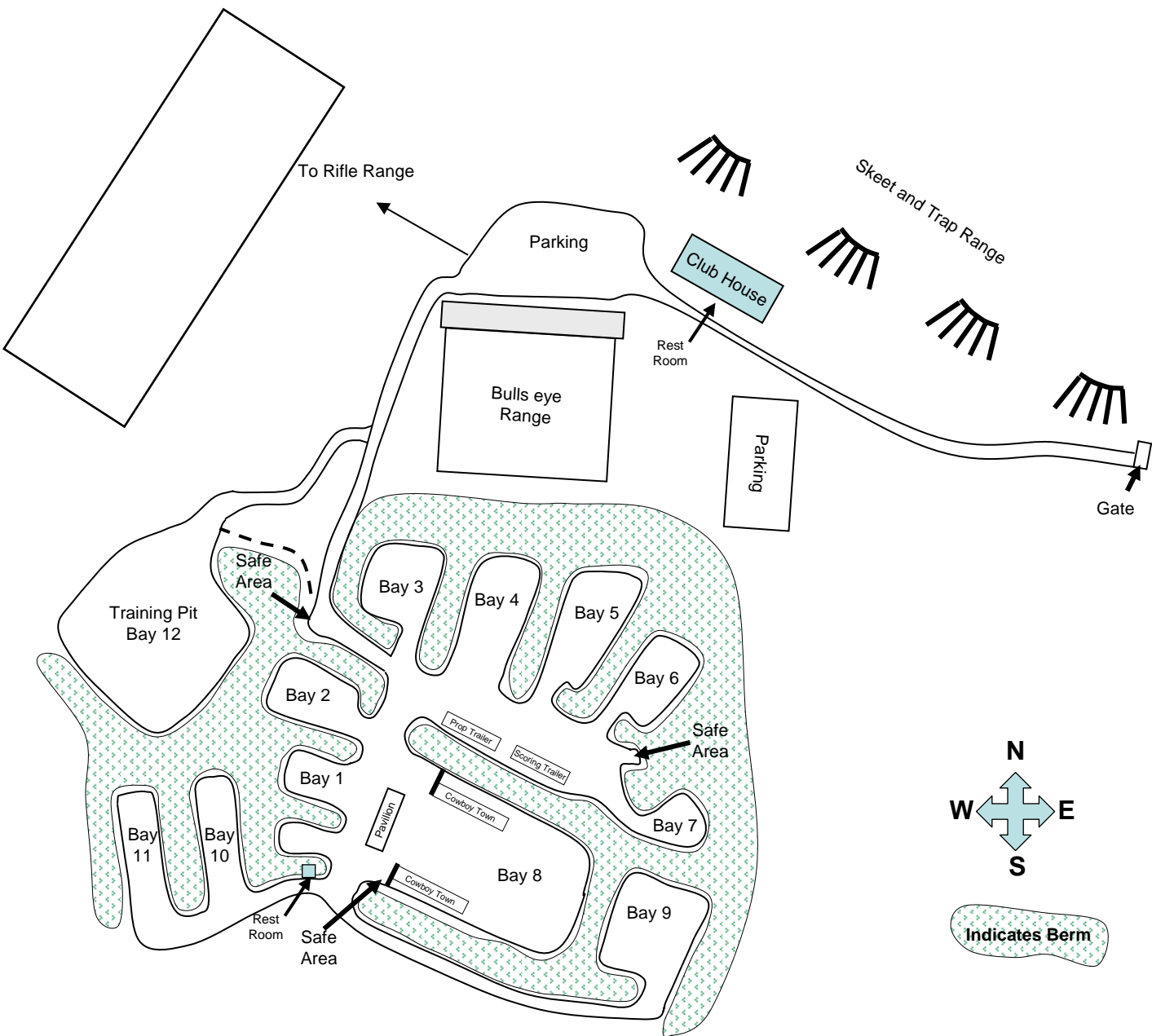




# South River Gun Club Range Map



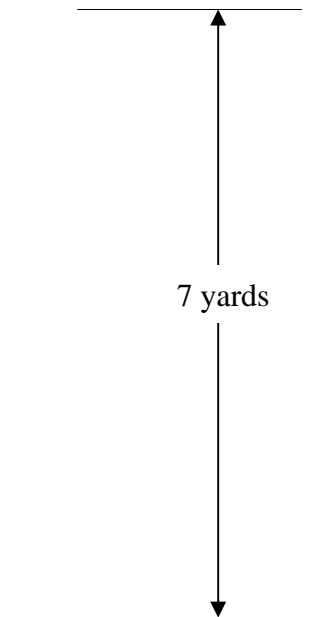
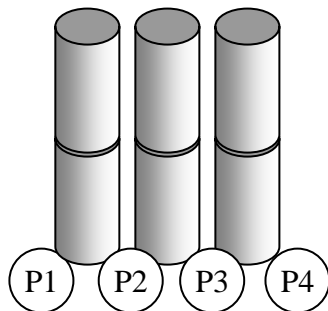
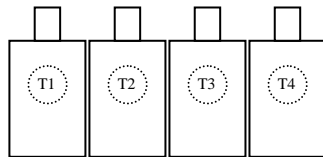
# Stage 1

Stage 1: Between the Cracks



## Bay 1

Scenario: Between The Cracks:  
Start Position: Standing at P1 with loaded weapon in weak hand.  
Stage Procedure: **String 1:** On the buzzer, engage T1-T4 with one round each. Weak hand only. You must move to the next position between each shot.  
**String 2:** From the holster, draw and engage T1-T4 with one round each. Strong hand only. You must move to the next position between each shot  
You may start from either side.  
No Concealment Required.  
Scoring: **Limited Vickers**  
Scored Hits: 8 rounds. Two each on T1-T4  
Targets: 4 IDPA  
Penalties: standard  
Start-Stop: Audible-last shot



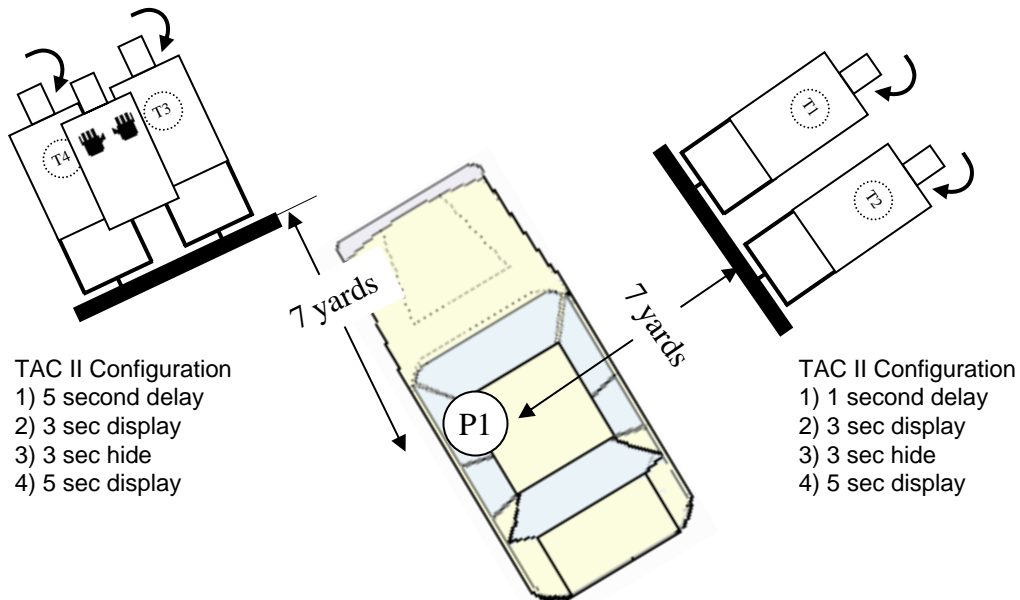
# Stage 2

Stage 2: As You See'em



## Bay 2

- Scenario: As You See'em: You are stuck in your car when 4 BGs appear out of no where.
- Start Position: Seated at P1 with your pistol in the passenger seat and both hands on the steering wheel.
- Stage Procedure: On the buzzer, pick up your pistol and engage T1-T4 with three rounds each when they become visible. Concealment Required.
- Scoring: **Vickers**
- Scored Hits: 12 rounds. Three each on T2-T4
- Targets: 4 IDPA
- Penalties: standard
- Start-Stop: Audible-last shot



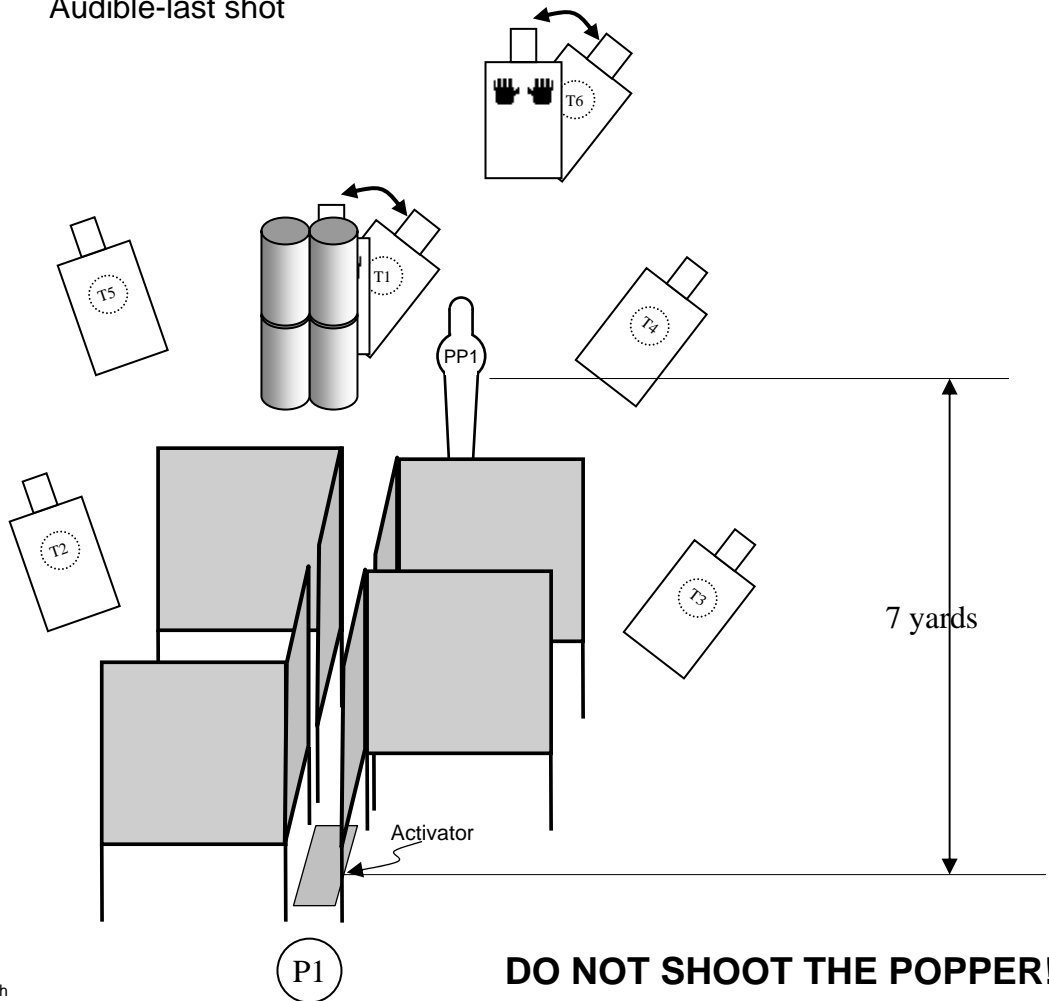
# Stage 3

## Stage 3: Tight Squeeze



### Bay 3

- Scenario:** Tight Squeeze: The warehouse you are working in has become a haven for drug smugglers who are bent on ending your tenure on planet earth.
- Start Position:** Standing at P1 with your hands by your side.
- Stage Procedure:** On the buzzer, draw and start squeezing between the barricades. Step on the activator and engage T1 with two rounds, strong hand only. Keep moving between the barricades and engage T2-T5 with two rounds, strong hand only. When you exit the barricades, knock over PP1 to activate T6 and engage it with two rounds, free style.
- DO NOT SHOOT THE POPPER!**  
Concealment Required.
- Scoring:** **Vickers**
- Scored Hits:** 12 rounds. Two each on T1-T6
- Targets:** 6 IDPA
- Penalties:** standard, shooting free style in the "squeeze".
- Start-Stop:** Audible-last shot



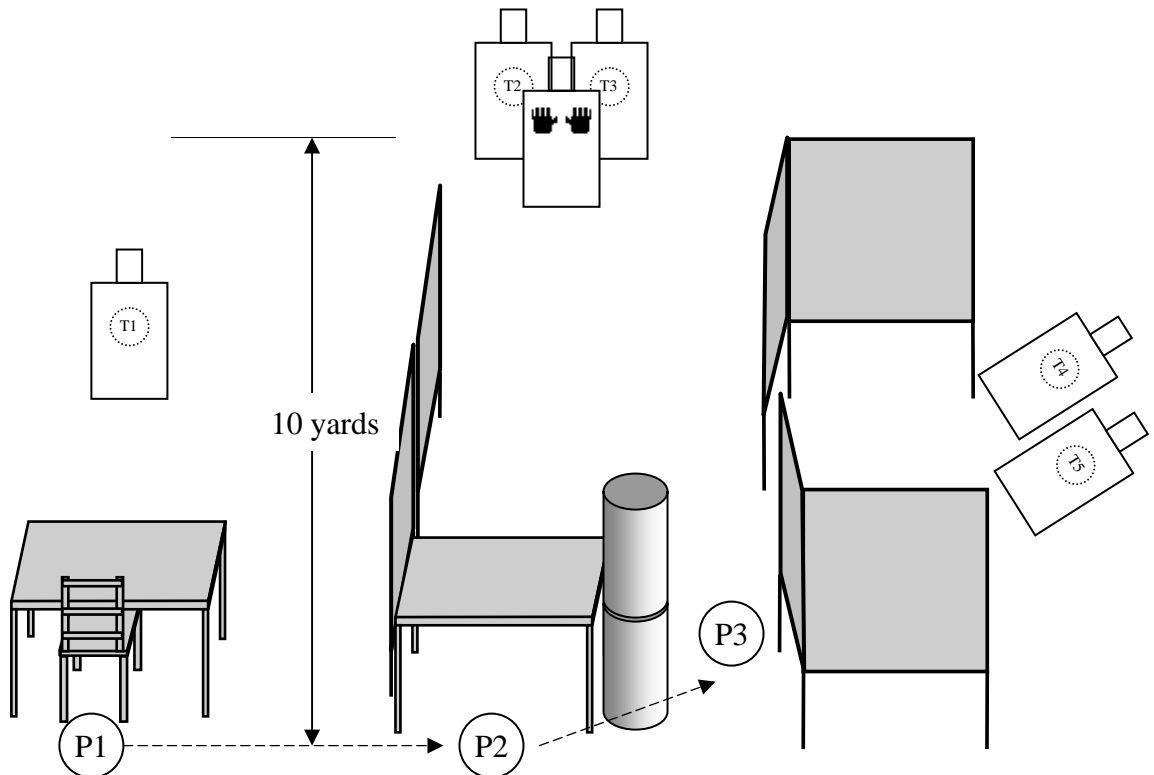
# Stage 4

## Stage 4: Backup To Primary



### Bay 4

- Scenario:** Backup To Primary: You are seated at the dinner table when rudely interrupted by a group of home invasion specialists.
- Start Position:** Seated at P1 with your backup gun under the newspaper.
- Stage Procedure:** On the buzzer, pick up your BUG and engage T1 with five rounds. Move to P2, pick up your primary and engage T2-T3 with three rounds each. Move to P3 and engage T4-T5 with three rounds each. All shots at P1 must be fired while seated. All spare ammo must be on the table at P2 and stowed before moving to P3. Concealment Required.
- Scoring:** **Vickers**
- Scored Hits:** 17 rounds. Five on T1, three each on T2-T5
- Targets:** 5 IDPA
- Penalties:** standard
- Start-Stop:** Audible-last shot



# Stage 5

## Stage 5: Around the Porch



### Bay 5

**Scenario:** Around the Porch: You are seated on the back porch of your lake house when goons decide to pay you an armed visit.

**Start Position:** Seated at P1.

**Stage Procedure:** On the buzzer, draw, move to P2 and engage T1-T3 with three rounds.

Move to P3 and engage T4-T6 with three rounds each.

Concealment Required.

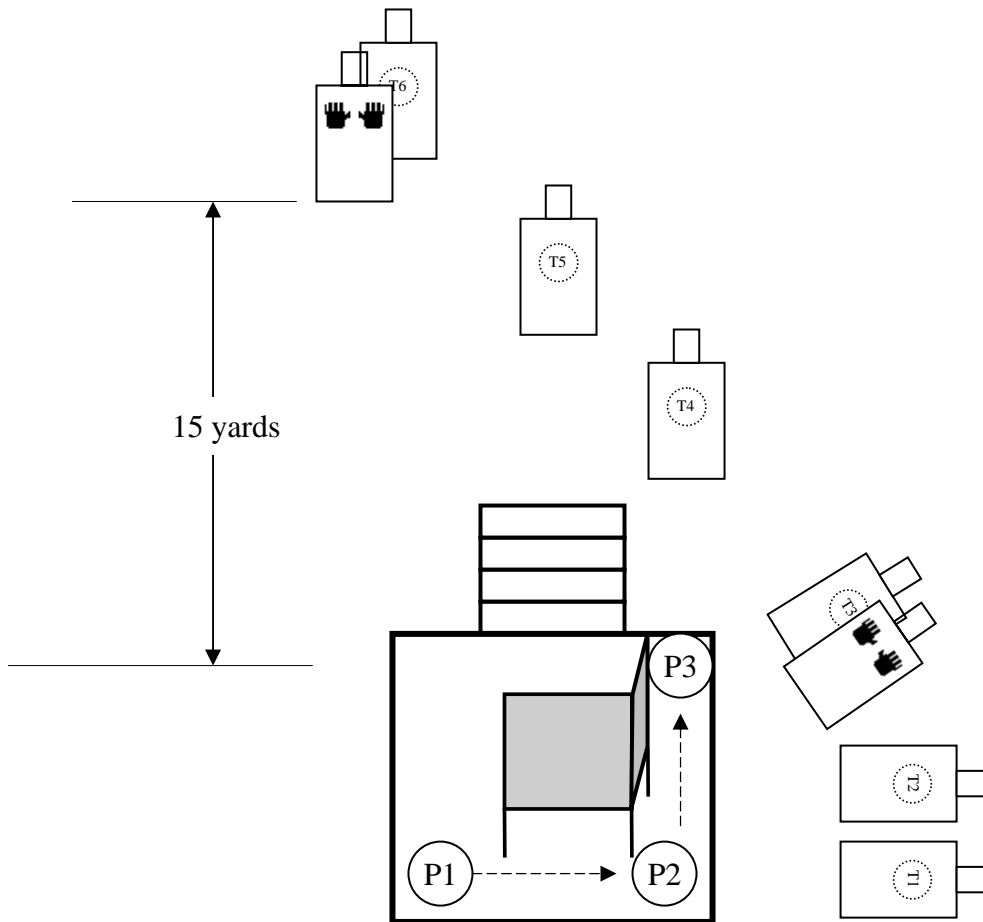
**Scoring:** **Vickers**

**Scored Hits:** 18 rounds. Three each on T1-T6

**Targets:** 6 IDPA

**Penalties:** standard

**Start-Stop:** Audible-last shot



# Stage 6

Stage 6: Surprise at the Door



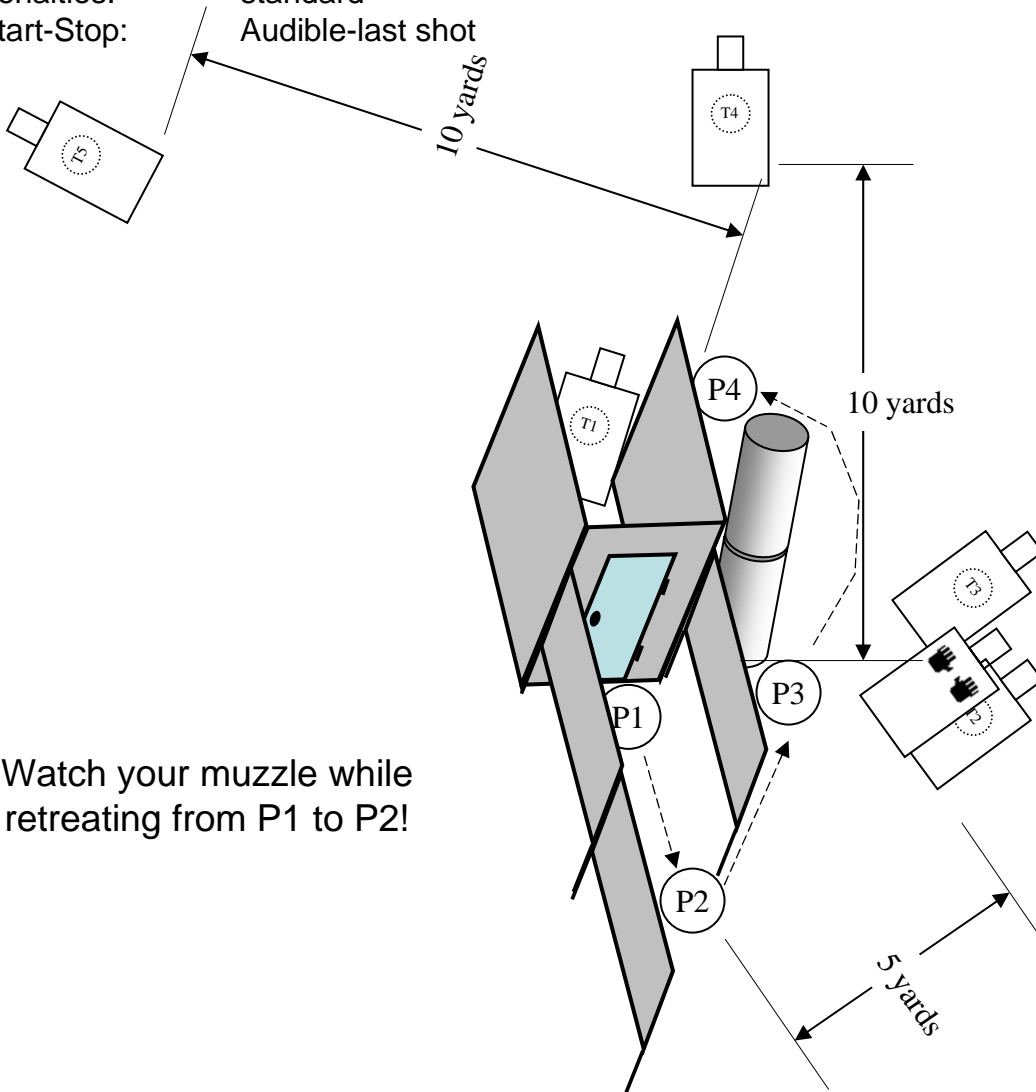
## Bay 6

**Scenario:** Surprise at the Door: Upon arriving home you open the door to find the un-welcome wagon committee.

**Start Position:** Standing at P1 with strong hand on the door knob.

**Stage Procedure:** On the buzzer, open the door and engage T1 with three rounds. Move to P2 and engage T2-T3 with three rounds each. Move to P3 and engage T4 with three rounds each. Move to P4 and engage T5 with three rounds each. Concealment Required. Use all available cover.

**Scoring:** **Vickers**  
**Scored Hits:** 15 rounds. Three each on T1-T5  
**Targets:** 5 IDPA  
**Penalties:** standard  
**Start-Stop:** Audible-last shot



Watch your muzzle while retreating from P1 to P2!

# Stage 7

## Stage 7: Barrel of Monkeys



### Bay 7

**Scenario:** Barrel of Monkeys : While minding your own business during an African safari, your are attacked by doped up monkeys.

**Start Position:** Standing at P1.

**Stage Procedure:** On the buzzer, draw and engage T1 with three rounds. Move to P2 and engage T2-T3 with three rounds each. Move to P3 and engage PP1 in order to start the swinger. Engage T4 with three rounds each.

T2-T3 must be engaged from left side of barrels.

The swinger must be engaged from right side of barrels.

**The shooter must engage the swinger immediately after activating it.**

Concealment Required. Use all available cover.

**Scoring:**

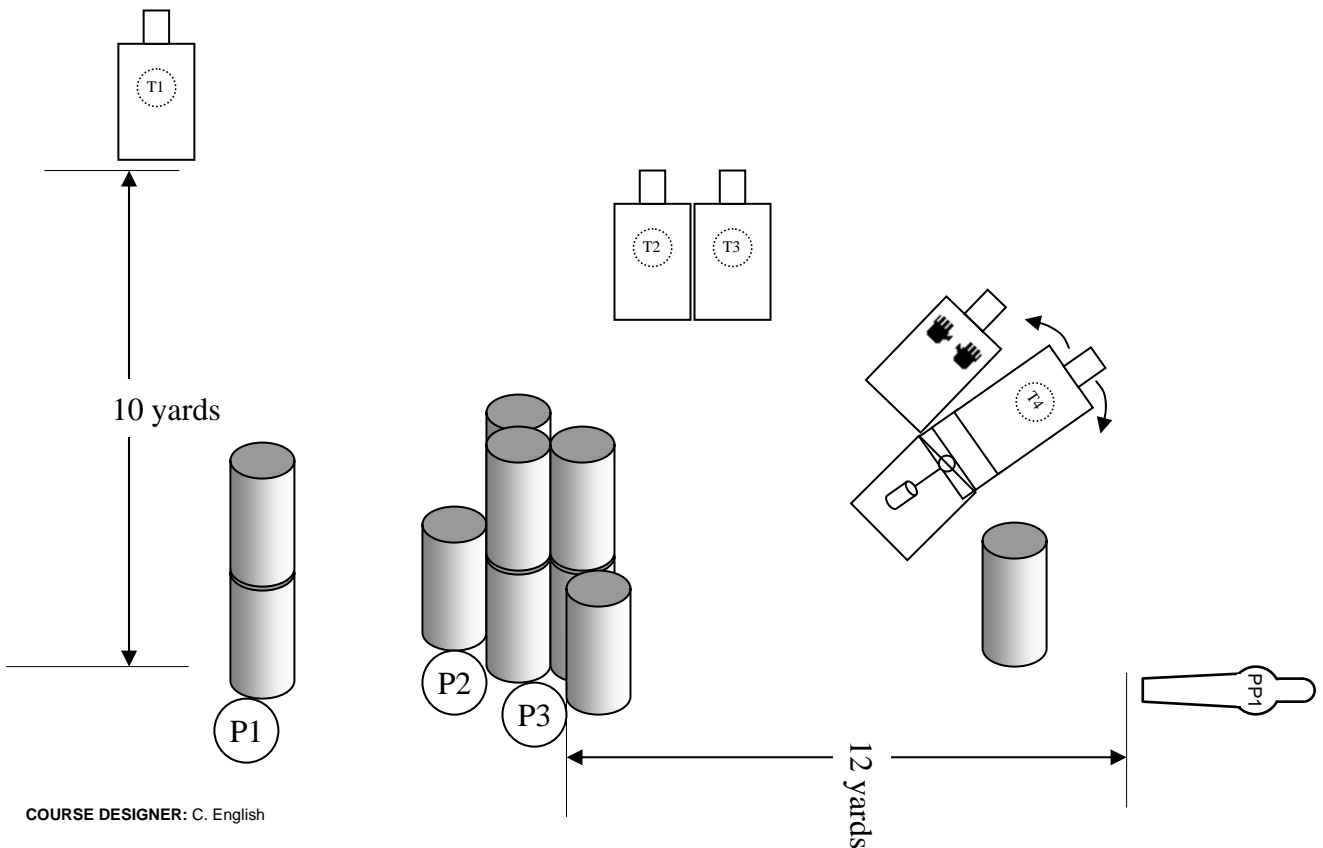
**Vickers**

**Scored Hits:** 13 rounds. Three each on T1-T4

**Targets:** 4 IDPA

**Penalties:** standard, engaging T2-T3 after activating the swinger and before engaging T4.

**Start-Stop:** Audible-last shot



COURSE DESIGNER: C. English