

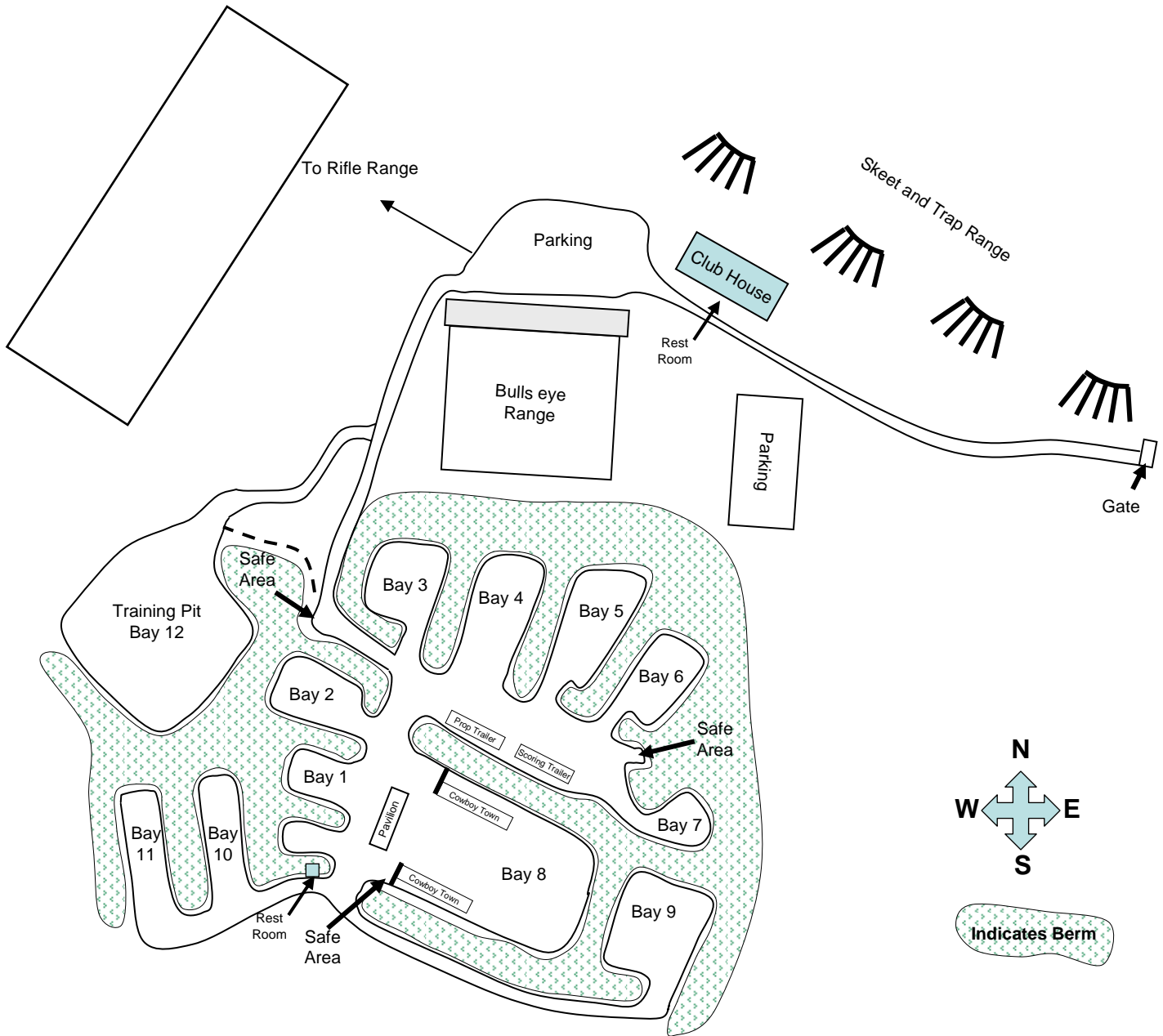
Welcome to the August 2005 Match



Greater Atlanta Defensive Pistol Association



South River Gun Club Range Map



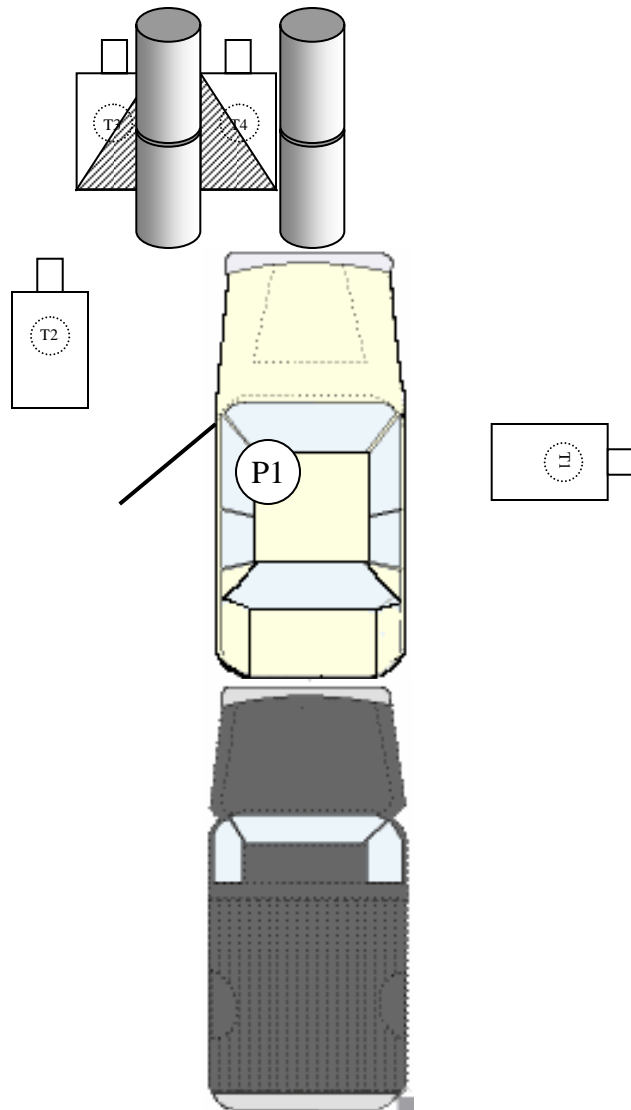
Stage 2

Stage 2: Blocked In



Bay 2

- Scenario: Blocked In: After stopping to ask directions, you are blocked in by thugs who want your car and your life.
- Start Position: Seated in the car at P1 with hands on steering wheel. Car door is open.
- Stage Procedure: Retrieve pistol from the seat beside you and engage T1-T4 with 2 rounds each.
Concealment Required.
- Scoring: **Vickers**
- Scored Hits: 8 rounds. Two each on T1-T4
- Targets: 4 IDPA
- Penalties: standard, taking shots out of sequence
- Start-Stop: Audible-last shot





Stage: 3

Bay 3

Scenario: Gone Fishing : While fishing under a large bridge, you run into a gang who wants more than your fish.

Start Position: Standing at P1 holding a fishing pole.

Stage Procedure: At the buzzer drop the pole, draw and engage T1 with three shots. Move to P2 and P3. Engage all threats with 3 rounds each. You may circle around the second pilon from either side.

Concealment Required

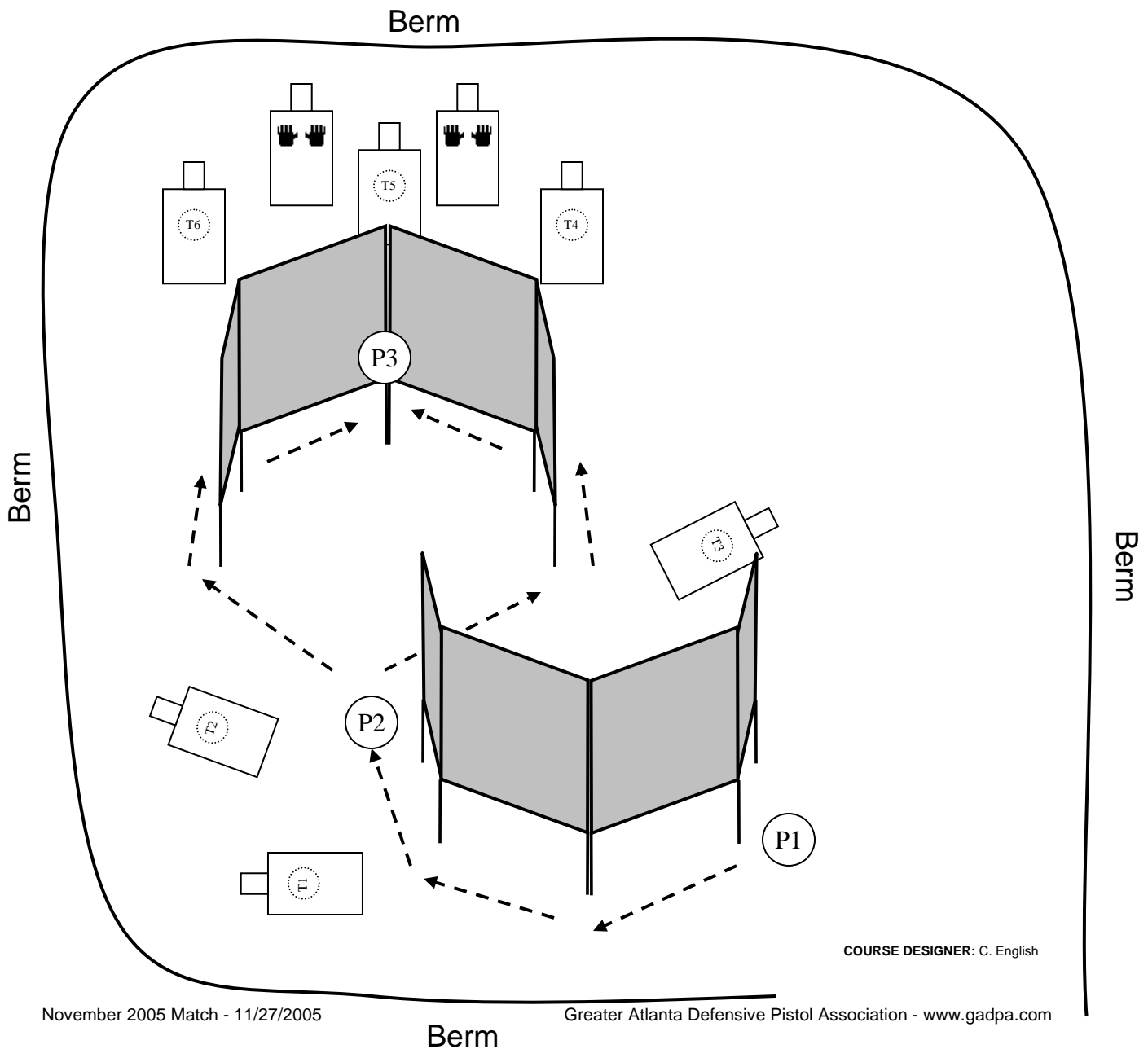
Scoring: Vickers count

Scored Hits: 18 rounds minimum, all targets get 3 rounds

Targets: 6 IDPA, head 5-6 feet high

Penalties: Standard,

Start-Stop: Audible-last shot



COURSE DESIGNER: C. English

Stage 4

Stage 4: Shotgun Start



Bay 4

Scenario: Shotgun Start: After hearing a disturbance on the back porch you grab your trusty 12 ga and head back to see what the problem is.

Start Position: Standing at P1 with shotgun at low ready, facing down range.

Stage Procedure: On the buzzer, engage PP1 and PP2 with the shotgun. Lay the shotgun on the table, draw your pistol and move to P2.

Step on the activator when moving to P2.

At P2 engage the swinger with 2 rounds then move to P3. At P3 engage T2 and T3 with two rounds.

Concealment Required.

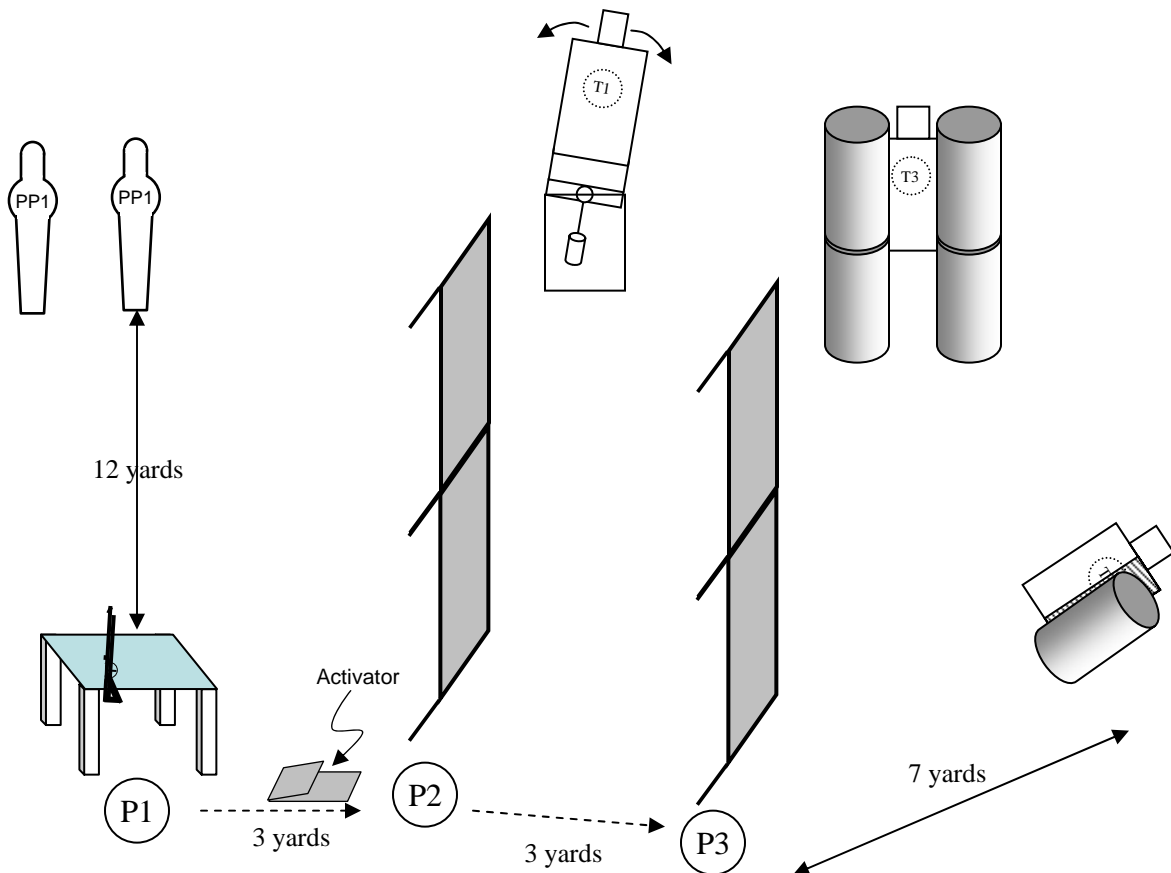
Scoring: **Vickers**

Scored Hits: 6 rounds. Two each on T1-T3

Targets: 3 IDPA

Penalties: standard

Start-Stop: Audible-last shot





Stage 5

Bay 5

Scenario: A Walk In The Park: While on your lunch break in the park, you are accosted by a gang of punks armed and holding your co-workers hostage.

Start Position: String 1 - Standing at P1.

Stage Procedure: Draw and engage T1 with 2 rounds, then engage T2-T5 with 2 rounds each while moving to P2. Finally engage T6 with 2 rounds.
String 2- Standing at P2.
Same procedure in the reverse order.

All shots on T2-T5 must be made while moving.
You may stop at the barricade to reload only.
Concealment Required.

Scoring:

Scored Hits: 24 rounds. Four each on T1-T6

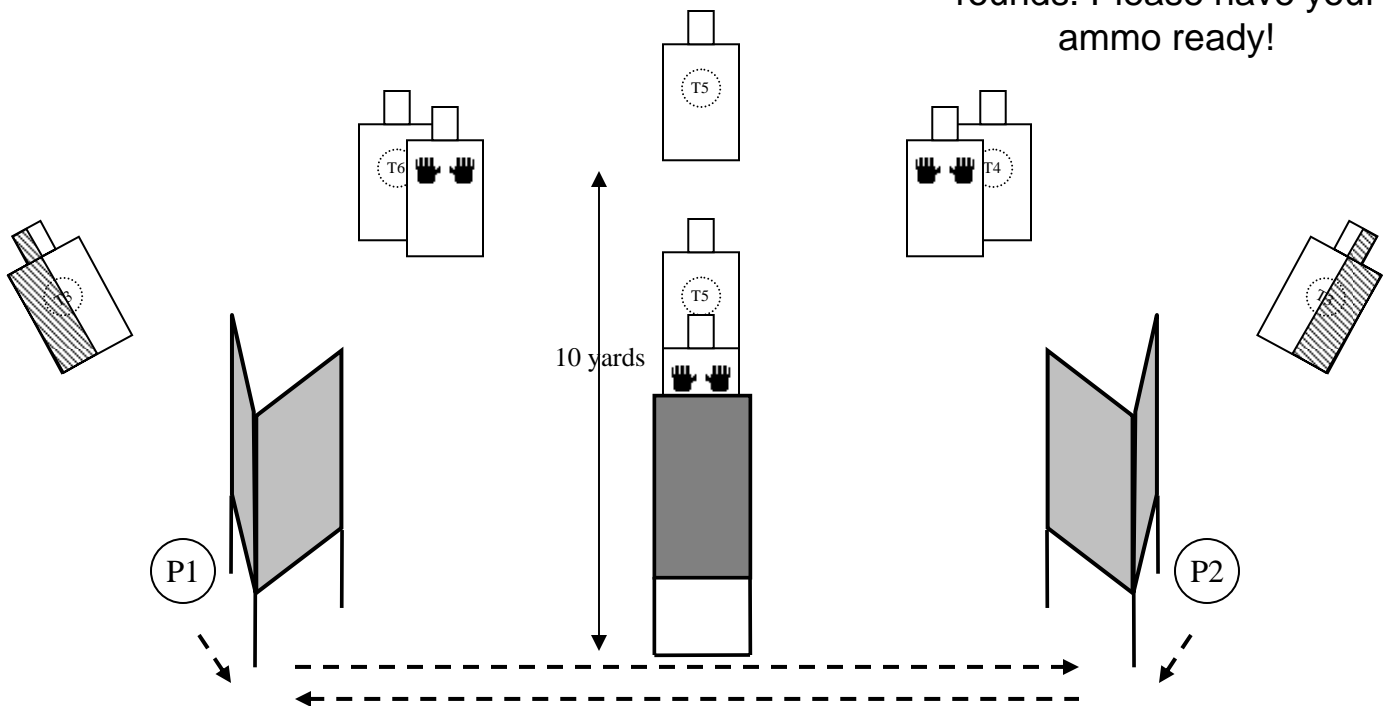
Targets: 6 IDPA

Penalties: standard, engaging T2-T5 while not moving

Start-Stop: Audible-last shot

Vickers

NOTE: You need 24 rounds. Please have your ammo ready!



Stage 6

Stage 6: Take Out The Trash



Bay 6

- Scenario:** Take Out The Trash: While taking out the trash, 4 armed dudes surprise you...
- Start Position:** Standing at the door, P1 with remote in strong hand.
- Stage Procedure:** On the buzzer, press the remote to start the mover, then open the door and walk to the trash can at P2. When the mover turns, draw and engage T1 and T2 with 3 rounds (in tactical sequence) while retreating to the hallway. After seeking cover, engage T3 and T4 with 3 rounds each. You may make up shots on T1-T2 the second time they appear.
Concealment Required.
- Scoring:** **Vickers**
- Scored Hits:** 12 rounds. Two each on T1-T4
- Targets:** 4 IDPA
- Penalties:** standard, taking shots out of sequence, engaging T3-T4 in the open.
- Start-Stop:** Audible-last shot

