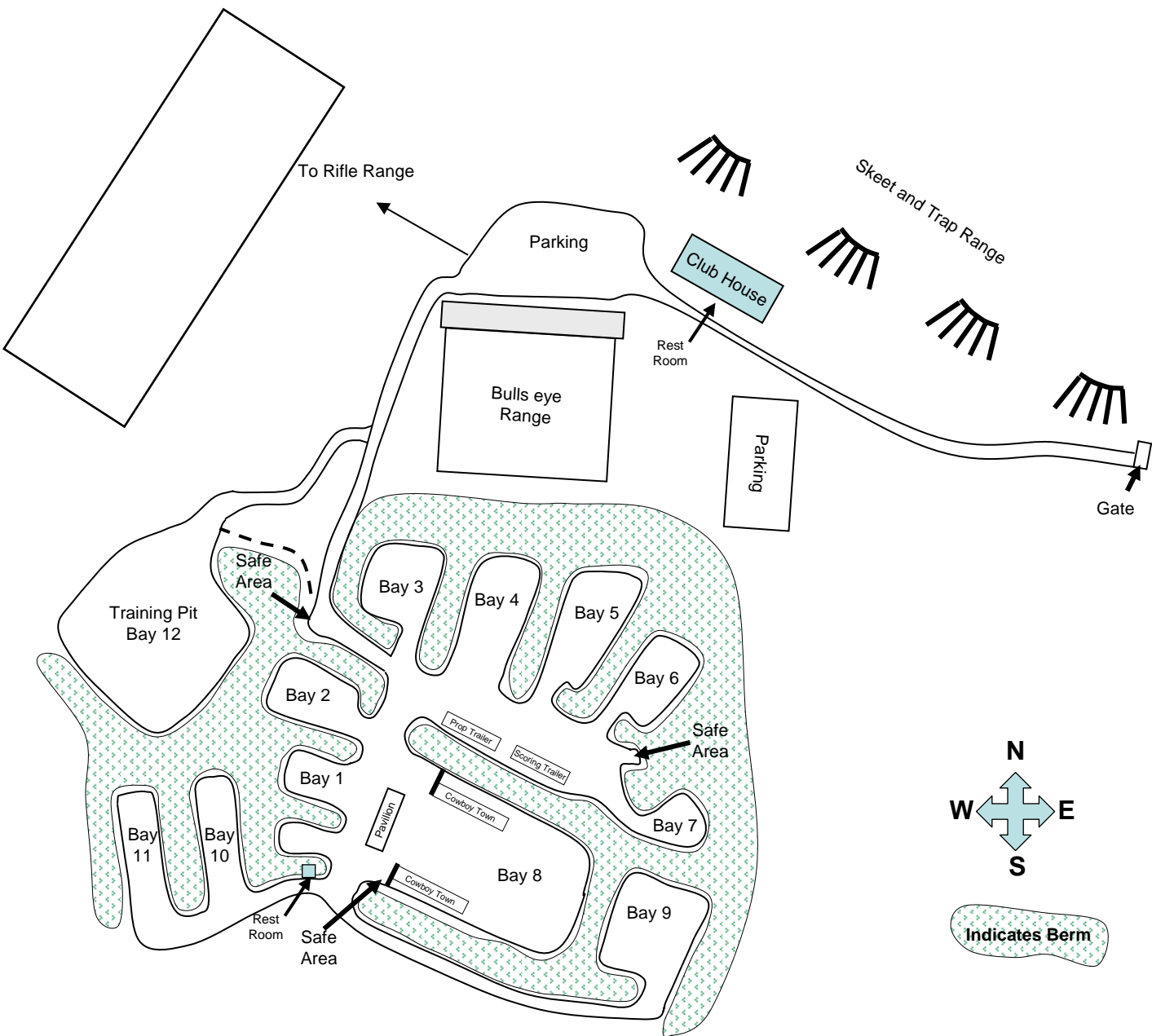




Greater Atlanta Defensive Pistol Association



South River Gun Club Range Map



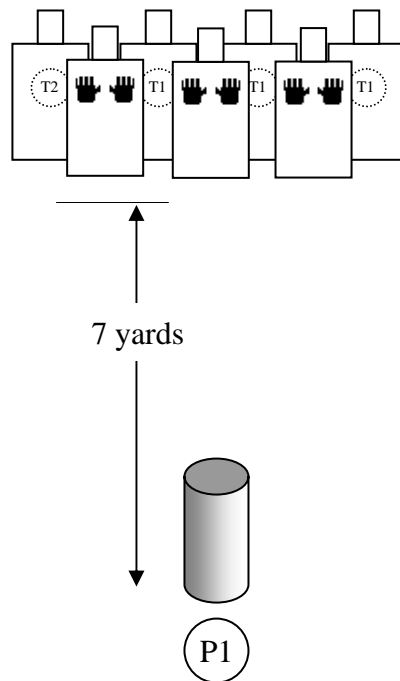
Stage 1

Stage 1: The Standards



Bay 1

- Scenario: The Standards
- Start Position: Kneeling behind the barrel with both knees on the ground.
- Stage Procedure: **String 1:** With pistol in weak hand (only), engage T1-T4 with 2 rounds each from the strong hand side of the barrel.
String 2: With pistol in strong hand (only), engage T1-T4 with 2 rounds each from weak hand side of the barrel.
- Concealment: **NOT** Required.
- Scoring: **Limited Vickers**
- Scored Hits: 16 rounds. Four each on T1–T4.
- Targets: 4 IDPA
- Penalties: standard
- Start-Stop: Audible-last shot



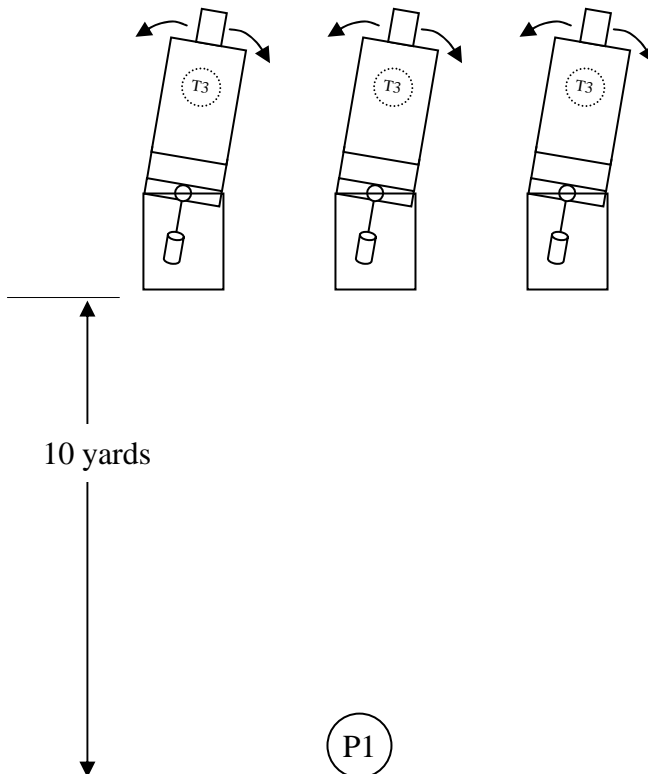
Stage 2

Stage 2: The Standards II



Bay 2

- Scenario: The Standards II
Start Position: Standing at P1 with string in strong hand
Stage Procedure: On the buzzer, pull string to activate swingers. Draw and engage T1-T3 with 3 rounds each, strong hand only.
Concealment: **Not** Required.
Scoring: Limited Vickers
Scored Hits: 9 rounds, three rounds each on T1-T3.
Targets: 3 IDPA
Penalties: standard
Start-Stop: Audible-last shot



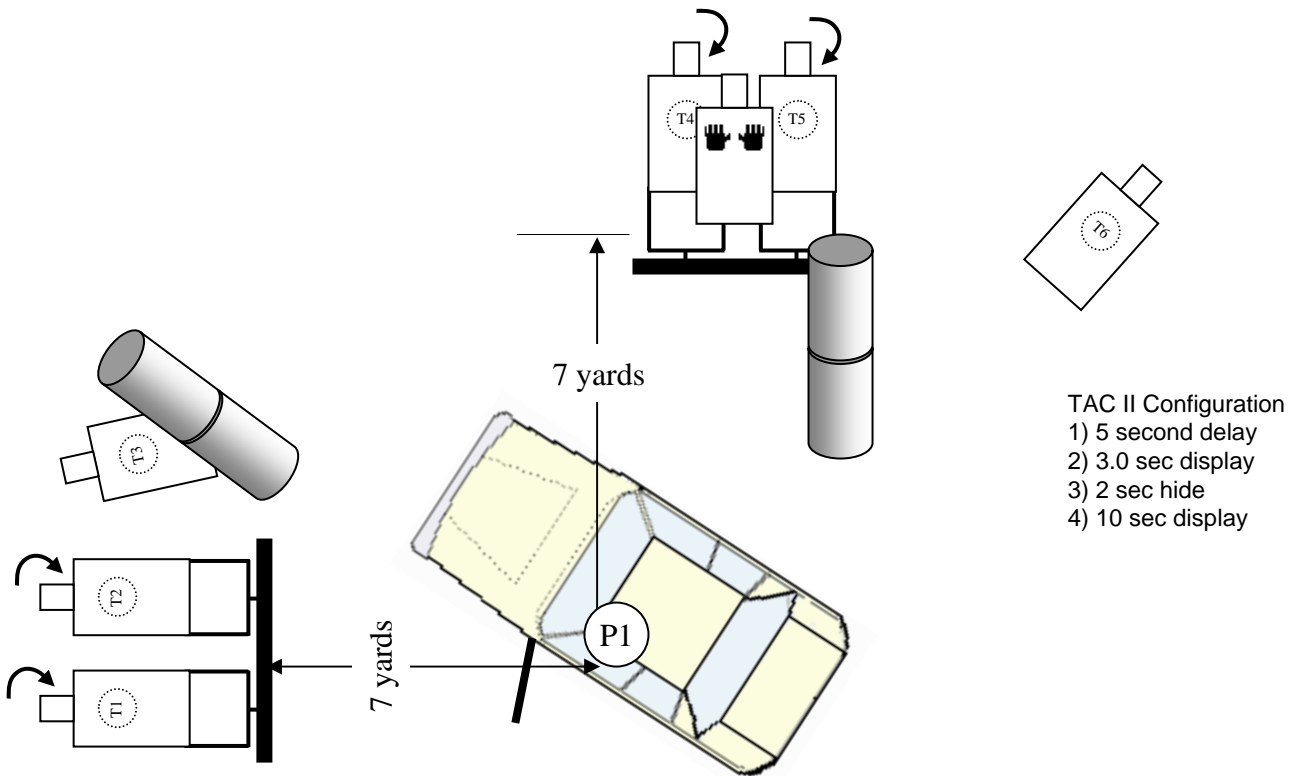
Stage 3

Stage 3: Car Jack



Bay 3

- Scenario:** Car Jack. After being forced off the road during a riot, you must defend yourself.
- Start Position:** Seated at P1 with pistol on the passenger seat.
- Stage Procedure:** On the buzzer, grab your pistol and engage T1-T6 with 2 rounds each as they become visible.
- Concealment:** Required.
- Scoring:** Vickers
- Scored Hits:** 12 rounds. Two each on T1-T6
- Targets:** 6 IDPA
- Penalties:** standard
- Start-Stop:** Audible-last shot



- TAC II Configuration
- 1) 5 second delay
 - 2) 3.0 sec display
 - 3) 2 sec hide
 - 4) 10 sec display

- TAC II Configuration
- 1) 3 second delay
 - 2) 3.0 sec display
 - 3) 2 sec hide
 - 4) 10 sec display

COURSE DESIGNER: C. English

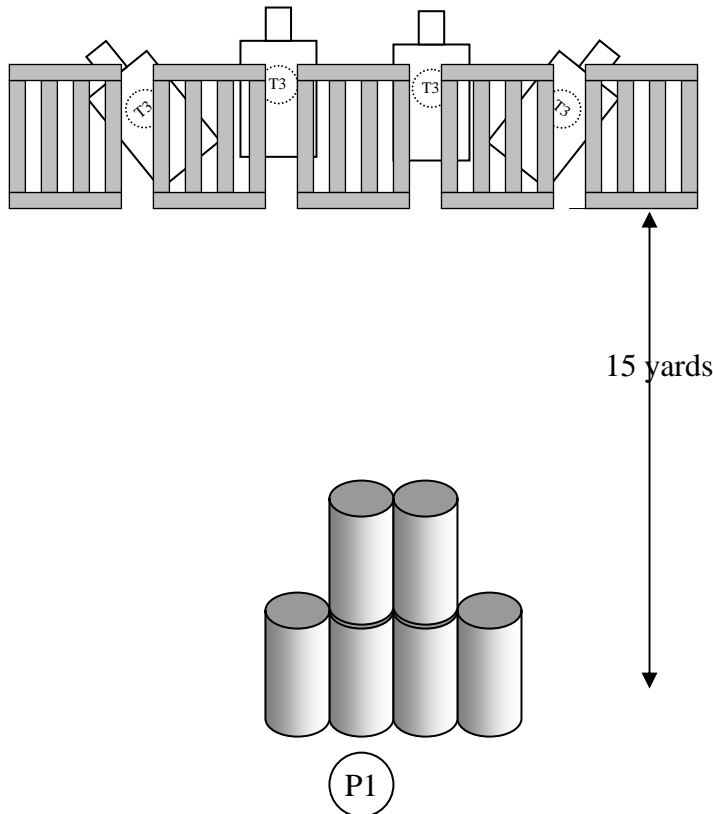
Stage 4

Stage 4: In The Pallets



Bay 4

- Scenario: In The Pallets: You are working in an industrial park when attacked by hoodlums.
- Start Position: Standing at P1 with both hands relaxed by your side.
- Stage Procedure: On the buzzer, draw and engage T1-T4 with three rounds each.
- Concealment: Required.
- Scoring: Vickers
- Scored Hits: 12 rounds. Three each on T1-T4
- Targets: 4 IDPA
- Penalties: standard
- Start-Stop: Audible-last shot



Stage 5

Stage 5: Two Chargers



Bay 5

Scenario: Two Chargers: Two goons with knives charge you while their buddies wait to finish you off with pistols.

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

Stage Procedure: On the buzzer, step on the activator, then draw up your pistol and engage T1-T2 with three rounds. Move to P2 and engage T3 with three rounds, finally move to P3 and engage T4-T5 with 3 rounds.

Concealment: Required.

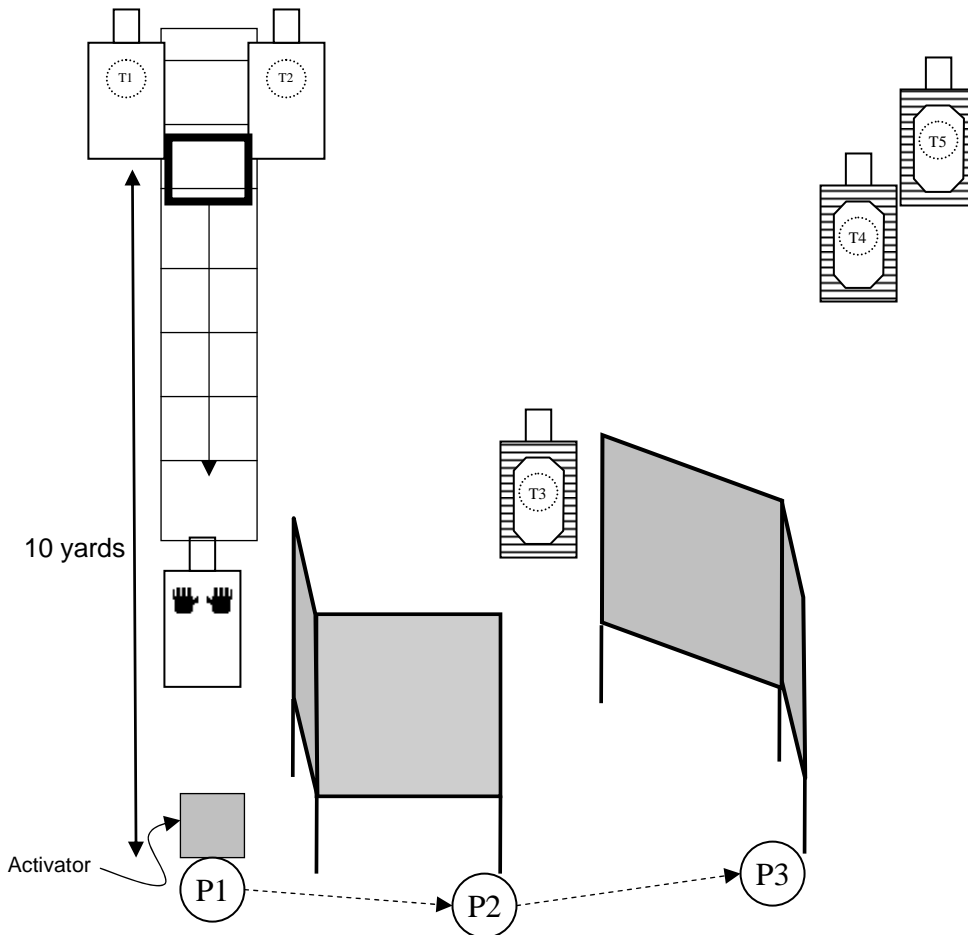
Scoring: Vickers

Scored Hits: 15 rounds. Three each on T1–T5

Targets: 5 IDPA

Penalties: standard, drawing before activating the mover

Start-Stop: Audible-last shot



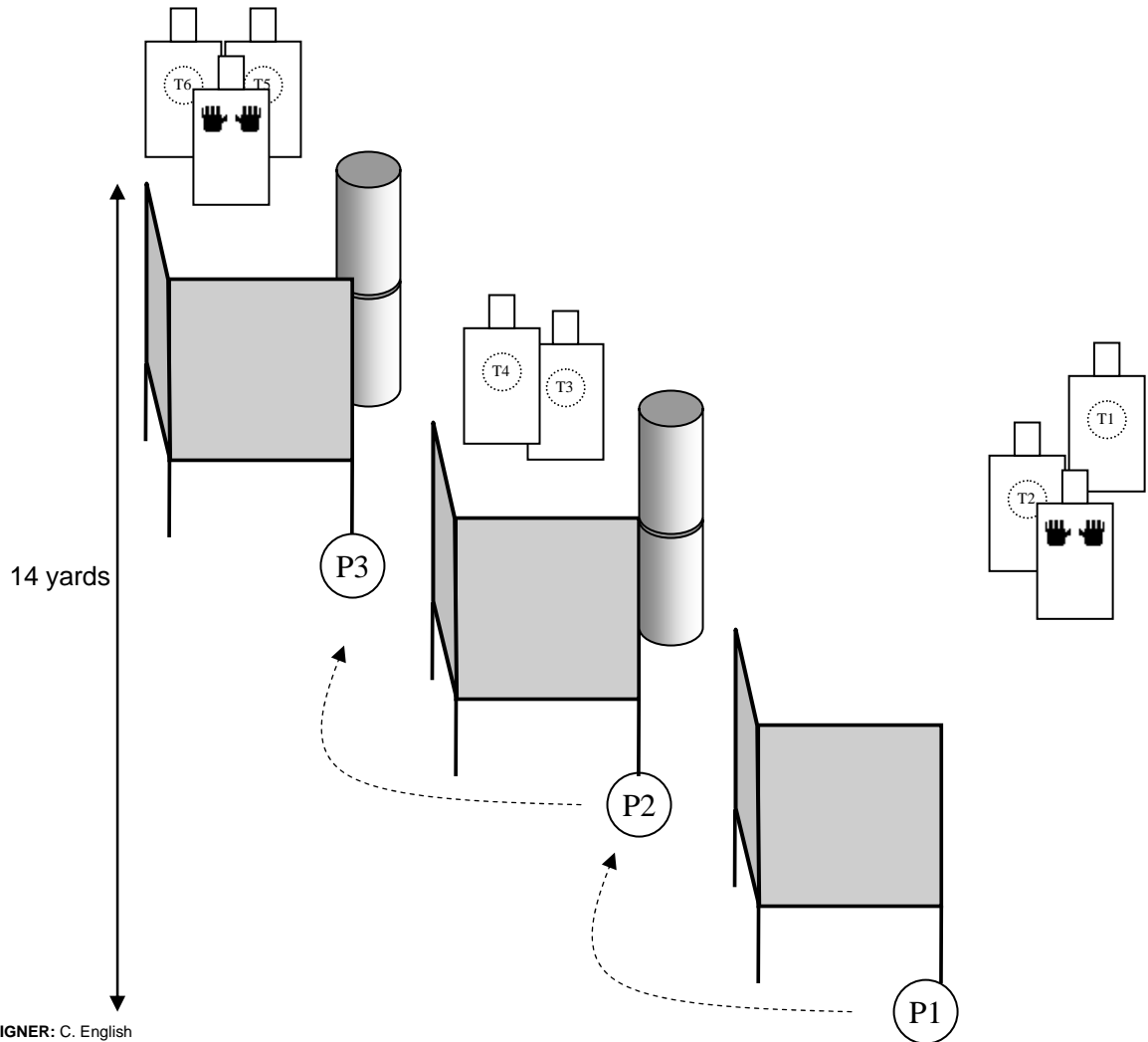
Stage 6

Stage 6: No Way Out



Bay 6

- Scenario: No Way Out: You are in a bad situation with no choice but to advance.
- Start Position: Standing at P1.
- Stage Procedure: On the buzzer, draw and engage T1-T2 with 3 rounds. Move to P2 and engage T3-T4 with 3 rounds each. Move to P3 and engage T5-T6 with 3 rounds.
- Concealment: Required.
- Scoring: Vickers
- Scored Hits: 18 rounds. Three each on T1-T6
- Targets: 6 IDPA
- Penalties: standard
- Start-Stop: Audible-last shot



COURSE DESIGNER: C. English

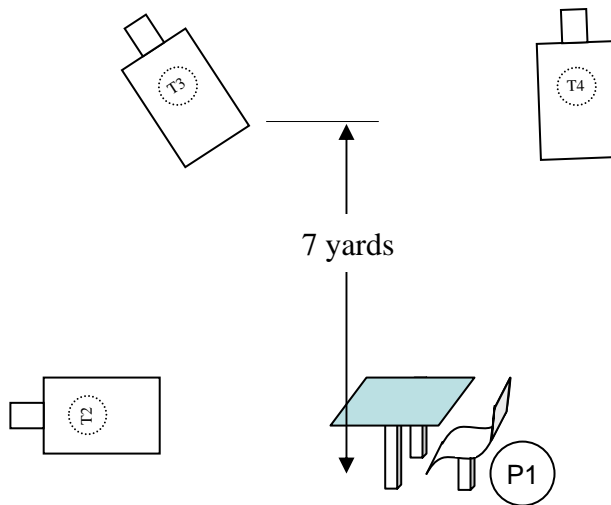
Stage 7

Stage 7: Unprepared for Dinner



Bay 7

- Scenario:** Unprepared for Dinner: You are having dinner at your favorite B-B-Q joint when bad guys bust in to rob the place. You find yourself unprepared and must make the best of it.
- Start Position:** Seated at P1 with hands on the table.
Your pistol is holstered, but unloaded.
Your first magazine only has 6 rounds in it.
- Stage Procedure:** On the buzzer, draw your pistol and charge it with 6 rounds.
Engage T1-T3 in tactical sequence with 3 rounds. (1-1-3-2-2).
Reload as necessary
- Concealment:** Required
- Scoring:** Vickers
- Scored Hits:** 12 rounds. 3 each on T1-T4
- Targets:** 4 IDPA
- Penalties:** standard, more than 6 rounds in 1st magazine
- Start-Stop:** Audible-last shot



Tactical sequence with 3 rounds. (1-1-3-2-2).