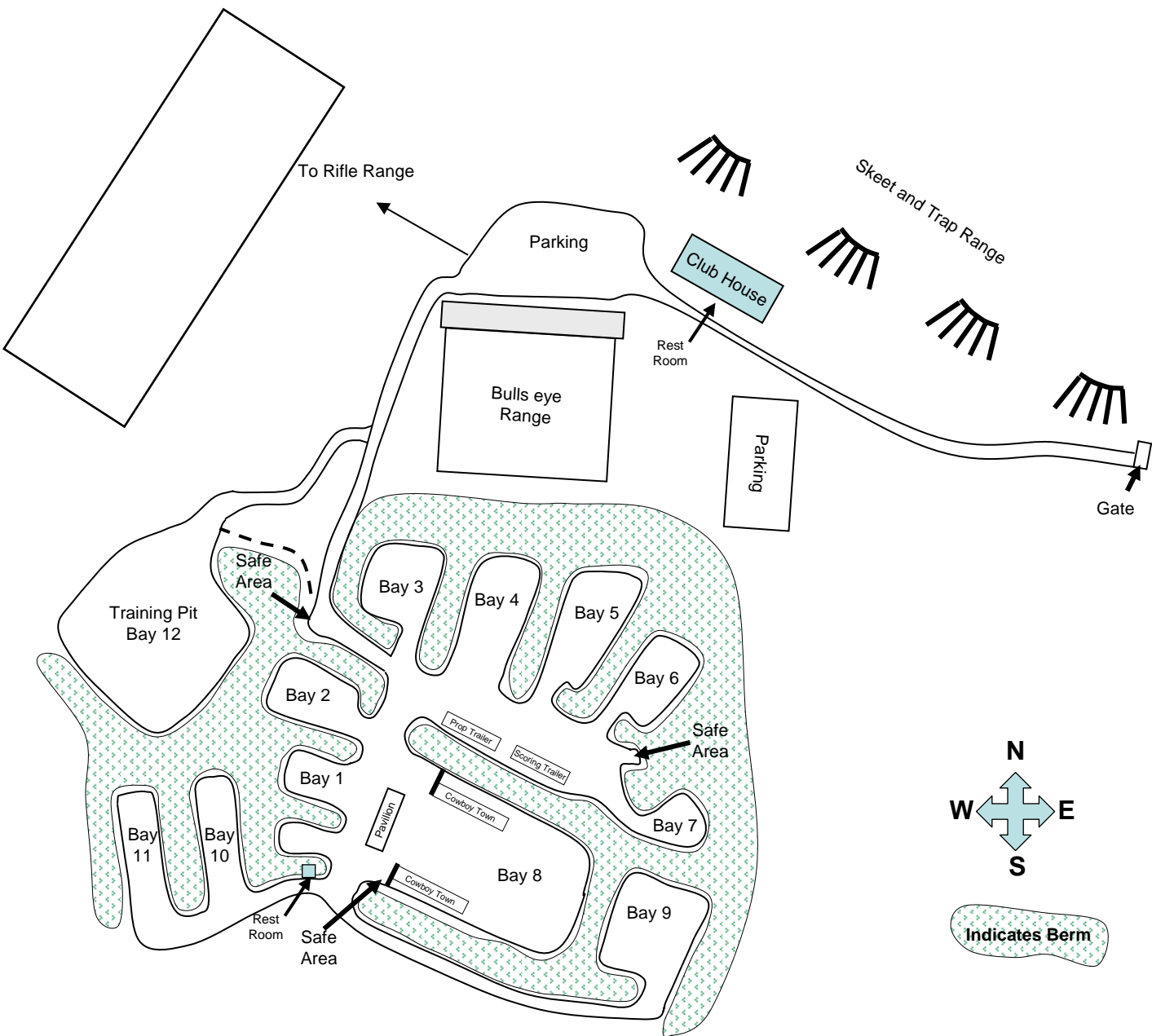




# Greater Atlanta Defensive Pistol Association



# South River Gun Club Range Map



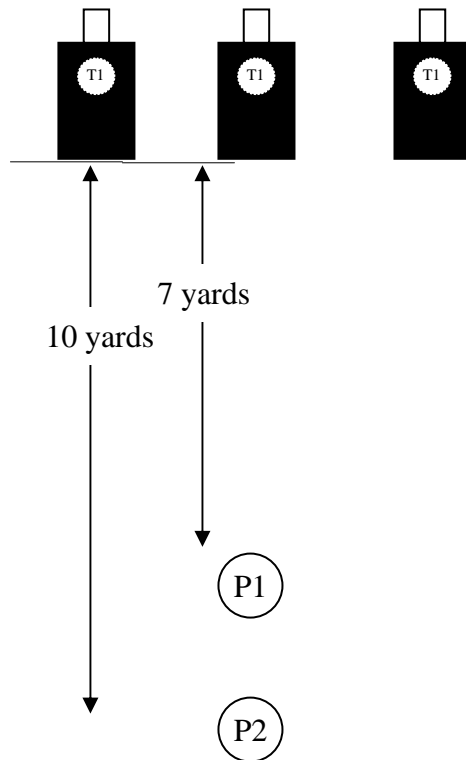
# Stage 1

Stage 1: The Standards



## Bay 1

Scenario: The Standards  
Start Position: Standing at P1.  
Stage Procedure: **String 1:** With pistol in weak hand (only), engage T1-T3 with 2 rounds each in tactical sequence.  
**String 2:** With pistol in strong hand (only), draw and engage T1-T3 with 2 rounds each in tactical sequence.  
Concealment: **NOT** Required.  
Scoring: **Limited Vickers**  
Scored Hits: 12 rounds. Four each on T1–T3.  
Targets: 3 IDPA  
Penalties: standard  
Start-Stop: Audible-last shot



COURSE DESIGNER: C. English

# Stage 2

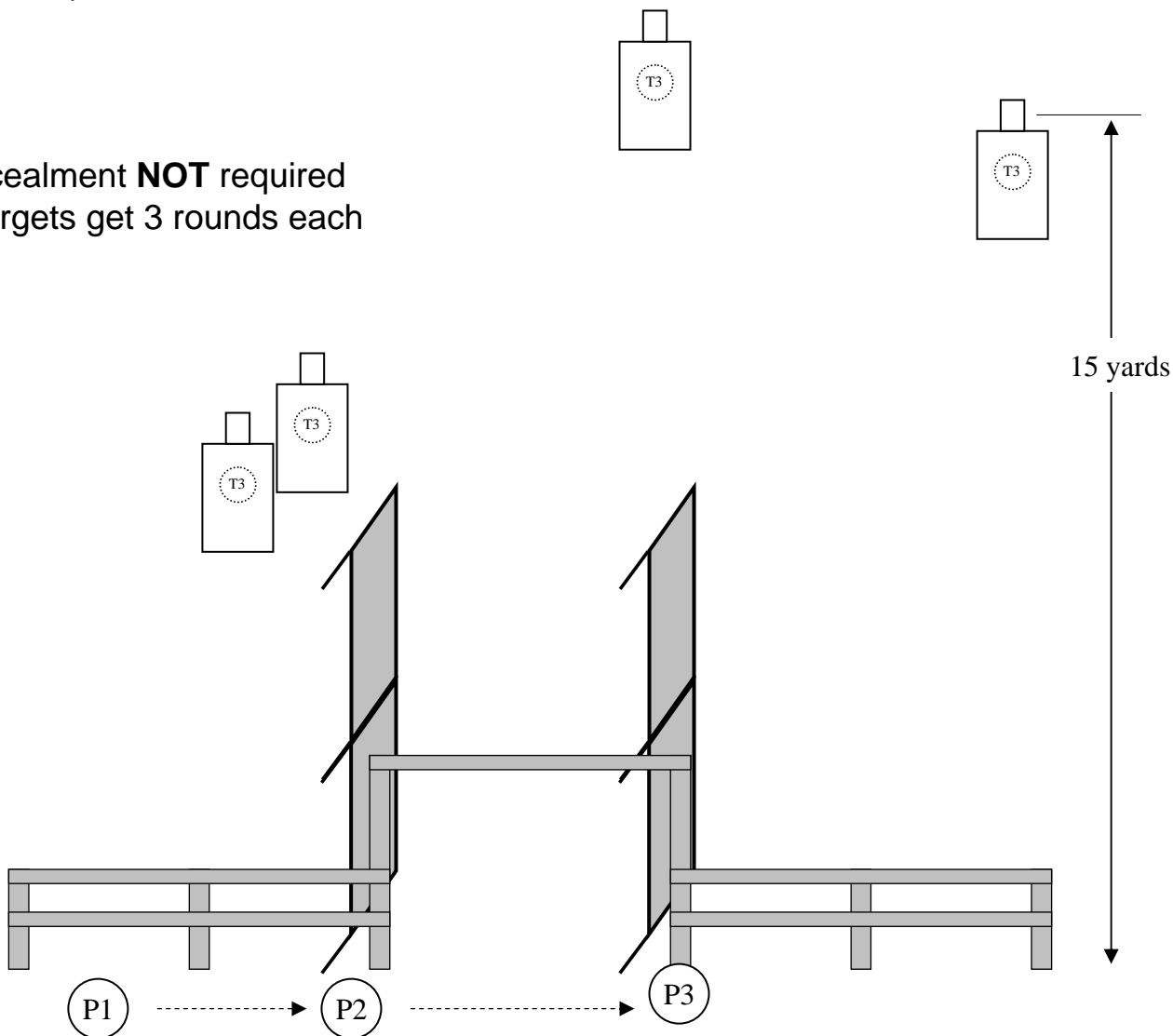
Stage 2: The Ranch



## Bay 2

- Scenario: The Ranch: You are working on your ranch when dope growers decide to move in.
- Start Position: Standing at P1 facing up range with hands relaxed by your side
- Stage Procedure: On the buzzer, turn and engage T1 & T2 while moving to P2. At P2 engage T3 and then move to prone at P3. Engage T4 from prone at P3
- Concealment: **Not** Required.
- Scoring: Vickers
- Scored Hits: 12 rounds, three rounds each on T1-T4.
- Targets: 4 IDPA
- Penalties: standard
- Start-Stop: Audible-last shot

Concealment **NOT** required  
All targets get 3 rounds each



COURSE DESIGNER: C. English

# Stage 3

Stage 3: Commuter Chaos



## Bay 3

**Scenario:** Commuter Chaos. You stop to be a good Samaritan only to find it was a setup.

**Start Position:** Seated at P1 with pistol on the passenger seat.

**Stage Procedure:** On the buzzer, grab your pistol and engage T1-T5 with 3 rounds each while using all available cover. You will have to exit the car to see all targets. All targets get 3 rounds each.

**Concealment:** Required.

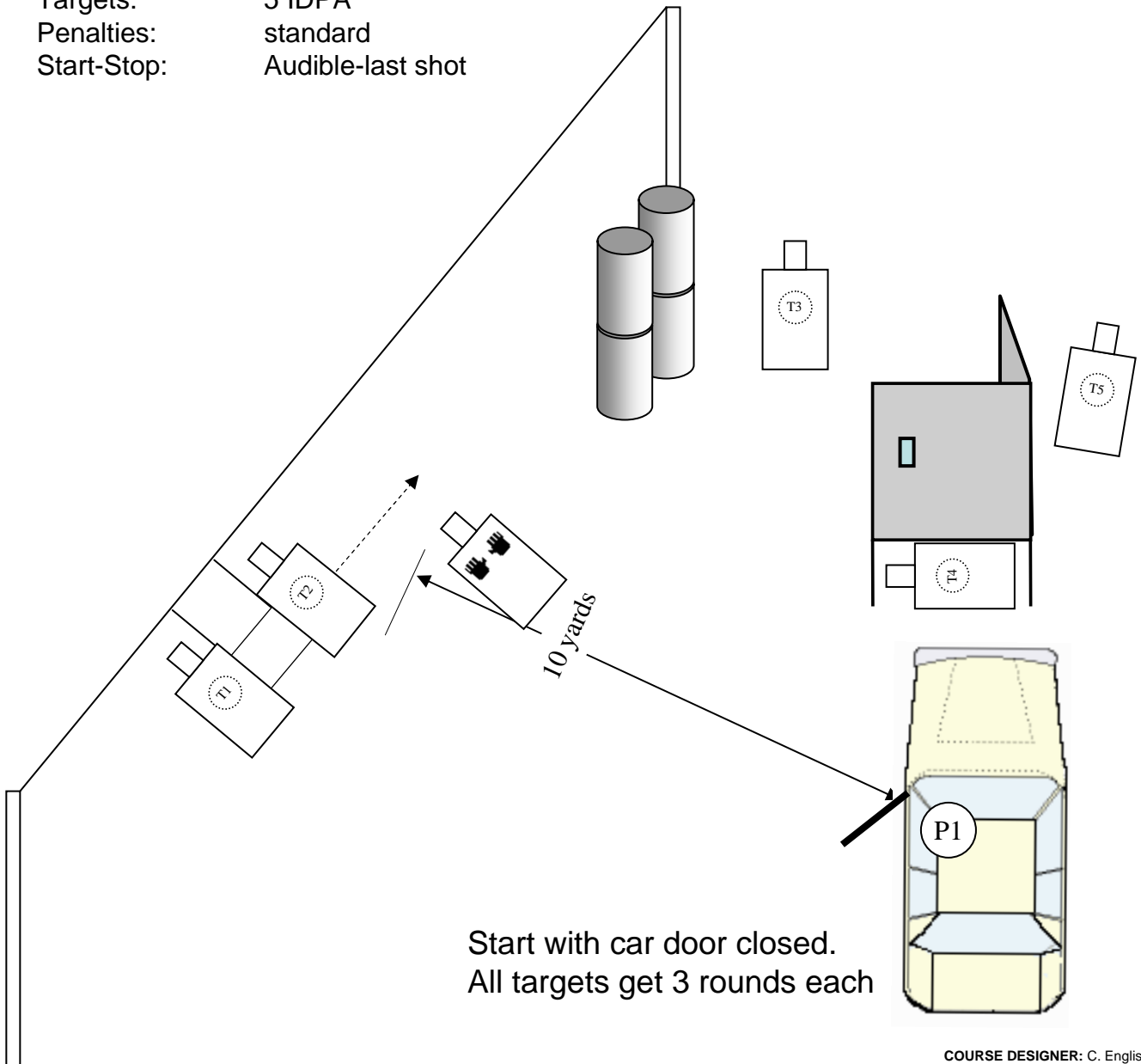
**Scoring:** Vickers

**Scored Hits:** 15 rounds. Three each on T1-T5

**Targets:** 5 IDPA

**Penalties:** standard

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



Start with car door closed.  
All targets get 3 rounds each

COURSE DESIGNER: C. English

# Stage 4

## Stage 4: Bury The Cat



### Bay 4

**Scenario:** Bury The Cat: You are burying your dead cat when the gang who killed it decides to add you to the list.

**Start Position:** Standing at P1 with both hands and one foot on the shovel.

**Stage Procedure:** On the buzzer, knock down the bad guy and then plug him with 3 rounds. Next, move to cover and engage T2-T4 with 3 rounds each.

**Concealment:** Required.

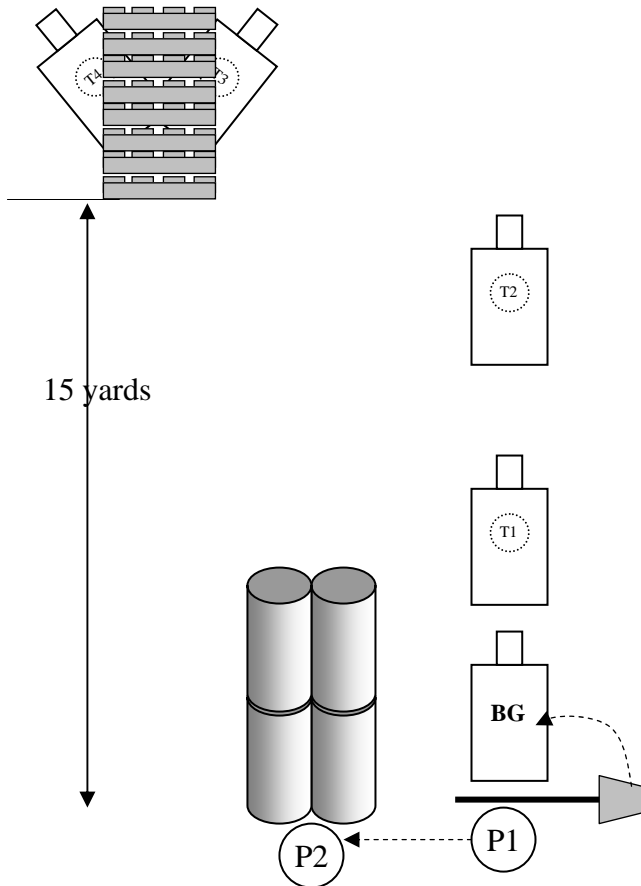
**Scoring:** Vickers

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

**Targets:** 4 IDPA

**Penalties:** standard

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



# Stage 5

## Stage 5: Another Way Out



### Bay 5

**Scenario:** Another Way Out: On your way out of a parking garage you are forced to find another exit.

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

**Stage Procedure:** On the buzzer, draw your pistol and engage T1-T2 with 2 rounds.

Move to P2 and engage T3 with 2 rounds from cover, finally move to P3 and engage T4-T6 with 2 rounds.

**Concealment:** Required.

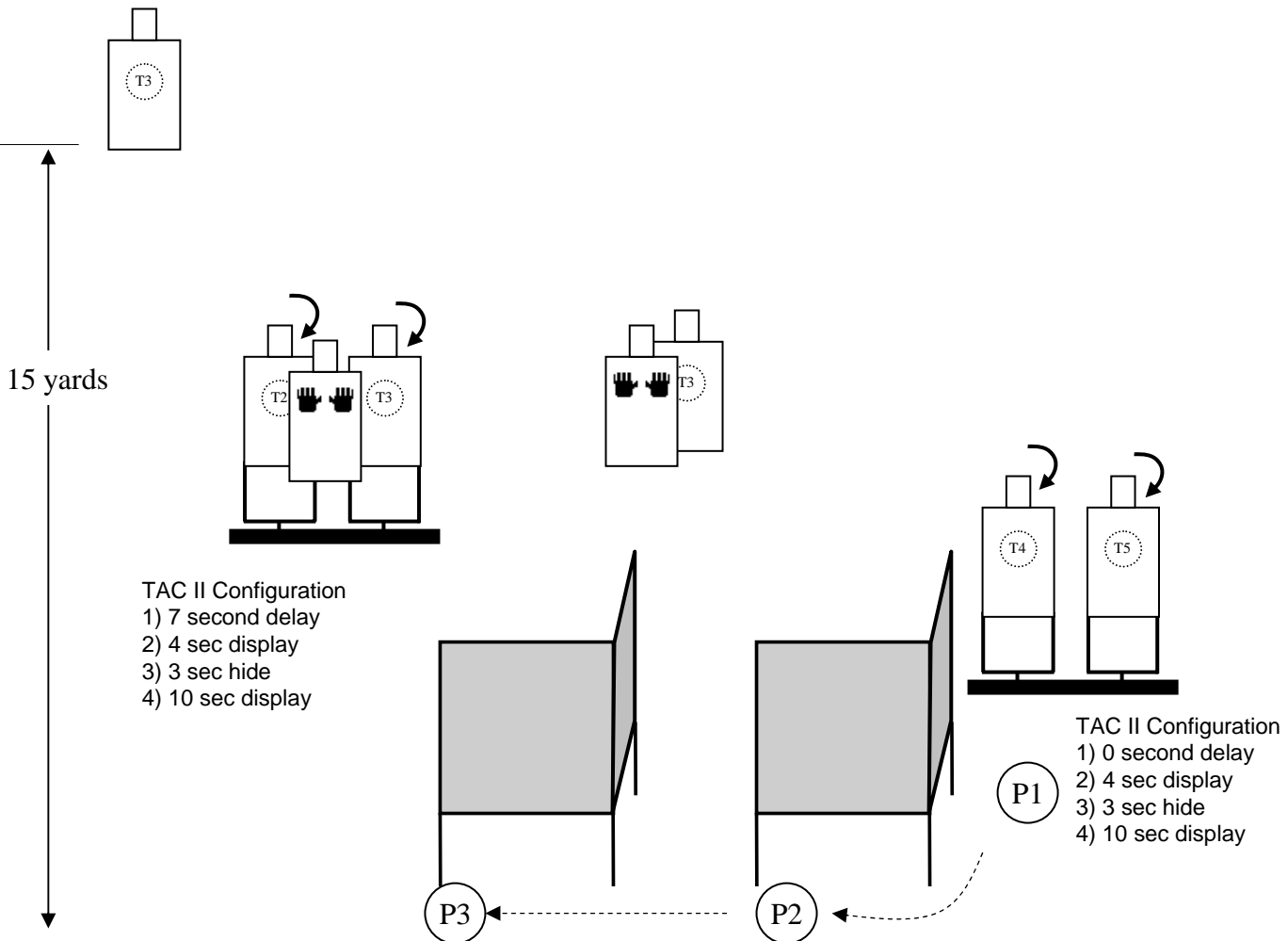
**Scoring:** Vickers

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

**Targets:** 6 IDPA

**Penalties:** standard

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



COURSE DESIGNER: C. English

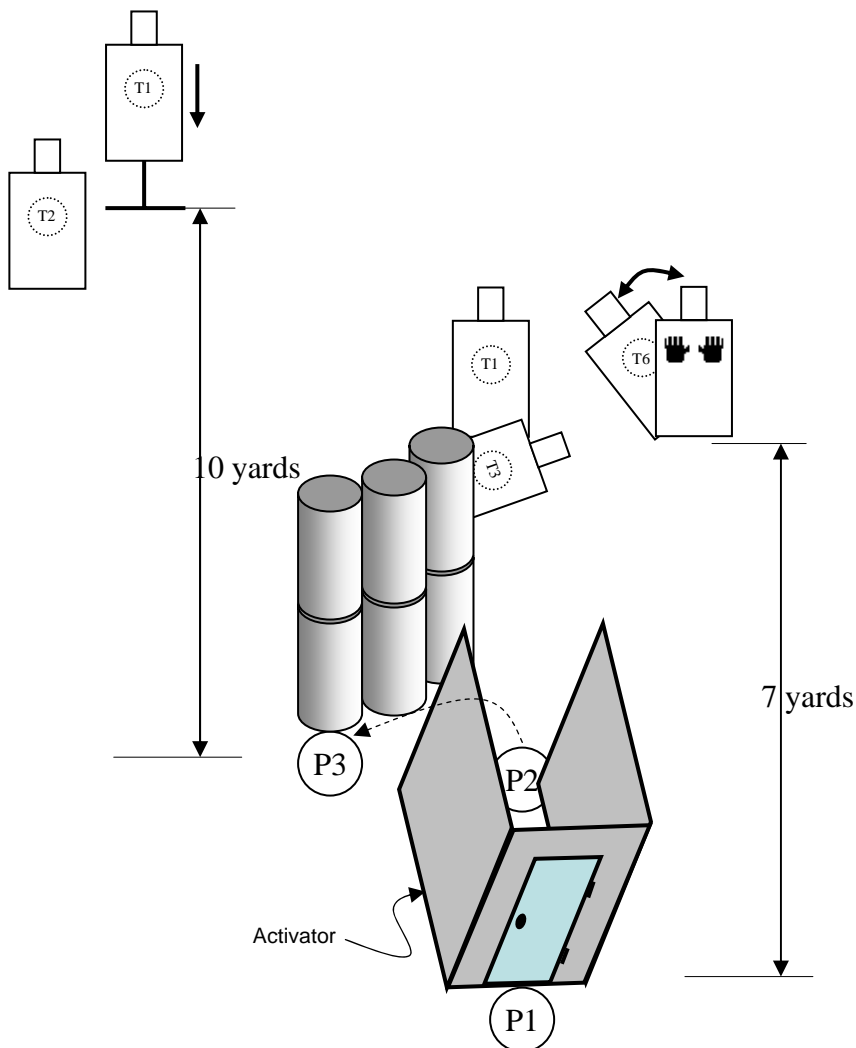
# Stage 6

## Stage 6: Back Door



### Bay 6

- Scenario:** Back Door: A knock on the back door, late one evening, leads to trouble.
- Start Position:** Standing at P1 with hands relaxed by side.
- Stage Procedure:** On the buzzer, draw your handgun and open the door with your weak hand. Engage T1-T2 with 3 rounds. Move to P2 and engage T3 with 3 rounds after activating it. Move to P3 and engage T4 with 3 rounds. Engage T5 until it drops.
- Concealment:** Required.
- Scoring:** Vickers
- Scored Hits:** 13 rounds. Three each on T1–T4, T5 must drop.
- Targets:** 5 IDPA
- Penalties:** standard
- Start-Stop:** Audible-last shot



COURSE DESIGNER: C. English

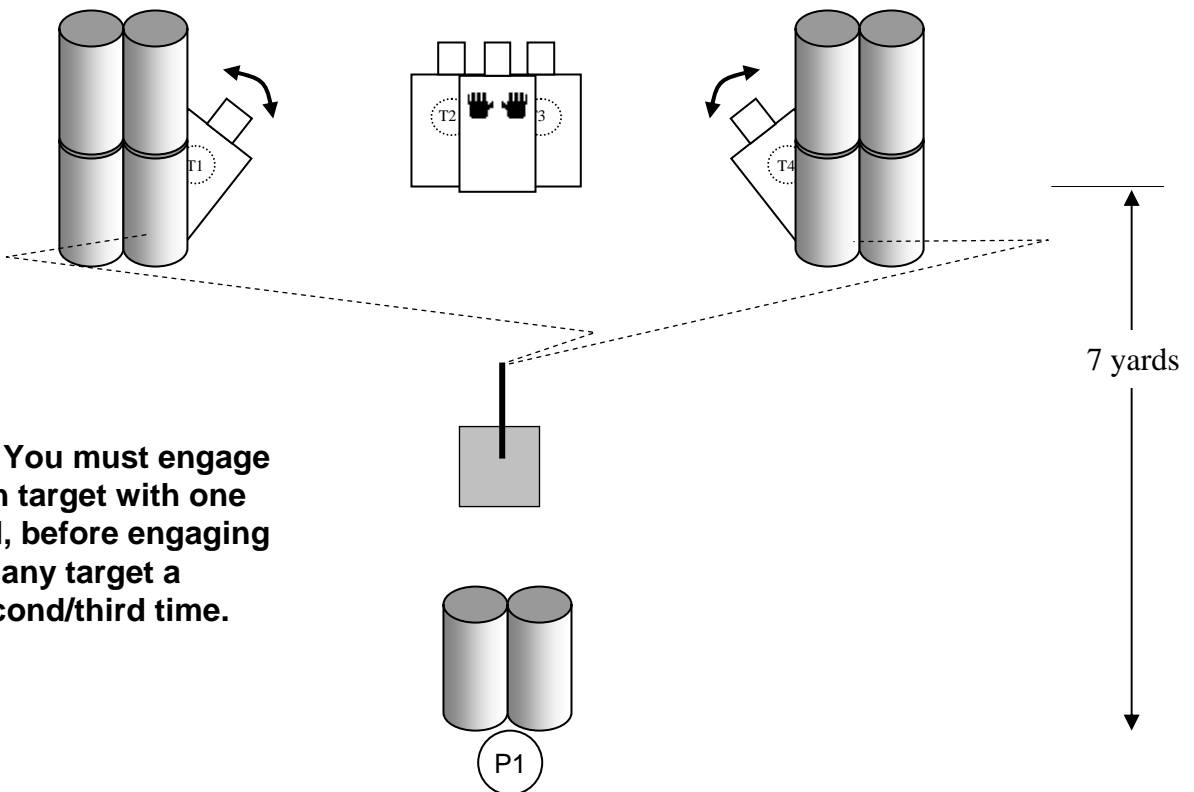
# Stage 7

## Stage 7: Cornered Rat



### Bay 7

- Scenario:** Cornered Rat: You have attempted to avoid some ganstas' who are robbing the store you happened to be patronizing. Now you are cornered and must defend yourself.
- Start Position:** Kneeling at P1 with your weapon at low ready.
- Stage Procedure:** On the buzzer, engage T1-T4 in any order with 3 rounds each. You must engage each target with one round, before engaging any target a second/third time. You may shoot over the barrels.
- Concealment:** Required
- Scoring:** Vickers
- Scored Hits:** 12 rounds. 3 each on T1-T4
- Targets:** 4 IDPA
- Penalties:** standard, engaging any target twice before all 4 have been engaged once.
- Start-Stop:** Audible-last shot



COURSE DESIGNER: C. English