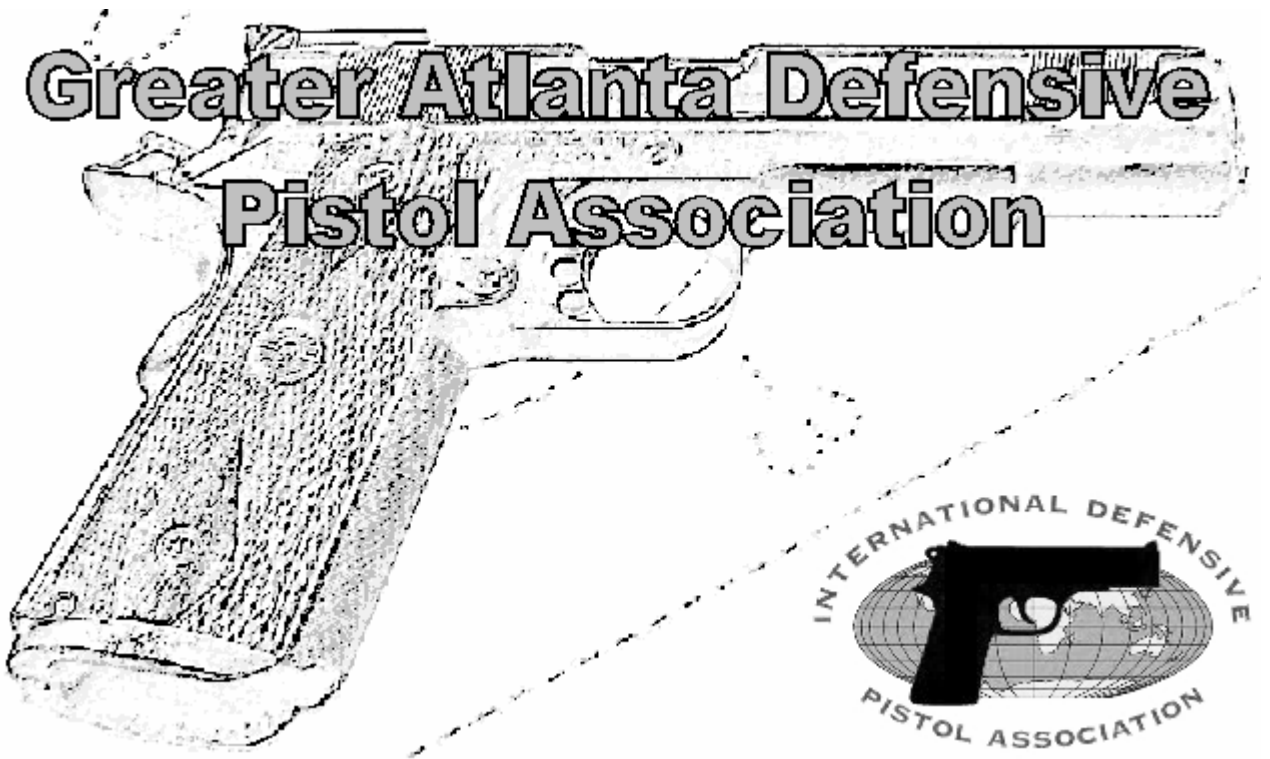
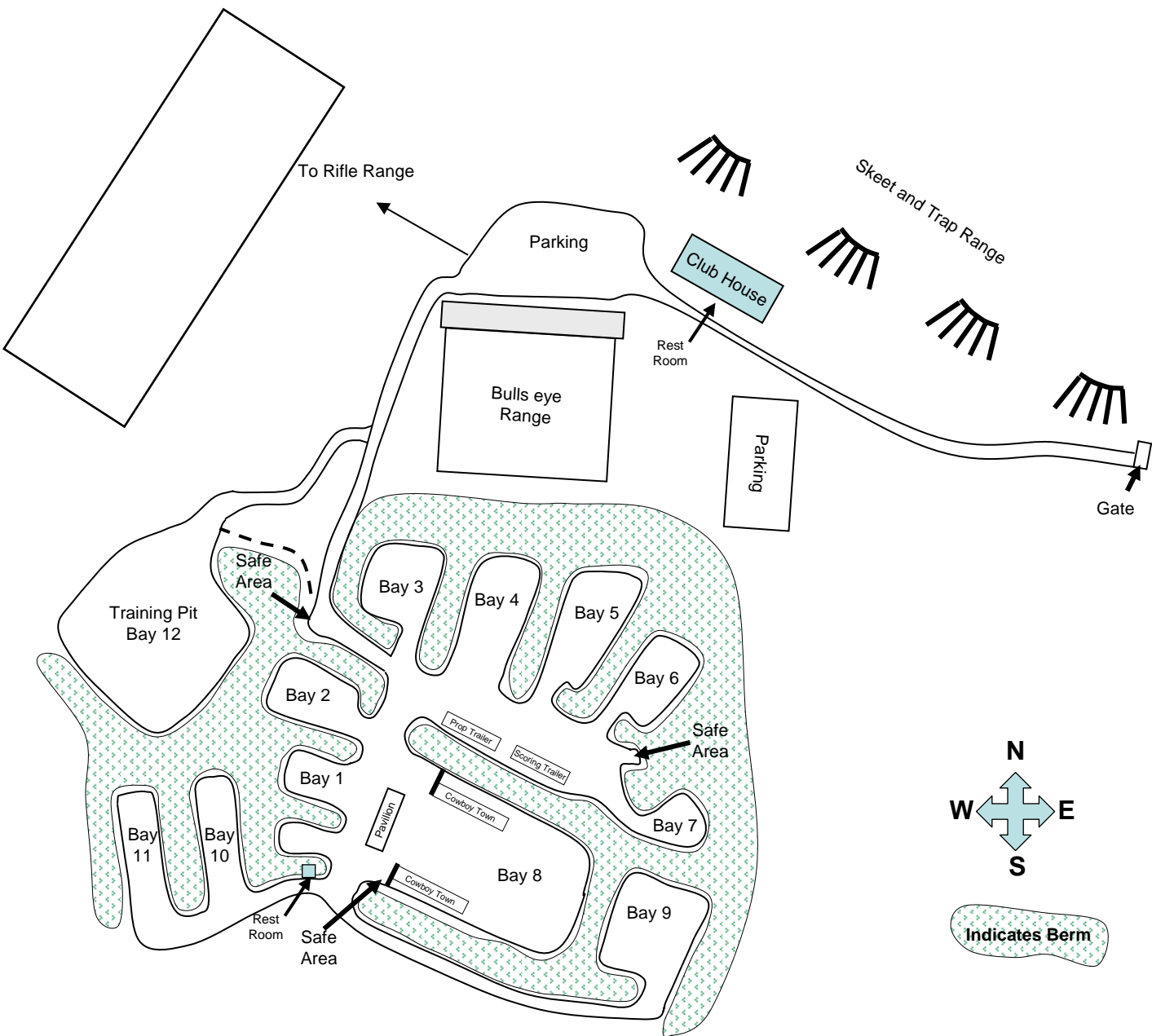


Welcome to the April 2006 Match





South River Gun Club Range Map



Bay 1

Classifier Stage 1, Strings 1-4



Classifier Stage 1, Strings 1-4

Scenario: IDPA Classifier Stage 1

Start Position: Standing at P1, facing downrange, no concealment required

Stage Procedure:

String 1: Draw and fire two (2) shots to the body and one (1) to the head on T1.

String 2: Draw and fire two (2) shots to the body and one (1) to the head on T2.

String 3: Draw and fire two (2) shots to the body and one (1) to the head on T3.

String 4: Draw and fire two (2) shots at each head T1-T3.

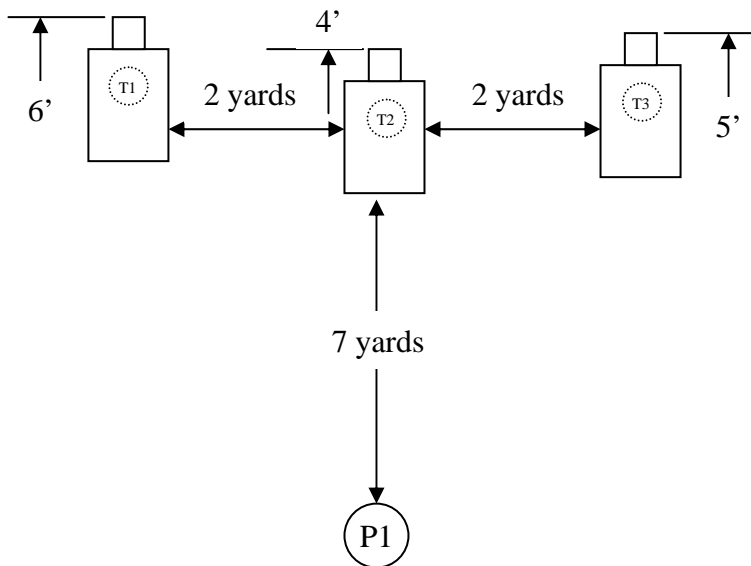
Scoring: Limited Vickers

Scored Hits: 15 rounds. Five on T1-T3

Targets: 3 IDPA, heads T1=6', T2=4', T3=5' high

Penalties: Taking more than the prescribed number of shots

Start-Stop: Audible-last shot





Bay 2

Classifier Stage 1, Strings 5-7

Scenario: IDPA Classifier Stage 1b

Start Position: Standing at P1, facing downrange, no concealment required

Stage Procedure:

String 5: Start with gun in “WEAK” hand pointed down range at a 45° angle, safety may be off, but finger must be out of trigger guard, fire one (1) shot at each T1-T3. WEAK HAND ONLY

String 6: (Load 3 rounds MAX. in pistol) Start back to targets, turn and fire one (1) shot at each, T1-T3, reload from slide lock and fire one (1) shot at each, T1-T3

String 7: Draw and fire two (2) shots at each T1-T3 “STRONG” hand only

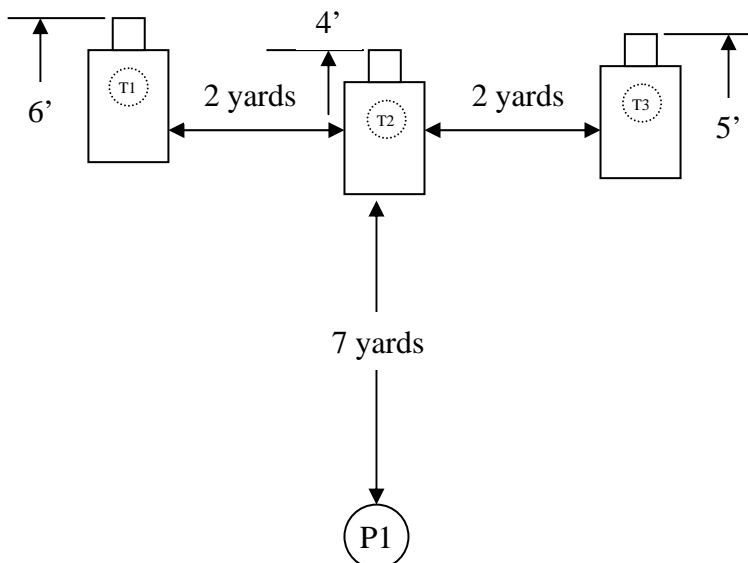
Scoring: Limited Vickers

Scored Hits: 15 rounds. Five on T1–T3

Targets: 3 IDPA, heads T1=6', T2=4', T3=5' high

Penalties: Taking more than the prescribed number of shots

Start-Stop: Audible-last shot





Bay 3

Classifier Stage 3, Strings 2-3

Scenario: IDPA Classifier Stage 3b

Start Position: Standing at P1, facing downrange, no concealment required

Stage Procedure:

String 2: Draw and fire 2 shots at each T1 - T3 from either side of the barricade, TACTICAL LOAD and advance to Position P2, fire 2 shots at each T1 - T3 from around either side of 55-gallon barrel.

String 3: Draw, kneel, and fire 2 shots at each T1 - T3 from around either side of 55- gallon barrel.

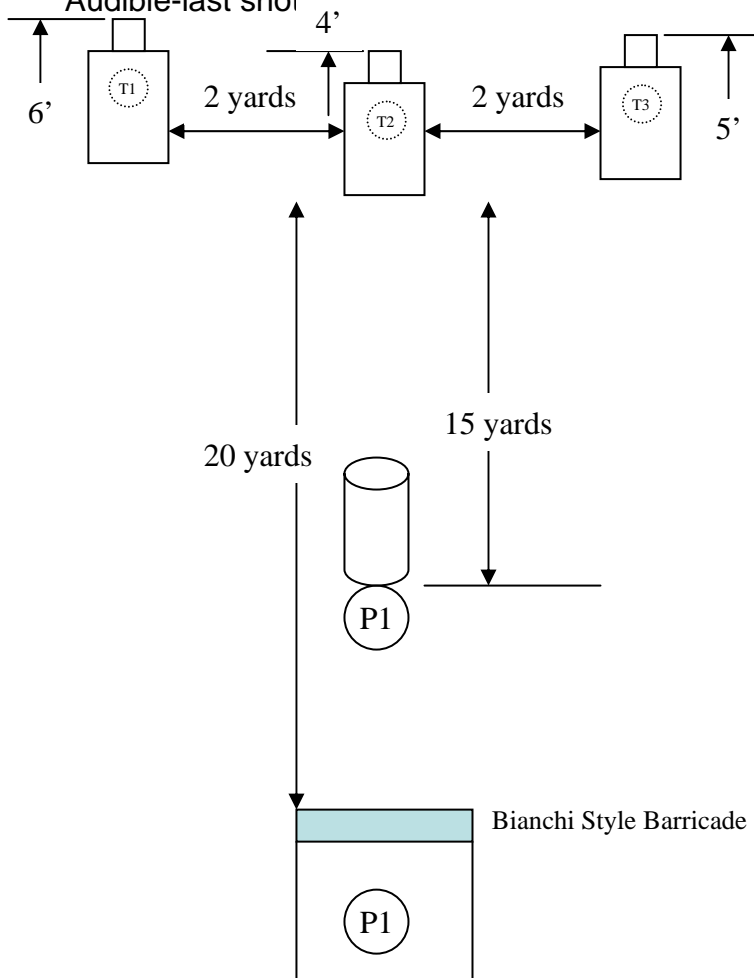
Scoring: Limited Vickers

Scored Hits: 18 rounds. Six on T1-T3

Targets: 3 IDPA, heads T1=6', T2=4', T3=5' high

Penalties: Taking more than the prescribed number of shots, stepping outside of the shooting box, dropping a loaded magazine without picking it up before firing the next shot.

Start-Stop: Audible-last shot





Bay 4

Classifier Stage 3, String 1

Scenario: IDPA Classifier Stage 3a

Start Position: Standing at P1, facing downrange, no concealment required

Stage Procedure: **String 1:** Draw and fire 2 shots at each T1 - T3 from either side of the barricade, TACTICAL LOAD and fire 2 shots at each T1 - T3 from the opposite side of barricade.

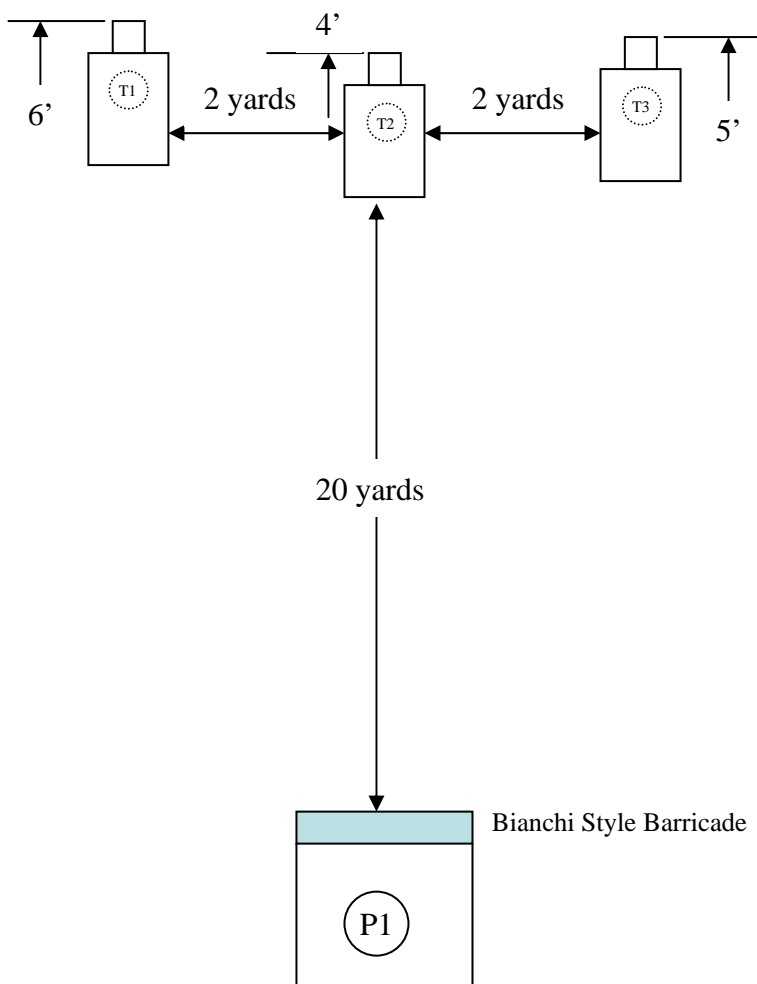
Scoring: Limited Vickers

Scored Hits: 12 rounds. Four on T1–T3

Targets: 3 IDPA, heads T1=6', T2=4', T3=5' high

Penalties: Taking more than the prescribed number of shots, stepping outside of the shooting box, dropping a loaded magazine without picking it up before firing the next shot.

Start-Stop: Audible-last shot





Bay 5

Classifier Stage 2, Strings 1-2

Scenario: IDPA Classifier Stage 2a

Start Position: Standing at P1, facing downrange, no concealment required

Stage Procedure: **String 1:** Starting at P2 draw and advance toward targets, fire 2 shots at each T1 - T3 while moving forward (**all shots must be fired while moving**) there is a forward fault line at the 5yd line for this string.

String 2: Draw and retreat from targets, fire 2 shots at each T1 - T3 while retreating (**all shots must be fired while moving**).

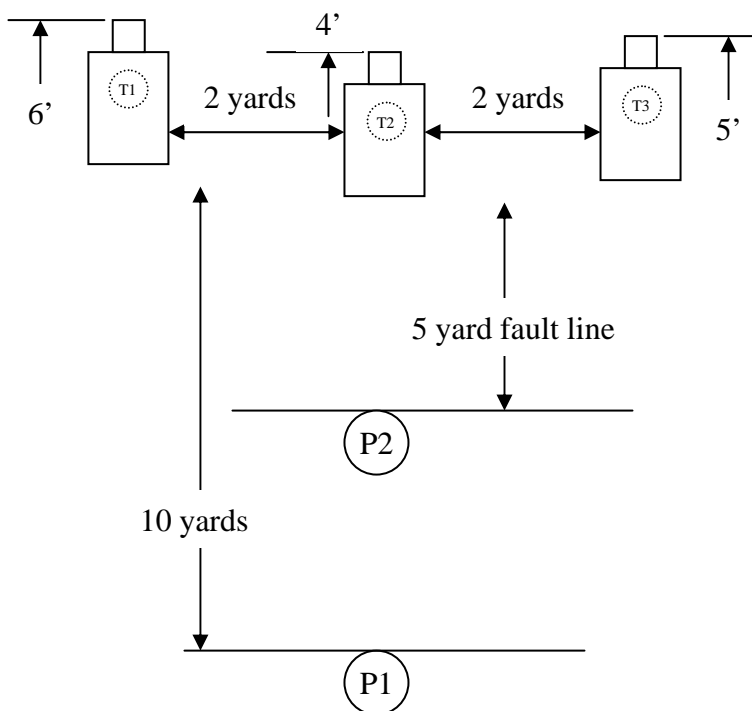
Scoring: Limited Vickers

Scored Hits: 12 rounds. Four on T1-T3

Targets: 3 IDPA, heads T1=6', T2=4', T3=5' high

Penalties: Taking more than the prescribed number of shots, taking a shot while not moving, crossing the fault line on string 1.

Start-Stop: Audible-last shot





Bay 6

Classifier Stage 2, Strings 3-4

Scenario: IDPA Classifier Stage 2b

Start Position: Standing at P1, facing downrange, no concealment required

Stage Procedure: **String 3:** (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.

Scoring: Limited Vickers

Scored Hits: 18 rounds. Six on T1-T3

Targets: 3 IDPA, heads T1=6', T2=4', T3=5' high

Penalties: Taking more than the prescribed number of shots, taking a shot while not moving, crossing the fault line on string 1.

Start-Stop: Audible-last shot

