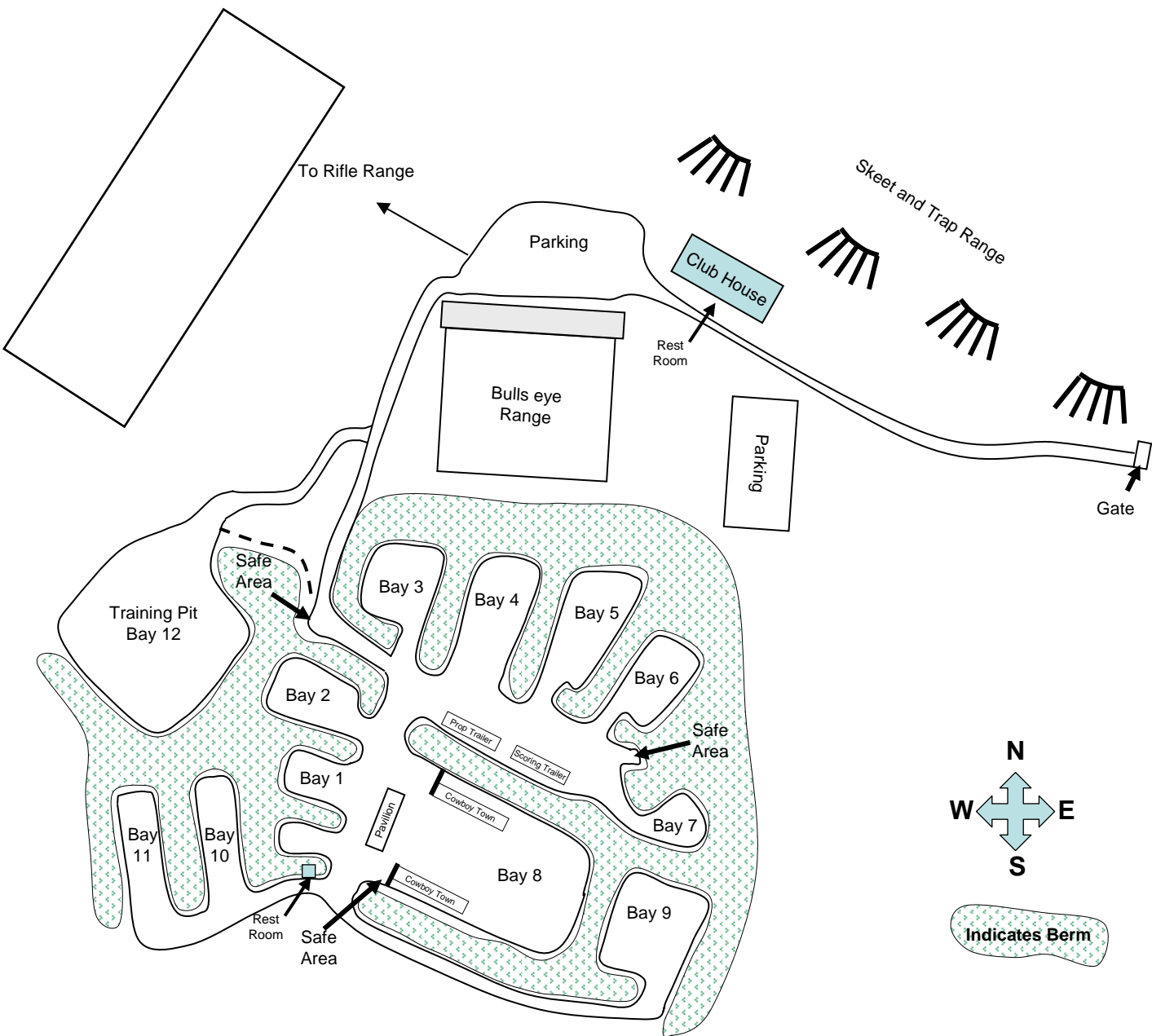




Greater Atlanta Defensive Pistol Association



South River Gun Club Range Map



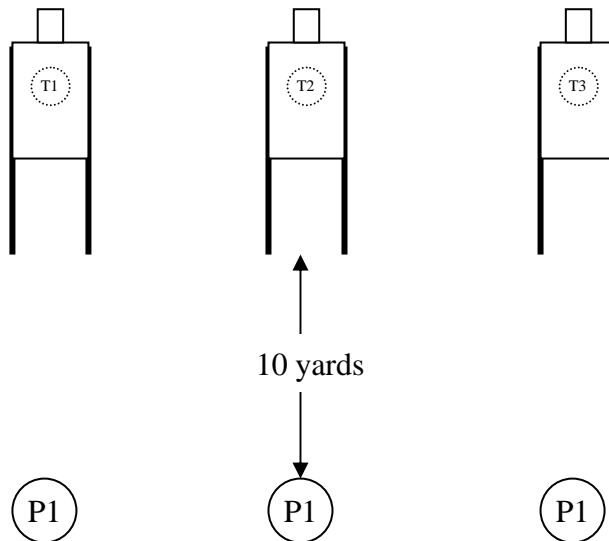
Stage 1

Stage 1: Standards 2007 AL State Championship



Bay 1

Scenario: Standards.
Start Position: Standing, facing down range
Stage Procedure: **String 1:** With hands relaxed by your side, on the buzzer, draw and engage T1 with 6 rounds freestyle
String 2: With strong hand on your holstered gun, on the buzzer, draw and engage T2 with 6 rounds freestyle
String 3: With gun at the low ready position, on the buzzer, engage T3 with 6 rounds freestyle
Concealment: Not Required.
Scoring: **Vickers**
Scored Hits: 18 rounds. 6 each on T1–T3.
Targets: 3 IDPA
Penalties: standard
Start-Stop: Audible-last shot



COURSE DESIGNER: Stan Smith

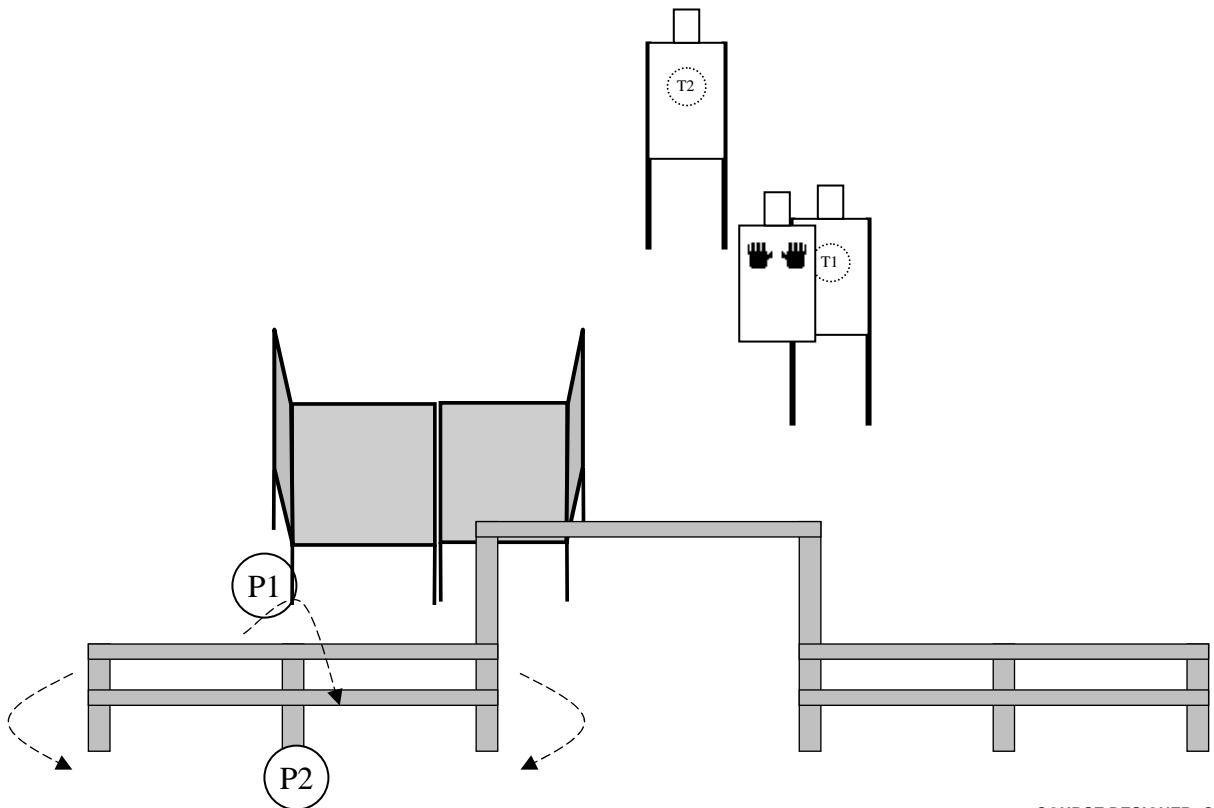
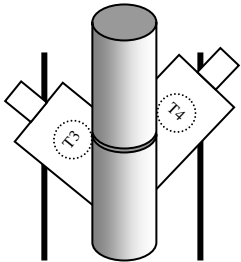
Stage 2

Stage 2: Seeking Cover



Bay 2

- Scenario:** Trouble is brewing and you realize that your position is vulnerable. Seek cover and engage.
- Start Position:** Standing at P1 facing up range with both hands on the fence
- Stage Procedure:** On the buzzer, go around or over the fence to a position of low cover. Engage T1-T2 from the right side of the fence, then engage T3-T4 from over the top of the fence.
- Concealment:** Required.
- Scoring:** Vickers
- Scored Hits:** 12 rounds, 3 rounds each on T1-T5.
- Targets:** 4 IDPA
- Penalties:** standard
- Start-Stop:** Audible-last shot



COURSE DESIGNER: C. English

Stage 3

Stage 3: Dead Battery

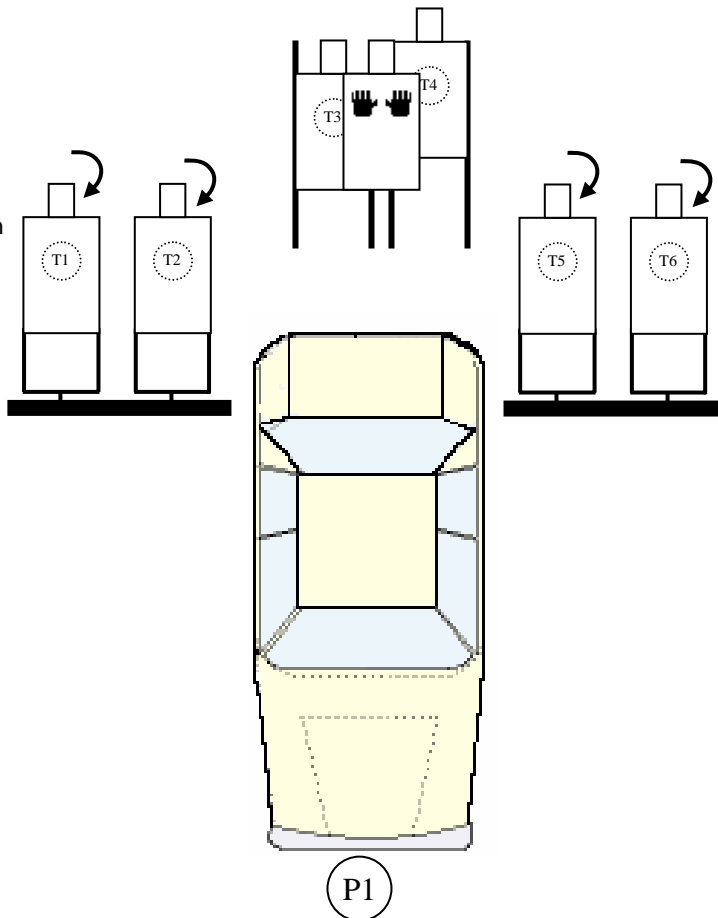


Bay 3

- Scenario: You are forced to defend yourself while trying to jump a dead battery
- Start Position: Standing in front of the car with both hands holding the jumper cables.
- Stage Procedure: On the buzzer, drop the jumper cables and engage T1-T6 in any order. Low cover is NOT required.
- Concealment: Required
- Scoring: Vickers
- Scored Hits: 12 rounds. 2 each on T1-T6
- Targets: 6 IDPA
- Penalties: standard
- Start-Stop: Audible-last shot

TAC II Configuration

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



TAC II Configuration

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

Stage 4

Stage 4: Hooter's Holdup



Bay 4

Scenario: As you enter your local Hooter's restaurant, thugs who have just robbed the place, decide to take you with them.

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

Stage Procedure: On the buzzer, draw and engage T1-T2 from cover. Move to P2 engaging T3 on the way (while moving). From P2 engage all remaining targets in tactical priority.

Concealment: Required

Scoring: Vickers

Scored Hits: 15 rounds. 3 each on paper, steel must drop.

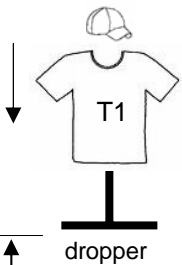
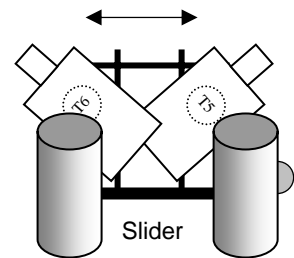
Targets: 5 IDPA, 1 steel

Penalties: standard, not engaging T1 first.

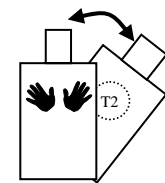
Start-Stop: Audible-last shot

Slider Configuration

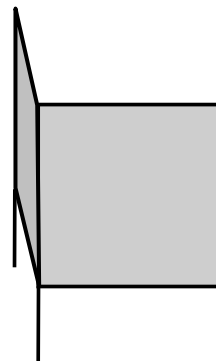
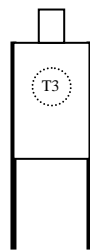
- 1) 5 second delay
- 2) 2 sec display
- 3) 2 sec hide
- 4) 6 cycles



10 yards



Out-n-back



Steel must drop, 3 shots on paper

If you run empty while in the open, seek the closest cover before initiating your reload.

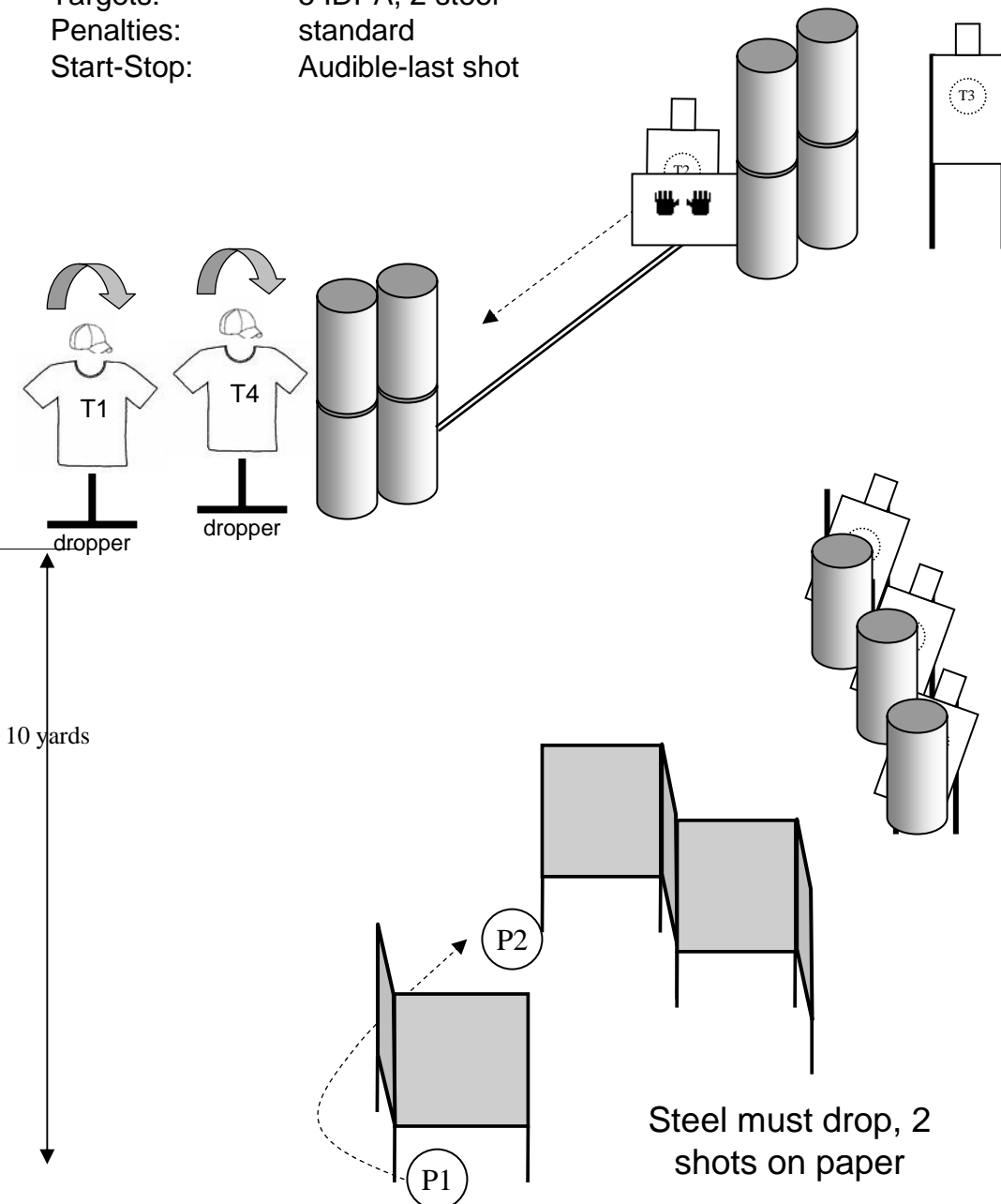
Stage 5

Stage 5: Dog Nappers



Bay 5

- Scenario:** When you arrive home from the movies, your house is being robbed and your prize poodle is being dog napped.
- Start Position:** Standing a P1 with your hands relaxed by your side.
- Stage Procedure:** On the buzzer, draw and engage T1-T2 then move to P2 and clean up the rest. Use all available cover.
- Concealment:** Required.
- Scoring:** Vickers
- Scored Hits:** 12 rounds. 2 each on paper, steel must fall
- Targets:** 5 IDPA, 2 steel
- Penalties:** standard
- Start-Stop:** Audible-last shot



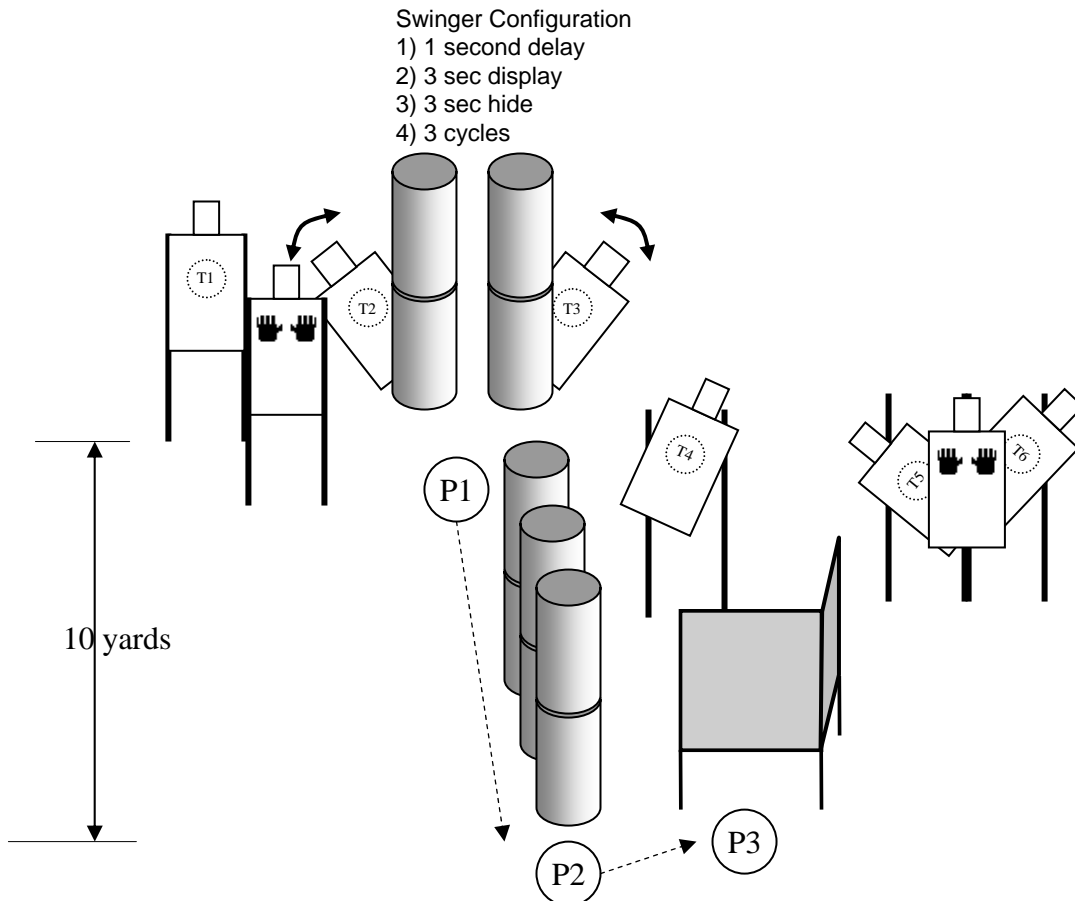
Stage 6

Stage 6: More Trouble



Bay 6

Scenario: The Usual Suspects, decide to rob you of your family jewels.
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/P3 engage T3-T6 while maintaining cover.
Concealment: Required.
Scoring: Vickers
Scored Hits: 18 rounds minimum. 3 shots on T1-T6.
Targets: 6 IDPA
Penalties: standard
Start-Stop: Audible-last shot



COURSE DESIGNER: C. English

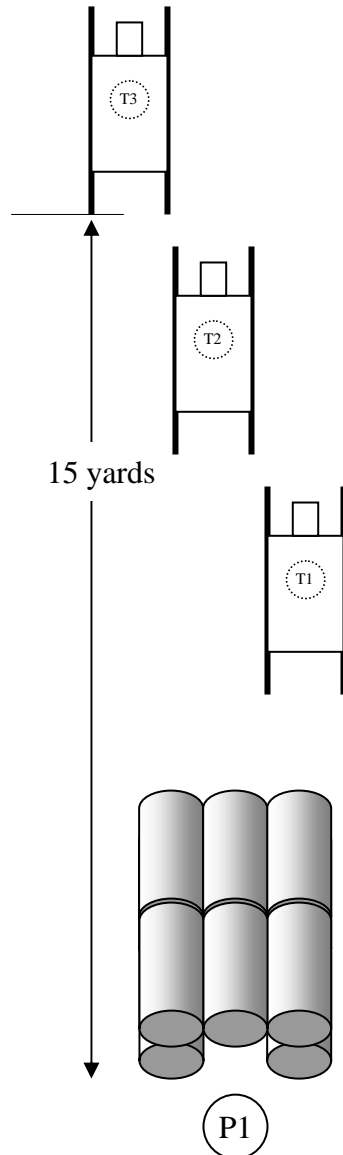
Stage 7

Stage 7: Low Places



Bay 7

- Scenario: While inspecting vandal damage at your place of business, you meet the villains.
- Start Position: Standing at P1 with hands at your side.
- Stage Procedure: On the buzzer, drop to prone and engage T1-T3 in tactical Priority.
- Concealment: Required
- Scoring: Vickers
- Scored Hits: 9 rounds.
- Targets: 3 IDPA
- Penalties: standard
- Start-Stop: Audible-last shot



COURSE DESIGNER: C. English