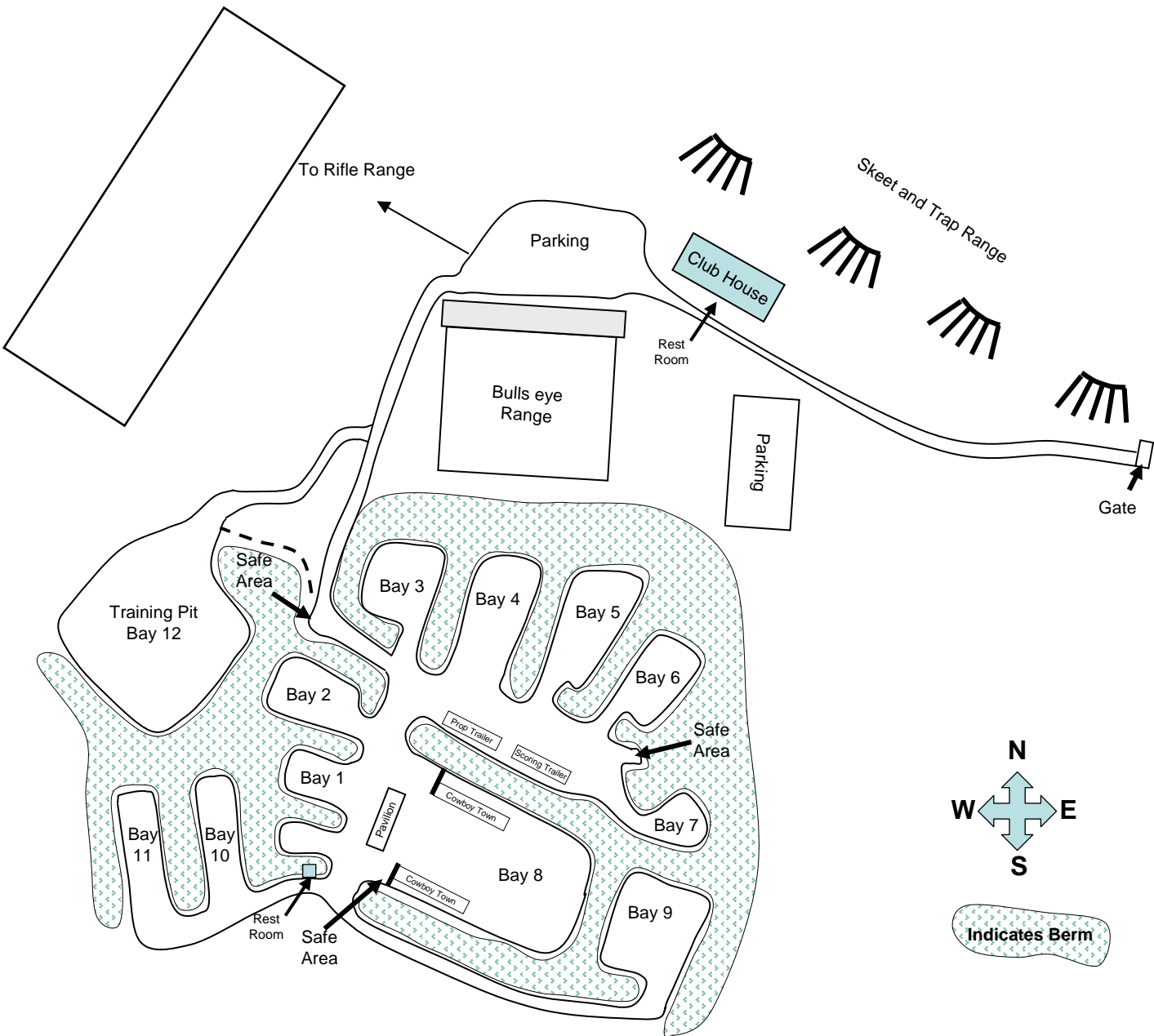




South River Gun Club Range Map



Stage 1

Stage 1: Weak Hand Standards



Bay 1

Scenario:

Weak Hand Standards:

Start Position: Standing at P1 with loaded weapon in weak hand.

Stage Procedure: **String 1:** From low ready at P1, engage T1-T3 with 2 rounds while advancing to P2. Weak hand only.

String 2: From low ready at P2, engage T1-T3 with 2 rounds while advancing to P3. Weak hand only.

String 3: From low ready at P3, engage T1-T3 with 2 rounds while retreating to P4. Weak hand only.

Last 2 shots must be fired after crossing paint line

No Concealment Required.

Scoring:

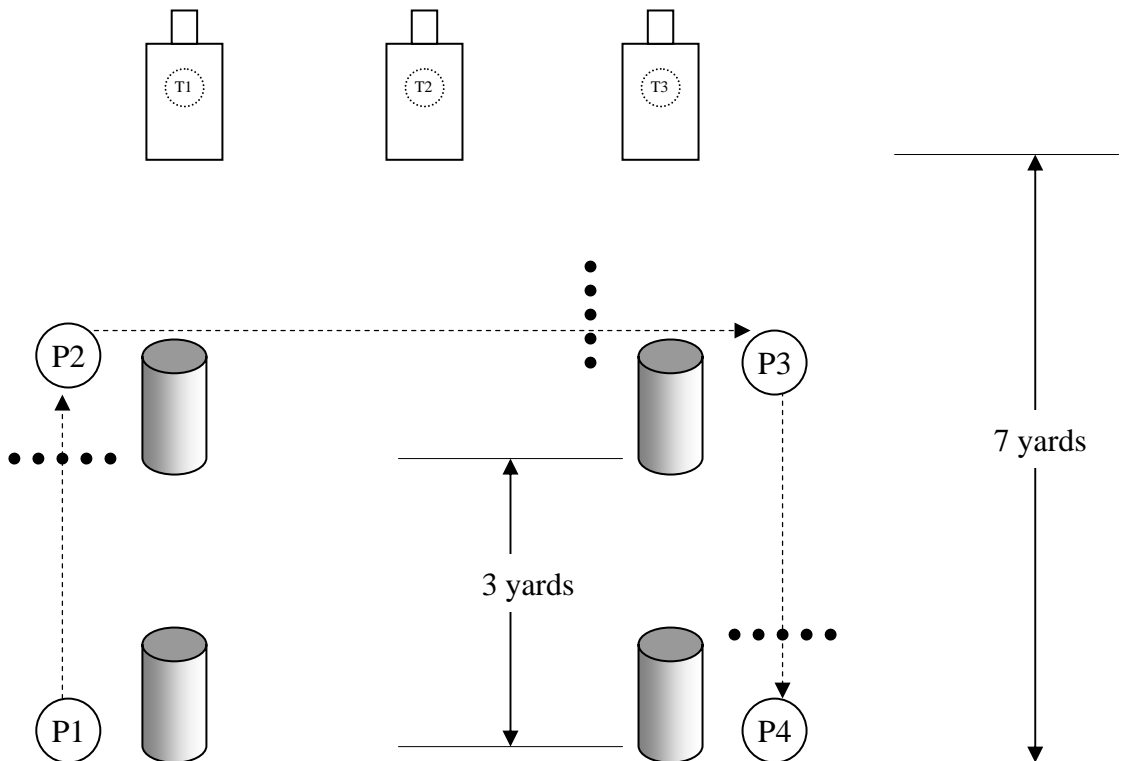
Vickers

Scored Hits: 18 rounds. Six each on T1-T3

Targets: 3 IDPA

Penalties: standard, not shooting on the move

Start-Stop: Audible-last shot



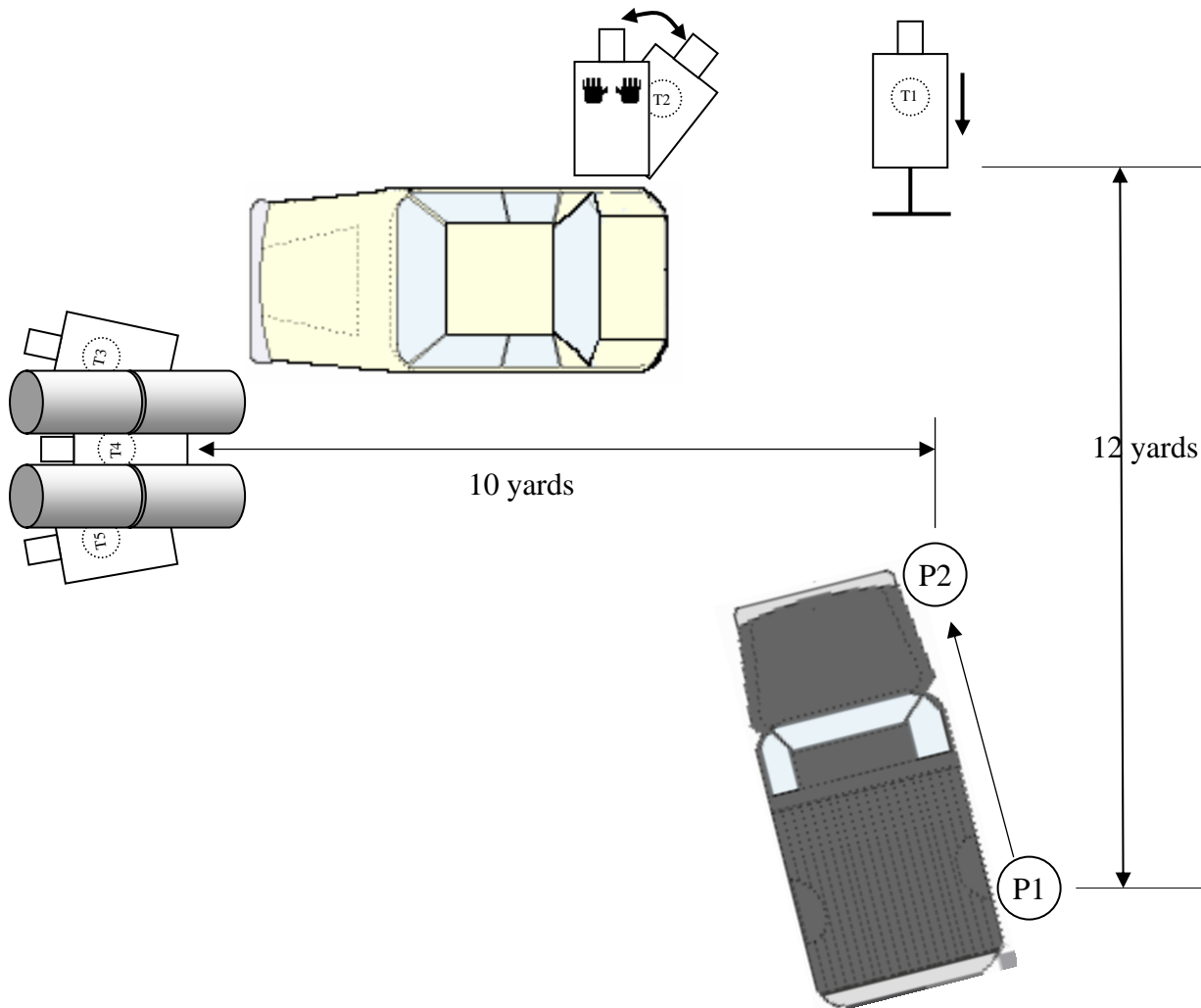
Stage 2

Stage 2: Parking Lot



Bay 2

- Scenario:** Parking Lot: Upon arriving at the parking lot where your wife has a flat, you meet her new friends.
- Start Position:** Standing at P1 with hands by your side.
- Stage Procedure:** Draw and engage T1 until it drops and then engage T2 with 2 rounds. Drop to the prone position and engage T3-T5 with 2 rounds. Concealment Required.
- Scoring:** **Vickers**
- Scored Hits:** 9 rounds. Drop T1. Two each on T2-T5
- Targets:** 5 IDPA
- Penalties:** standard, engaging T3-T5 while not prone
- Start-Stop:** Audible-last shot

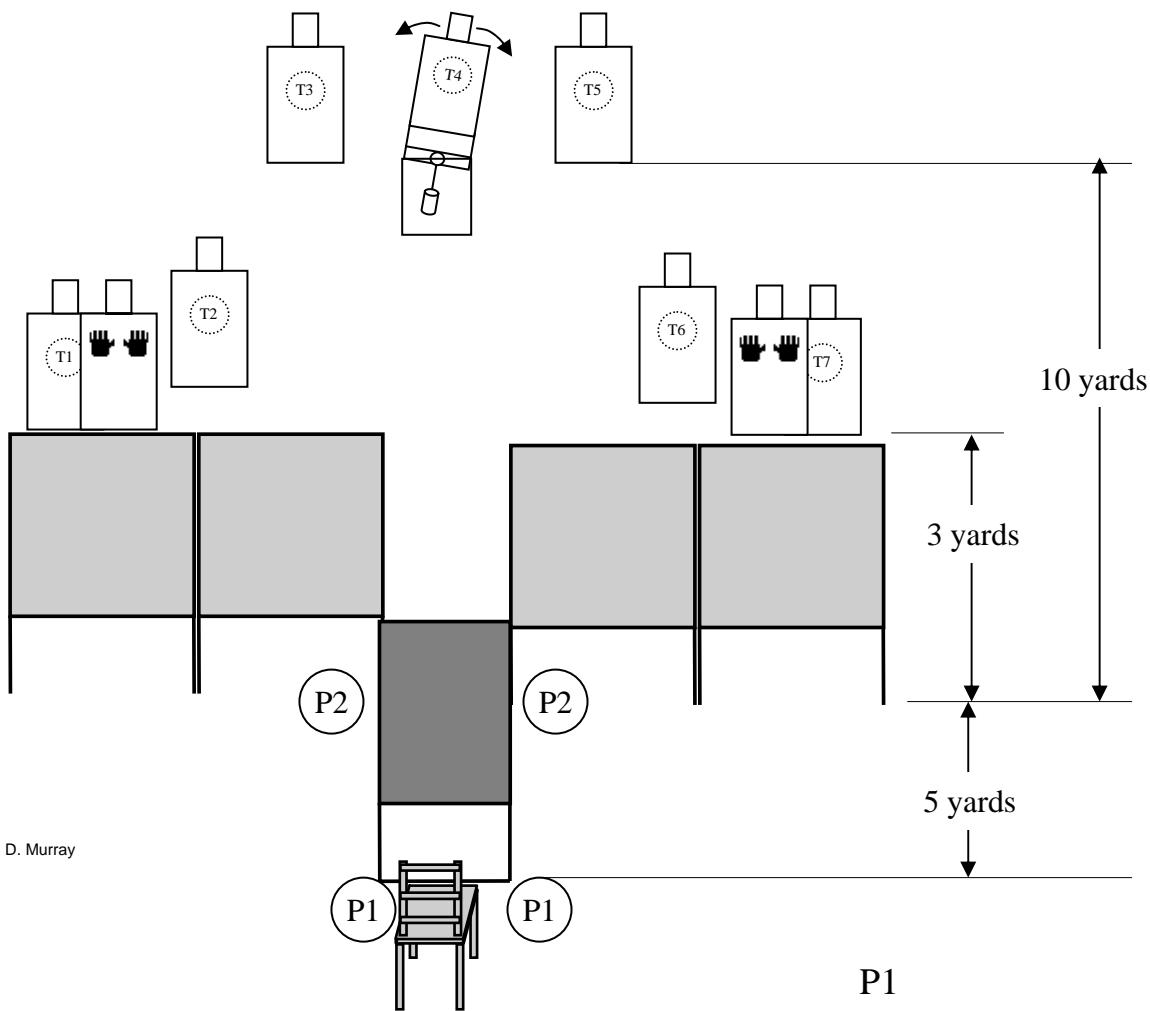




Stage 3

Bay 3

- Scenario: Cover Drill...Cover Drill...Cover Drill...
- Start Position: Sitting at P1 with hands on top of legs (fingertips touching knees). Holding activator string.
- Stage Procedure: Stand and pull activator with your strong hand, draw and engage all visible targets from either side of barricade (slice the pie) with 2 rounds each. Move forward to P2 engaging all remaining targets while using proper IDPA cover. Concealment Required.
- Scoring: **Vickers**
- Scored Hits: 14 rounds. Two each on T1–T7
- Targets: 7 IDPA
- Penalties: standard, less than 50% of upper body behind cover
- Start-Stop: Audible-last shot



COURSE DESIGNER: D. Murray

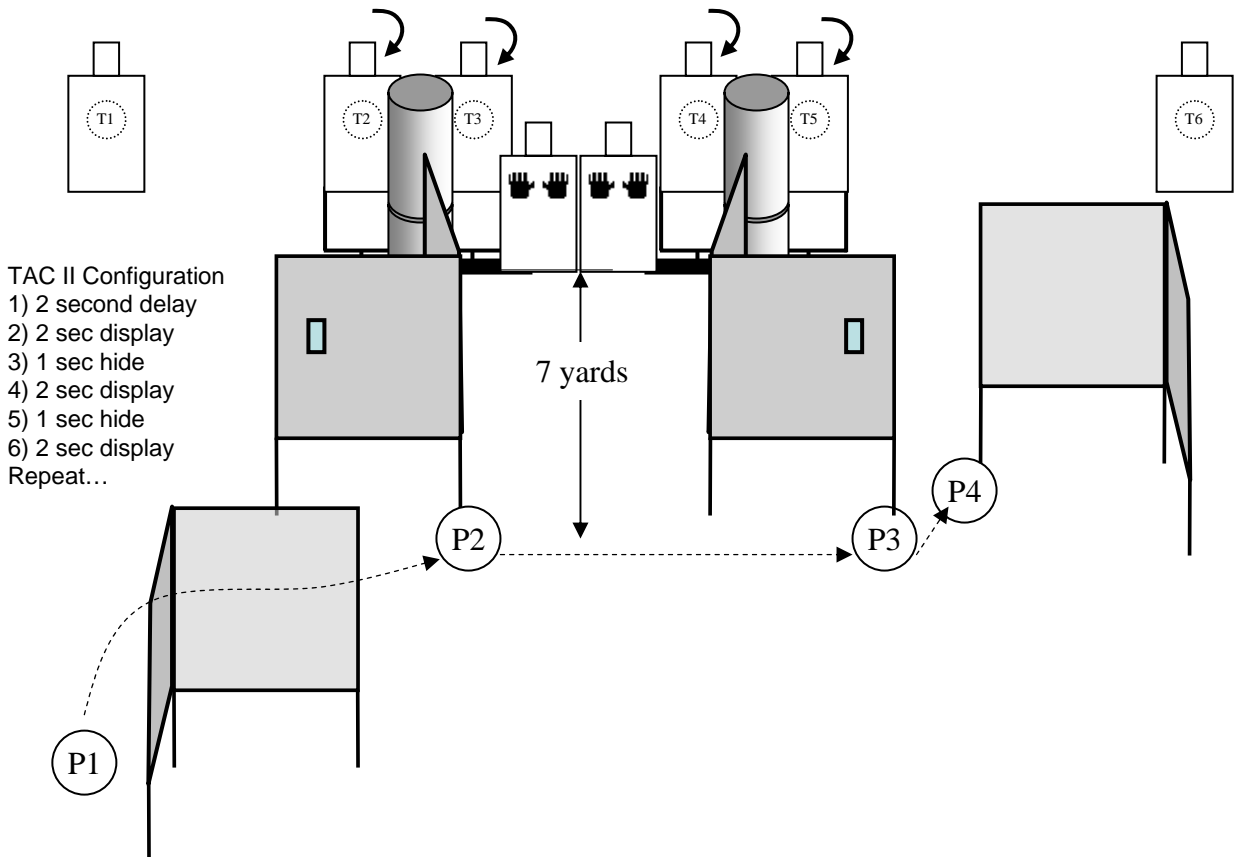
Stage 4

Stage 4: Turn the Tide



Bay 4

- Scenario:** Turn the Tide: A large group of thugs behind you has forced you to run the gauntlet in order to escape.
- Start Position:** Standing at P1 with remote control in your strong hand.
- Stage Procedure:** On the buzzer press the execute button, draw and engage T1-T6 with two rounds each. Move to cover points as needed. Concealment Required.
- Scoring:** **Vickers**
- Scored Hits:** 12 rounds. Drop T1. Two each on T2-T5
- Targets:** 6 IDPA
- Penalties:** standard
- Start-Stop:** Audible-last shot





Stage 5

Bay 5

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 while retreating to P2.

At P2 engage T2-T4 from low cover.

Two rounds on each target

Move to P3 and engage T5-T6.

Finally, move to P4 and engage any remaining targets.

Concealment Required.

Scoring:

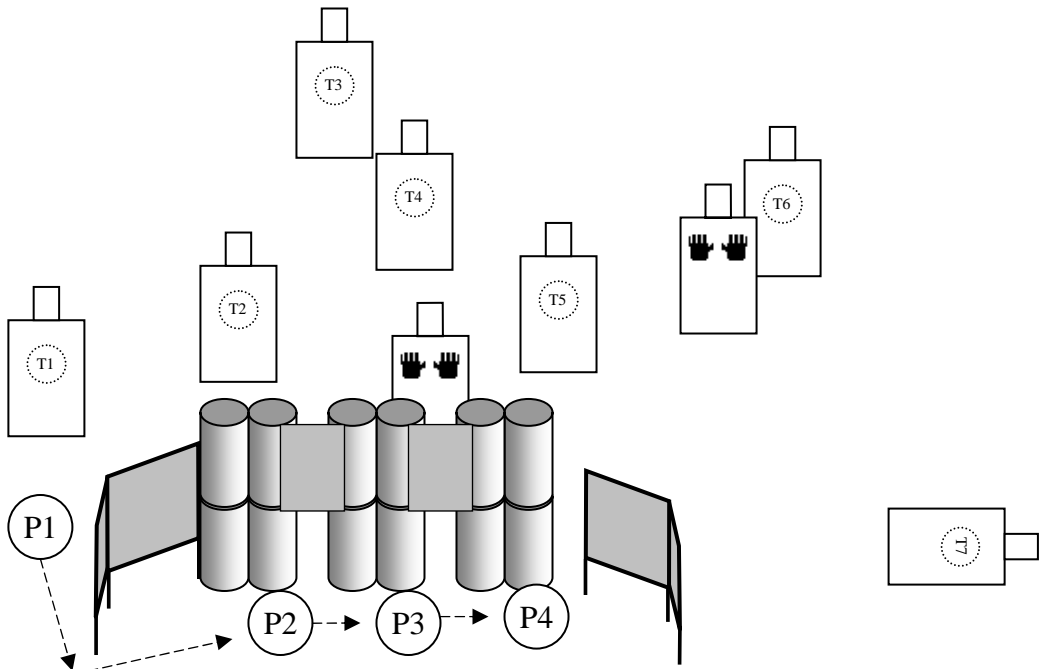
Vickers

Scored Hits: 14 rounds. Two each on T1-T7

Targets: 7 IDPA

Penalties: standard

Start-Stop: Audible-last shot



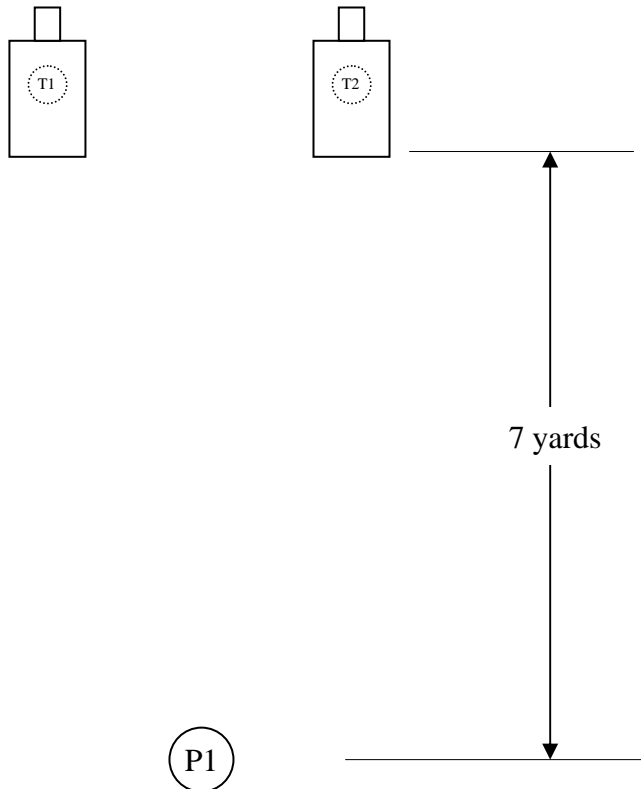
Stage 6

Stage 6: Modified Bill Drill



Bay 6

Scenario: Modified Bill Drill:
Start Position: Standing at P1 with loaded weapon in weak hand.
Stage Procedure: **String 1:** On the buzzer, engage T1 with six rounds. Weak hand only.
String 2: From the holster, draw and engage T2 with six rounds using strong hand only.
No Concealment Required.
Scoring: **Vickers**
Scored Hits: 12 rounds. Six each on T1–T2
Targets: 2 IDPA
Penalties: standard
Start-Stop: Audible-last shot



Stage 7

Stage 7: Cleaning House



Bay 9

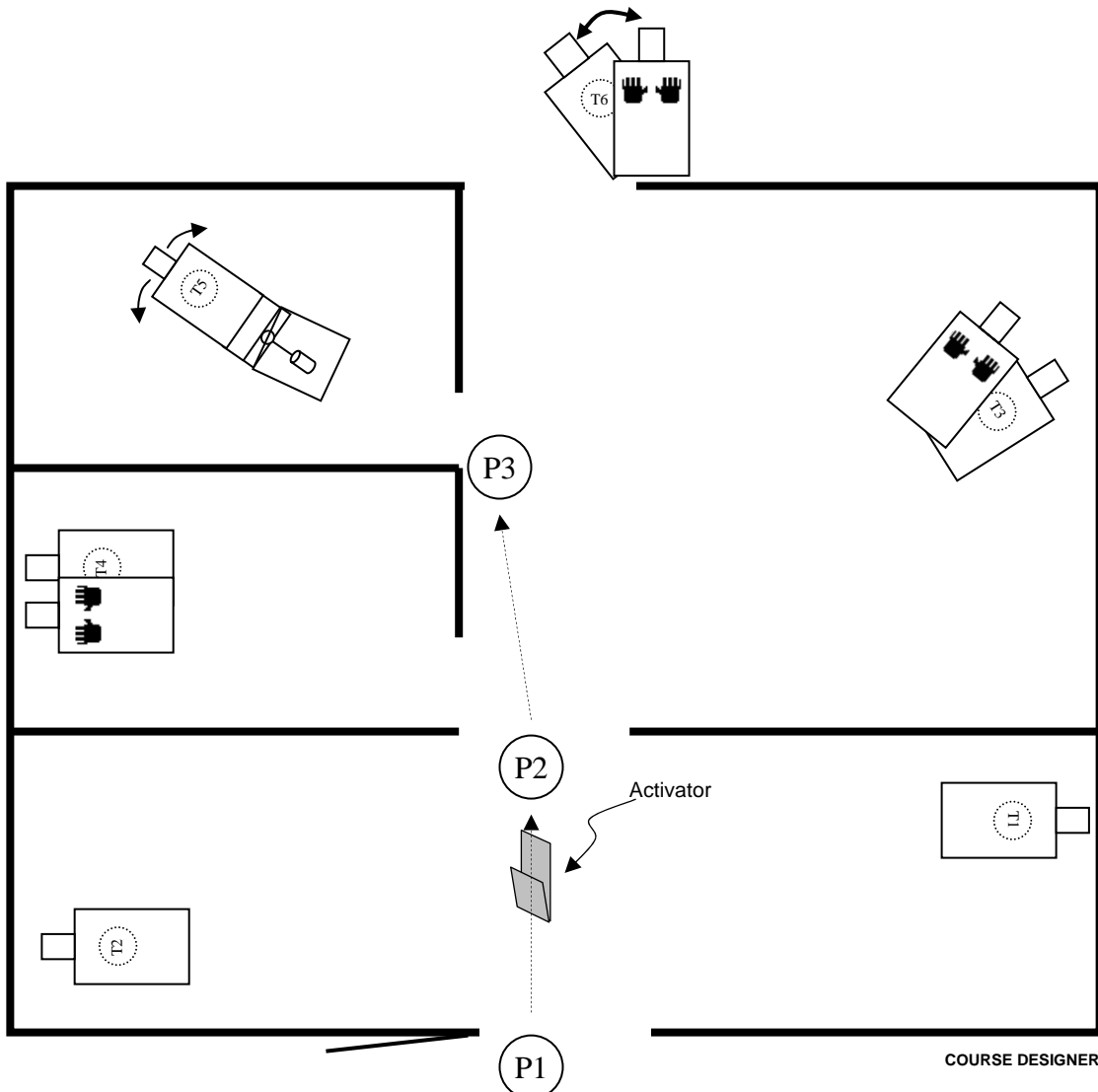
Scenario: Cleaning House: As you arrive home from work you surprise a cleaning crew who has taken your family and anything else of value. It's time to clean house...

Start Position: Standing at P1 with hands by your side.

Stage Procedure: On buzzer, draw and engage T1 and T2 with two shots. Next, step on the activator while moving to P2 and engage T6 when it appears. Finally, finish cleaning the house with two shots on all remaining targets.

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