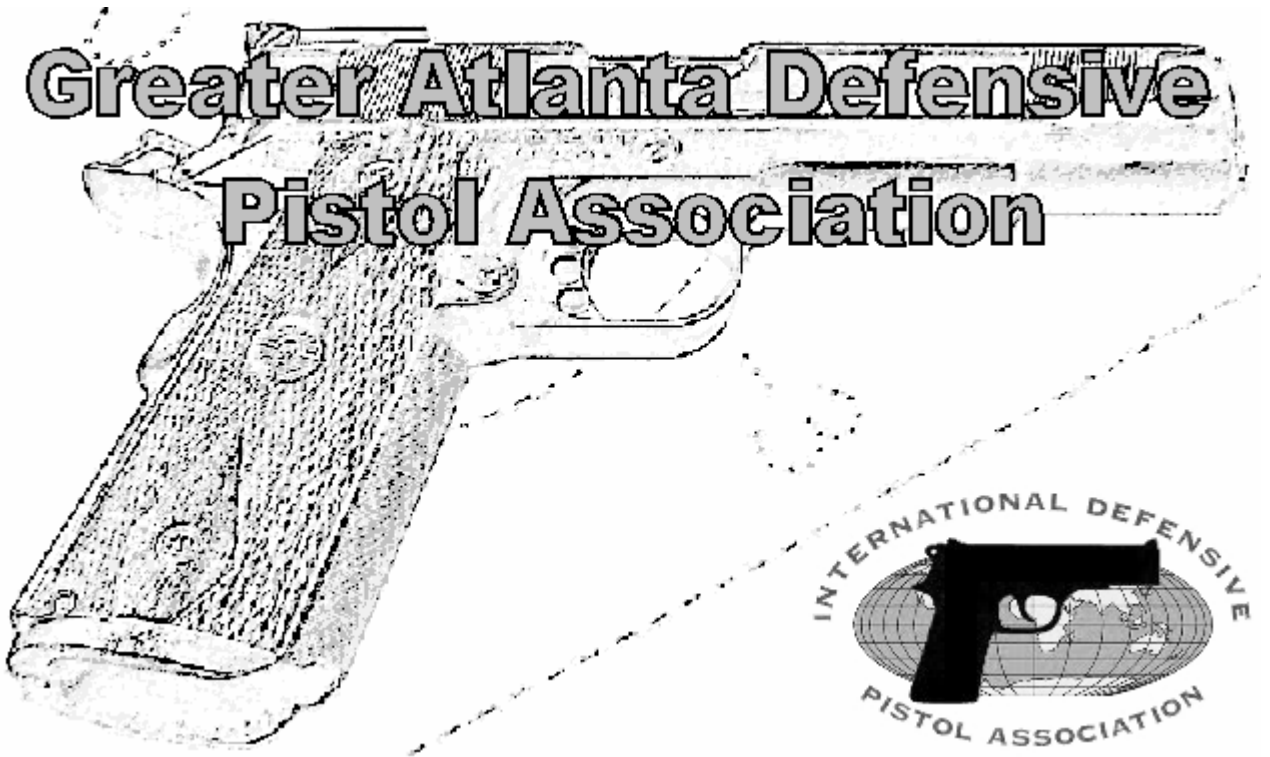


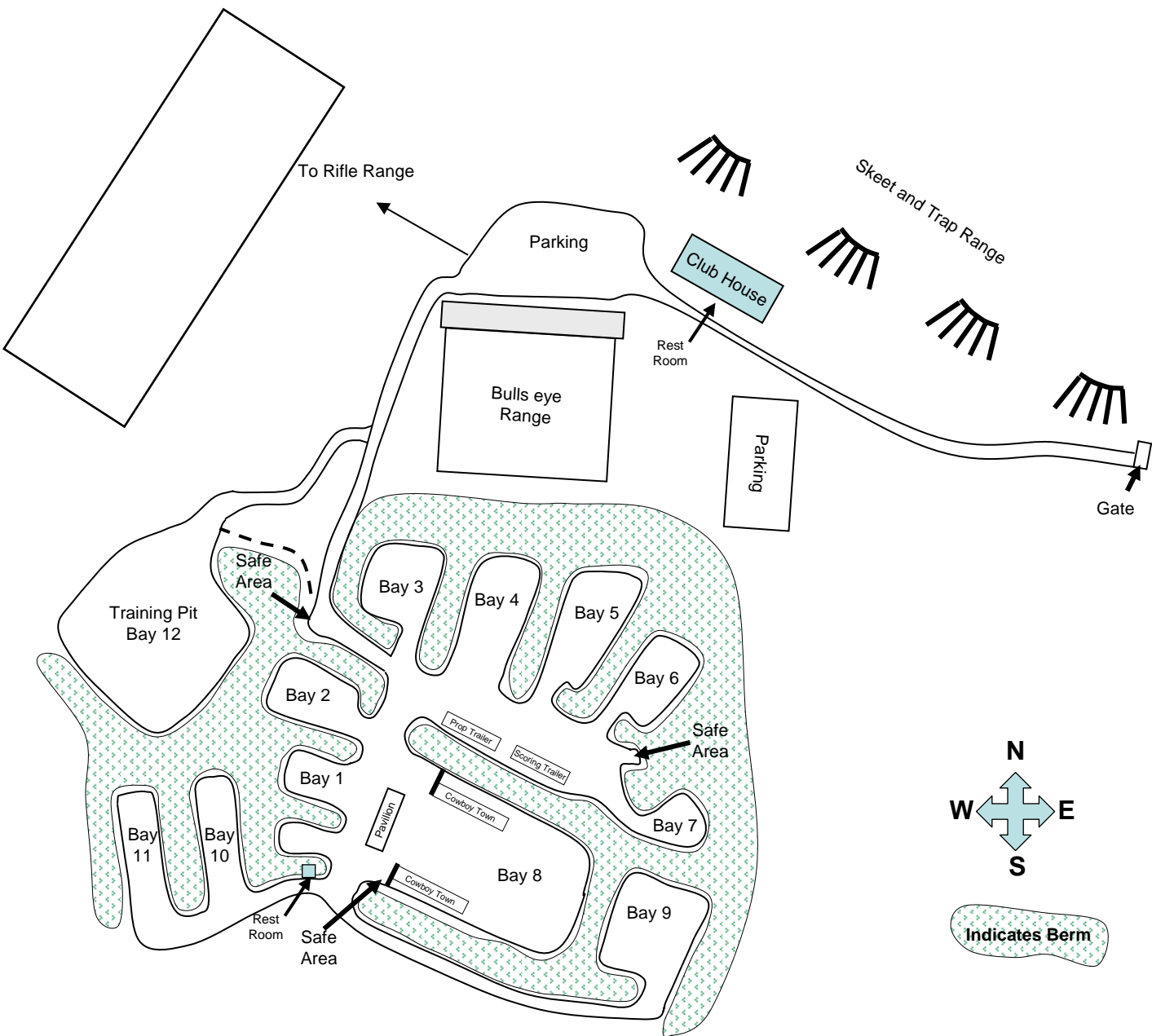


Greater Atlanta Defensive Pistol Association





South River Gun Club Range Map



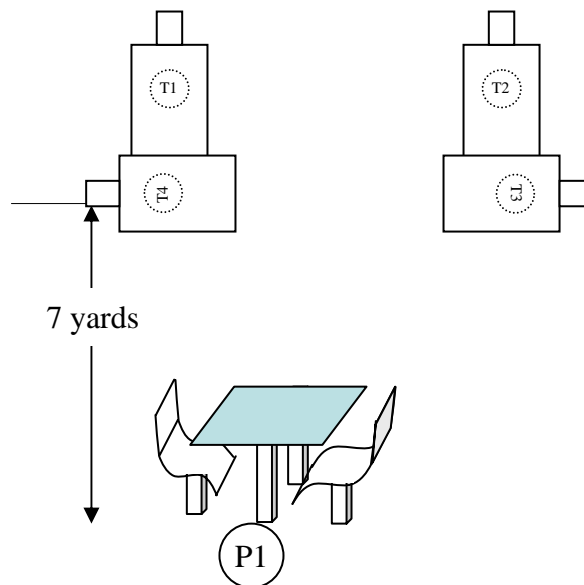
Stage 1

Stage 1: The Texas Cafe



Bay 1

- Scenario:** A couple of crack heads with body armor decide to shoot up the café you are dining in. You have ducked under your table.
- Start Position:** Down on both knees at P1 with gun at low ready
- Stage Procedure:** On the buzzer, engage the standing targets first and then follow up with the lower targets.
- Concealment:** Required.
- Scoring:** Vickers
- Scored Hits:** 12 rounds. Three each on T1–T4.
- Targets:** 4 IDPA
- Penalties:** standard, engaging any low target before engaging top targets
- Start-Stop:** Audible-last shot



COURSE DESIGNER: C. English

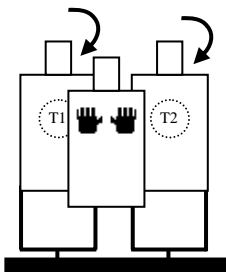
Stage 2

Stage 2: Parking Crew



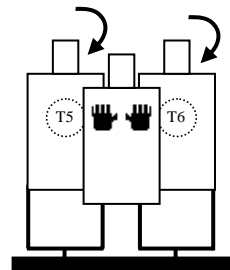
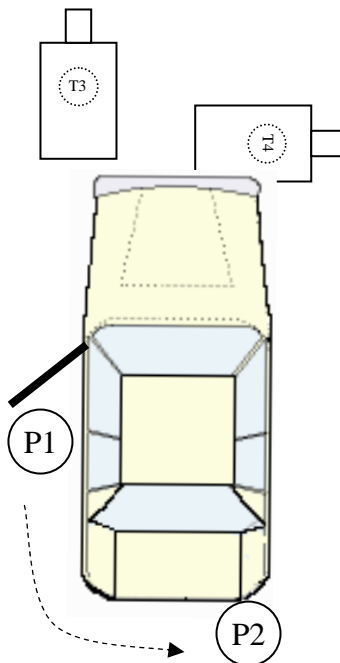
Bay 2

- Scenario:** You are were planning to give your car to the valet, when things went wrong.
- Start Position:** Standing at P1 with one hand on door and one on the roof
- Stage Procedure:** On the buzzer, retreat and engage T1 – T3 when they appear. Retreat to P2 and engage T4 - T6 from low cover.
- Concealment:** Required.
- Scoring:** Vickers
- Scored Hits:** 12 rounds, two rounds each on T1-T6.
- Targets:** 6 IDPA
- Penalties:** standard, T1-T3 must be engaged while moving or behind cover
- Start-Stop:** Audible-last shot



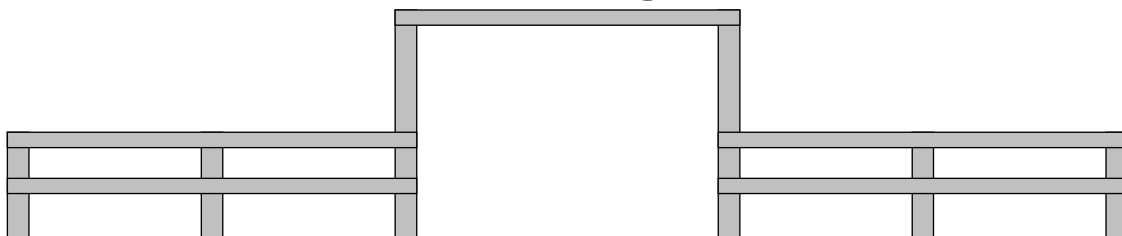
TAC II Configuration

- 1) 1 second delay
- 2) 4 sec display
- 3) 3 sec hide
- 4) 6 sec display



TAC II Configuration

- 1) 5 second delay
- 2) 4 sec display
- 3) 3 sec hide
- 4) 6 sec display



COURSE DESIGNER: C. English

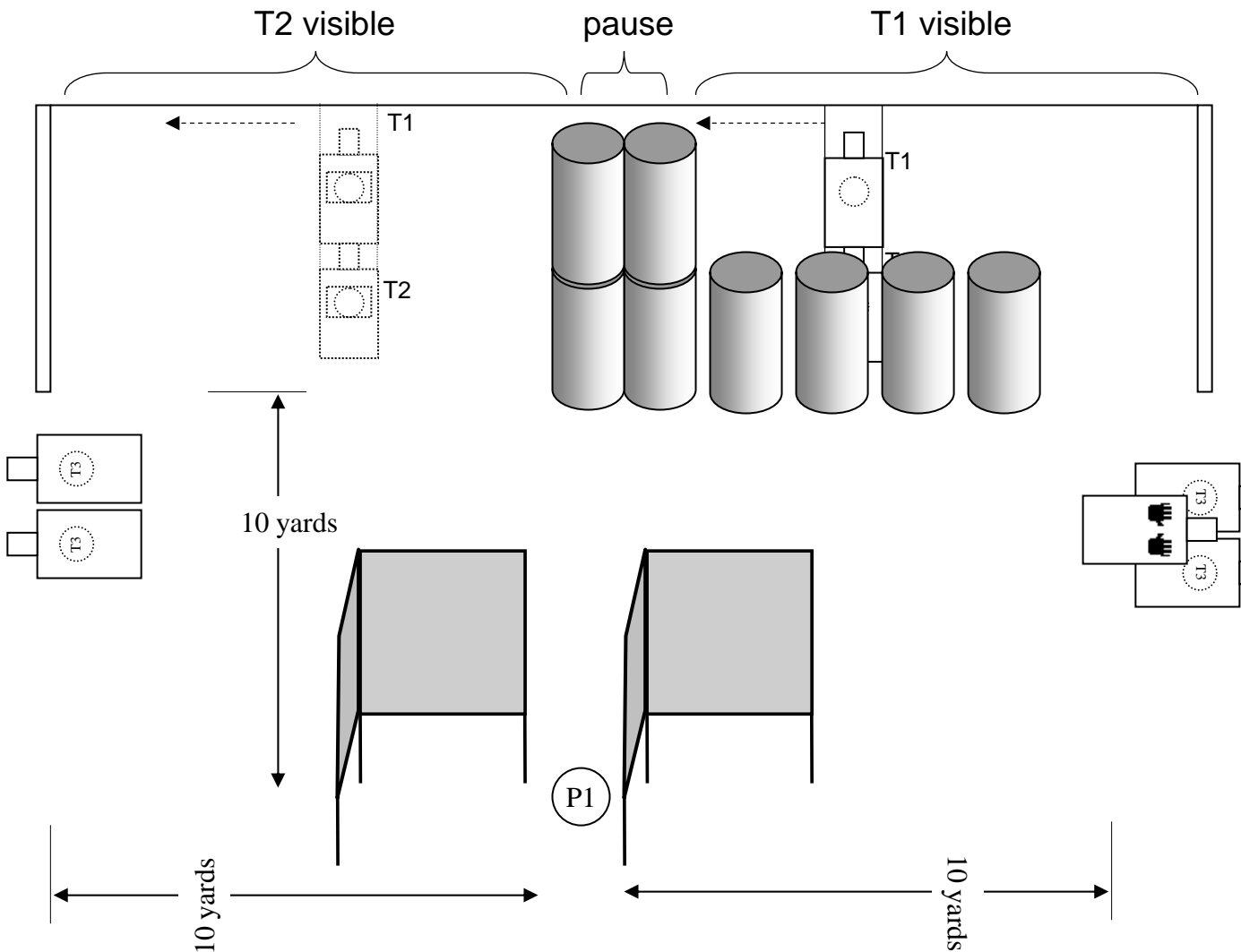
Stage 3

Stage 3: Run and Hide



Bay 3

- Scenario: As you leave your shop, scumbags attack you from 3 sides.
- Start Position: Standing at P1.
- Stage Procedure: On the buzzer, engage T1-T6, in any order, while using all available cover.
- Concealment: Required
- Scoring: Vickers
- Scored Hits: 12 rounds. 2 each on T1-T6
- Targets: 6 IDPA
- Penalties: standard
- Start-Stop: Audible-last shot



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Stage 4

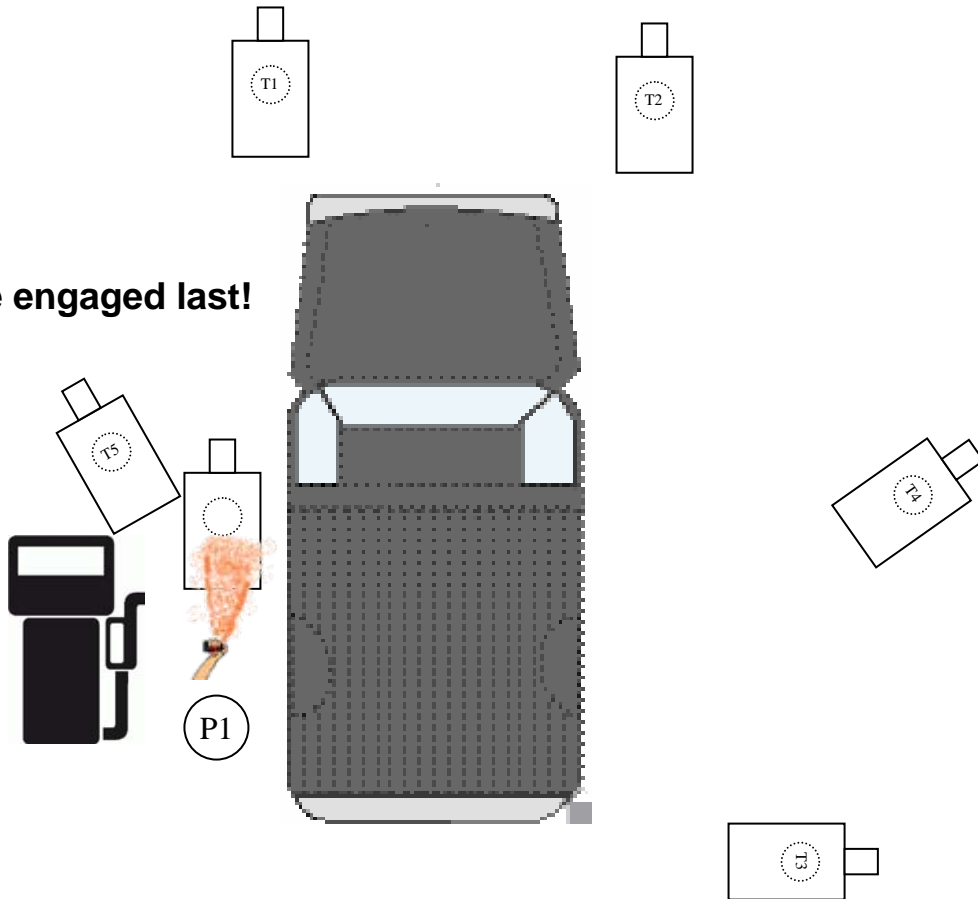
Stage 4: Rhett's Dilemma



Bay 4

- Scenario: While pumping gas in an undesirable neighborhood, you are accosted by a gang of undesirable neighbors.
- Start Position: Standing at P1 with inert pepper spray in your hand by your side.
- Stage Procedure: On the buzzer, spray the target in front of you with a ½ second burst of inert pepper spray, then draw and engage T1-T4 in any order. Finally, engage T5 **LAST**.
- Concealment: Required
- Scoring: Vickers
- Scored Hits: 15 rounds. 3 each on T1–T5
- Targets: 5 IDPA
- Penalties: standard,
- Start-Stop: Audible-last shot

T5 must be engaged last!



Stage 5

Stage 5: Popping Up Everywhere



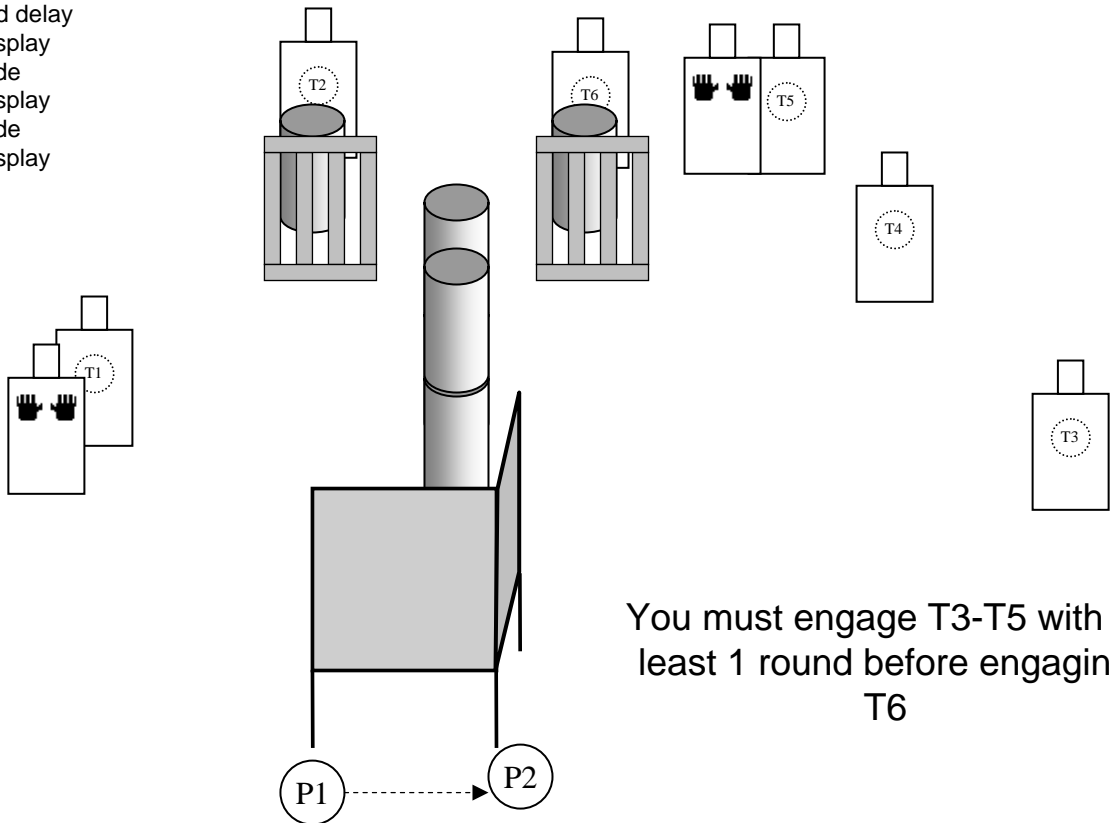
Bay 5

Scenario: The poop hits the fan when you enter a dark parking lot.
Start Position: Standing at P1 with both hands relaxed by your side.
Stage Procedure: On the buzzer, draw your pistol and engage T1-T2. Move to P2 and engage T3-T6 slicing the pie.
Concealment: Required.
Scoring: Vickers
Scored Hits: 18 rounds. Three each on T1-T6
Targets: 6 IDPA
Penalties: standard
Start-Stop: Audible-last shot

PLC Configuration

- 1) 2 second delay
- 2) 4 sec display
- 3) 8 sec hide
- 4) 3 sec display
- 5) 3 sec hide
- 6) 6 sec display

10 yards



You must engage T3-T5 with at least 1 round before engaging T6

COURSE DESIGNER: C. English

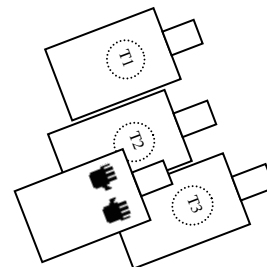
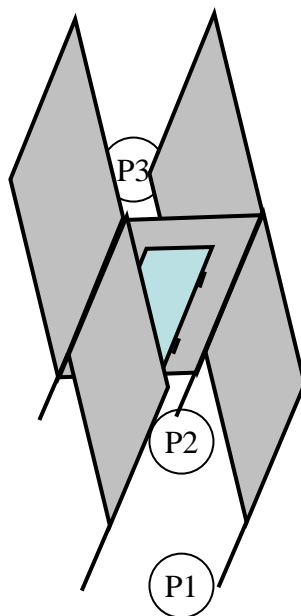
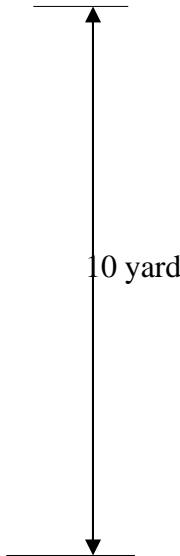
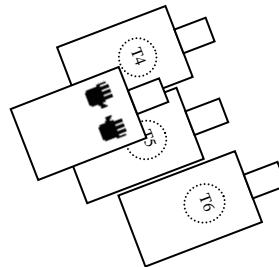
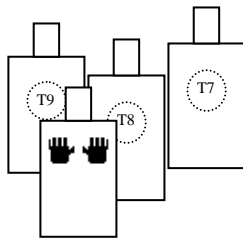
Stage 6

Stage 6: 3X3



Bay 6

- Scenario: Three squads of bad guys have descended on your humble abode.
- Start Position: Standing at P1 with hands relaxed by side.
- Stage Procedure: On the buzzer, draw and engage T1-T3 in tactical sequence. Move to P2, open the door and engage T4-T6 in tactical sequence. Move to P3 and engage T7-T9 in tactical sequence.
- Concealment: Required.
- Scoring: Vickers
- Scored Hits: 18 rounds. Two each on T1-T9.
- Targets: 9 IDPA
- Penalties: standard
- Start-Stop: Audible-last shot



COURSE DESIGNER: C. English

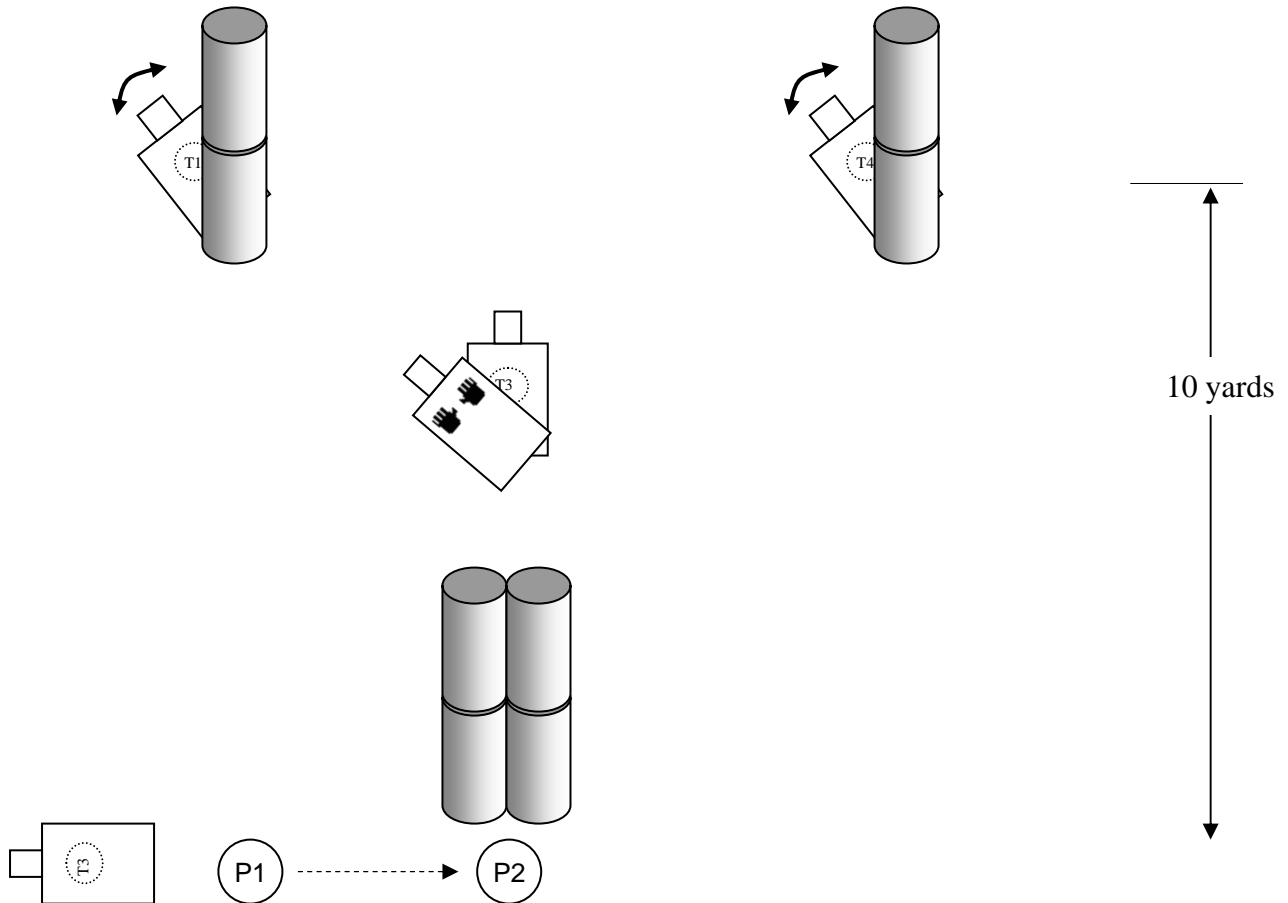
Stage 7

Stage 7: Backing Out



Bay 7

- Scenario: You find yourself on a street filled with gang members and must defend yourself.
- Start Position: Standing at P1 with your hands by side.
- Stage Procedure: On the buzzer, engage T1 while retreating to P2. From P2, engage T2-T4 as they become visible.
- Concealment: Required
- Scoring: Vickers
- Scored Hits: 12 rounds. **3 each on T1-T4**
- Targets: 4 IDPA
- Penalties: standard
- Start-Stop: Audible-last shot



COURSE DESIGNER: C. English