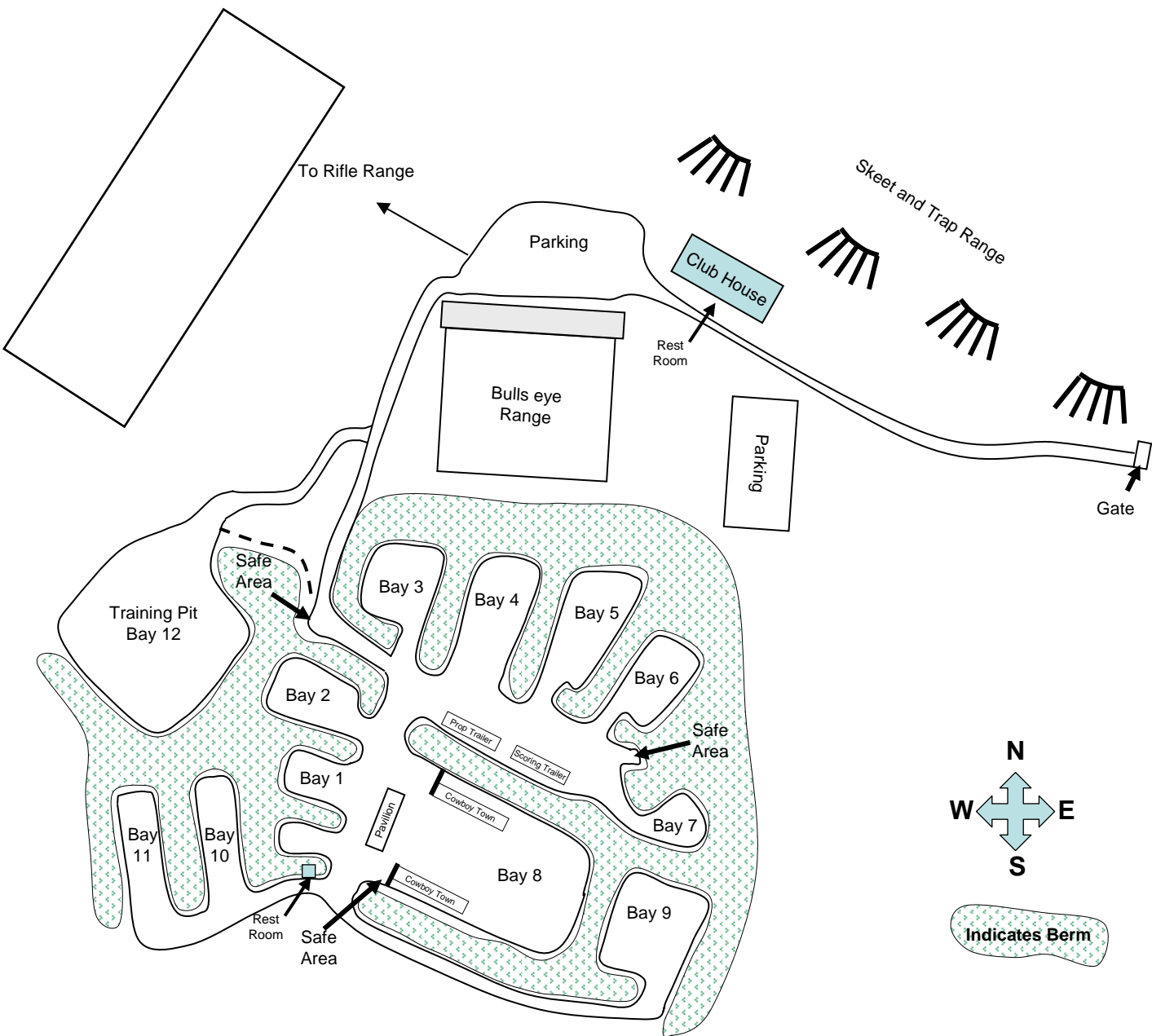


# South River Gun Club Range Map



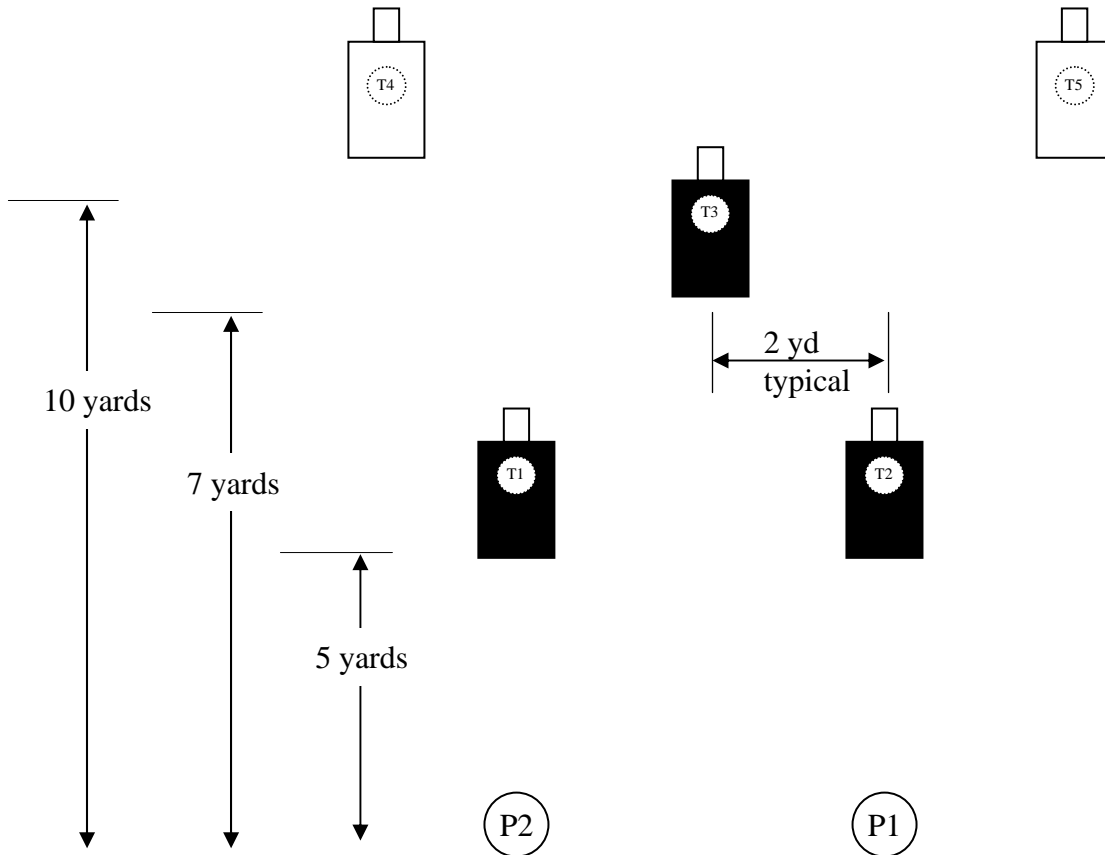
# Stage 1

## Stage 1: The Showdown



### Bay 1

- Scenario: The Showdown  
Start Position: Standing at P1.  
Stage Procedure: **String 1:** From P1, draw and engage T1-T5 with 2 rounds each to the body.  
**String 2:** From P2, draw and engage T1-T5 with 1 round each to the head.  
Both strings you must engage the targets in tactical sequence (near to far)  
Concealment: **NOT** Required.  
Scoring: **Limited Vickers**  
Scored Hits: 15 rounds, three each on T1-T5.  
Targets: 5 IDPA  
Penalties: standard  
Start-Stop: Audible-last shot



COURSE DESIGNER: C. English

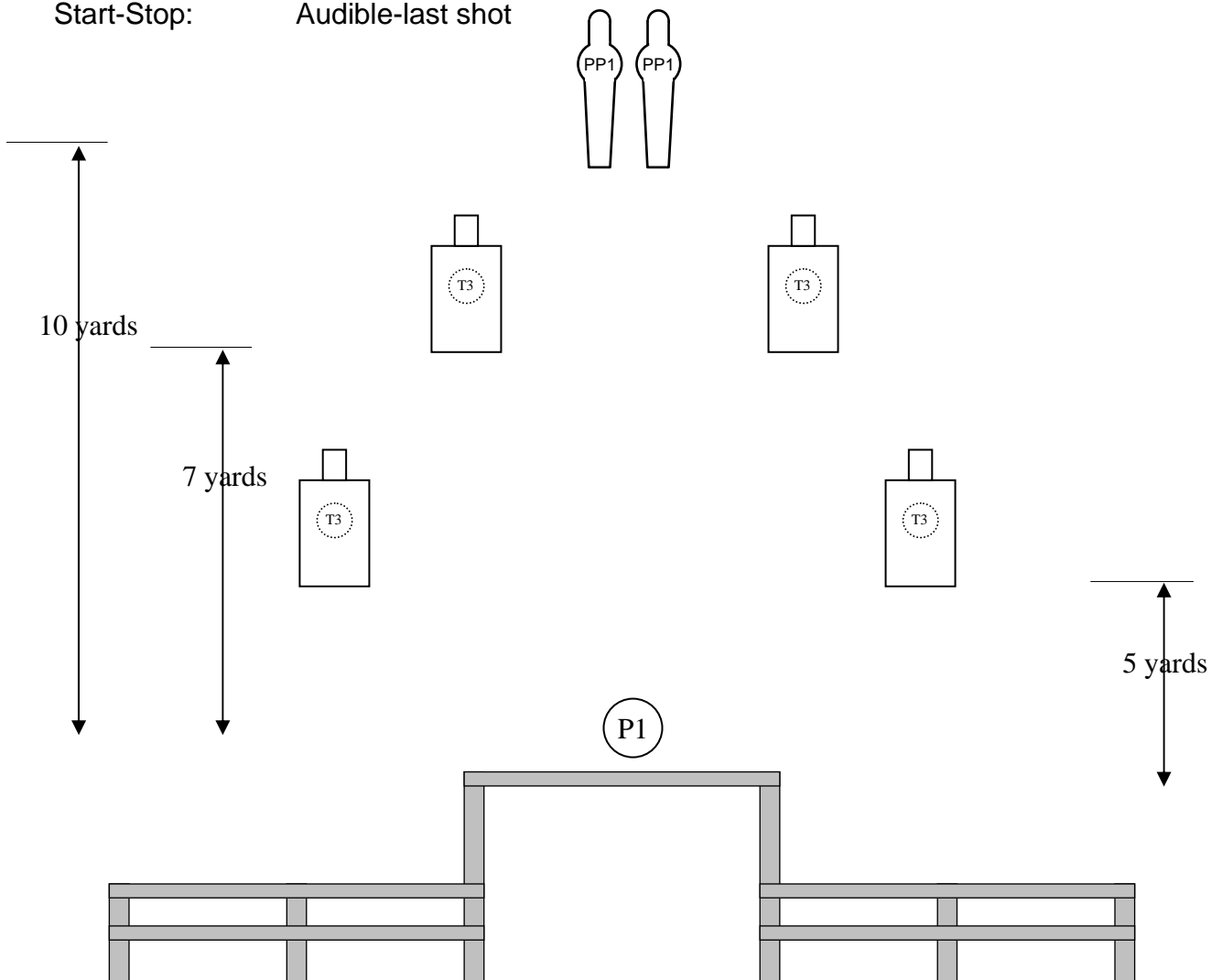
# Stage 2

Stage 2: Smoke & Hope



## Bay 2

- Scenario: Smoke & Hope.  
Start Position: Standing at P1 facing up range with hands relaxed by your side  
Stage Procedure: **String 1:** On the buzzer, turn and engage T1–T4 and one popper freestyle in any order. Paper gets 2 rounds each.  
**String 2:** On the buzzer, turn and engage T1–T4 and one popper strong hand only in any order. Paper gets 2 rounds each.  
Concealment: **Not Required.**  
Scoring: **Limited Vickers**  
Scored Hits: 16 rounds, 4 rounds each on T1-T4, all steel must fall  
Targets: 4 IDPA  
Penalties: standard  
Start-Stop: Audible-last shot



COURSE DESIGNER: C. English

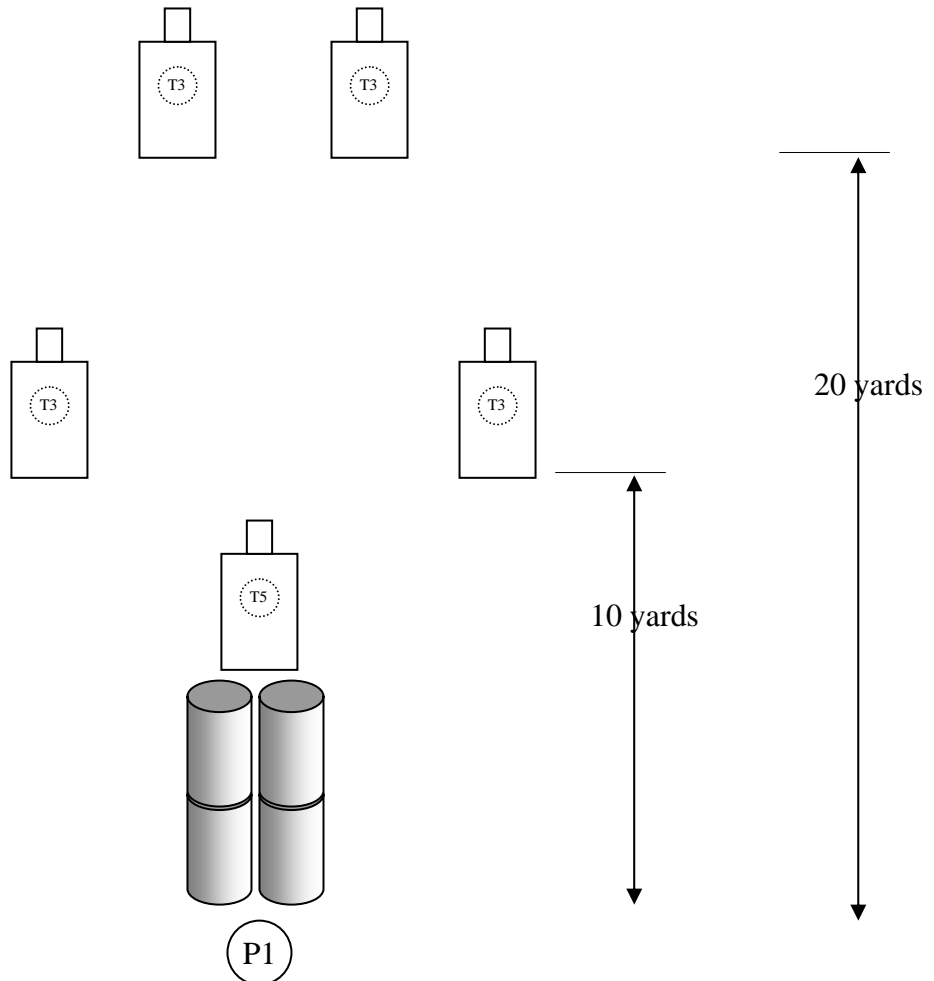
# Stage 3

## Stage 3: Outer Limits



### Bay 3

- Scenario: Outer Limits  
Start Position: Standing at P1  
Stage Procedure: On the buzzer, draw and engage T1-T5 in tactical sequence (slice the pie) from either side of the barrels. At least 1 target must be engaged from the opposite side of the barrels from your first shot. All targets get 3 rounds each. Use all available cover.  
Concealment: Not Required.  
Scoring: **Limited Vickers**  
Scored Hits: 15 rounds. Three each on T1-T5  
Targets: 5 IDPA  
Penalties: standard  
Start-Stop: Audible-last shot



COURSE DESIGNER: C. English

# Stage 4

Stage 4: Pendulum



## Bay 4

Scenario: Pendulum

Start Position: Standing at P1 with gun in weak hand at low ready.

Stage Procedure: **String 1:** On the buzzer, engage T1-T5 with one round from left to right  
**String 2:** On the buzzer, engage T1-T5 with one round from right to left

All shots must be fired from weak hand.

Concealment: Not Required.

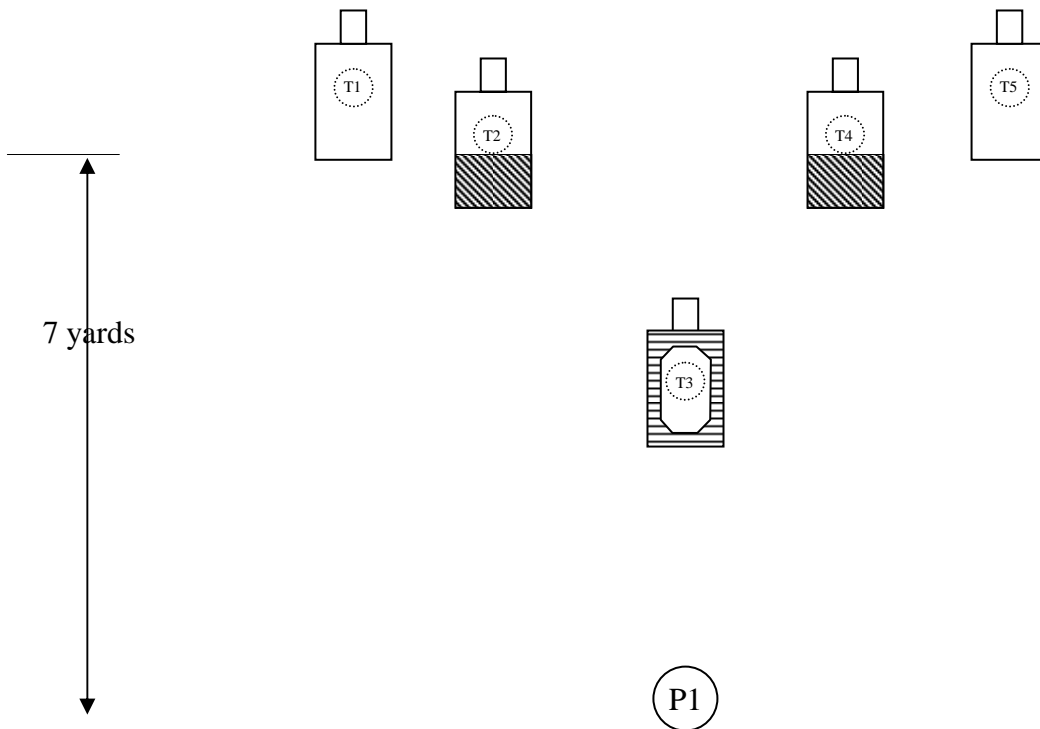
Scoring: **Limited Vickers**

Scored Hits: 10 rounds. Two each on T1-T5

Targets: 5 IDPA

Penalties: standard

Start-Stop: Audible-last shot



COURSE DESIGNER: C. English

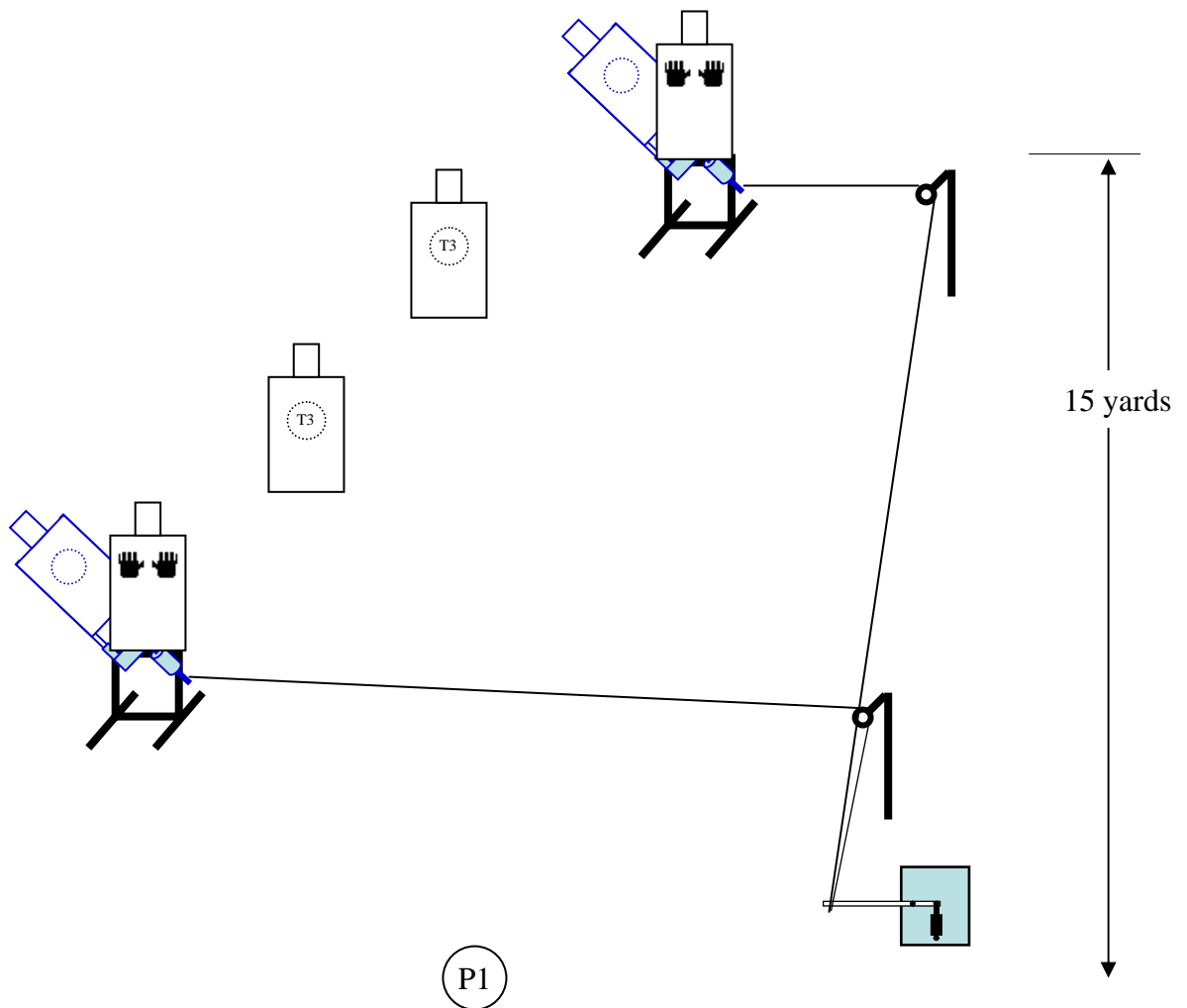
# Stage 5

Stage 5: Accelerator



## Bay 5

- Scenario: Accelerator  
Start Position: Standing at P1 with both hands relaxed by your side.  
Stage Procedure: On the buzzer, draw your pistol and engage T1-T4 with 3 rounds freestyle in any order  
Concealment: Not Required.  
Scoring: **Limited Vickers**  
Scored Hits: 12 rounds. Two each on T1-T4  
Targets: 4 IDPA  
Penalties: standard  
Start-Stop: Audible-last shot



COURSE DESIGNER: C. English

# Stage 6

Stage 6: El Pres



## Bay 6

Scenario: El Pres  
Start Position: Standing at P1, facing downrange

Stage Procedure: **String 1:** (Load 6 rounds MAX. in pistol) Start back to targets, turn and fire 2 shots at each T1 - T3, reload from slide lock and fire 2 shots at each T1 - T3.

**String 4:** Draw and fire 2 shots at each T1 - T3 "STRONG" hand only in tactical sequence. (1-1-2-1-1)

Scoring: **Limited Vickers**  
Scored Hits: 18 rounds. Six on T1-T3  
Targets: 3 IDPA  
Penalties: standard  
Start-Stop: Audible-last shot

