

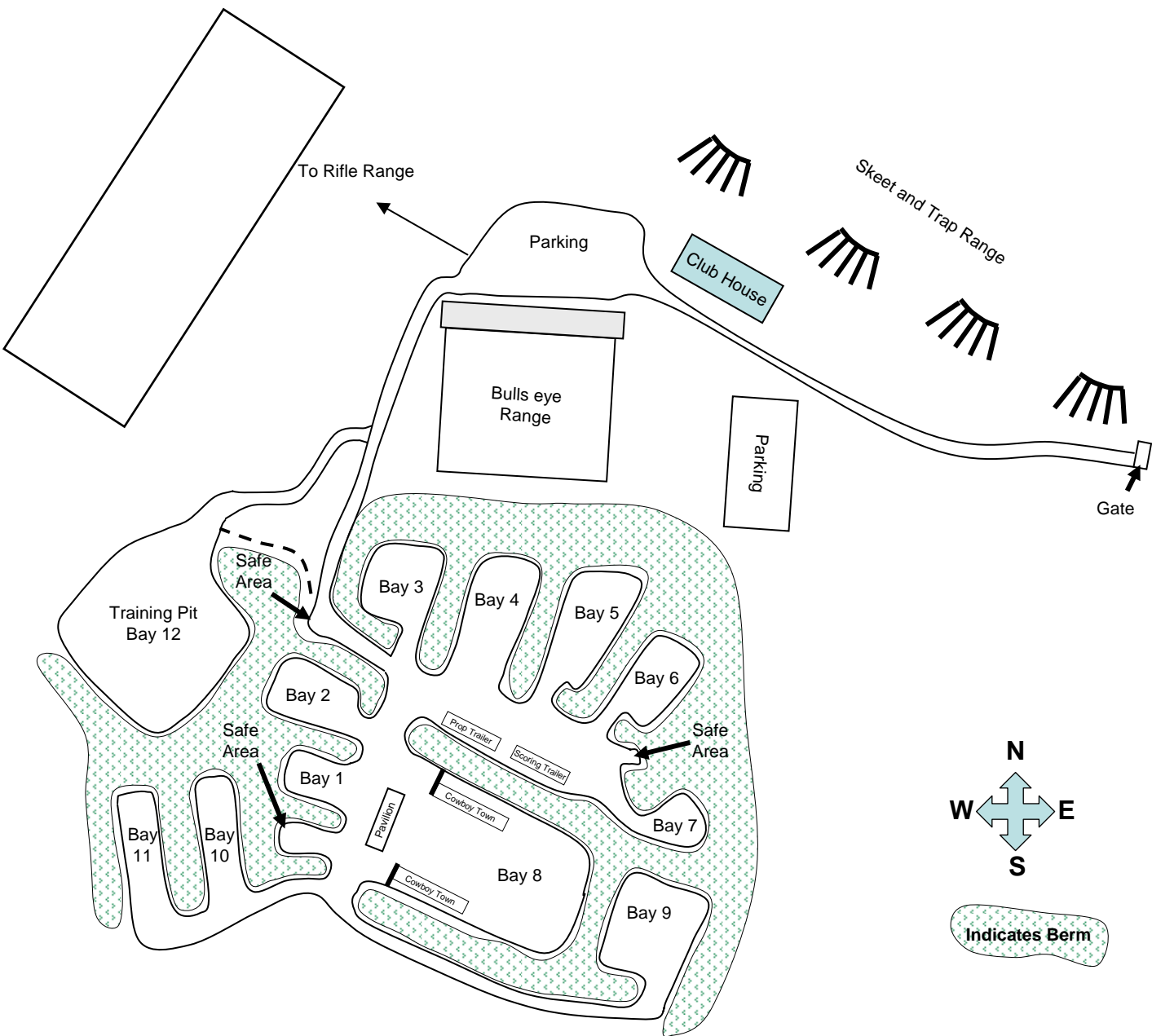


Greater Atlanta Defensive Pistol Association





South River Gun Club Range Map

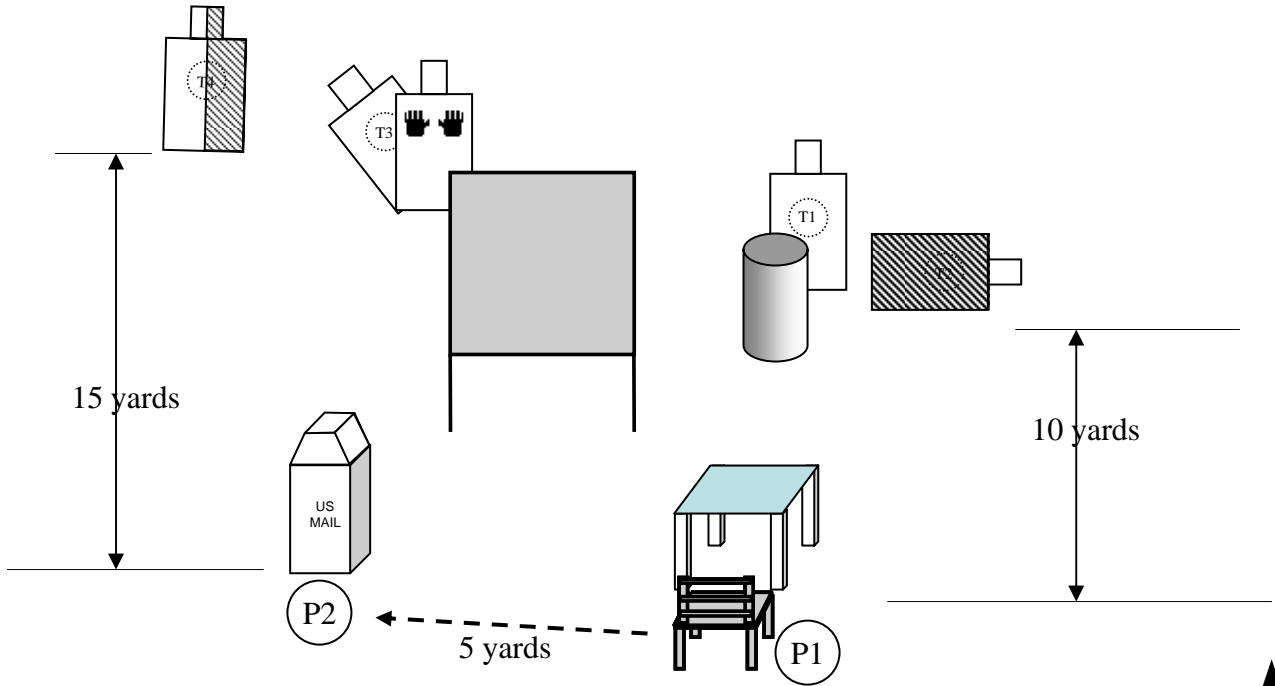




Bay 1

Stage 1

Scenario: Café Surprise...
 Start Position: Sitting at P1 holding newspaper
 Stage Procedure: Drop the paper and engage T1 with two shot to the body and then T2 with one shot to the head. Move to P2 engaging all remaining targets from the **left side** of the mailbox, kneeling. (while using proper IDPA cover) Concealment Required.
 Scoring: Vickers
 Scored Hits: 7 rounds. Two each on T1, T3, T4 and 1 headshot on T2
 Targets: 4 IDPA
 Penalties: standard, less than 50% of upper body behind cover
 Start-Stop: Audible-last shot



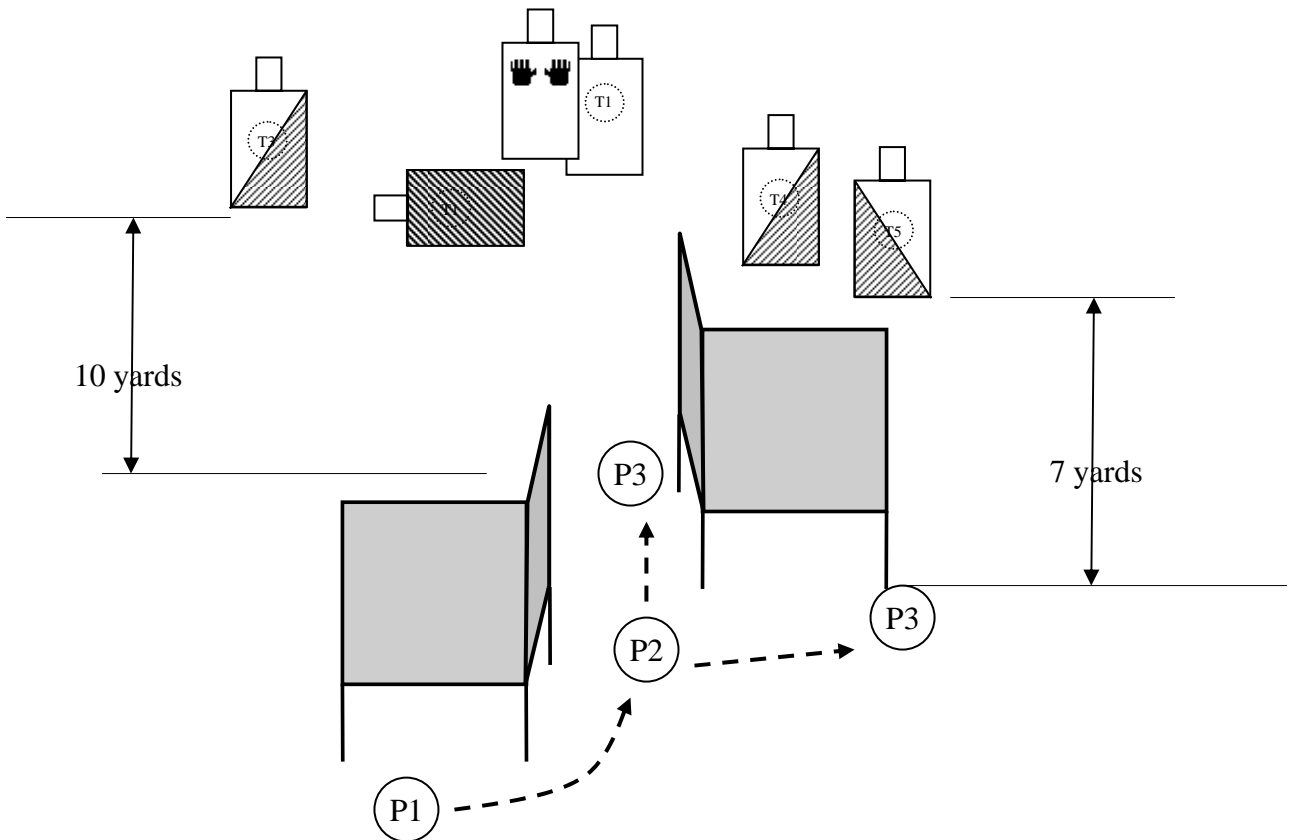
COURSE DESIGNER: C. English



Bay 2

Stage 2

Scenario: Around the Corner
 Start Position: Standing at P1
 Stage Procedure: At the buzzer draw and engage T1 with three shots to the body while moving to P2 then T2 with one shot to the head. Engage T3 with three rounds. Move to P3 engaging all remaining targets with three rounds. Shooter may go around either side of wall at P3. (while using proper IDPA cover) Concealment Required.
 Scoring: Vickers
 Scored Hits: 13 rounds. Three each on T1, T3-T5 and 1 headshot on T2
 Targets: 5 IDPA
 Penalties: standard, less than 50% of upper body behind cover
 Start-Stop: Audible-last shot





Bay 3

Stage 3

Scenario: Boot Scoot Boogie. As you come in to your shop, you surprise bad guys who start shooting at you as they run to cover.

Start Position: String 1 - Standing at P1 with strong hand on garage door opener.

Stage Procedure: Press the button and then engage T1 first. Engage all remaining, targets in any order, while using proper IDPA cover. Concealment Required.

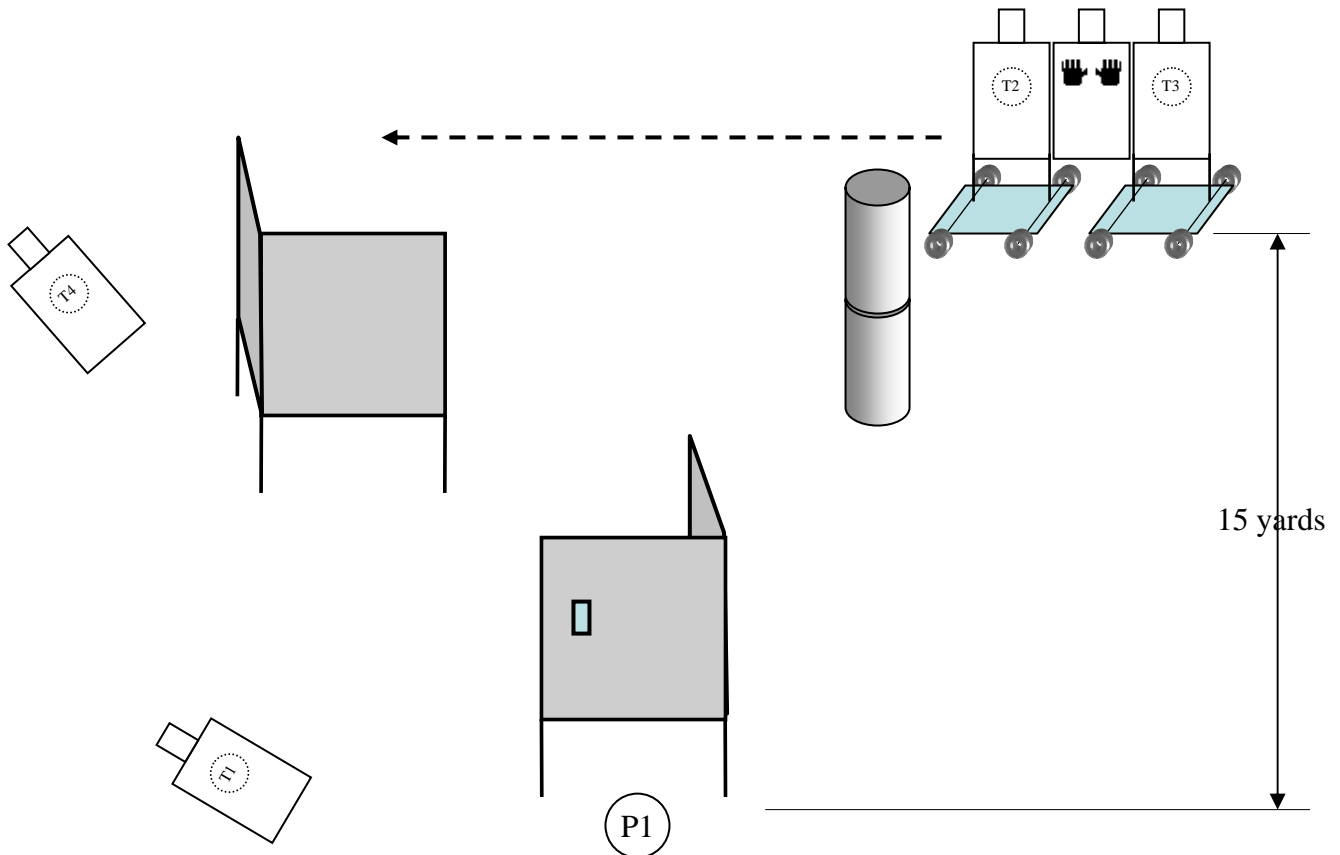
Scoring: Vickers

Scored Hits: 8 rounds. Two each on T1–T7

Targets: 4 IDPA

Penalties: standard, engaging T4 first, if T3 is visible.

Start-Stop: Audible-last shot

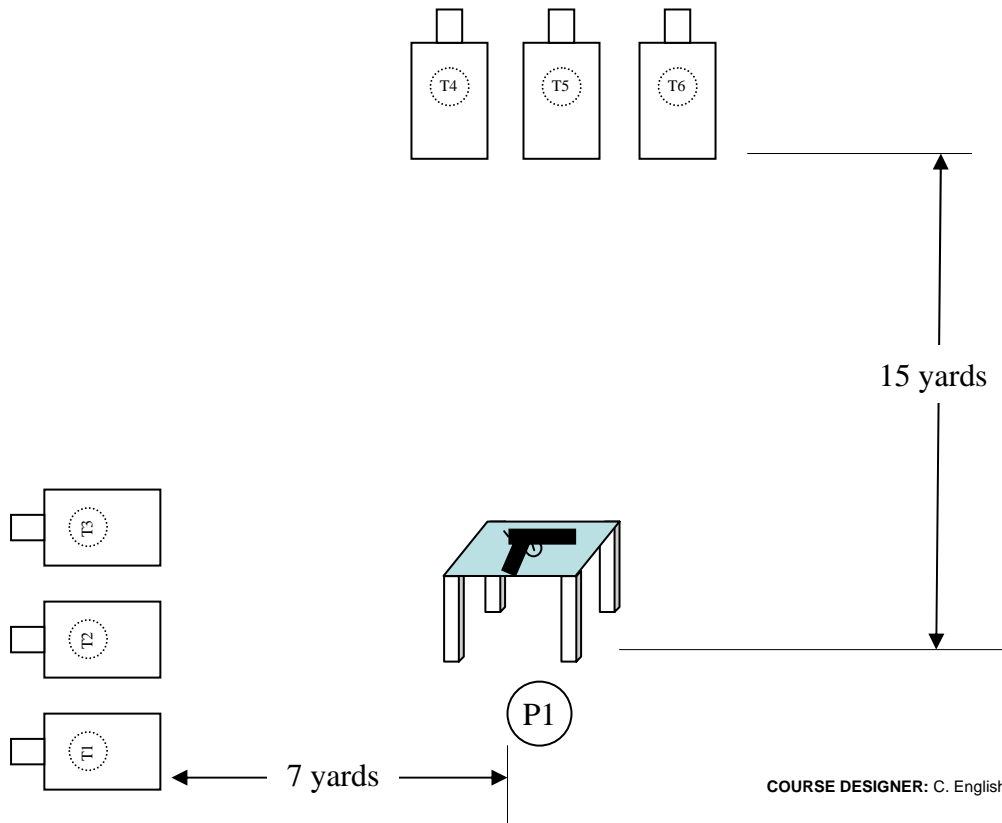




Bay 4

Stage 4

- Scenario: Prone to Act
- Start Position: Kneeling at P1 with hands on top of legs (fingertips touching knees) and facing targets T4-T6.
- Stage Procedure: Retrieve pistol from 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. 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

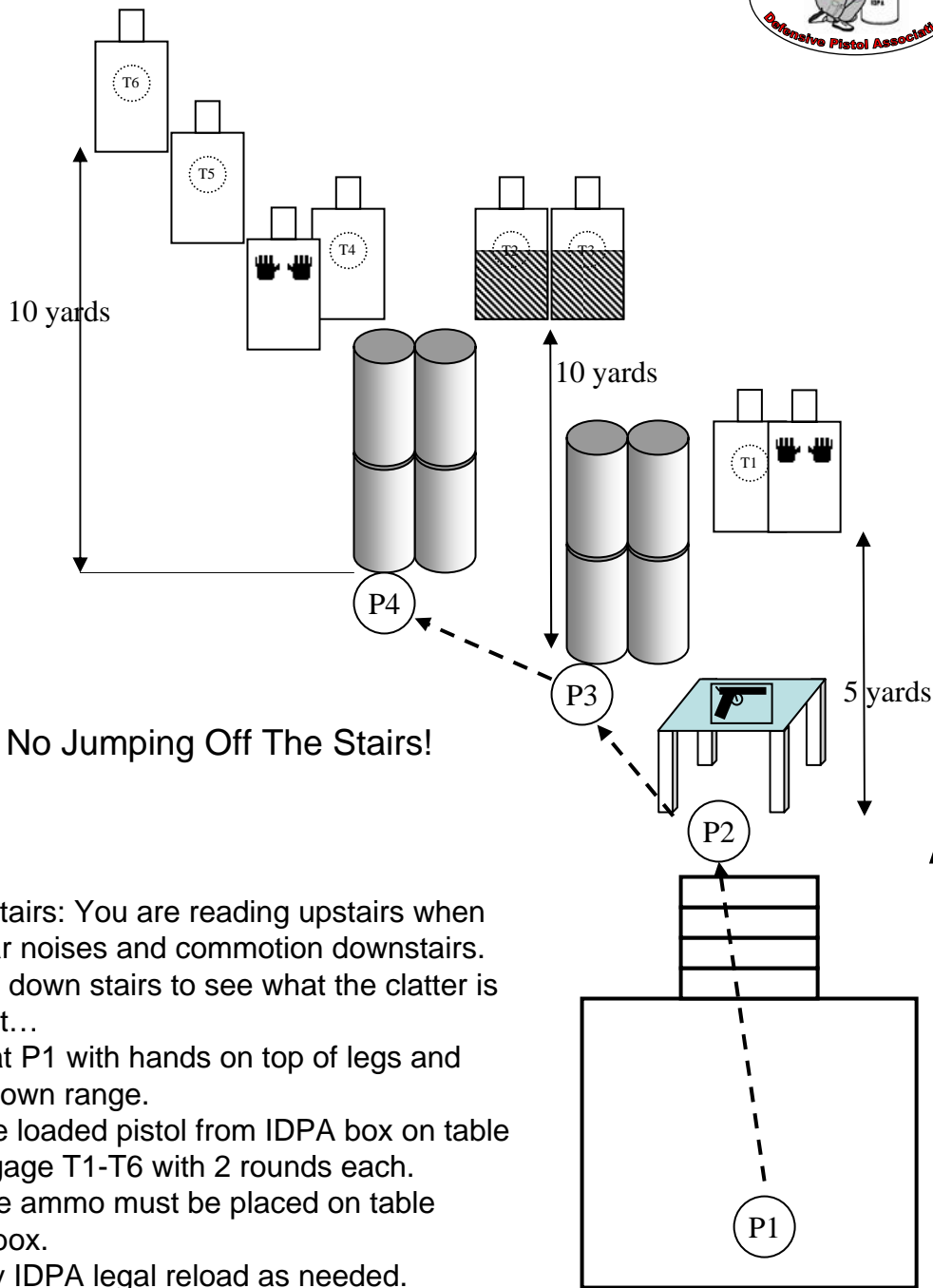


COURSE DESIGNER: C. English

Stage 5: Down Stairs

All spare ammo must be on the table and not in a mag pouch.

When you pick up the gun, pick up your ammo. You can put it anywhere you like after you pick it up.



No Jumping Off The Stairs!

Bay 5

Stage 5

Scenario:

Down Stairs: You are reading upstairs 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 IDPA box 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 (i.e. NO JUMPING OFF STAIRS)

Having spare magazine in a pouch.

Start-Stop:

Audible-last shot

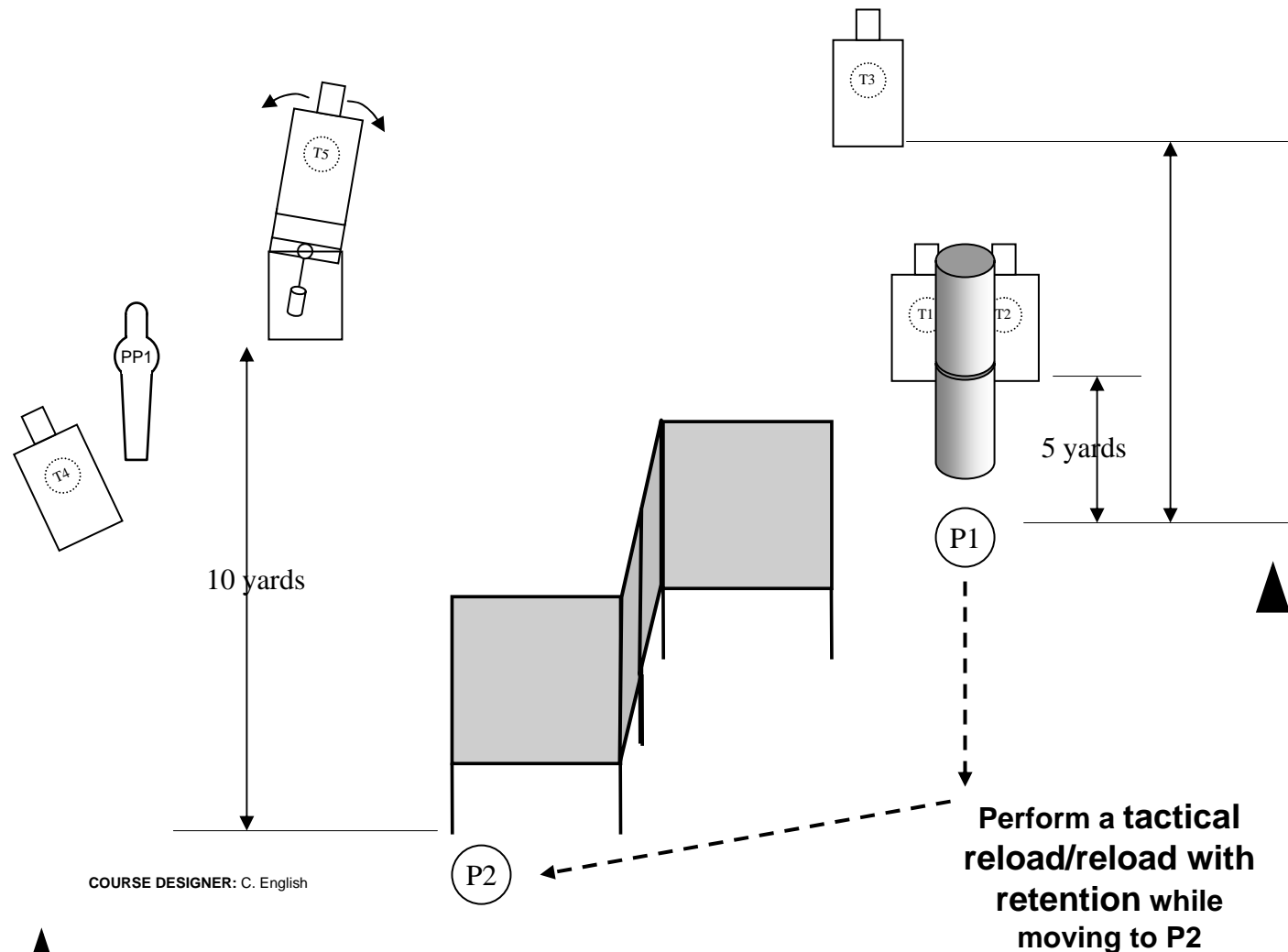
COURSE DESIGNER: C. English



Bay 6

Stage 6

- Scenario: Retreat and Swing
 Start Position: Standing at P1, hands by side, facing targets T1-T2.
 Stage Procedure: Draw and engage T1-T3 with 2 rounds each while retreating. Perform a tactical reload/reload with retention while moving to P2. Engage T4 then the popper PP1 and finally the swinger T5. Concealment Required.
 Scoring: Vickers
 Scored Hits: 11 rounds. Two each on T1-T5
 Targets: 5 IDPA, 1 small pepper popper.
 Penalties: standard, taking shots while not moving on T1-T3. Engaging T5 when it is not moving. Not using available cover.
 Start-Stop: Audible-last shot



COURSE DESIGNER: C. English

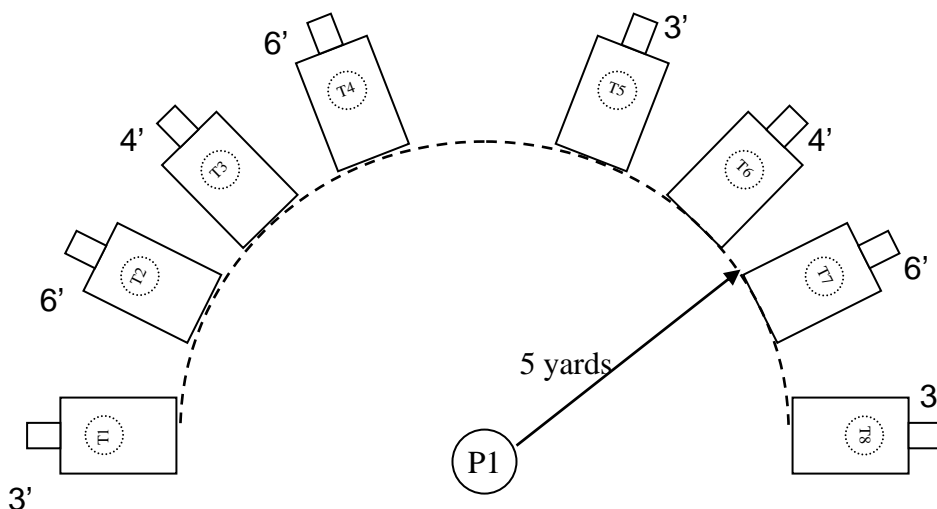


Bay 7

Stage 7

Scenario: Circle of Fire
Start Position: Standing at P1 facing up range
Stage Procedure: Facing up range, 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



Height of heads as indicated

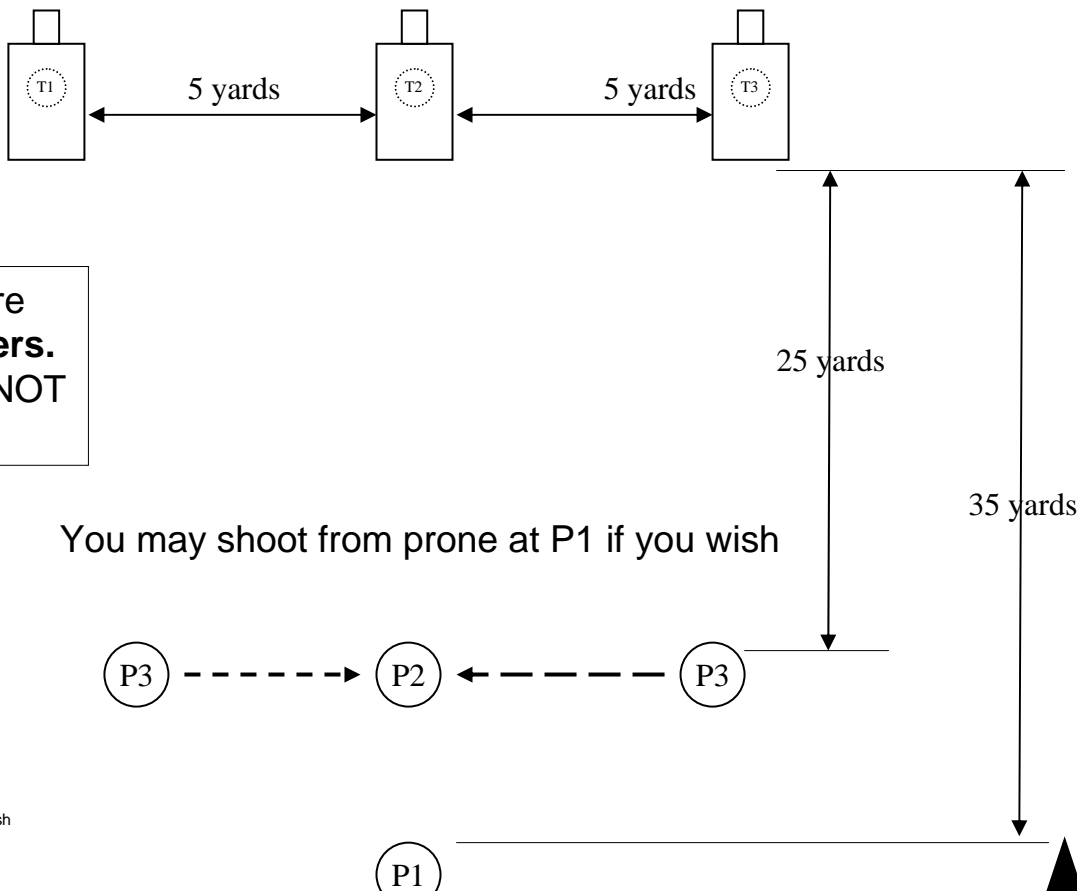


Bay 8

Stage 8

Scenario: Long Shots
 Start Position: Standing at P1, P2 and P3
 Stage Procedure: **String 1:** Facing down range at P1, draw and engage T1-T3 with 2 rounds each, in any order.
String 2: Facing up range at P2, turn and engage T1-T3 with 2 rounds each, in any order.
String 3: Facing cross range at P3 (either side), draw and engage T1-T3 with 2 rounds each while moving to P2, in any order.
 Concealment NOT Required.

Scoring: **Limited Vickers**
 Scored Hits: 18 rounds. Two each on T1-T3
 Targets: 3 IDPA
 Penalties: standard, string 3 – stopping to shoot
 Start-Stop: Audible-last shot





Name: _____

Division: CDP ___ ESP ___ SSP ___ ESR ___ SSR ___

Classification: MA ___ EX ___ SS ___ MM ___ NV ___ UN ___

Scorekeeper Notice: Please pay attention to the stage and string you are scoring!

Stage 1		
Time:	TPD	Penalties
S1 _____	T1 _____	PROC _____
	T2 _____	HONT _____
	T3 _____	FTN _____
		FTDR _____

Stage 5		
Time:	TPD	Penalties
S1 _____	T1 _____	PROC _____
	T2 _____	HONT _____
	T3 _____	FTN _____
	T4 _____	FTDR _____
	T5 _____	
	T6 _____	

Stage 2		
Time:	TPD	Penalties
S1 _____	T1 _____	PROC _____
	T2 _____	HONT _____
	T3 _____	FTN _____
	T4 _____	FTDR _____
	T5 _____	

Stage 6		
Time:	TPD	Penalties
S1 _____	T1 _____	PROC _____
	T2 _____	HONT _____
Failure to	T3 _____	FTN _____
Drop steel	T4 _____	FTDR _____
Is FTN	T5 _____	

Stage 3		
Time:	TPD	Penalties
S1 _____	T1 _____	PROC _____
	T2 _____	HONT _____
	T3 _____	FTN _____
	T4 _____	FTDR _____

Stage 7		
Time:	TPD	Penalties
S1 _____	T1 _____	PROC _____
	T2 _____	HONT _____
	T3 _____	FTN _____
	T4 _____	FTDR _____
	T5 _____	
	T6 _____	
	T7 _____	
	T8 _____	

Stage 4		
Time:	TPD	Penalties
S1 _____	T1 _____	PROC _____
	T2 _____	HONT _____
	T3 _____	FTN _____
	T4 _____	FTDR _____
	T5 _____	
	T6 _____	

Stage 8		
Time:	TPD	Penalties
S1 _____	T1 _____	PROC _____
S2 _____	T2 _____	HONT _____
S3 _____	T3 _____	FTN _____
		FTDR _____

You must have 1 hit in 0 or -1 to avoid a FTN