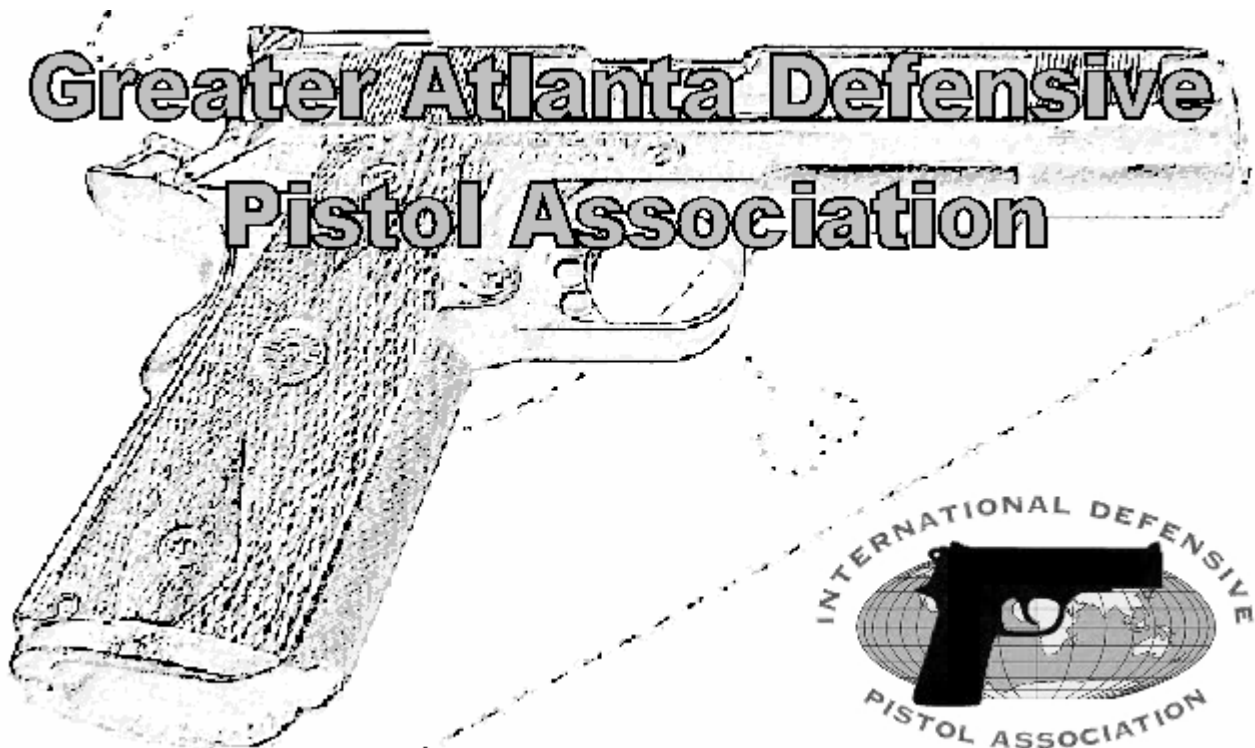


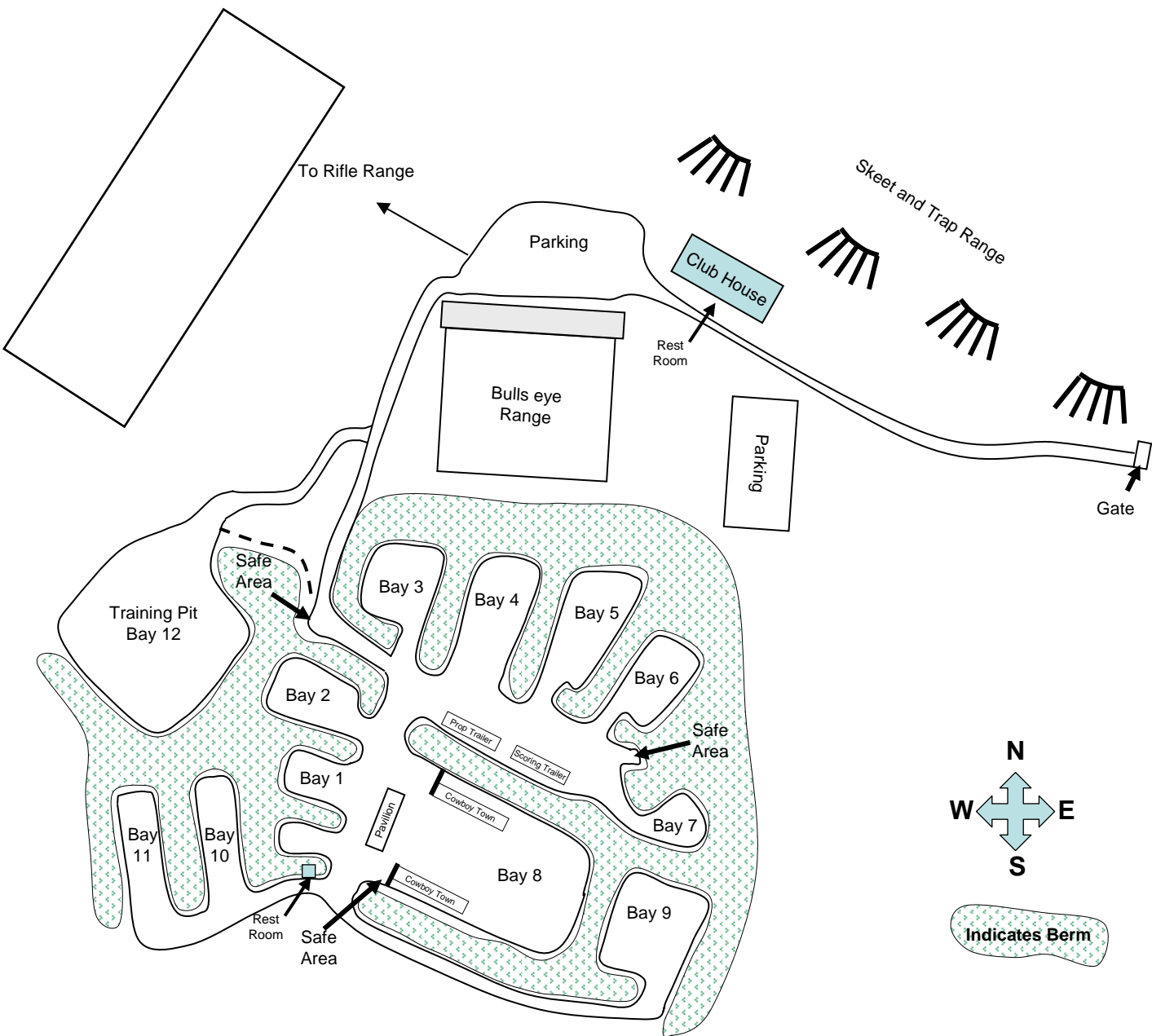


Greater Atlanta Defensive Pistol Association





South River Gun Club Range Map



Stage 1

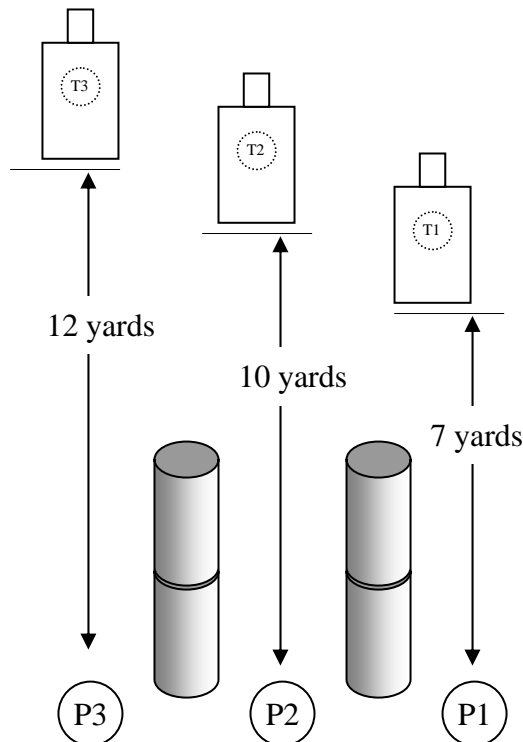
Stage 1: The Three Bill Drill



Bay 1

Scenario: Standards.
Start Position: Facing up range with hands by your side
Stage Procedure: On the buzzer, turn and engage T1 with six rounds
perform a tactical reload or reload with retention
move to P2, engage T2 with 6 rounds
perform a tactical reload or reload with retention
move to P3 engage T3 with 6 rounds

Concealment: Not Required.
Scoring: **Limited Vickers**
Scored Hits: 18 rounds. 6 each on T1–T4.
Targets: 3 IDPA
Penalties: standard
Start-Stop: Audible-last shot



You do not have to shoot from cover, but you must move after engaging each target.

COURSE DESIGNER: C. English

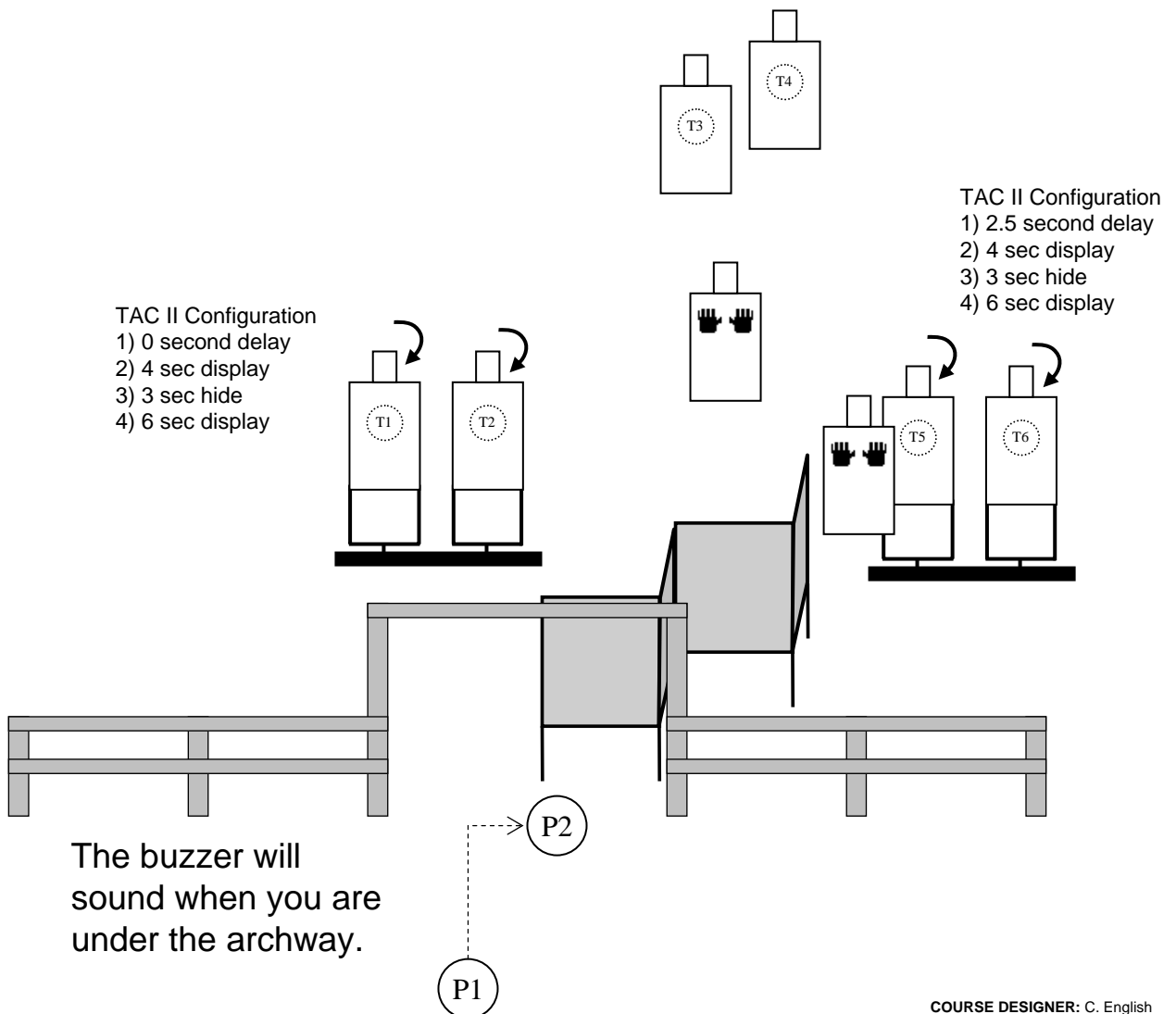
Stage 2

Stage 2: Step To Cover



Bay 2

- Scenario: You are walking down the street one day when you encounter a bank robbery escape.
- Start Position: Walking toward P1
- Stage Procedure: On the buzzer, take one step to cover and engage T1 – T2 when they appear.
Engage T3 - T6 in any order while maintaining cover.
- Concealment: Required.
- Scoring: Vickers
- Scored Hits: 12 rounds, 2 rounds each on T1-T6.
- Targets: 6 IDPA
- Penalties: standard
- Start-Stop: Audible-last shot



The buzzer will sound when you are under the archway.

COURSE DESIGNER: C. English

Stage 3

Stage 3: On The Run



Bay 3

Scenario: The Bloods have targeted you for an initiation ceremony and you must defend yourself.

Start Position: Standing at P1, facing P2.

Stage Procedure: On the buzzer, engage T1-T3 while moving to P2. If you run out of ammo you must find cover before reloading. At P2 all targets must be engaged from cover.

Concealment: Required

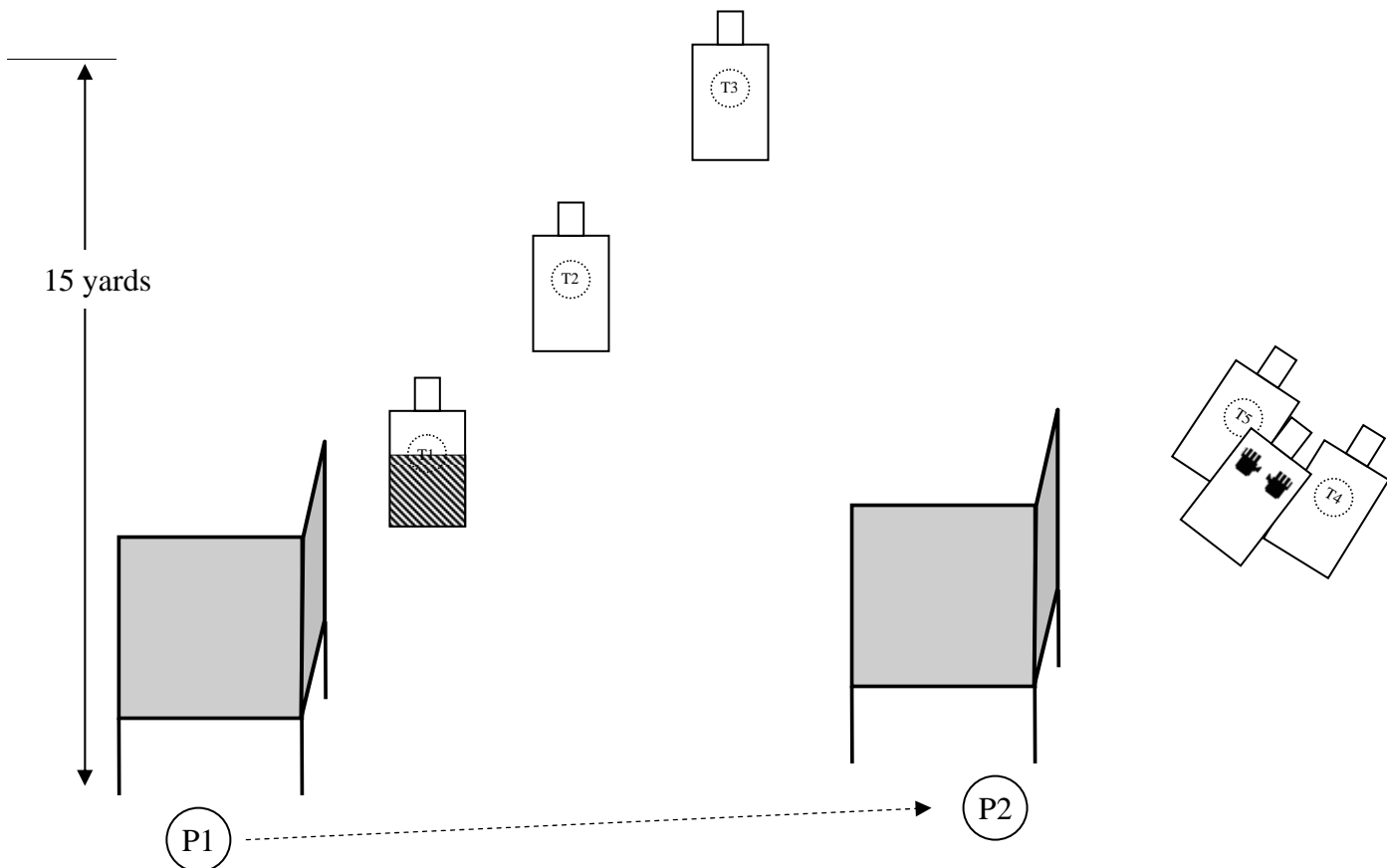
Scoring: Vickers

Scored Hits: 15 rounds. 3 each on T1-T5

Targets: 5 IDPA

Penalties: standard

Start-Stop: Audible-last shot



COURSE DESIGNER: C. English

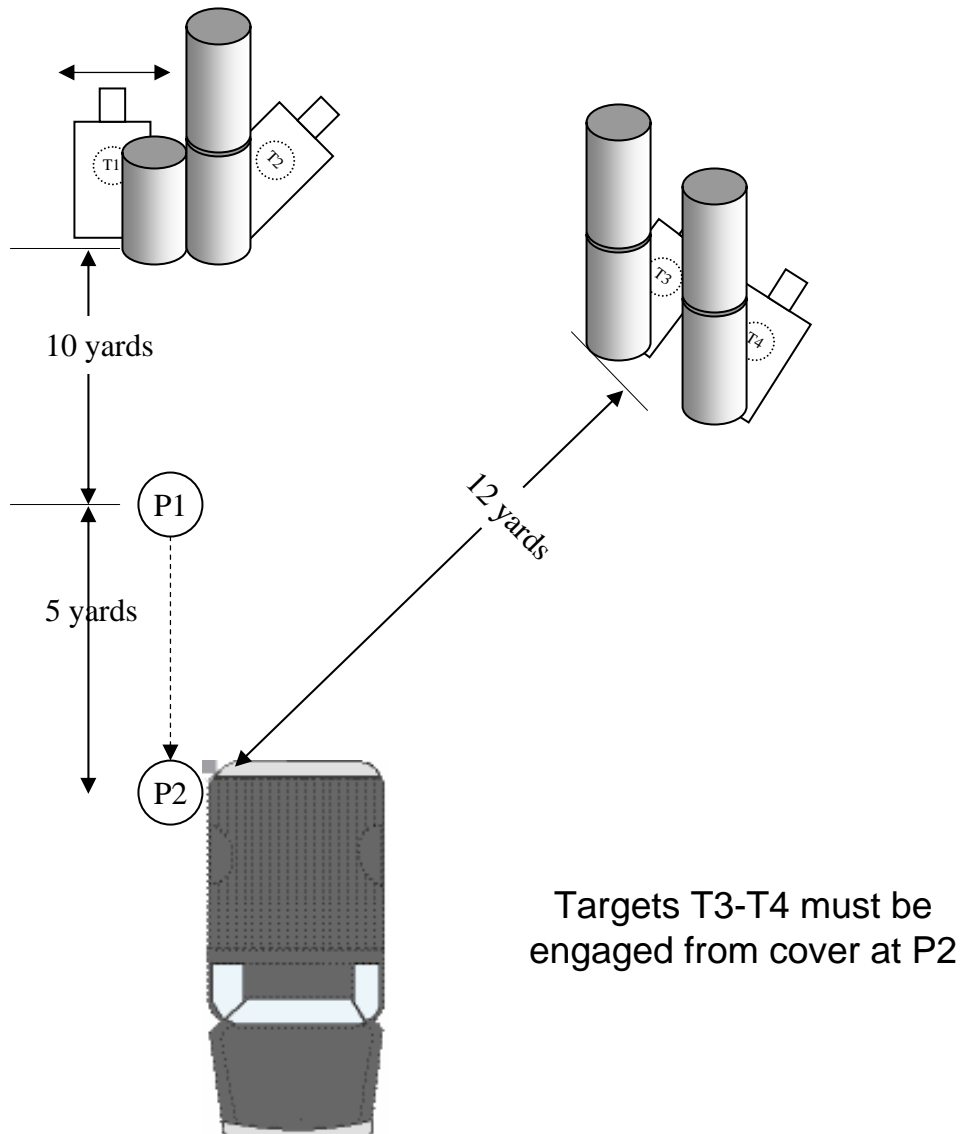
Stage 4

Stage 4: Gimme Your Wallet



Bay 4

- Scenario: As you leave your car for a Hawks game, you are attacked by hoodlums in the parking garage.
- Start Position: Standing at P1 with your hand by your side.
- Stage Procedure: On the buzzer, draw and engage T1-T2 while retreating to the cover of your truck. From P2 engage all remaining targets.
- Concealment: Required
- Scoring: Vickers
- Scored Hits: 12 rounds. 3 each on T1-T4
- Targets: 4 IDPA
- Penalties: standard,
- Start-Stop: Audible-last shot



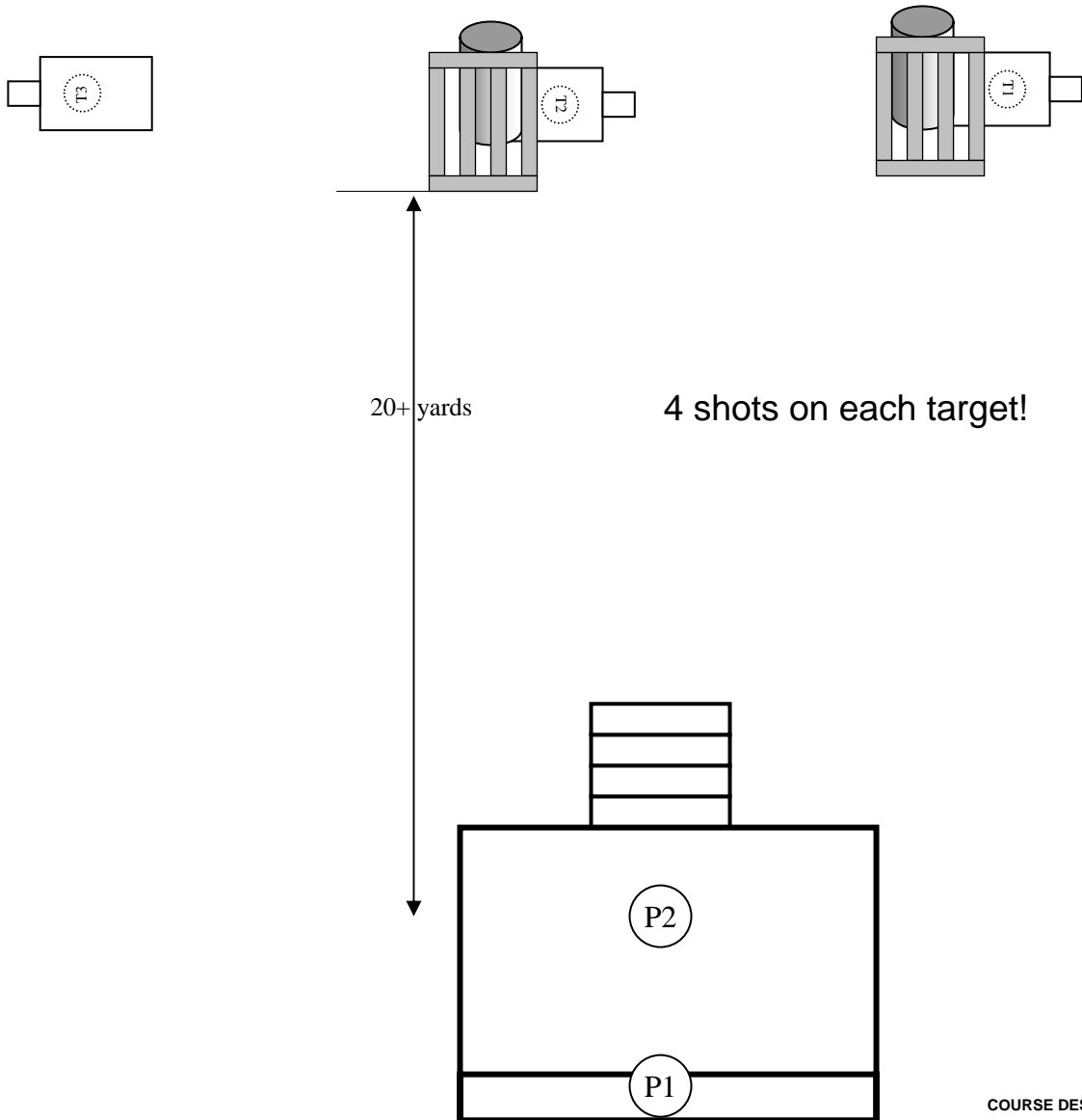
Stage 5

Stage 5: Backyard Bears



Bay 5

- Scenario: A family of rabid bears has killed your dog and now they want inside.
- Start Position: Seated on your back porch at P1 with both hands on your knees.
- Stage Procedure: On the buzzer, draw your pistol and drop to the prone position. Engage all targets in any order.
- Concealment: Not Required.
- Scoring: Vickers
- Scored Hits: 12 rounds. 4 each on T1-T3
- Targets: 3 IDPA
- Penalties: standard
- Start-Stop: Audible-last shot



COURSE DESIGNER: C. English

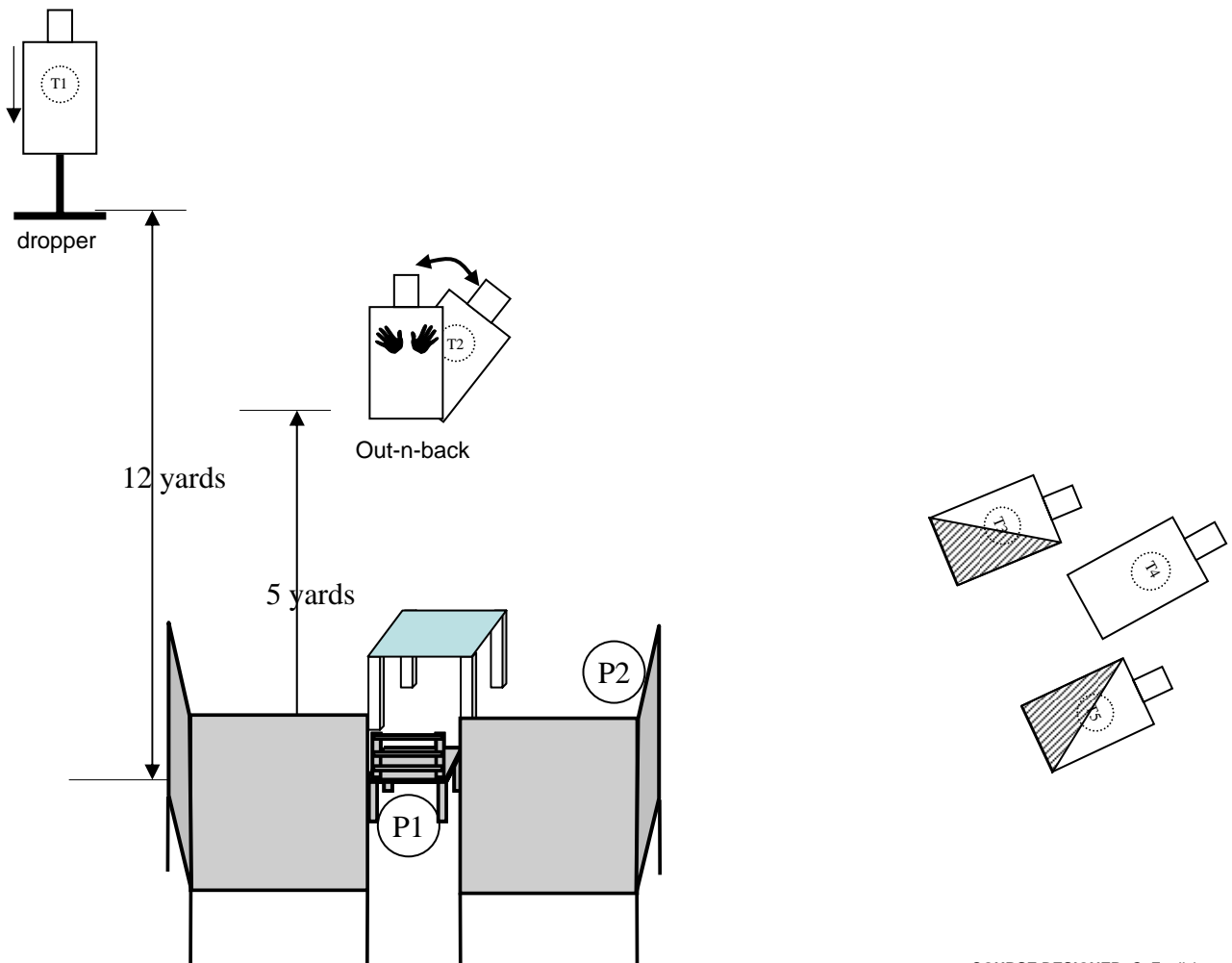
Stage 6

Stage 6: Dine and Dash



Bay 6

- Scenario:** After the waiter delivers your check, 5 armed mobsters decide to rob the restaurant.
- Start Position:** Seated at P1 with hands on the table.
- Stage Procedure:** On the buzzer, draw and engage T1 until it drops. Next engage T2 (the out-n-back). Finally, get up from the table and engage T3-T5
- Concealment:** Required.
- Scoring:** Vickers
- Scored Hits:** 13 rounds. Steel must drop, 3 each on T2-T5.
- Targets:** 1 steel, 4 IDPA
- Penalties:** standard
- Start-Stop:** Audible-last shot



COURSE DESIGNER: C. English

Stage 7

Stage 7: Pipe Yard



Bay 7

Scenario: While at the local pipe yard picking up a load, you are attacked by dope heads who want to steal your truck.

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

Stage Procedure: On the buzzer, engage T1-T2 while advancing to low cover at P2. From P2, engage all remaining targets.

Concealment: Required

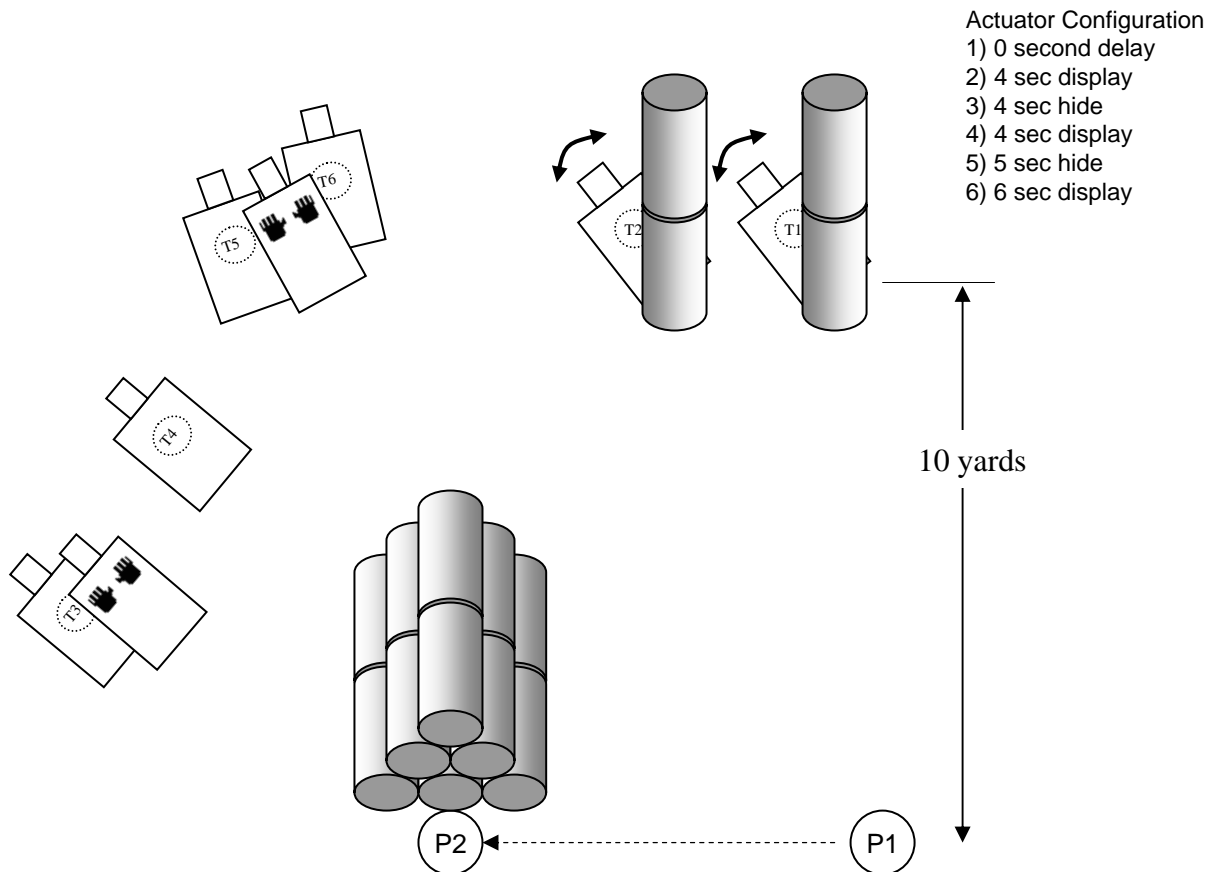
Scoring: Vickers

Scored Hits: 18 rounds. 3 each on T1–T6

Targets: 6 IDPA

Penalties: standard

Start-Stop: Audible-last shot



Targets T3-T6 must be engaged from low cover at P2