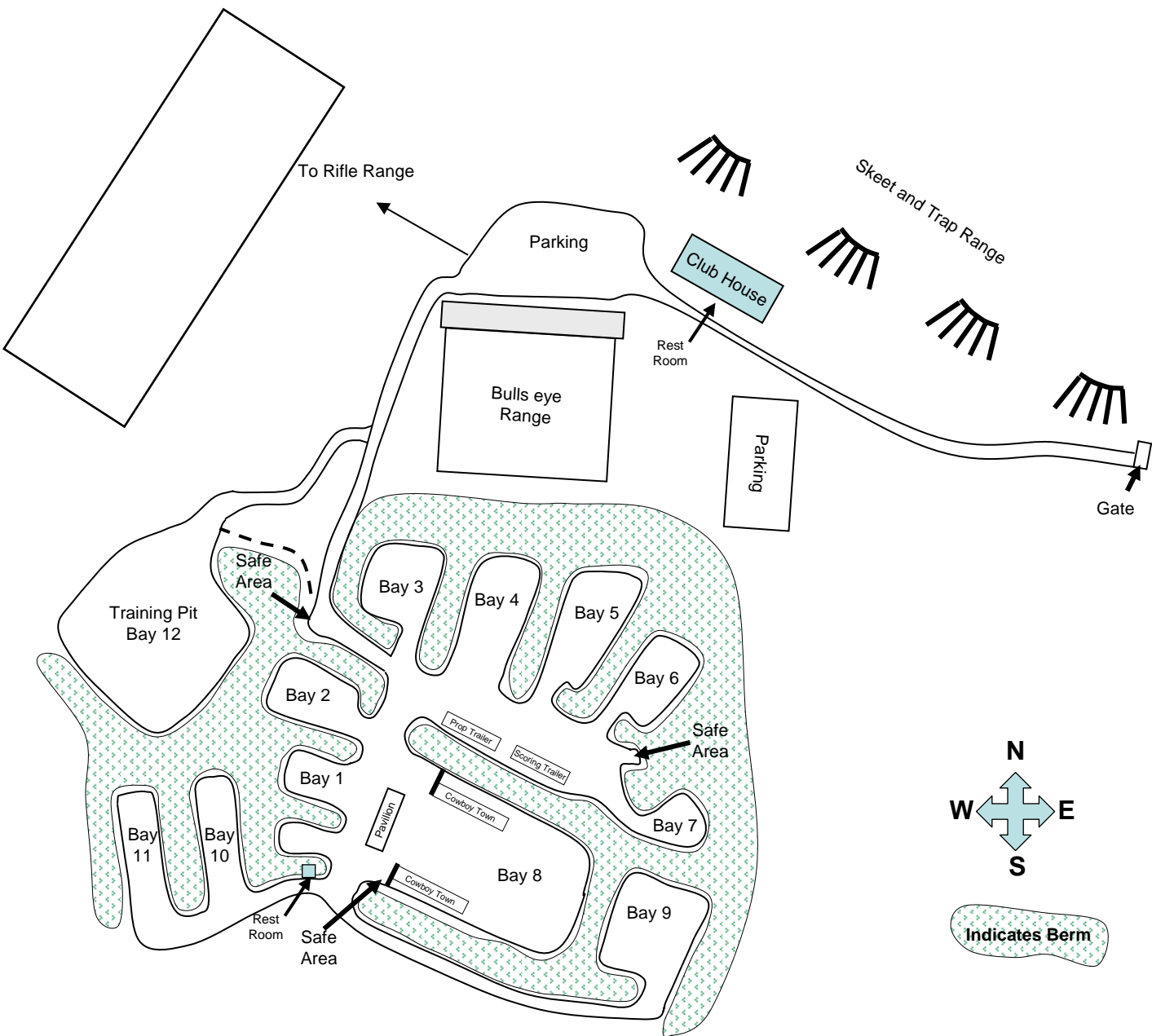


South River Gun Club Range Map



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.

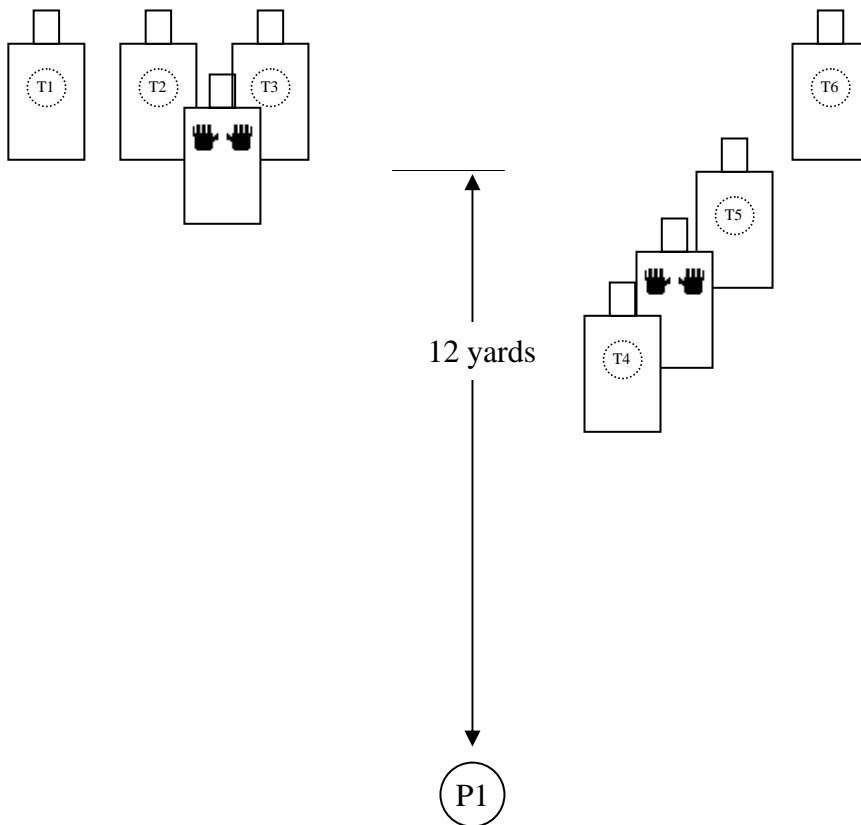
Scoring: **Limited Vickers**

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

Targets: 6 IDPA

Penalties: standard

Start-Stop: Audible-last shot



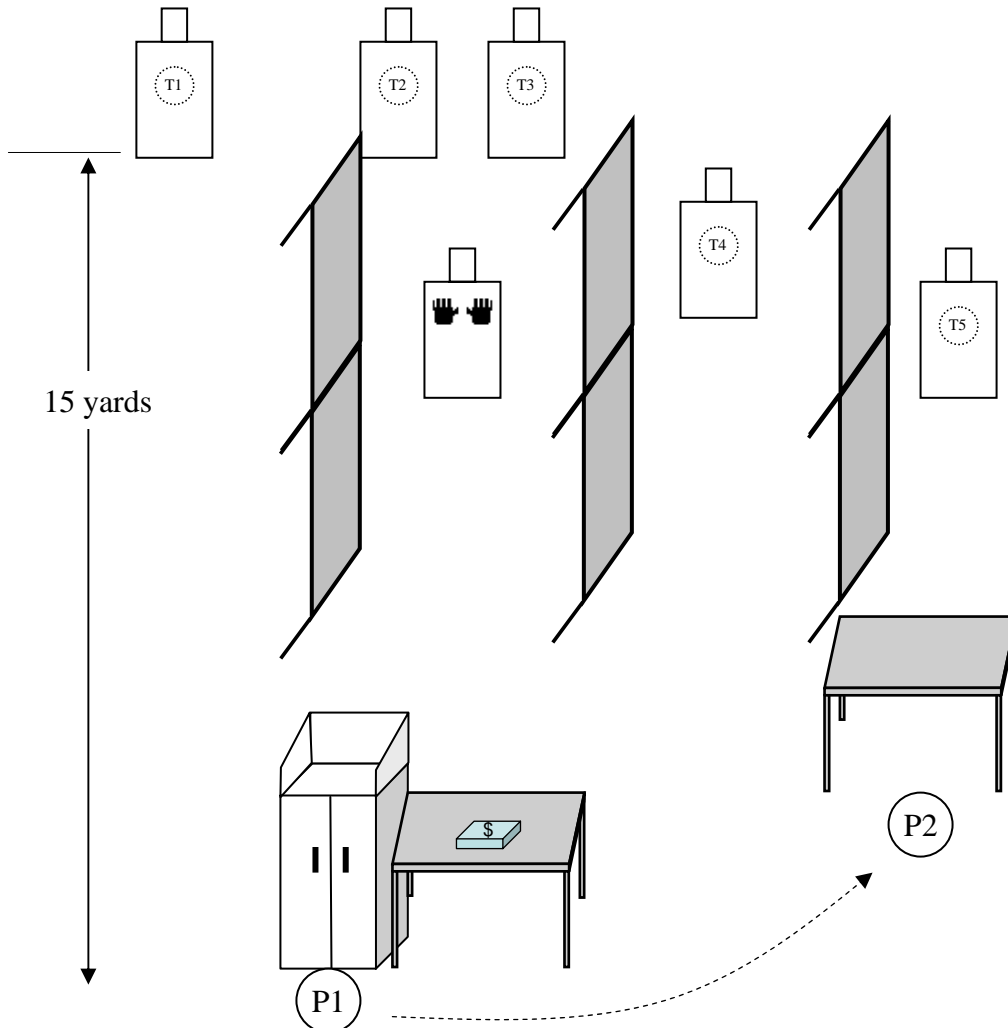
Stage 2

Stage 2: May I Help You?



Bay 2

- Scenario:** May I Help You?: While closing your store, 5 armed punks advance on you from the isles. You must fight your way out (with the cash!).
- Start Position:** Standing at P1 with hands on the counter
- Stage Procedure:** On the buzzer, retrieve handgun from cabinet and engage T1-T3 with three rounds from low cover. Reload as necessary, pick up the cash box and engage T4-T5 while moving to P2. You must place the cash box on the table at P2.
- Concealment:** Required.
- Scoring:** Vickers
- Scored Hits:** 15 rounds. Three each on T1-T5.
- Targets:** 5 IDPA
- Penalties:** standard, not engaging T4 while moving
- Start-Stop:** Audible-last shot



Stage 3

Stage 3: In the Garage



Bay 3

Scenario: In the Garage: After arriving home, you find unwelcome guests in your garage.

Start Position: Standing at P1 with both hands on the open trunk.

Stage Procedure: On the buzzer, close the trunk 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.

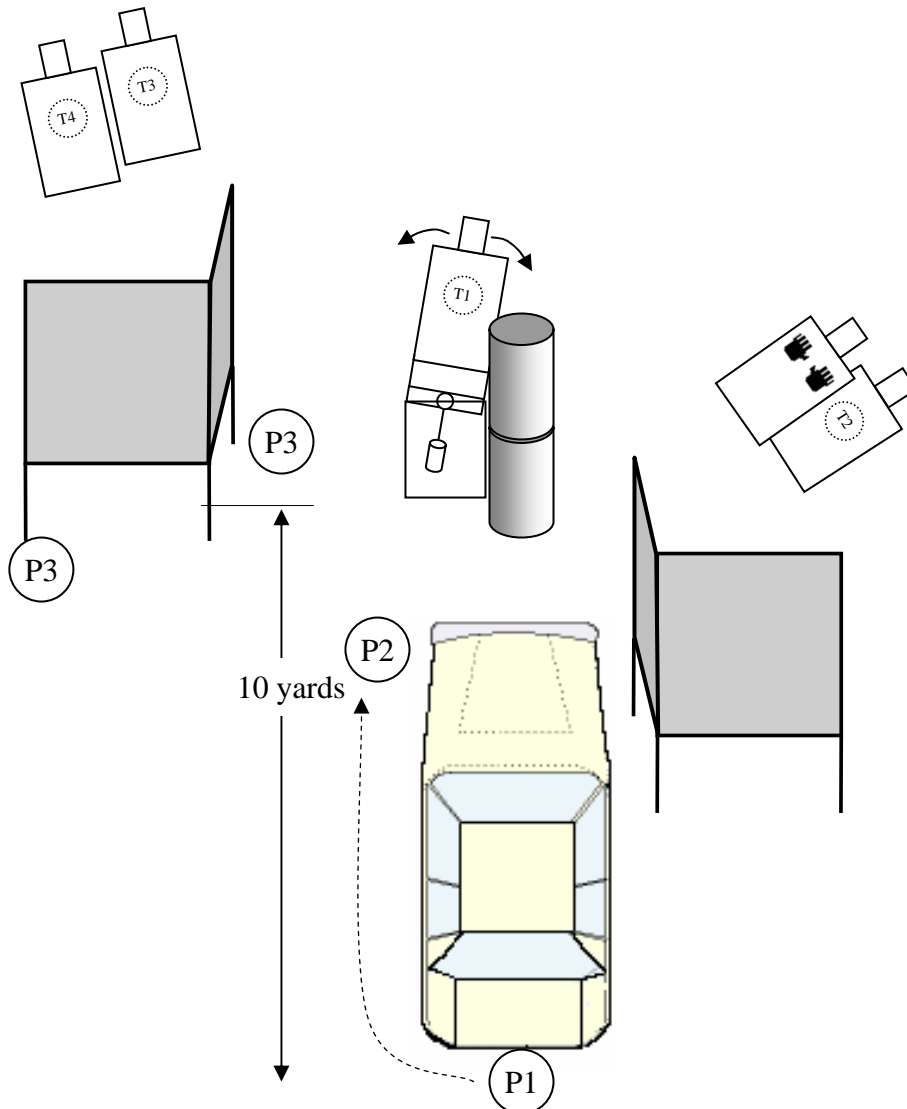
Scoring: Vickers

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

Targets: 4 IDPA

Penalties: standard

Start-Stop: Audible-last shot



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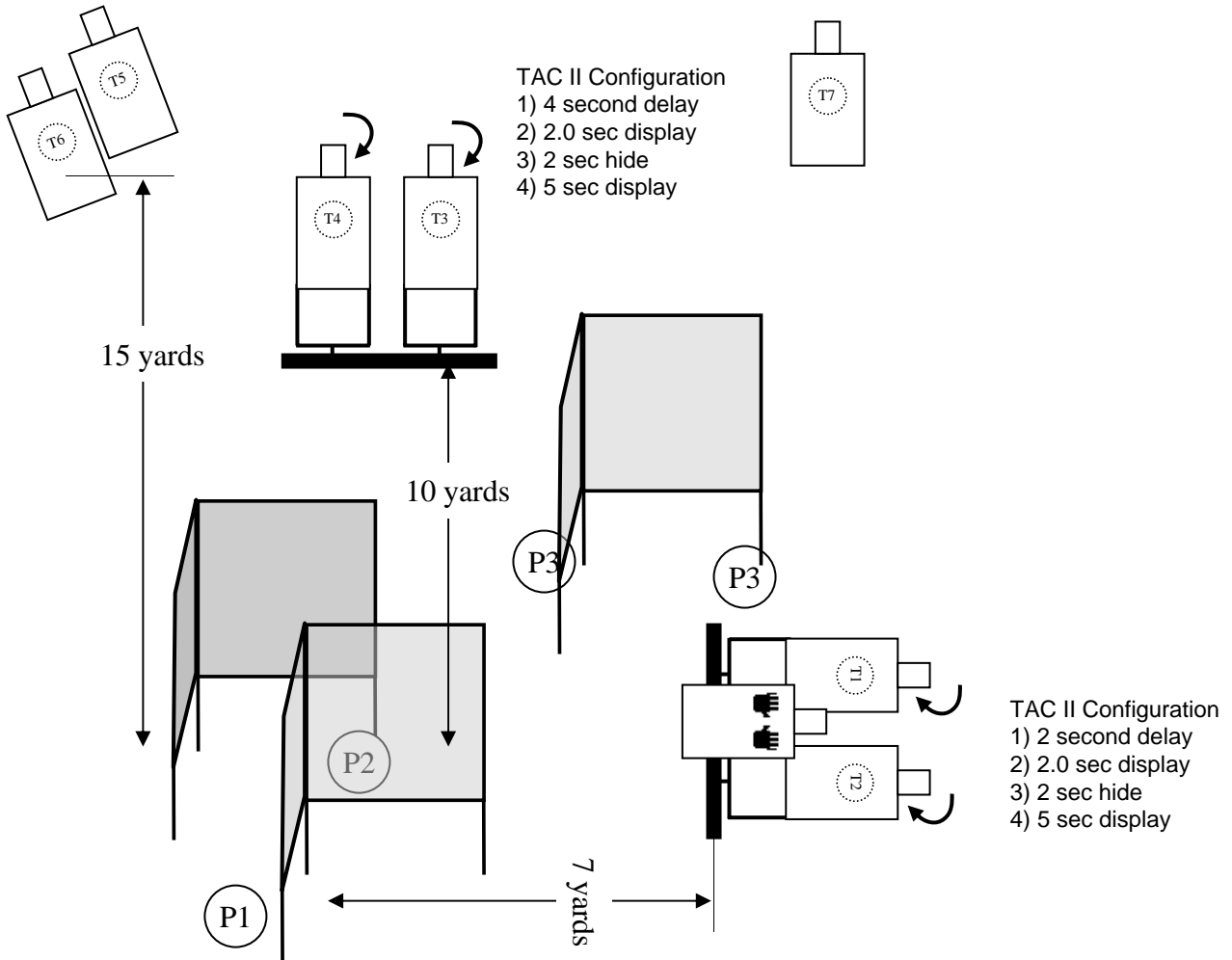
Stage 4

Stage 4: Not Home Alone



Bay 4

- Scenario:** Not Home Alone: Gang members have broken into your home and plan to take most of your possessions with them when they leave.
- Start Position:** Standing at P1 with both hands relaxed by your side.
- Stage Procedure:** On the buzzer, draw up your pistol and engage T1-T2 with two rounds when they appear. Move to P2 and engage T3-T4 when they become visible. Engage T5-T6 from P2 before moving to P3. From P3 engage T7.
- Concealment:** Required.
- Scoring:** Vickers
- Scored Hits:** 14 rounds. Two each on T1-T7
- Targets:** 7 IDPA
- Penalties:** standard
- Start-Stop:** Audible-last shot



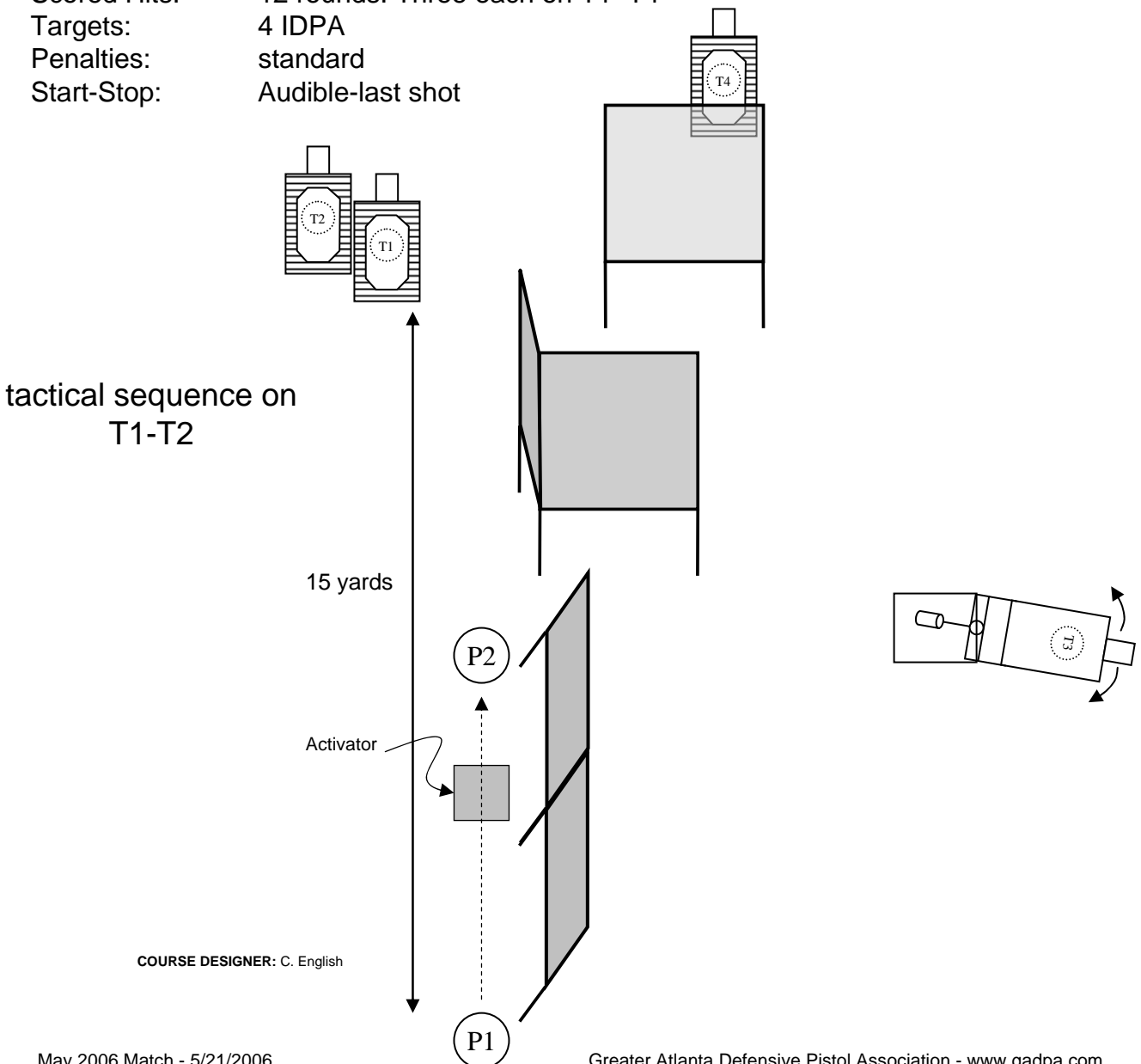
Stage 5

Stage 5: Work it Out



Bay 5

- Scenario:** Work It Out: After being backed into a corner, you must work your way out.
- Start Position:** Standing at P1.
- Stage Procedure:** On the buzzer, draw and engage T1-T2, in tactical sequence, with 3 rounds each while advancing. Step on the activator to start T3 swinging and engage it with 3 rounds from cover at P2. Advance around barriers and engage T4 with 3 rounds while using all available cover.
- Concealment:** Required.
- Scoring:** Vickers
- Scored Hits:** 12 rounds. Three each on T1-T4
- Targets:** 4 IDPA
- Penalties:** standard
- Start-Stop:** Audible-last shot



Stage 6

Stage 6: Barge In



Bay 6

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 it in a POCKET. 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: NOT Required. **NO CONCEALMENT GARMENT ALLOWED**

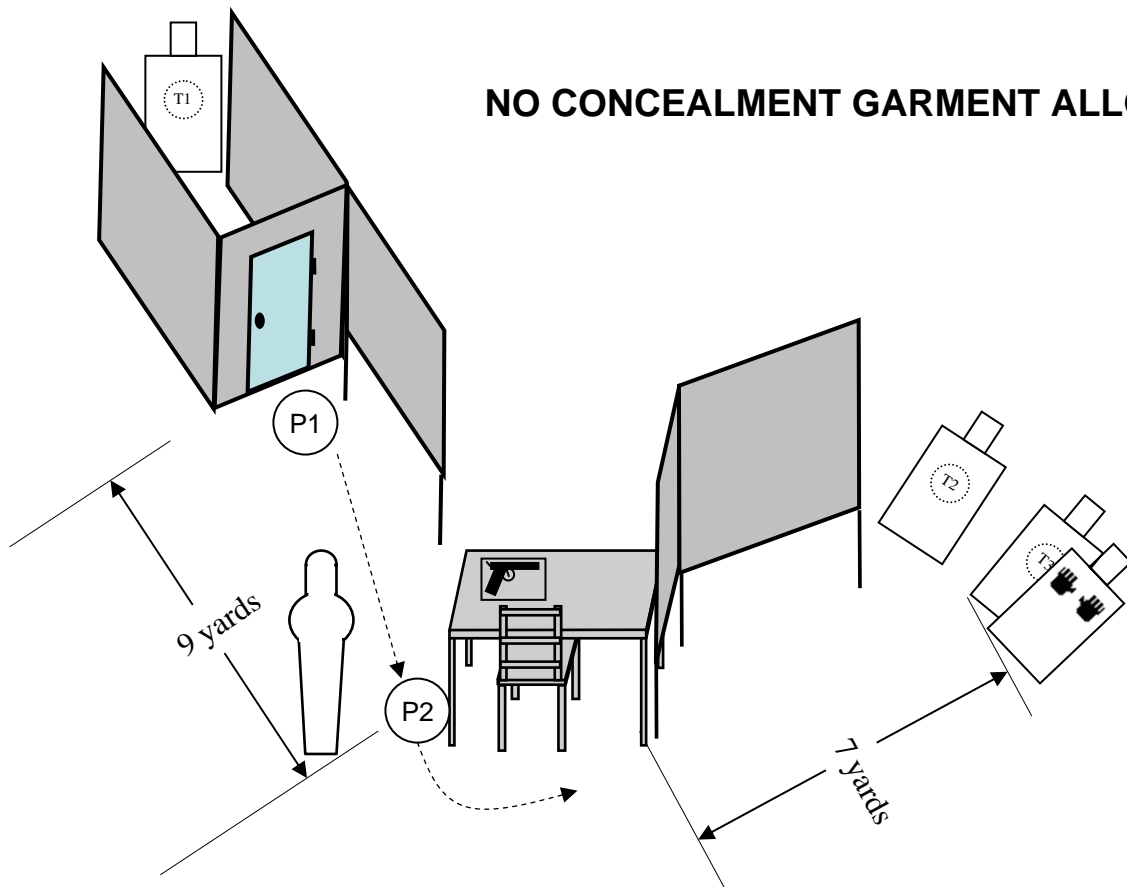
Scoring: Vickers

Scored Hits: 12 rounds. Six on T1, three each on T2-T3

Targets: 3 IDPA

Penalties: standard

Start-Stop: Audible-last shot



NO CONCEALMENT GARMENT ALLOWED

Stage 7

Stage 7: Hostage



Bay 7

- 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

