



DIGILight™ Tactical Performance.
Practical Value.



**2006 IDPA
Georgia State Championship
Course of Fire**





Staff

Capel English	-	Match Director
Brett Hanus	-	Assistant Match Director
Myrin Young	-	Range Master
Sandy Hoyle	-	Stats Director
Karen English	-	Administration

Notice

The stage descriptions in this booklet are for informational purposes only and may be changed prior to the actual match.

Safety and Ground Rules

Disqualification: A shooter will be disqualified from the match for any safety violation. Negligent discharges into the ground within 6 feet, over the berm or into a low cover prop are grounds for disqualification. Sweeping one's self or anyone else with the muzzle is also grounds for disqualification. The first offense of un-sportsmanlike conduct will earn the participant a FTDR penalty. The second offense of un-sportsmanlike conduct will result in disqualification.

Air Gunning: No air-gunning of any type is allowed and will result in a FTDR penalty being added to the shooters score.

Steel: All steel must fall to score. Any steel target left standing will be scored as a miss and a failure to neutralize.

Scoring: After shooting a stage, the shooter may follow the CSO as he scores the targets. Any disagreements with the scoring must be addressed at this time. A score can be contested to the Match Director, but it is highly unlikely that the CSO will be over-ruled.



Safety and Ground Rules

Re-Shoots: The only re-shoots allowed will be due to range equipment malfunction.

Arbitration: There will be no arbitration. The Match Director will make final decision in all matters of dispute.

Brass: This is a lost brass match. Please do not attempt to recover brass while the match is underway.

Scoring Trailer: Please do not interfere with the scoring crew. If you have a concern with your score, please see the Match Director or Range Master.

Safe Areas: There are designated safe areas around the range. Handling of firearms outside of a safe area is grounds for disqualification.

Parking: Please do not drive down into the action pistol range. Adequate parking is available just past the clubhouse.

Lunch Schedule:

The following stages will be closed for lunch at the specified time. Please be prepared to eat lunch when the stage you are shooting shuts down.

Stages 1-4 (11:30-12:00)

Stages 5-8 (12:00-12:30)

Stages 9-13 (12:30-1:00)

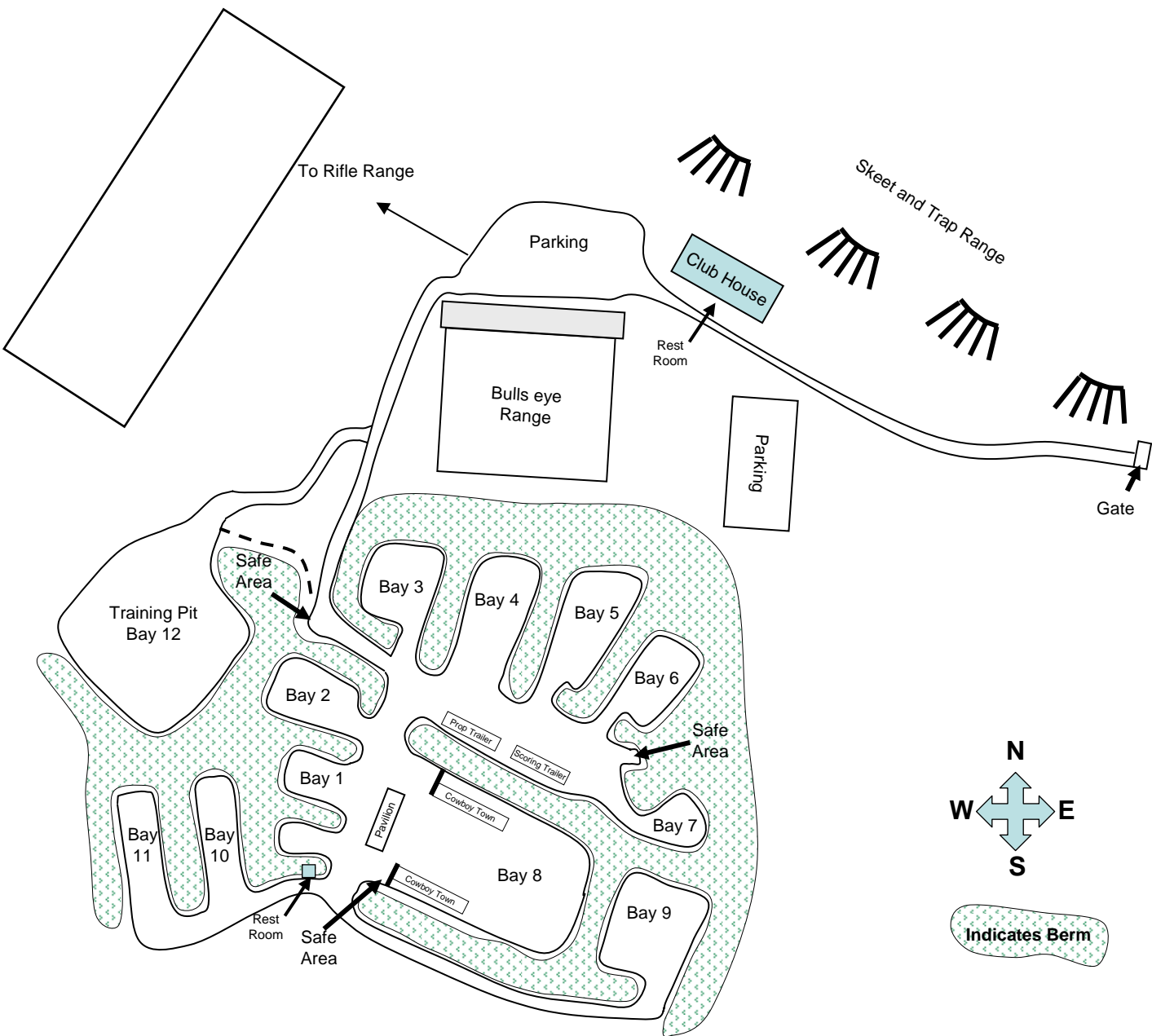
Safety Officers



Gerald Thompson
Michelle Peel
Al Hodge
Gary Byerly
John Kincaid
Rhett Crutchfield
Lynn Keaton
Thomas Spurgeon
Tom Mulheron
Jason Koon
Clayton Pickett
Bob Guidice
Frank Wright
David Rawlinson
Rodney Waisner
Gil Algier

Paul Skakum Jr.
David Flatt
Steve Kincaid
Dennis Lindsay
Mitchel Causin
Skip Gilmer
Vann Owens
Paul Skakum Sr.
Steve Waller
Howard Beers
Greg Brose
Neal Hamilton
William Riggs
Kevin Collins
Eli Colotta
Luke Dollar

South River Gun Club Range Map



Stage 1

Stage 1: The Standards



Bay 1

Scenario: The Standards

Start Position: Standing at P1

Stage Procedure: On the buzzer, draw and engage T1-T3 with two rounds each in tactical sequence.

Perform a tactical reload/reload with retention and then engage T4-T6 in both tactical priority and tactical sequence.

Concealment: **NOT** Required.

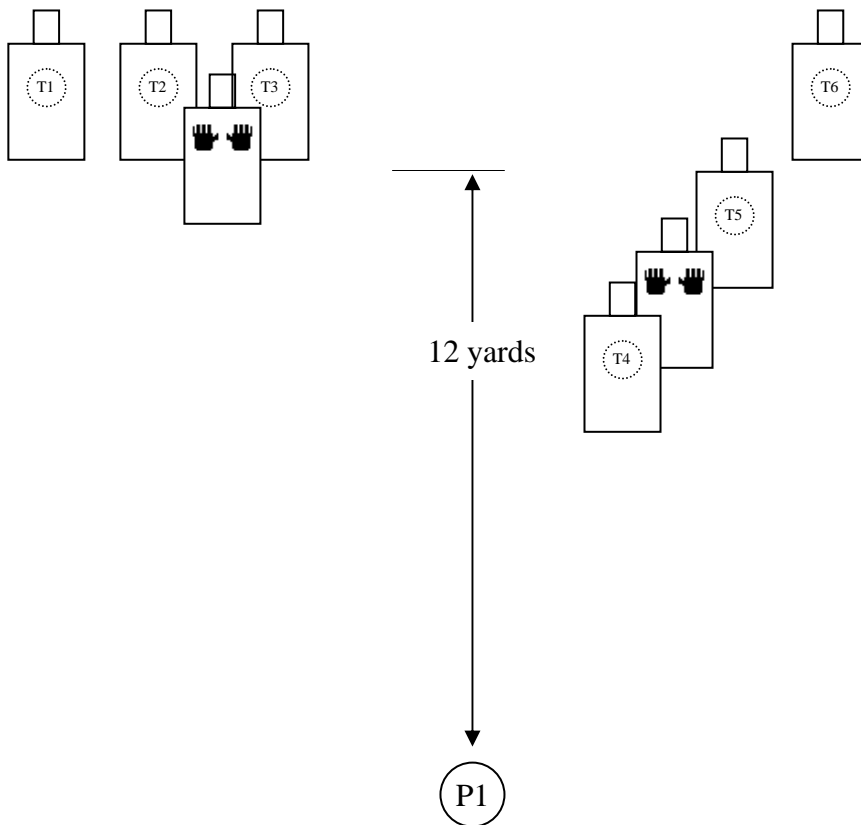
Scoring: **Limited Vickers**

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

Targets: 6 IDPA

Penalties: standard

Start-Stop: Audible-last shot



Lunch Break: 11:30-12:00



Stage 2

Bay 2

Scenario: The Creep-away: You work security for a nuclear facility that has been infiltrated with terrorists. You must make it to the guard shack to notify on-site response teams.

Start Position: At P1 standing with arms relaxed at your side

Stage Procedure: On the buzzer draw and engage T1 with 3 rounds while retreating to P2. Next, engage T2-T6 from low cover or prone with 3 rounds on each target..

Concealment Required.

Scoring:

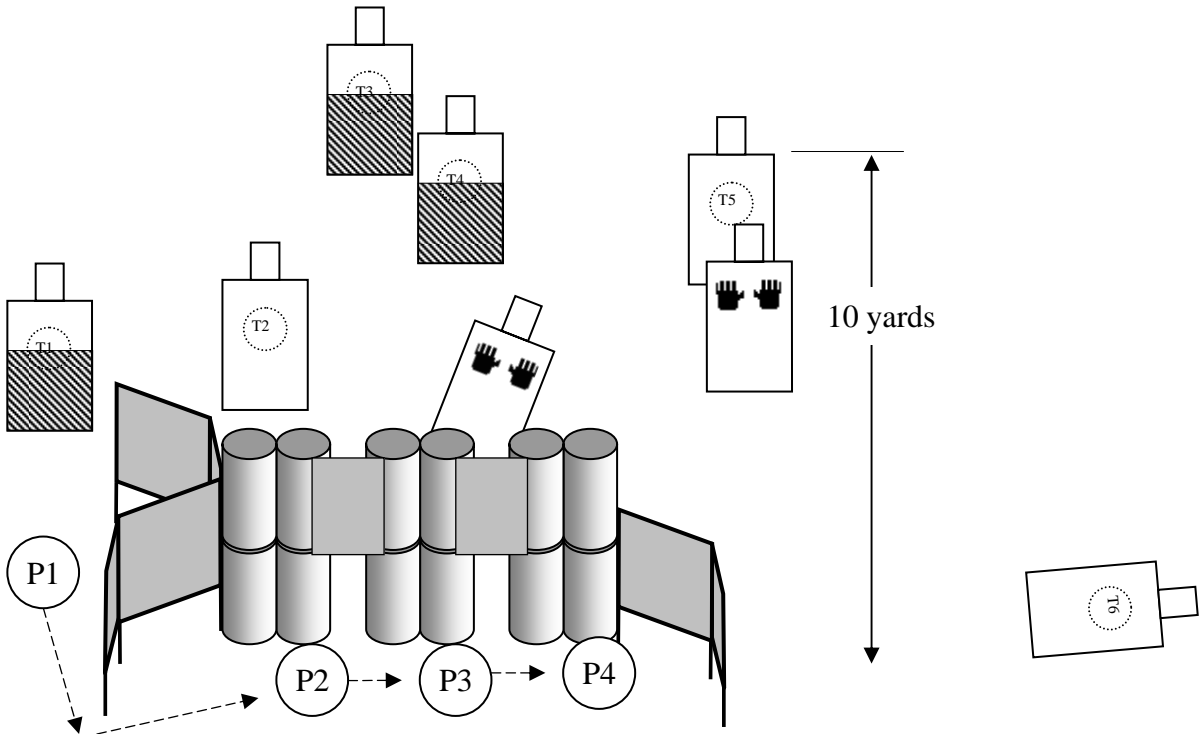
Vickers

Scored Hits: 18 rounds. Two each on T1-T6

Targets: 6 IDPA

Penalties: standard

Start-Stop: Audible-last shot



Lunch Break: 11:30-12:00

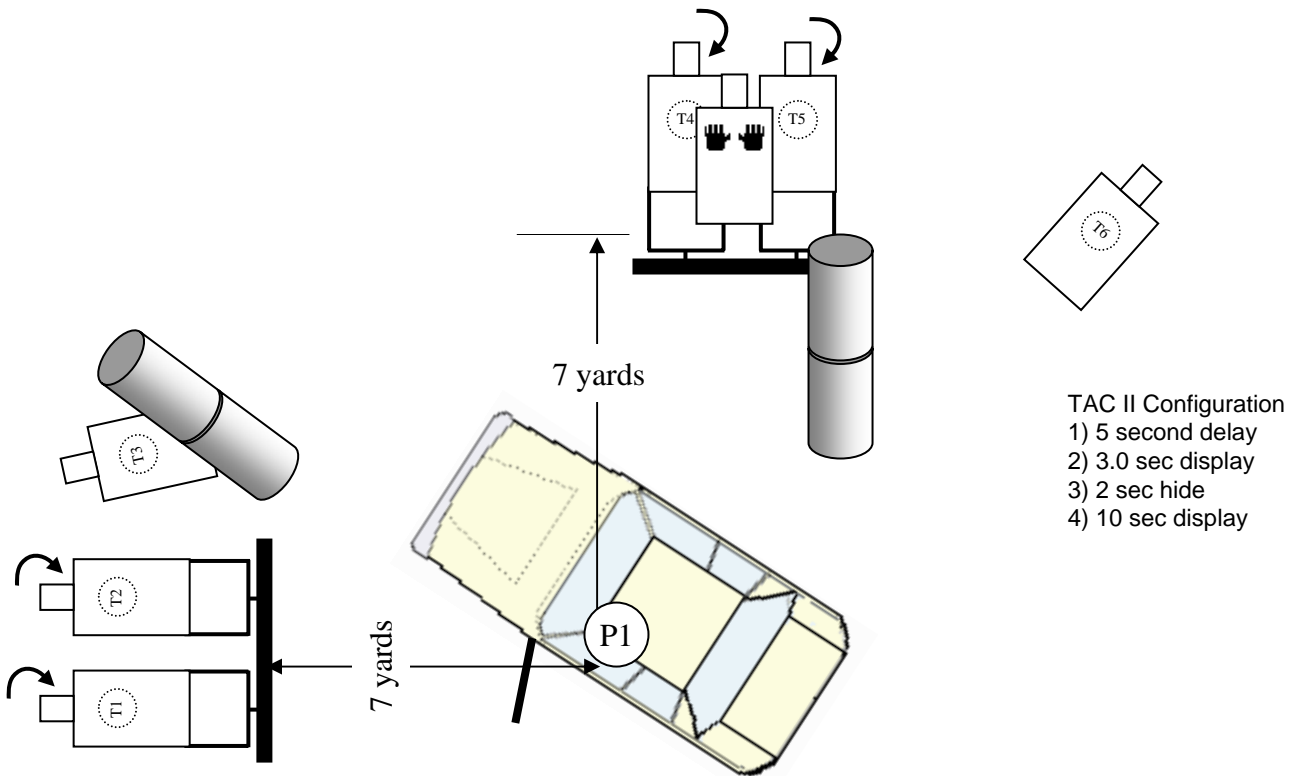
Stage 3

Stage 3: Car Jack



Bay 3

- Scenario: Car Jack. After being forced off the road during a riot, you must defend yourself.
- Start Position: Seated at P1 with pistol on the passenger seat.
- Stage Procedure: On the buzzer, grab your pistol and engage T1-T6 with 2 rounds each as they become visible.
- Concealment: Required.
- Scoring: Vickers
- Scored Hits: 12 rounds. Two each on T1-T6
- Targets: 6 IDPA
- Penalties: standard
- Start-Stop: Audible-last shot



- TAC II Configuration
- 1) 5 second delay
 - 2) 3.0 sec display
 - 3) 2 sec hide
 - 4) 10 sec display

- TAC II Configuration
- 1) 3 second delay
 - 2) 3.0 sec display
 - 3) 2 sec hide
 - 4) 10 sec display

Lunch Break: 11:30-12:00

COURSE DESIGNER: C. English

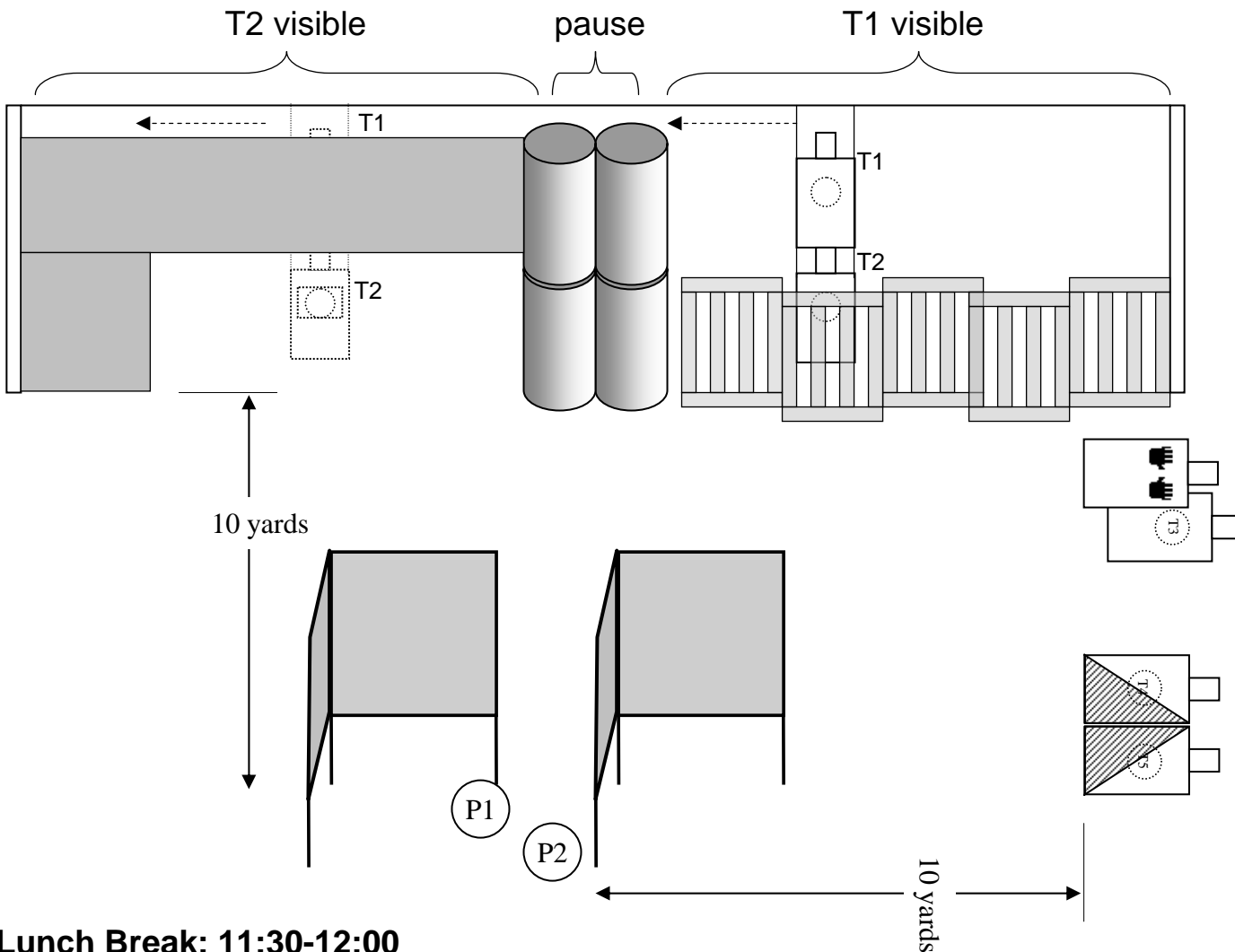
Stage 4

Stage 4: High Low



Bay 4

- Scenario: High Low: As you step out of your house, you find your carport infested with cretins who want your life.
- Start Position: Standing at P1.
- Stage Procedure: On the buzzer, engage T1-T5 with 3 rounds each, in any order, while using all available cover.
- Concealment: Required
- Scoring: Vickers
- Scored Hits: 15 rounds. 3 each on T1-T5
- Targets: 5 IDPA
- Penalties: standard
- Start-Stop: Audible-last shot



Lunch Break: 11:30-12:00

COURSE DESIGNER: C. English

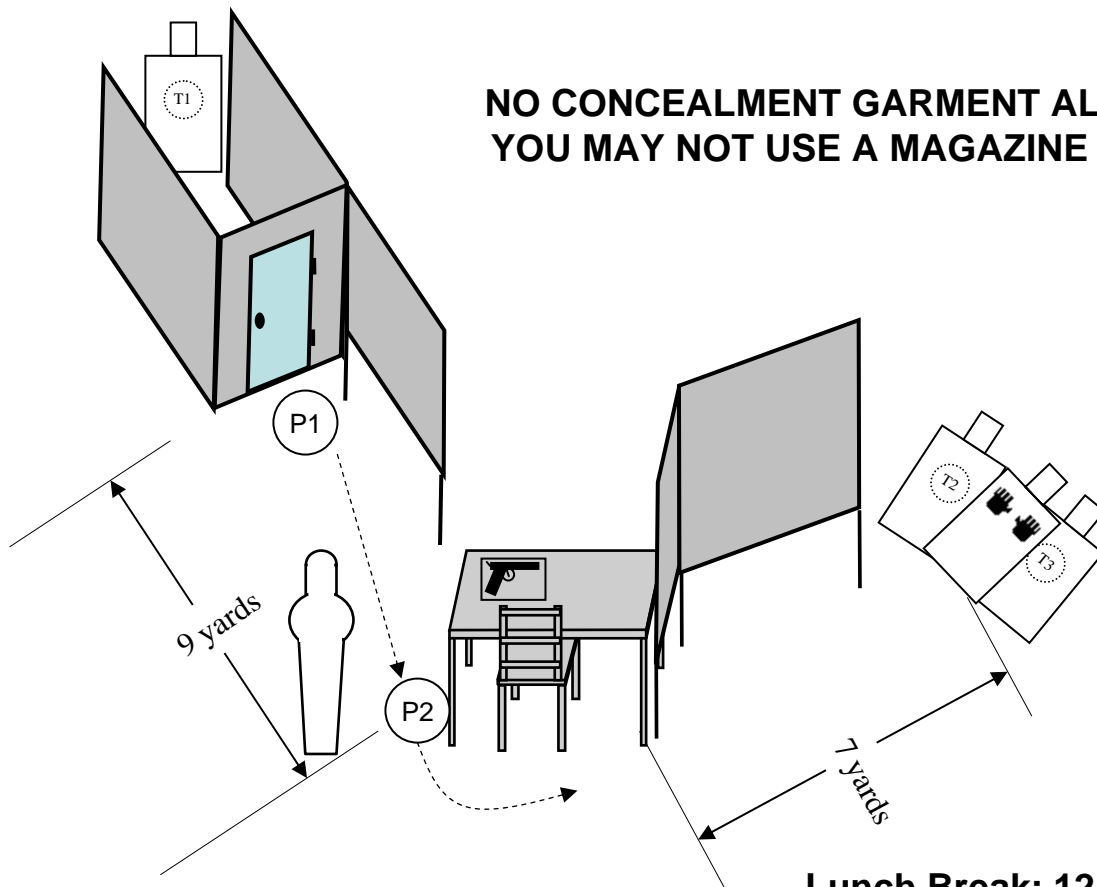
Stage 5

Stage 5: Barge In



Bay 5

- Scenario:** Barge In: A knock on the door late one evening reveals bad guys with ill intent. You must run for your gun and defend your home.
- Start Position:** Standing at P1 with hands on the door looking through the peep hole.
- Stage Procedure:** On the buzzer, retreat to P2 pushing your child out of the way **before** grabbing your gun from the box.
- Pick up spare ammo from the table and put stow it BEFORE the first shot. You may not use a magazine pouch!**
- When the door swings open, engage T1 with six (6) rounds.
- Then move around the table and engage T2-T3 with 3 rounds each.
- Concealment:** **NO CONCEALMENT GARMENT ALLOWED**
- Scoring:** Vickers
- Scored Hits:** 12 rounds. Six on T1, three each on T2-T3
- Targets:** 3 IDPA
- Penalties:** standard
- Start-Stop:** Audible-last shot



COURSE DESIGNER: C. English

Lunch Break: 12:00-12:30

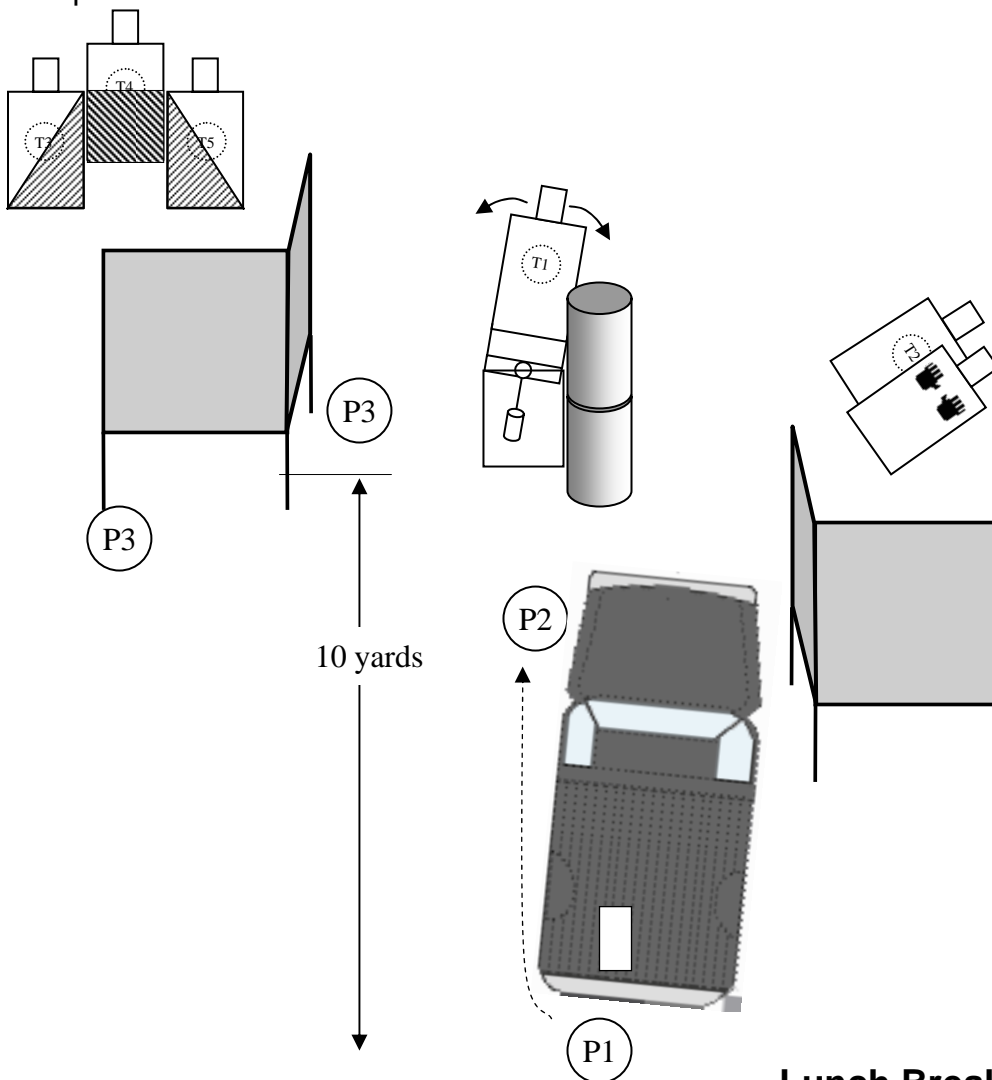
Stage 6

Stage 6: In the Garage



Bay 6

- Scenario:** In the Garage: After arriving home, you find unwelcome guests cooking meth in your garage.
- Start Position:** Standing at P1 with both hands on the open tailgate.
- Stage Procedure:** On the buzzer, pull the suitcase out of the truck to activate T1, draw your pistol and engage T1 with three rounds. Move to P2 and P3 engaging each new threat when they become visible. Low cover is **NOT** required at P2.
- Concealment:** Required.
- Scoring:** Vickers
- Scored Hits:** 15 rounds. Three each on T1–T5
- Targets:** 5 IDPA
- Penalties:** standard, not closing the tailgate
- Start-Stop:** Audible-last shot



COURSE DESIGNER: C. English

Lunch Break: 12:00-12:30

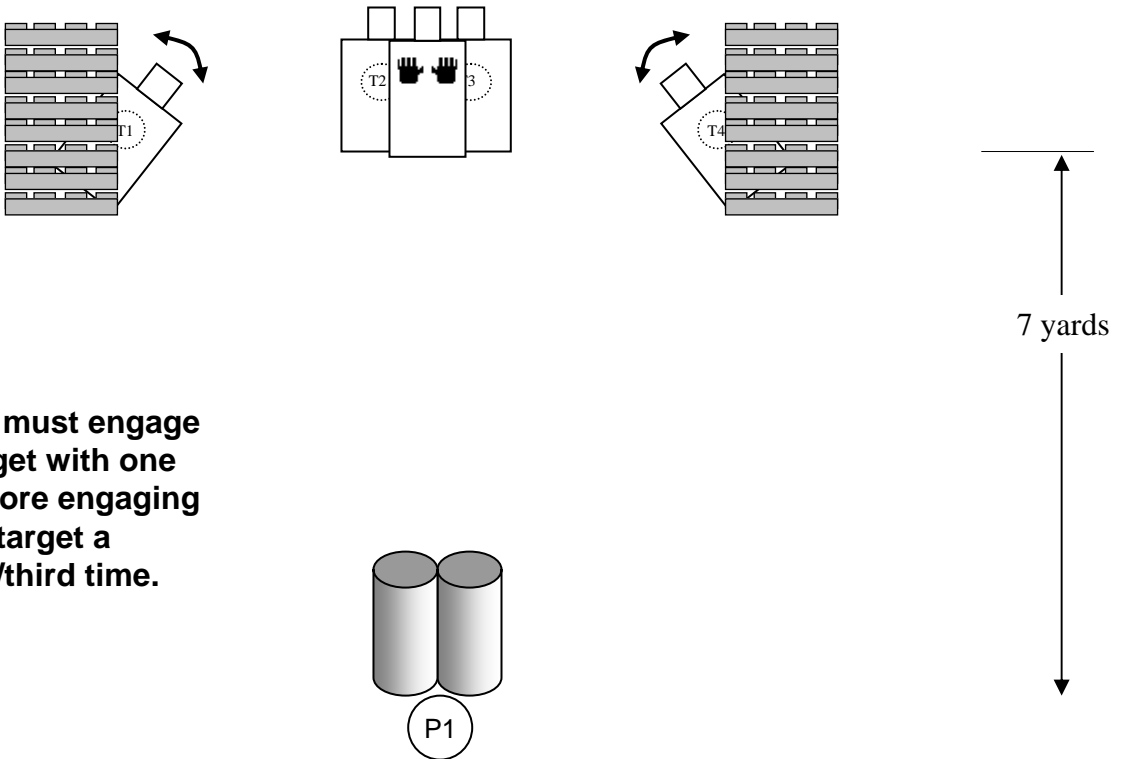
Stage 7

Stage 7: Cornered Rat



Bay 7

- Scenario:** Cornered Rat: You have attempted to avoid some ganstas' who are robbing the store you happened to be patronizing. Now you are cornered and must defend yourself.
- Start Position:** Kneeling at P1 with your weapon at low ready.
- Stage Procedure:** On the buzzer, engage T1-T4 in any order with 3 rounds each. You must engage each target with one round, before engaging any target a second/third time. You may shoot over the barrels.
- Concealment:** Required
- Scoring:** Vickers
- Scored Hits:** 12 rounds. 3 each on T1-T4
- Targets:** 4 IDPA
- Penalties:** standard, engaging any target twice before all 4 have been engaged once.
- Start-Stop:** Audible-last shot



Note: You must engage each target with one round, before engaging any target a second/third time.

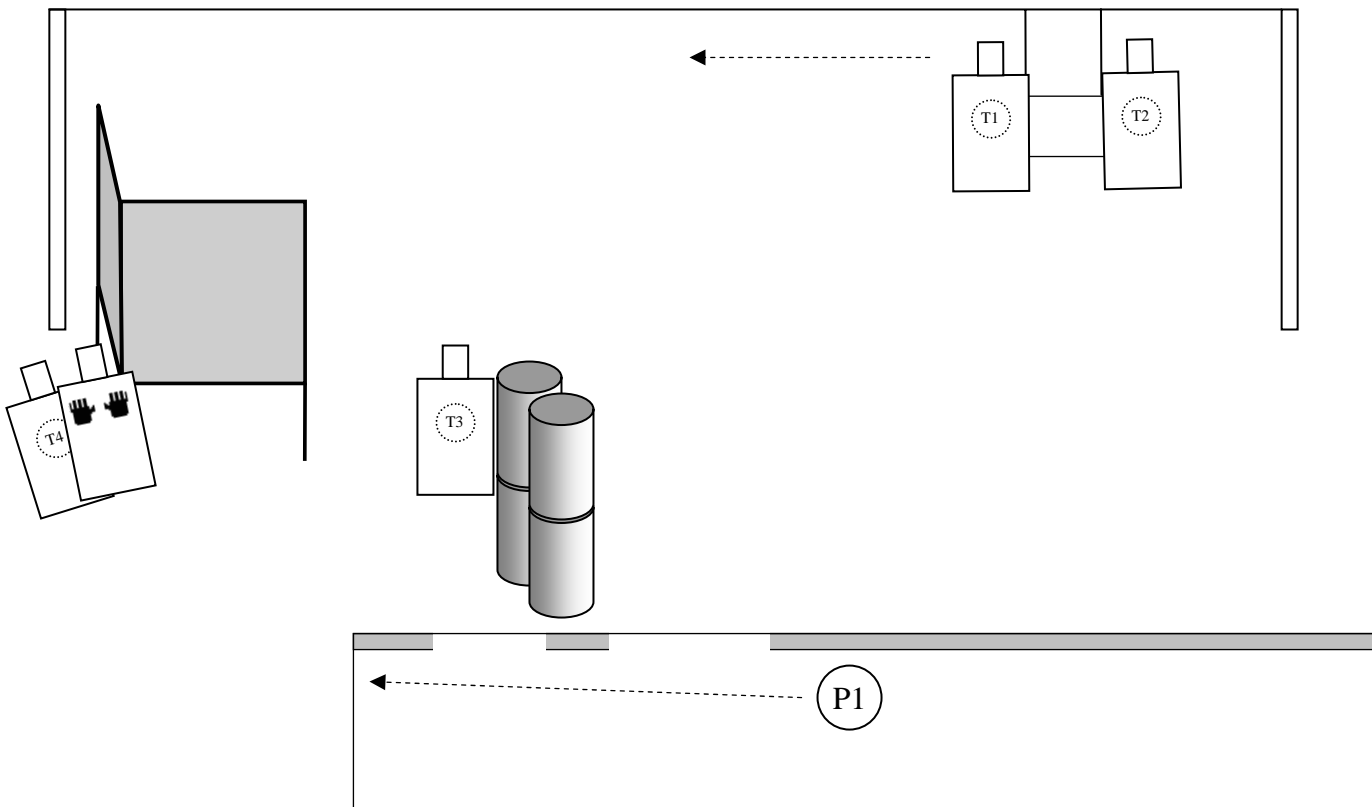
Stage 8

Stage 8: Out The Window



Bay 8

- Scenario:** Out the Window. Crack heads have just fired through your living room window and are preparing to invade your home.
- Start Position:** Standing at P1 with strong hand on the switch.
- Stage Procedure:** On the buzzer, flip on the light switch and move to the window. Engage T1 and T2 while they are moving, then engage T3-T4 as they become visible. Use all available cover. All targets get 3 rounds each.
- Concealment:** Required.
- Scoring:** Vickers
- Scored Hits:** 12 rounds. Three each on T1-T4
- Targets:** 4 IDPA
- Penalties:** standard
- Start-Stop:** Audible-last shot



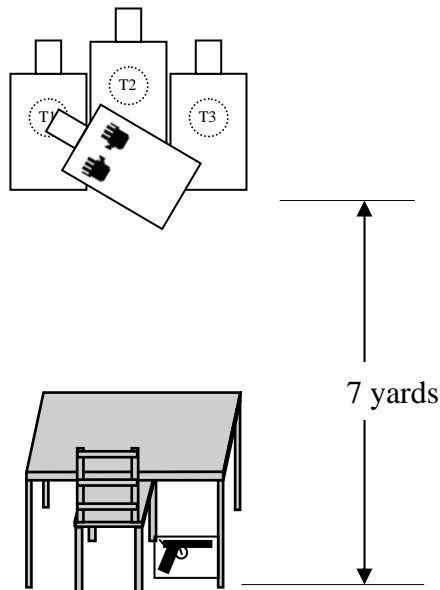
Stage 9

Stage 9: Hostage



Bay 8

- Scenario: Hostage: Three gunmen have taken you hostage and are planning evil deeds...
- Start Position: Seated at P1 with bound hands behind your head, blindfolded.
- Stage Procedure: On the buzzer, retrieve your handgun from the computer bag and engage T1-T3, in tactical sequence, with two rounds each.
- Concealment: **NOT** Required
- Scoring: Vickers
- Scored Hits: 6 rounds. Two each on T1-T3
- Targets: 3 IDPA
- Penalties: standard
- Start-Stop: Audible-last shot



Lunch Break: 12:30-1:00

Stage 10

Stage 10: Home Invasion



Bay 9

Scenario: Home Invasion: While taking a nap on your couch, 5 hoodlums decide to move in.

Start Position: Laying on the couch with hands on your chest.

Stage Procedure: On buzzer, retrieve your gun from the table and engage T1 until it drops. This will activate T2. Engage T2 and all remaining threats with 3 rounds while using all available cover.

Concealment **NOT** Required.

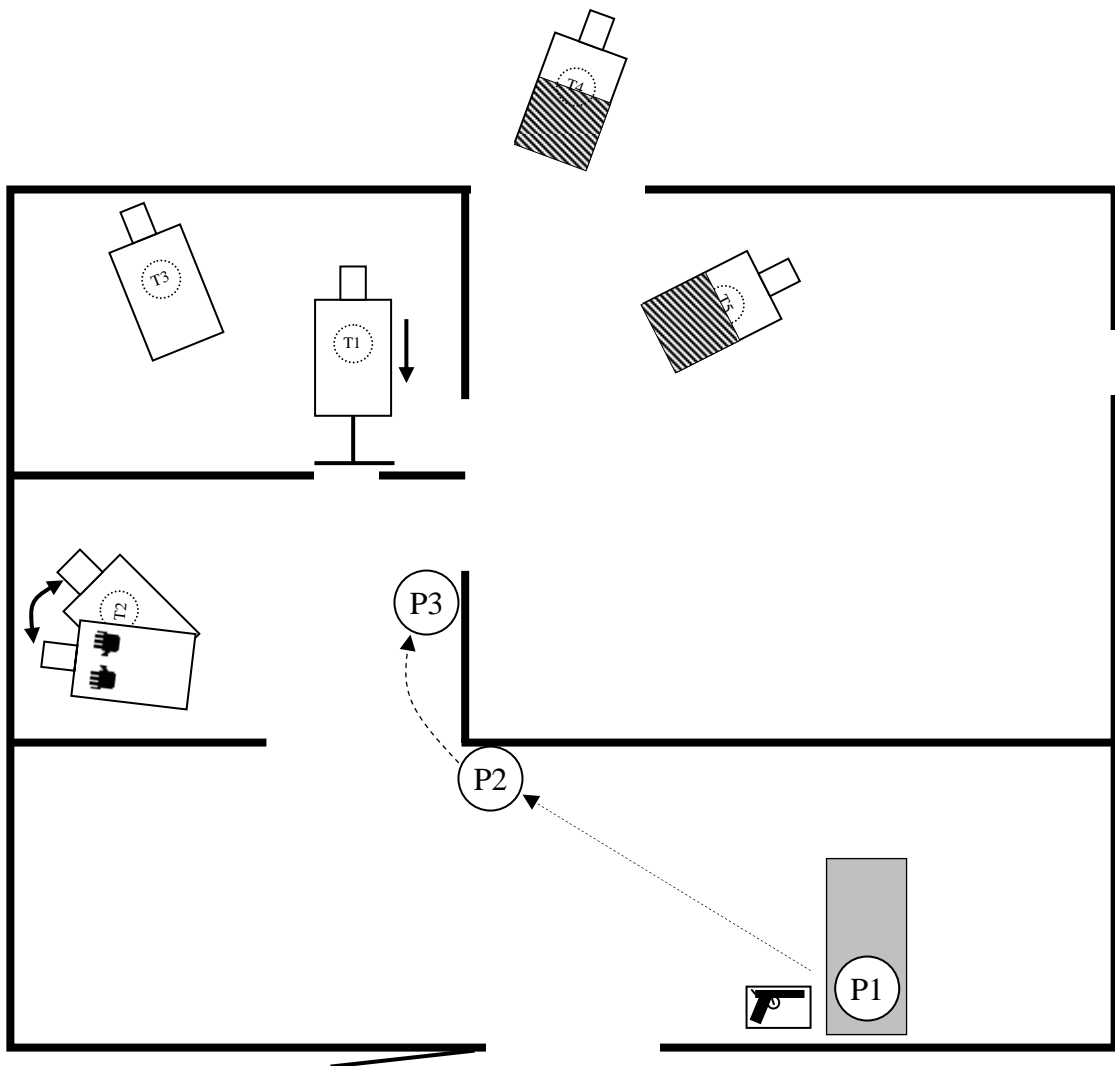
Scoring: **Vickers**

Scored Hits: 13 rounds. T1 must drop, 3 hits each on T2-T5

Targets: 1 steel, 4 IDPA

Penalties: standard

Start-Stop: Audible-last shot



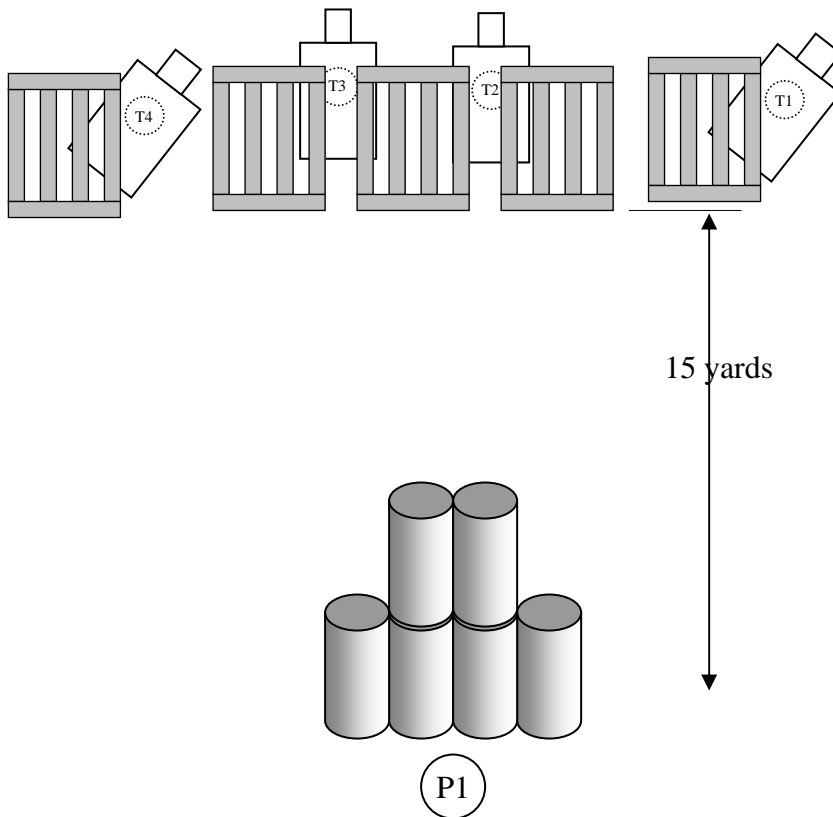
Stage 11

Stage 11: In The Pallets



Bay 10

- Scenario: In The Pallets: You are working in an industrial park when attacked by hoodlums.
- Start Position: Standing at P1 with both hands relaxed by your side.
- Stage Procedure: On the buzzer, draw and engage T1-T4 with three rounds each.
- Concealment: Required.
- Scoring: Vickers
- Scored Hits: 12 rounds. Three each on T1-T4
- Targets: 4 IDPA
- Penalties: standard
- Start-Stop: Audible-last shot



Stage 12

Stage 12: Bury The Cat



Bay 11

Scenario: Bury The Cat: You are burying your dead cat when the gang who killed it decides to add you to the list.

Start Position: Standing at P1 with both hands and one foot on the shovel.

Stage Procedure: On the buzzer, knock down the bad guy and then engage T1-T2 with 3 rounds each while retreating to cover at P2. Engage T3-T4 from cover with 3 rounds each.

Concealment: Required.

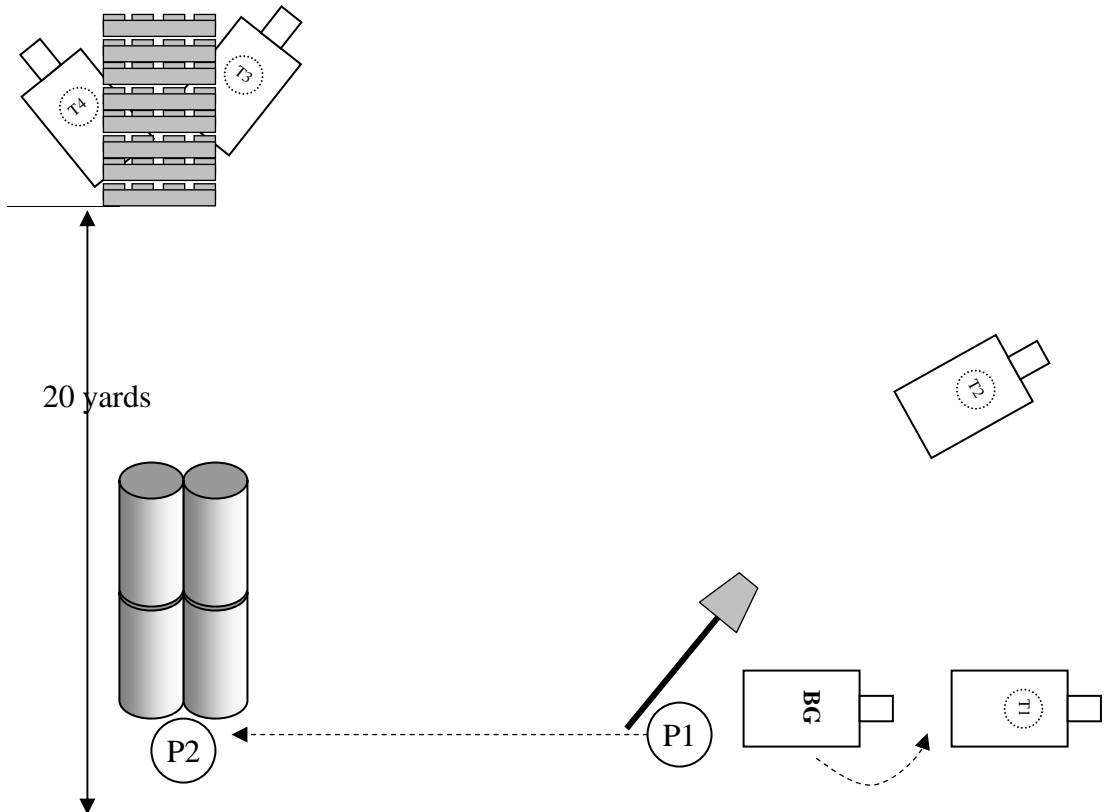
Scoring: Vickers

Scored Hits: 12 rounds. Three each on T1-T4

Targets: 4 IDPA

Penalties: standard, not retreating while engaging T1-T2

Start-Stop: Audible-last shot



Lunch Break: 12:30-1:00

Stage 13

Stage 13: Unwelcome for Dinner



Bay 12

Scenario: Unwelcome for Dinner: You are having dinner at your favorite B-B-Q joint when bad guys bust in to rob the place. You must make the best of it.

Start Position: Seated at P1 with hands on the table.
After going hot, you must give your magazine to the SO who will download it a few rounds. (Revolvers will remove 1 round from the cylinder and spin it after closing.)

Stage Procedure: On the buzzer, draw your pistol and engage T1-T3 in tactical sequence with 3 rounds. (1-1-3-2-2).
Reload as necessary

Concealment: Required

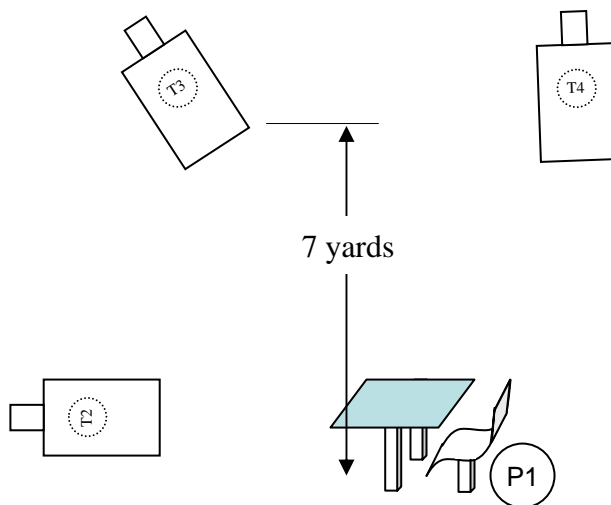
Scoring: Vickers

Scored Hits: 9 rounds. 3 each on T1-T3

Targets: 3 IDPA

Penalties: standard

Start-Stop: Audible-last shot



Tactical sequence with 3 rounds. (1-1-3-2-2).