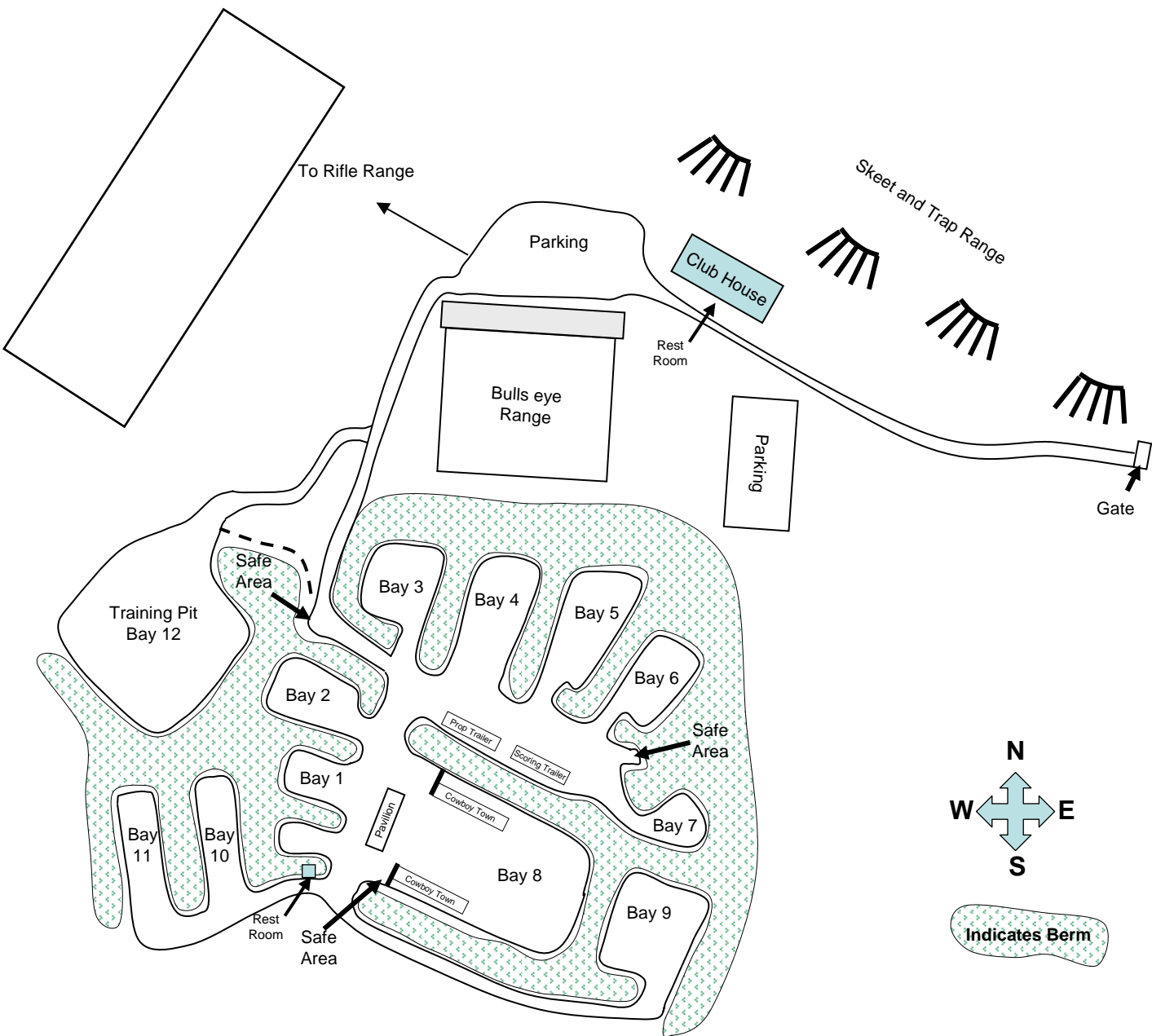




Greater Atlanta Defensive Pistol Association



South River Gun Club Range Map



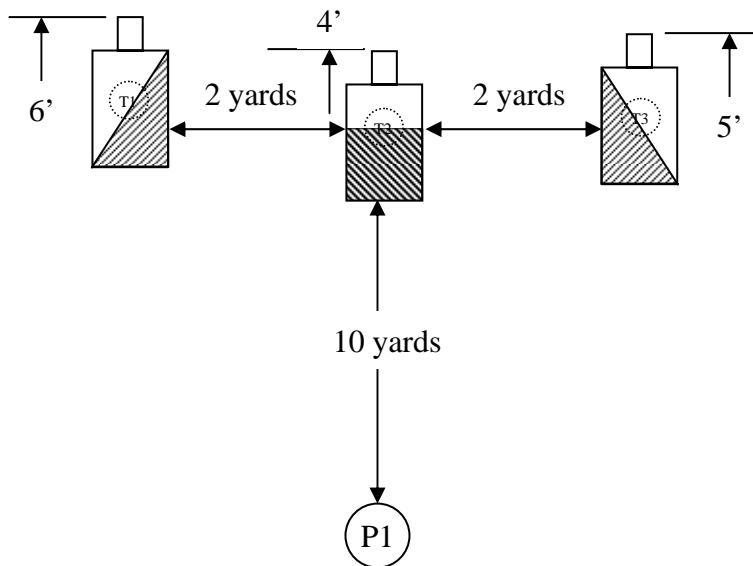
Stage 1

Stage 1: Half EI Pres



Bay 1

Scenario: Standards.
Start Position: Facing up-range, hands relaxed by side with 6 rounds in the gun
Stage Procedure: On the buzzer, turn and engage T1-T3 with two rounds each then perform a reload and engage them with 2 more rounds
Concealment: Not Required.
Scoring: **Limited 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 2

Stage 2: Living the dream!



Bay 2

Scenario: Last night, you dreamed that zombies attacked your humble abode. Today you get to live the dream.

Start Position: Standing at P1

Stage Procedure: On the buzzer, draw and engage T1-T2 from cover at P1. Engage T3-T4 while moving to P2. Engage all remaining targets in tactical sequence while using available cover.

Concealment: Required.

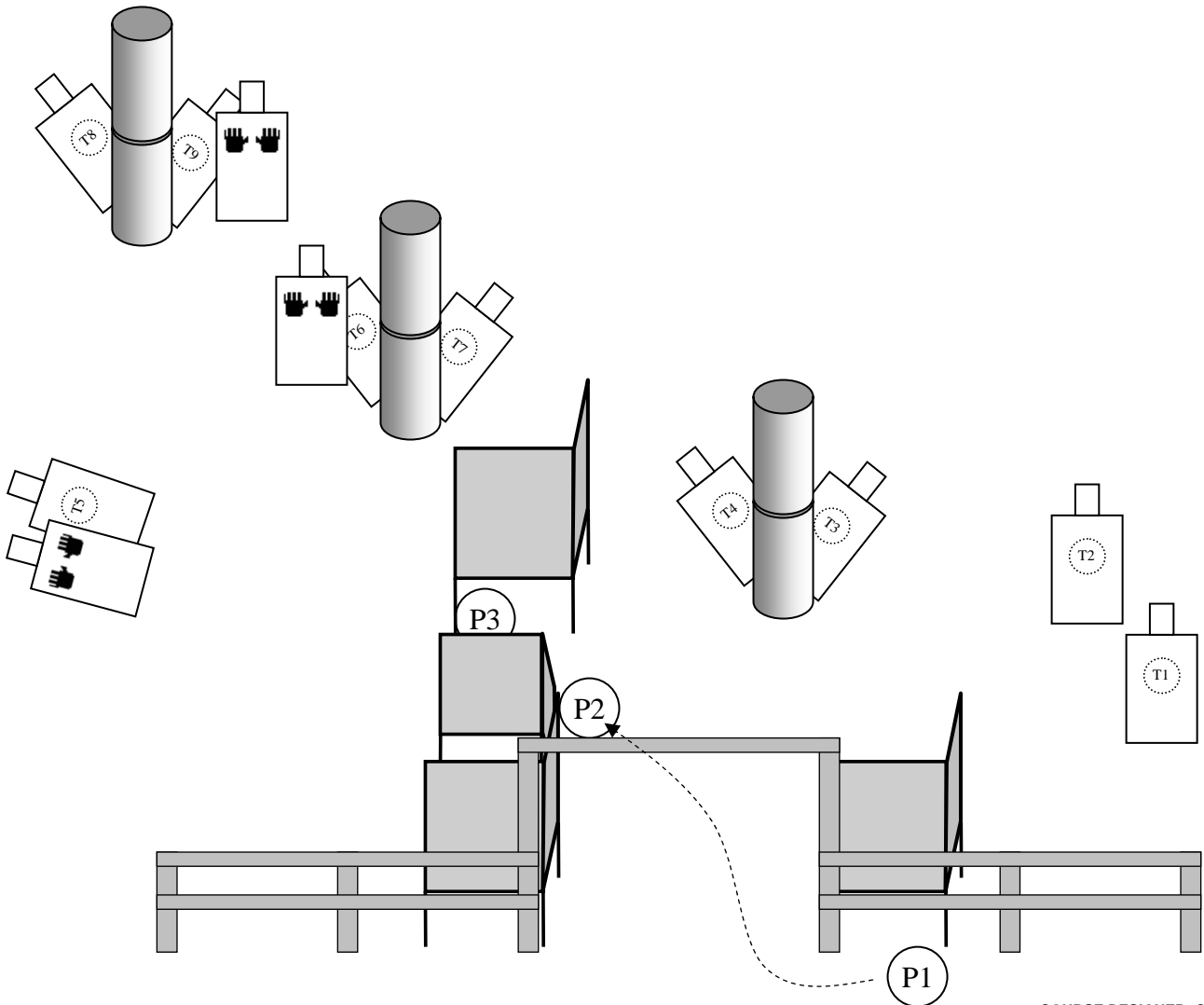
Scoring: Vickers

Scored Hits: 18 rounds, 2 rounds each on T1-T9.

Targets: 9 IDPA

Penalties: standard, not shooting T3-T4 while moving

Start-Stop: Audible-last shot



COURSE DESIGNER: C. English

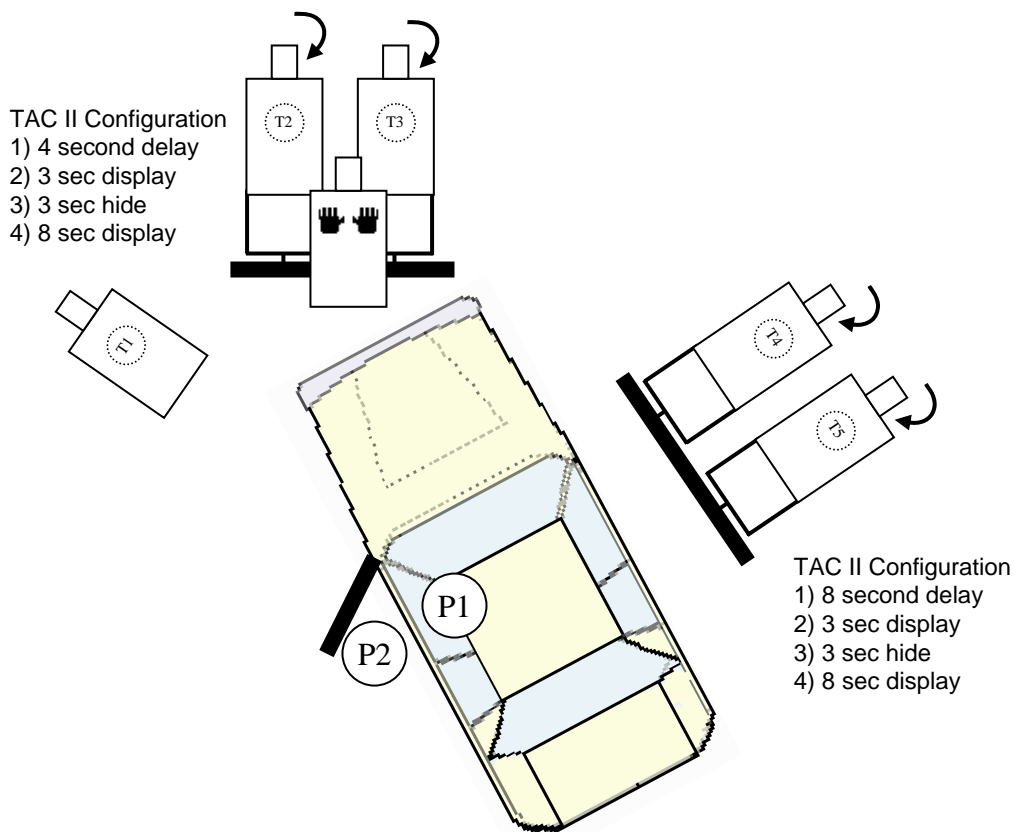
Stage 3

Stage 3: Closing In



Bay 3

- Scenario: After your car breaks down in the wrong part of town, you are forced to defend yourself.
- Start Position: Seated in the drivers seat with your gun holstered.
- Stage Procedure: On the buzzer, exit the car and go to low cover at P2
Draw and engage T1-T5 in any order.
- Concealment: Required
- Scoring: Vickers
- Scored Hits: 15 rounds. 3 each on T1-T4
- Targets: 5 IDPA
- Penalties: standard
- Start-Stop: Audible-last shot



COURSE DESIGNER: C. English

Stage 4

Stage 4: Watch Your Back



Bay 4

Scenario: While withdrawing cash from an ATM, you are greeted by armed thugs who want your card, cash and no witnesses.

Start Position: Standing at P1 with your strong hand on the wall.

Stage Procedure: On the buzzer, draw and engage T1 as soon as it appears, then engage the rest of the targets, in any order, using cover.

Concealment: Required

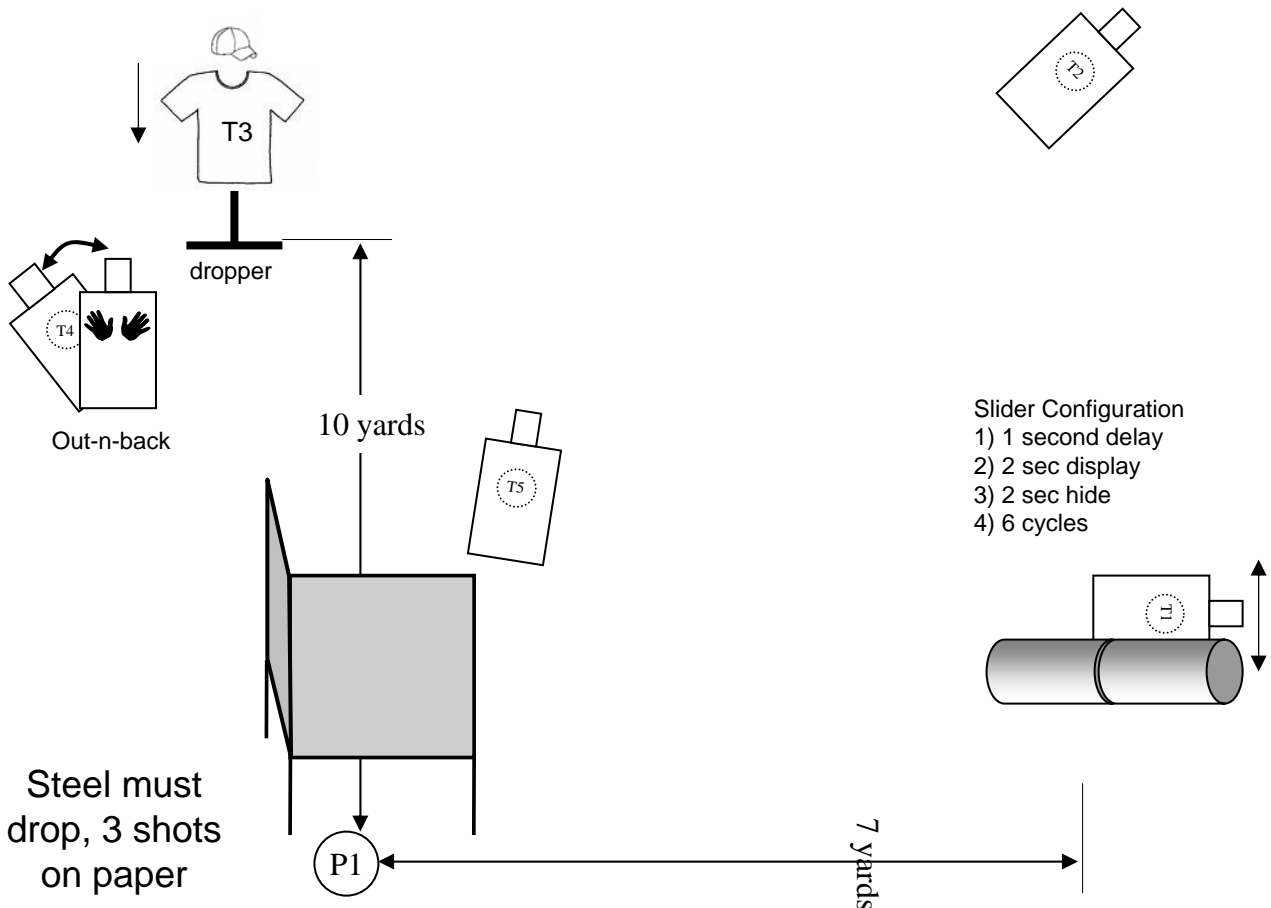
Scoring: Vickers

Scored Hits: 9 rounds. 2 each on paper, steel must drop.

Targets: 4 IDPA, 1 steel

Penalties: standard, not engaging T1 first.

Start-Stop: Audible-last shot



Stage 6

Stage 6: Back Into Trouble

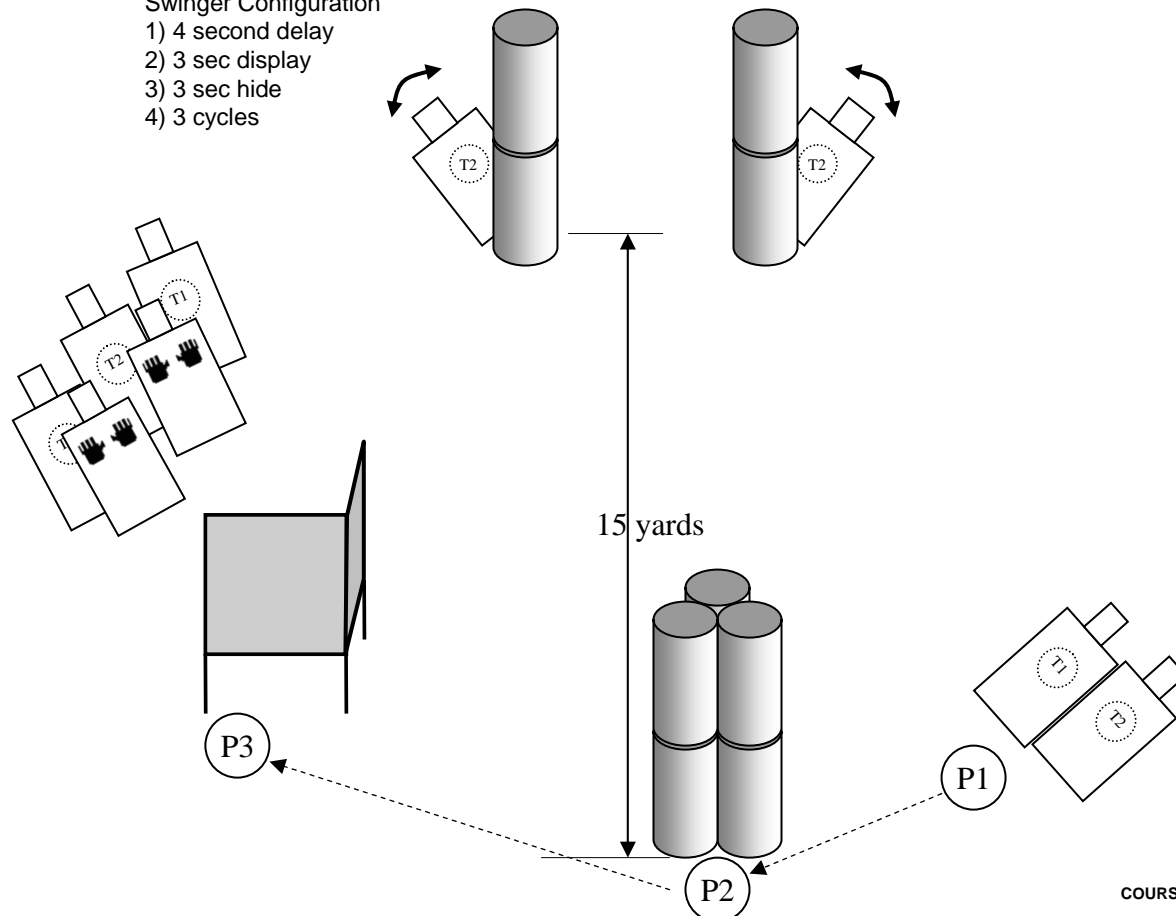


Bay 6

Scenario: While on safari in Africa, wild apes decide to gang rape you.
Start Position: Standing at P1 with hands by your side.
Stage Procedure: On the buzzer, draw and engage T1-T2 while retreating to P2. From P2 engage T3-T4 while maintaining cover. Finally, move to P3 and engage T5-T7 from either side of the barricade in tactical priority.
Concealment: Required.
Scoring: Vickers
Scored Hits: 14 rounds minimum. 2 shots on T1-T7.
Targets: 7 IDPA
Penalties: standard
Start-Stop: Audible-last shot

Swinger Configuration

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



COURSE DESIGNER: C. English

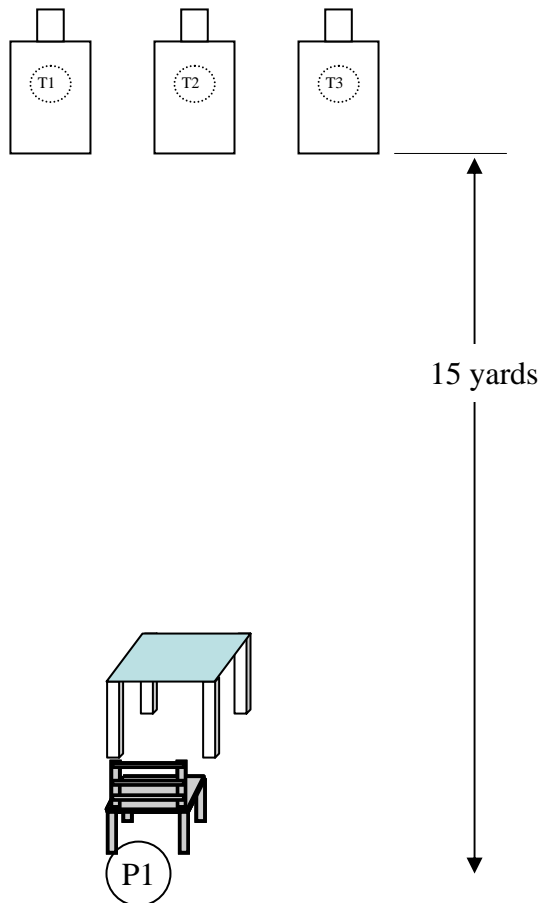
Stage 7

Stage 7: Yet Another Standard



Bay 7

Scenario: Standards
Start Position: Seated at P1 with 6 rounds in holstered gun.
Stage Procedure: On the buzzer, engage T1-T3 in tactical sequence (1-1-2-1-1).
Reload and engage T1-T1 with 1 head shot.
Concealment: **Required**
Scoring: **Limited Vickers**
Scored Hits: 9 rounds. 2 body and 1 head on each
Targets: 3 IDPA
Penalties: standard
Start-Stop: Audible-last shot



All targets must be engaged while seated. Body shots before heads.

COURSE DESIGNER: C. English