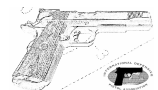


Welcome to the May 2005 Match

Greater Atlanta Defensive Pistol Association



Range Map

300 Yds.

50/100 Yds. 200 Yds.

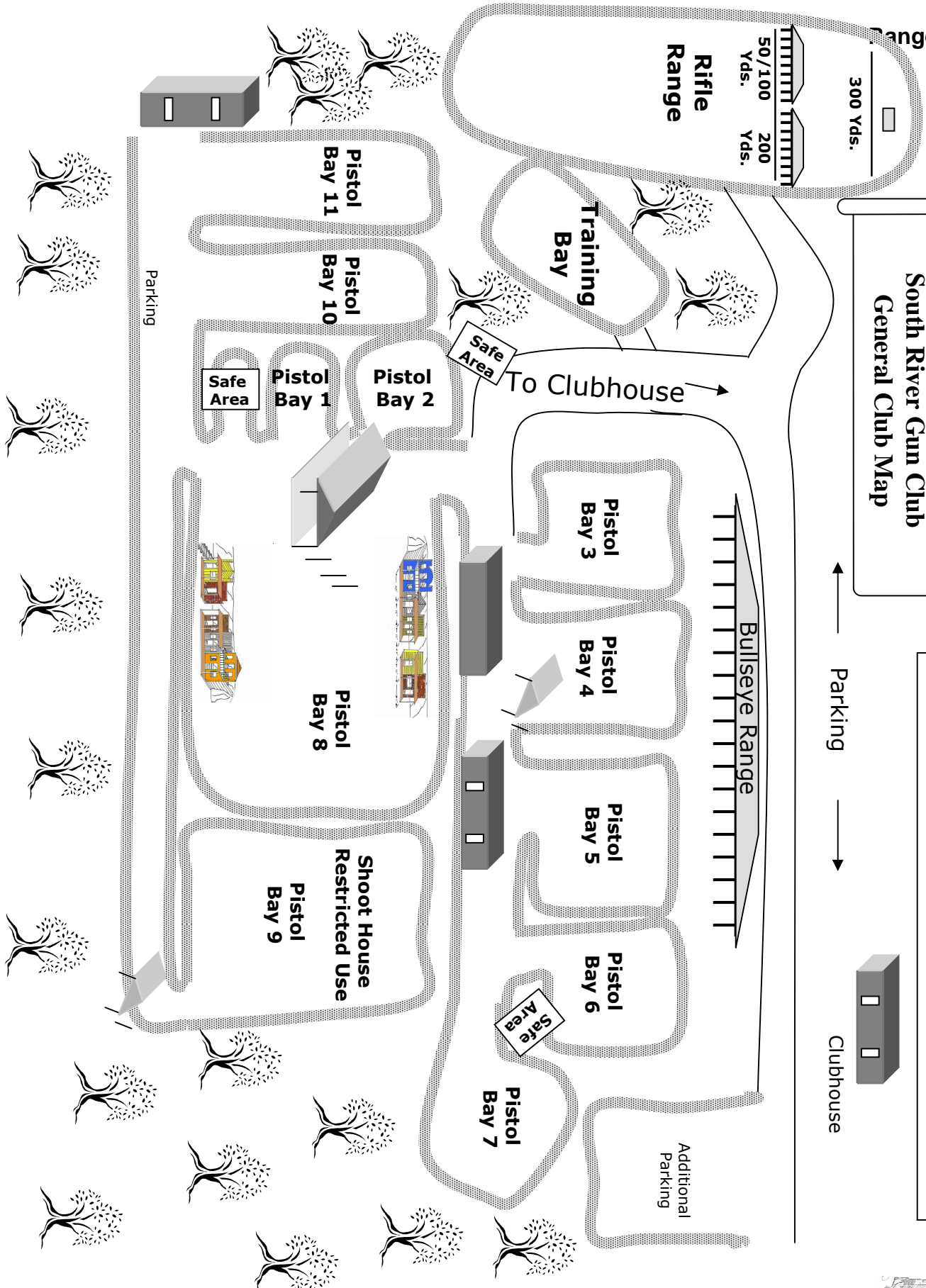
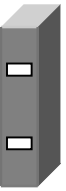
Rifle Range

South River Gun Club
General Club Map

Trap & Skeet Ranges

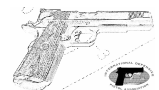
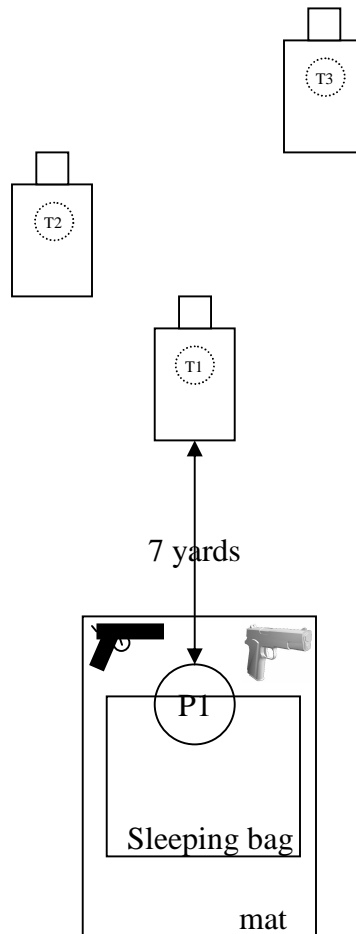
Parking

Clubhouse



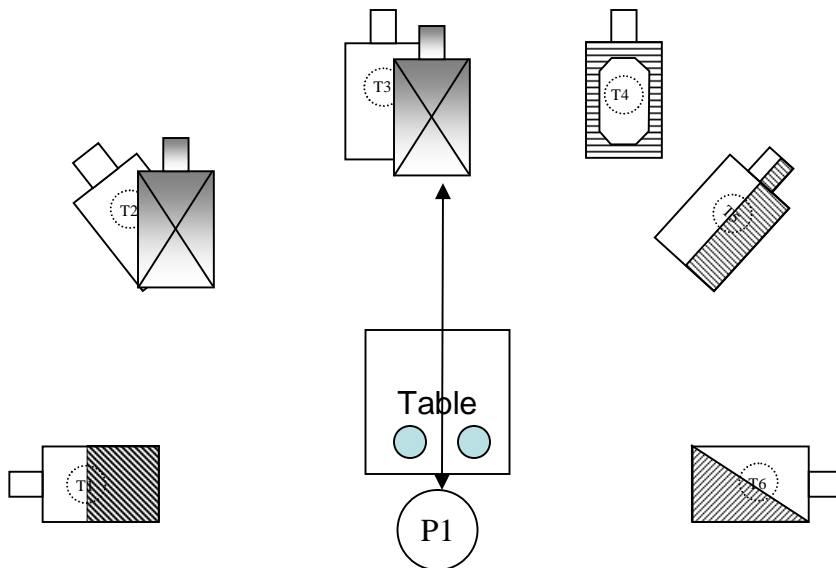
Stage 1, Bay 3

- 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: Laying on your back with hands beside body, head down range
Loaded pistol 2 feet from your head on the mat
Spare magazine next to the pistol (as many as needed)
Covered from the neck down with sheet (sleeping bag)
- Stage Procedure: At the buzzer get out from under the sleeping bag and engage T1 with 6 rounds.
Engage T2 and T3 with three rounds each.
One string of fire
- 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.
- Start-Stop: Audible-last shot



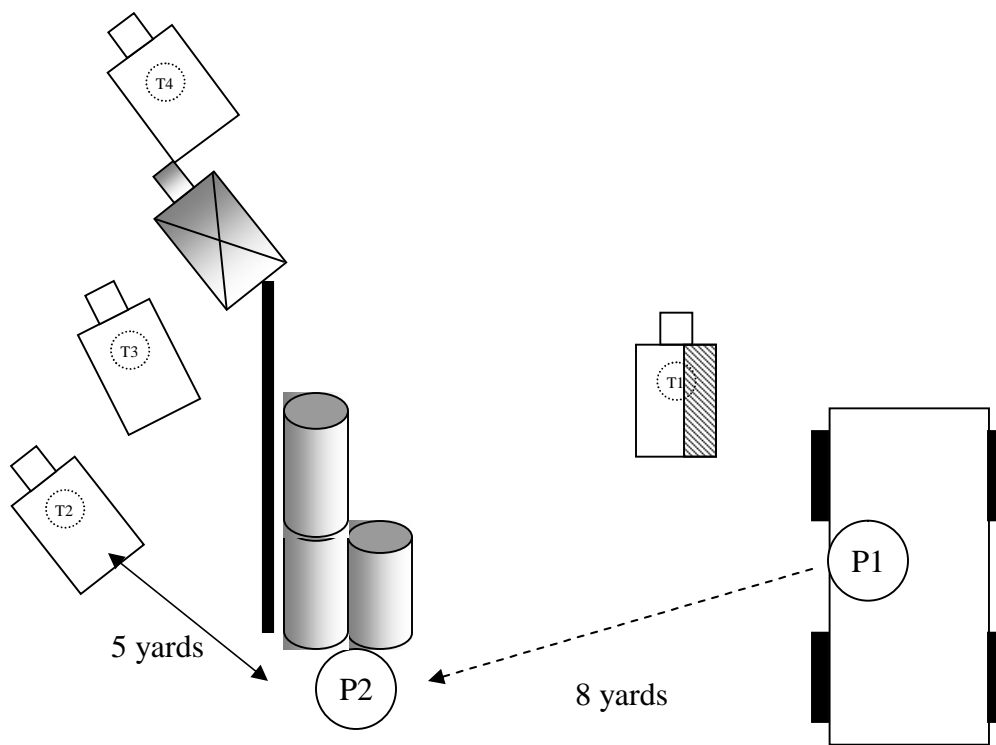
Stage 2, Bay 4

- Scenario: Poker Game
Start Position: Seated at the table P1 with both hands palms down on the table, wearing concealment
Stage Procedure: At the buzzer engage T1-T6 in tactical sequence (2 shots)
Engage each target with one head shot (any order)
One string of fire.
All targets get 3 shots.
Reload as necessary.
Scoring: **Limited** Vickers
Scored Hits: 18 rounds. Three on T1-T6
Targets: 6 IDPA, heads 4-6 feet high
Penalties: Standard. Shooting targets out of sequence.
More than 3 hits on a target.
Missing head shot.
Start-Stop: Audible-last shot



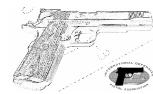
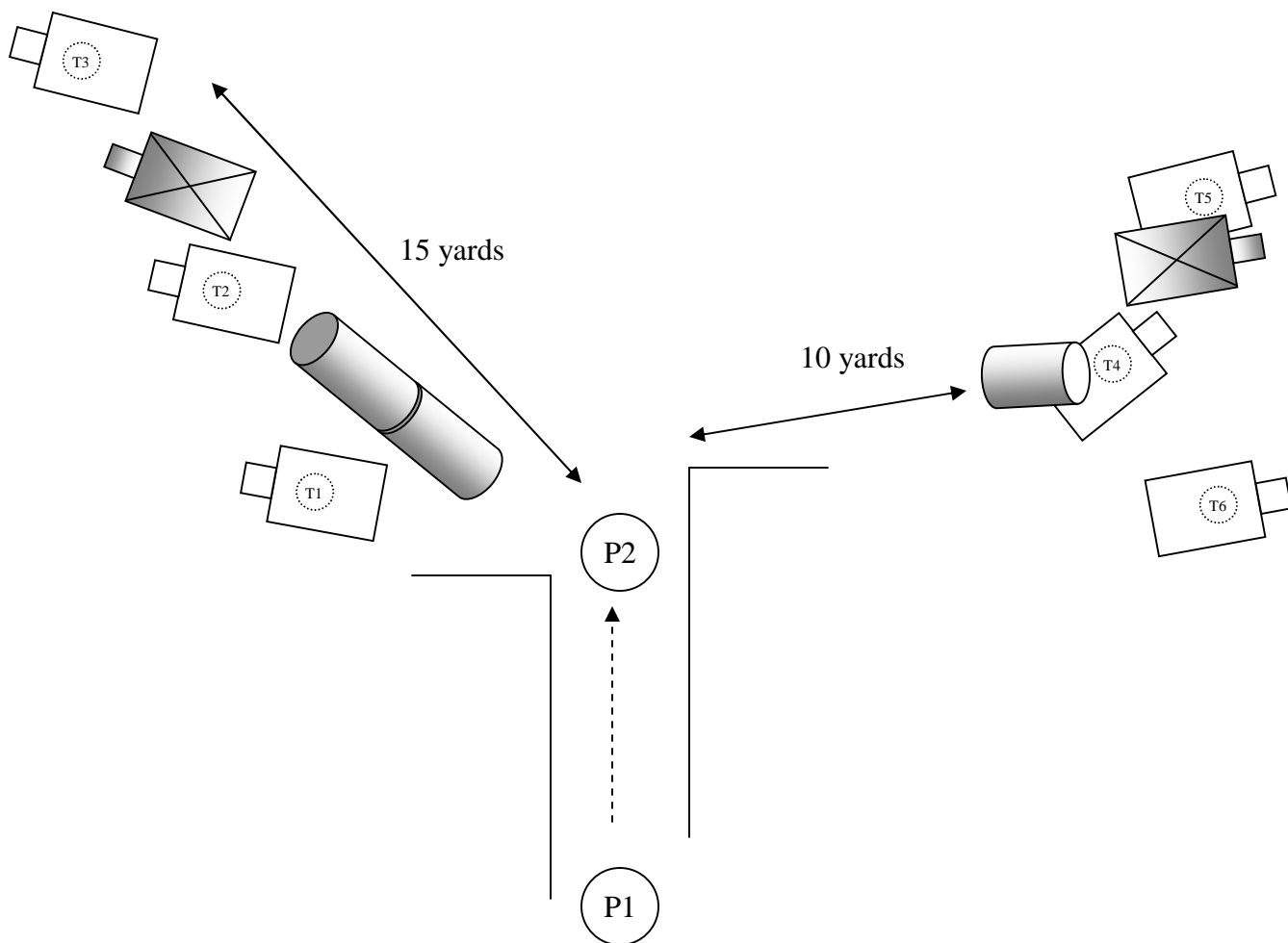
Stage 3, Bay 5

Scenario: Breakdown Ambush
Start Position: Seated in vehicle at P1, hands on steering wheel, wearing concealment
Stage Procedure: At the buzzer exit the vehicle and engage T1-T4 with three rounds each. T1 must be engaged while moving to cover at P2. T4 can be engaged while moving from P1 to P2 **OR** from cover at P2.
Scoring: Vickers
Scored Hits: 12 rounds min. Best three on T1-T4
Targets: 4 IDPA, heads 5-6 feet high
Penalties: Standard. Exposing 50% of the body to a target that has not been engaged.
Start-Stop: Audible-last shot



Stage 4, Bay 6

- Scenario: Back Yard Trouble
Start Position: Standing at P1, wearing concealment
Stage Procedure: At the buzzer advance down the hall and engage T1-T6 with two rounds each. All targets must be engaged from cover.
Scoring: Vickers
Scored Hits: 12 rounds min. Best two on T1-T6
Targets: 6 IDPA, heads 5-6 feet high
Penalties: Standard. Exposing 50% of the body to a target that has not been engaged.
Start-Stop: Audible-last shot



Stage 5, Bay 7

Scenario: Transition Drill

Start Position: Standing at P1

Stage Procedure: At the buzzer draw and engage T4 with strong hand 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
reload off the clock, holster and repeat
two strings of fire

Lefties start with T1, T4, T2, T3

Scoring: **Limited** Vickers

Scored Hits: 16 rounds. Best four on T1-T4

Targets: 3 IDPA, heads 4-6 feet high

Penalties: Standard.

Start-Stop: Audible-last shot

