle, then draw and engage PP1, to activate T1, while moving to P2. If you have failed to activate T1, you may engage PP1 from the mailbox. Take low cover (kneeling) behind the mailbox and engage T1 with 2 rounds. Move to P3 and engage T2 and T3 with two rounds. Move to P4 and engage T4-T6 with two rounds.

**Scoring:**  
**Scored Hits:** 12 rounds, Best two on T1-T6  
**Targets:** 6 IDPA, heads 5-6 feet high  
**Penalties:** Standard.  
**Start-Stop:** Audible-last shot



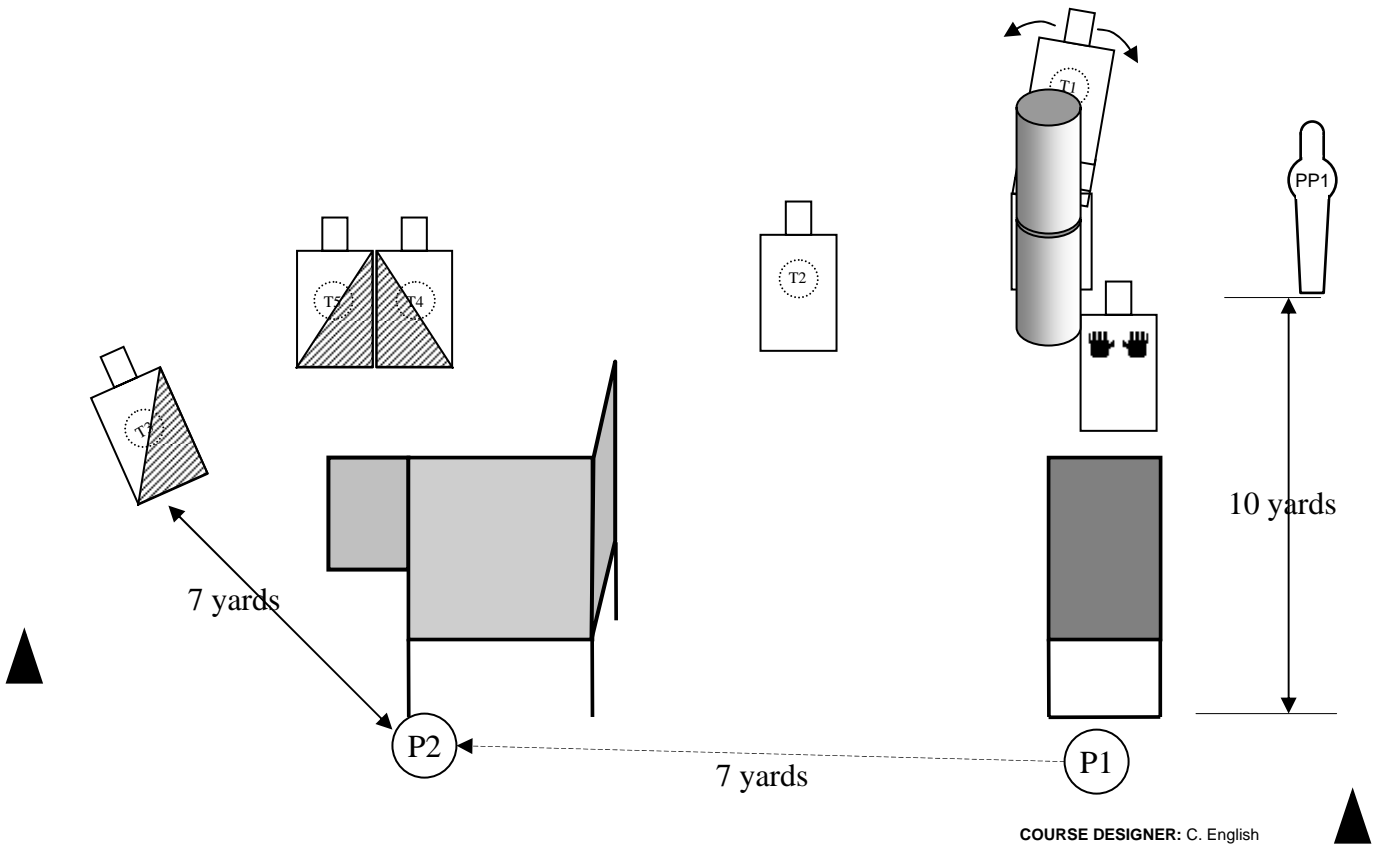
COURSE DESIGNER: C. English



# Stage 13

## Bay 12 – Training Pit

- Scenario: Swing Away: A crack head and his buddies decide to invade your home. You surprise them when you get home...
- Start Position: Standing at P1
- Stage Procedure: On buzzer draw and engage the popper PP1 to start the swinger. Engage T1 and T2 with three rounds. (Shooter may engage T1 from left or right of the barrier, but if you engage from the right, you must engage T2 before T1.) Move toward P2 and engage T3 with three rounds when it becomes visible. At P2 drop to a knee and engage T4-T5 with three rounds. Concealment Required.
- Scoring: **Vickers**
- Scored Hits: 15 rounds. Three each on T1-T6
- Targets: 5 IDPA
- Penalties: standard, engaging T1 before T2 from left side of barricade
- Start-Stop: Audible-last shot



COURSE DESIGNER: C. English