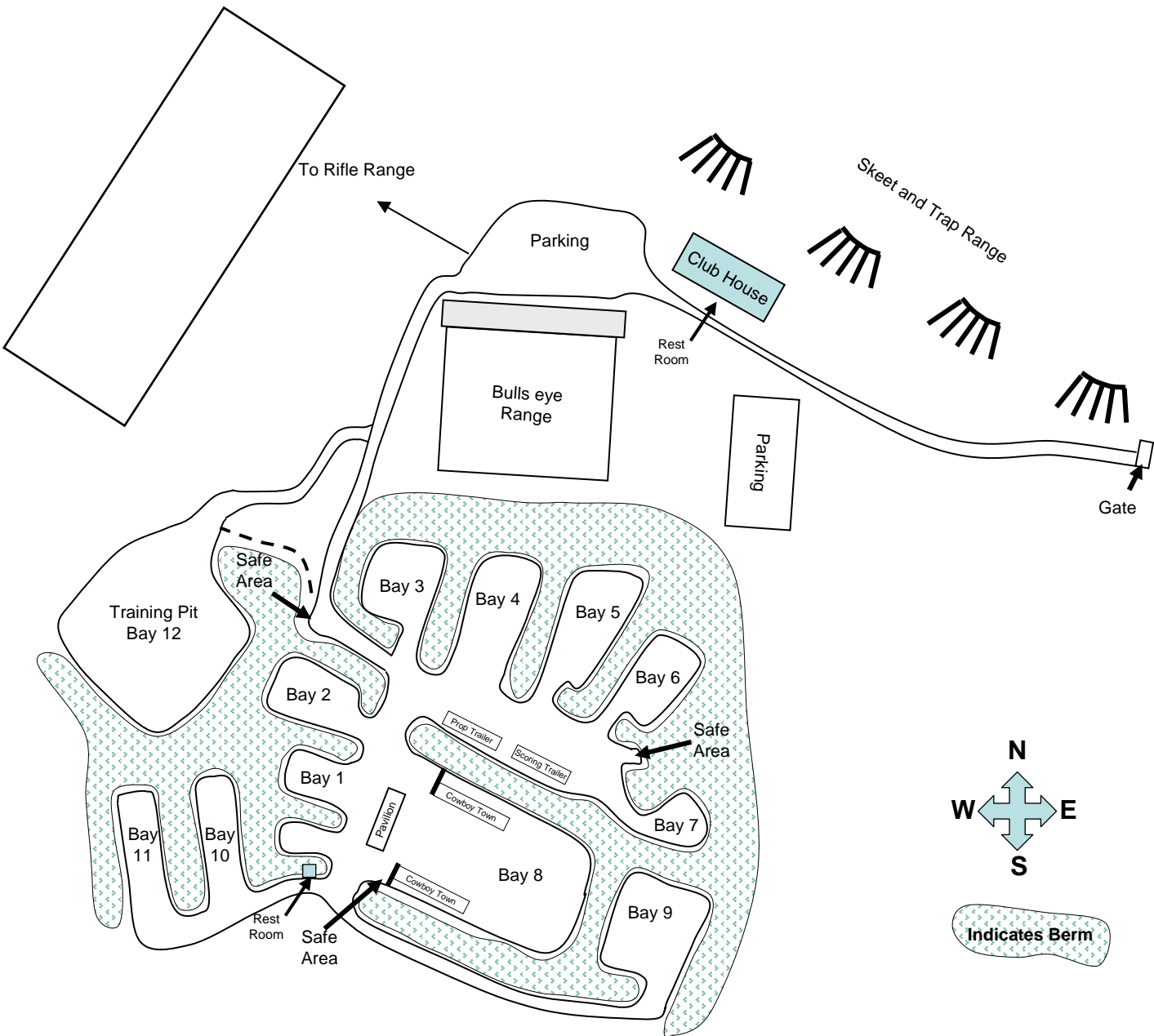




# Greater Atlanta Defensive Pistol Association



# South River Gun Club Range Map



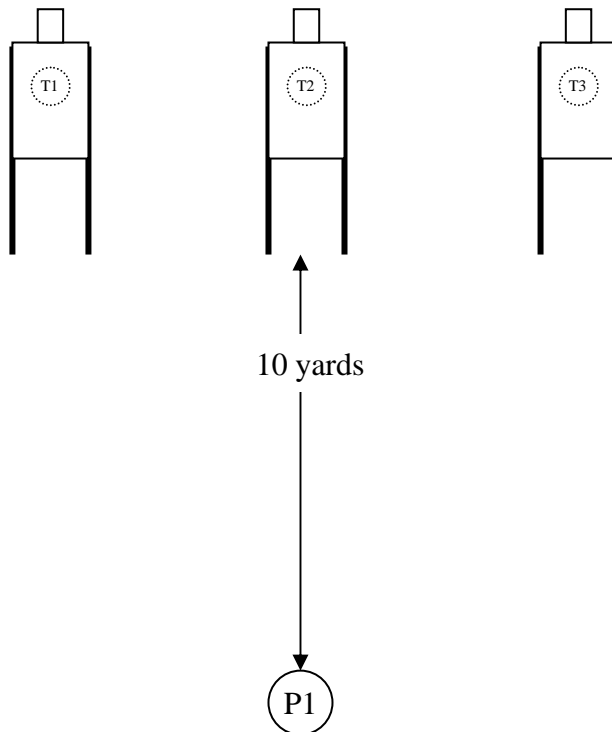
# Stage 1

Stage 1: Standards



## Bay 1

Scenario: Standards.  
Start Position: Standing, facing up range with 6 rounds in the gun.  
Stage Procedure: With hands relaxed by your side, on the buzzer, turn and engage T1-T2 with 2 rounds to the body and 1 to the head **freestyle**. Perform a slide-lock reload and engage T3 with 2 rounds to the body and 1 to the head, **strong hand only**.  
Concealment: Not Required.  
Scoring: **Vickers**  
Scored Hits: 12 rounds. 2 body and 1 head shot each on T1-T3.  
Targets: 3 IDPA  
Penalties: standard  
Start-Stop: Audible-last shot



COURSE DESIGNER: Stan Smith

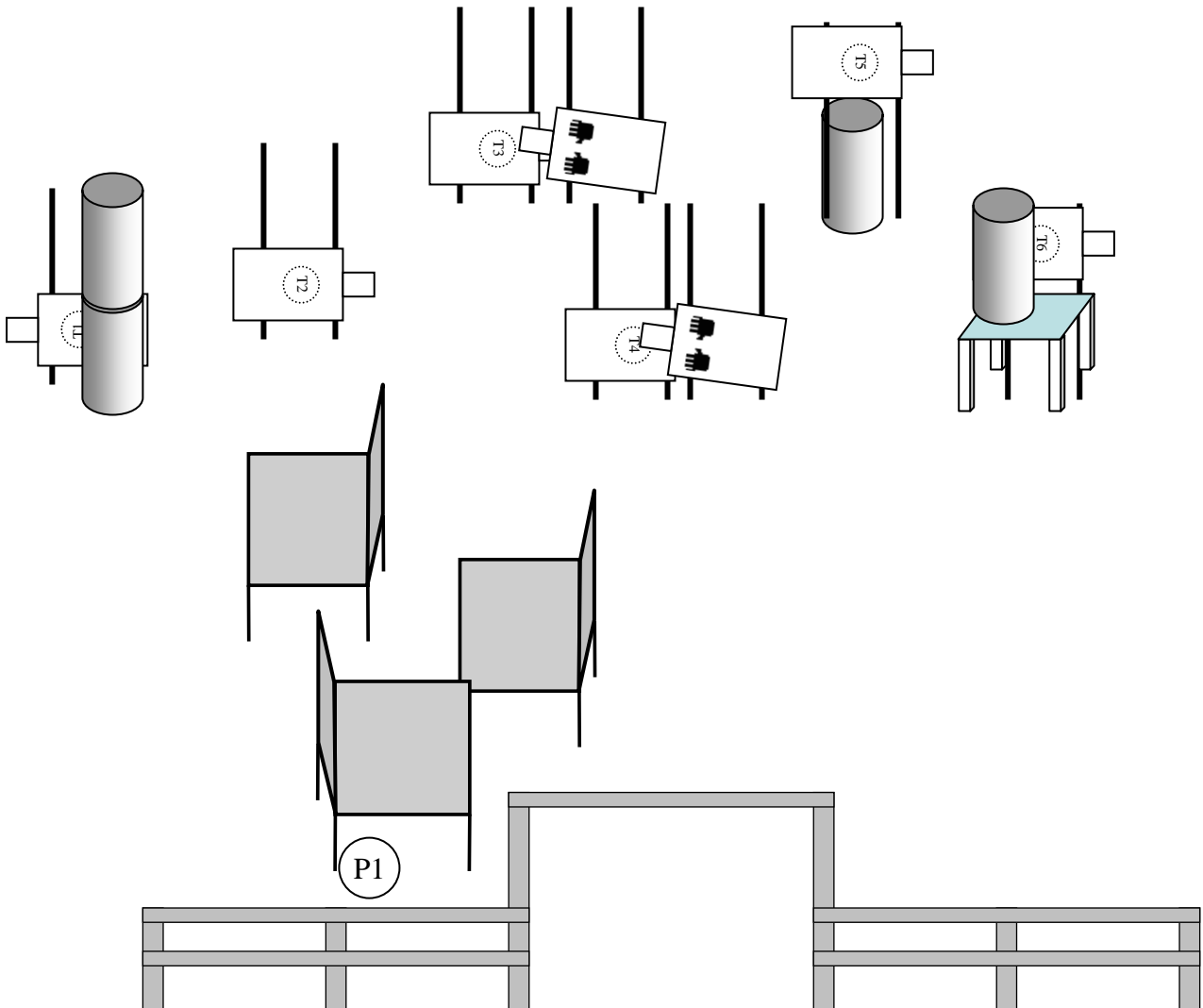
# Stage 2

Stage 2: Coyotes in the Hen House



## Bay 2

- Scenario: While visiting your grandfather's farm, coyotes get into his hen house.
- Start Position: Standing at P1 hands relaxed by your side
- Stage Procedure: On the buzzer, engage each coyote with 2 rounds in any order. Cover is not required, but you may not charge the coyotes for fear that they may attack you. Do not shoot grandpa's dogs.
- Concealment: Not Required.
- Scoring: Vickers
- Scored Hits: 12 rounds, 2 rounds each on T1-T6.
- Targets: 6 IDPA
- Penalties: standard
- Start-Stop: Audible-last shot



COURSE DESIGNER: C. English

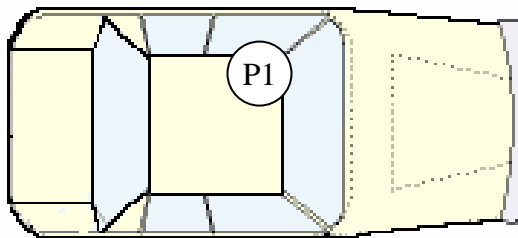
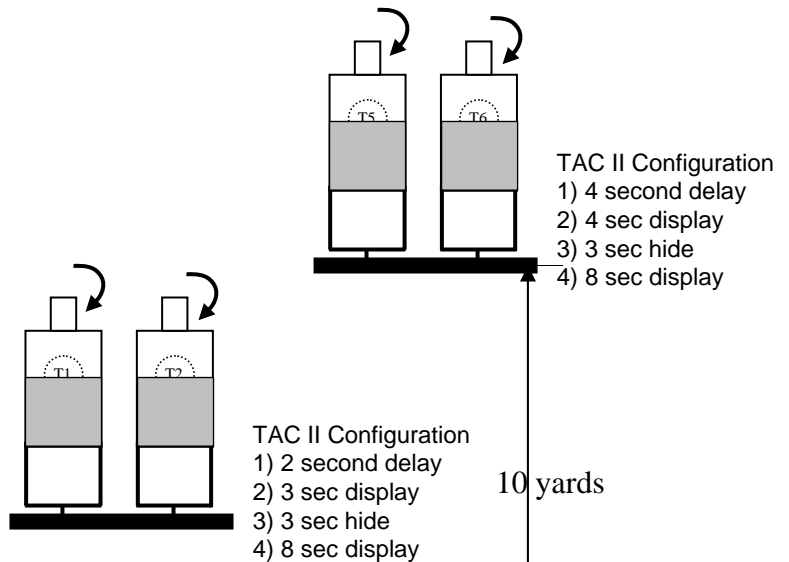
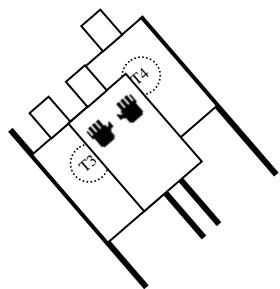
# Stage 3

## Stage 3: Poop Hits the Fan



### Bay 3

- Scenario:** Nails in the road have forced you into the ditch, when MS13 gang members decide you are their next victim.
- Start Position:** Seated behind the wheel with your gun on the passenger's seat.
- Stage Procedure:** On the buzzer, engage T1-T6 in any order. You may open the door, but you may not leave the car.
- Concealment:** Required
- Scoring:** Vickers
- Scored Hits:** 12 rounds. 2 each on T1-T6
- Targets:** 6 IDPA
- Penalties:** standard
- Start-Stop:** Audible-last shot



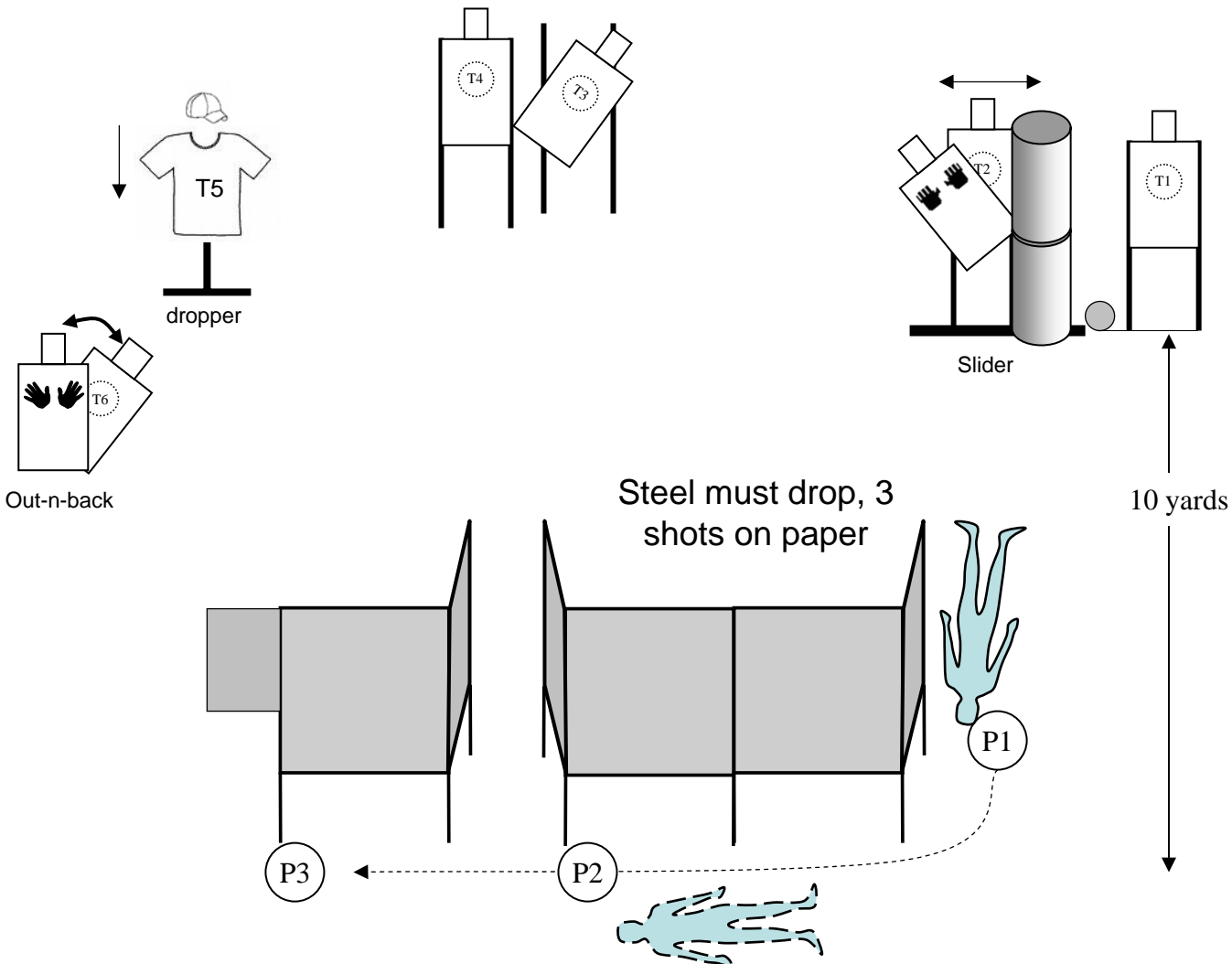
# Stage 4

Stage 4: What-a-Burger



## Bay 4

- Scenario:** As you enter your local fast food restaurant, thugs have shot a customer and plan to do the same to you.
- Start Position:** Standing at P1 with your hands by your side.
- Stage Procedure:** On the buzzer, draw and engage T1-T2 then drag the wounded customer to safety at P2. From P2 engage T3-T4 from cover. From P3 engage all remaining targets from low cover.
- Concealment:** Required
- Scoring:** Vickers
- Scored Hits:** 16 rounds. 3 each on paper, steel must drop.
- Targets:** 5 IDPA, 1 steel
- Penalties:** standard, not engaging T1-T2 while retreating.
- Start-Stop:** Audible-last shot



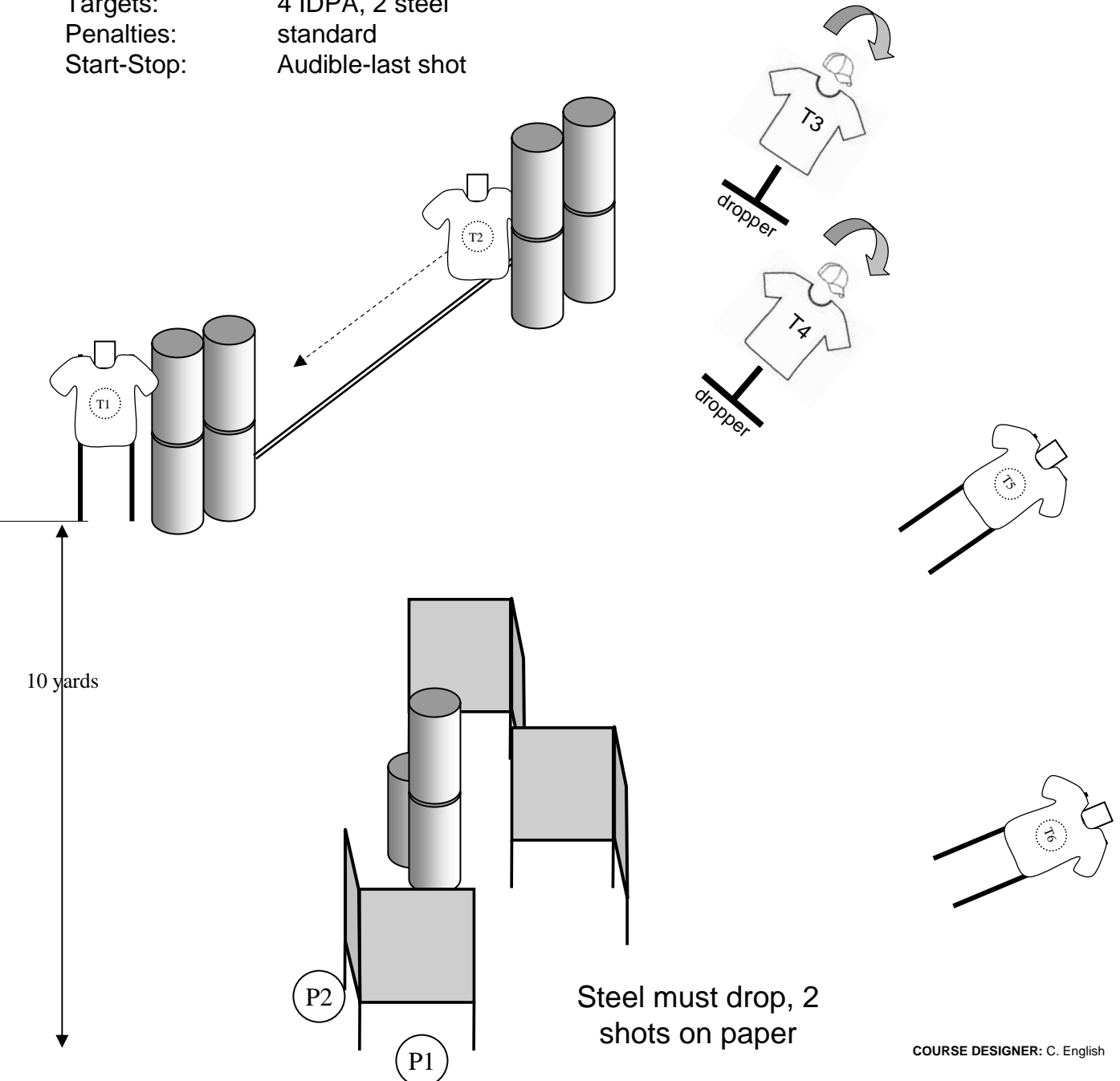
# Stage 5

Stage 5: Any Way You Like



## Bay 5

- Scenario: MS13 seeks revenge on you for taking out their home boys in bay 3.
- Start Position: Standing at P1 with your hands relaxed by your side.
- Stage Procedure: On the buzzer, draw and engage T1-T6 in any order. You must pass P2 to activate the mover. Use all available cover.
- Concealment: Required.
- Scoring: Vickers
- Scored Hits: 15 rounds. 3 each on paper, steel must fall
- Targets: 4 IDPA, 2 steel
- Penalties: standard
- Start-Stop: Audible-last shot



# Stage 6

Stage 6: Trouble is Coming

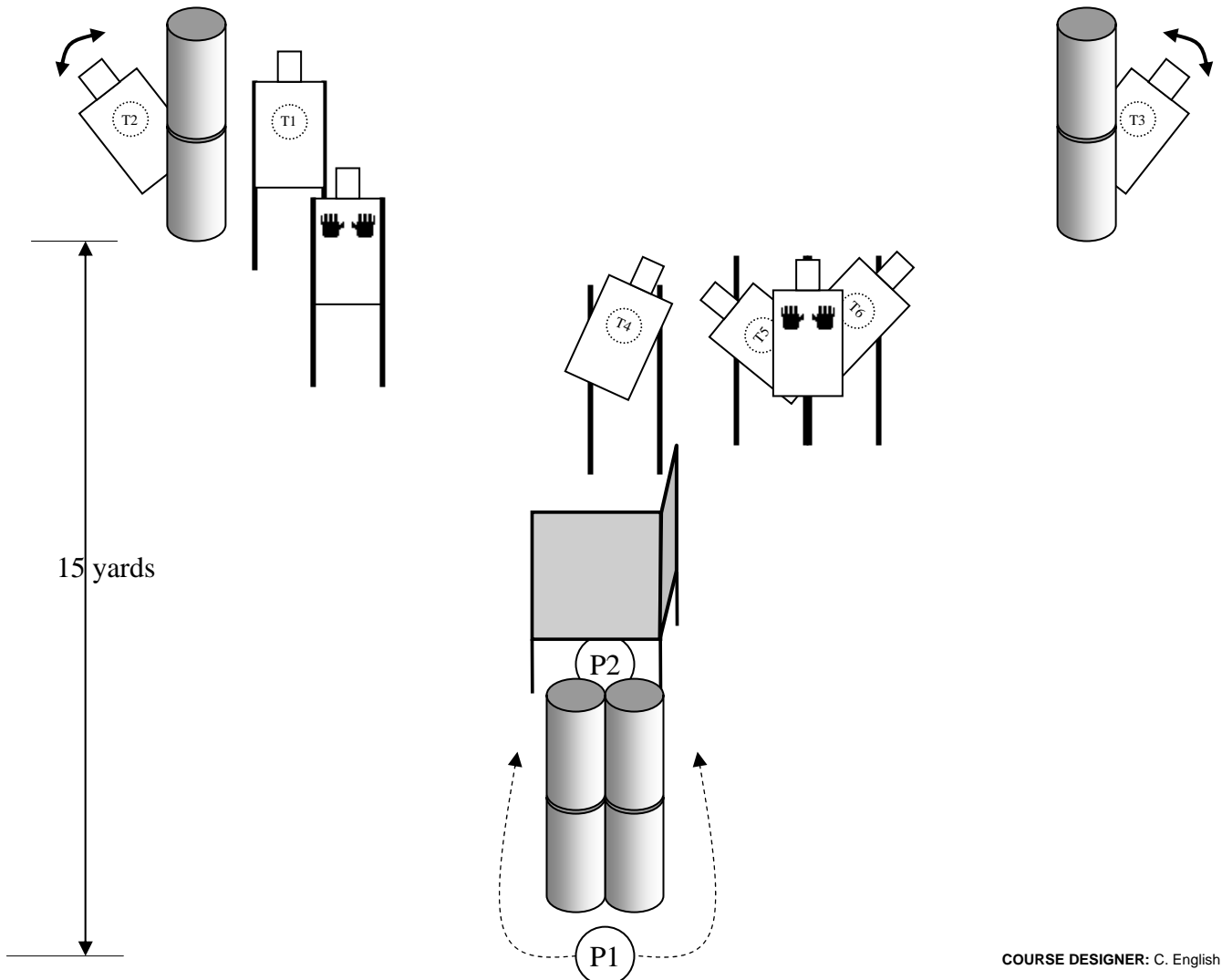


## Bay 6

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-T6 while maintaining cover.  
Concealment: Required.  
Scoring: Vickers  
Scored Hits: 12 rounds minimum. 2 shots on T1-T6.  
Targets: 6 IDPA  
Penalties: standard, no shooting on the move  
Start-Stop: Audible-last shot

Swinger Configuration

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



COURSE DESIGNER: C. English

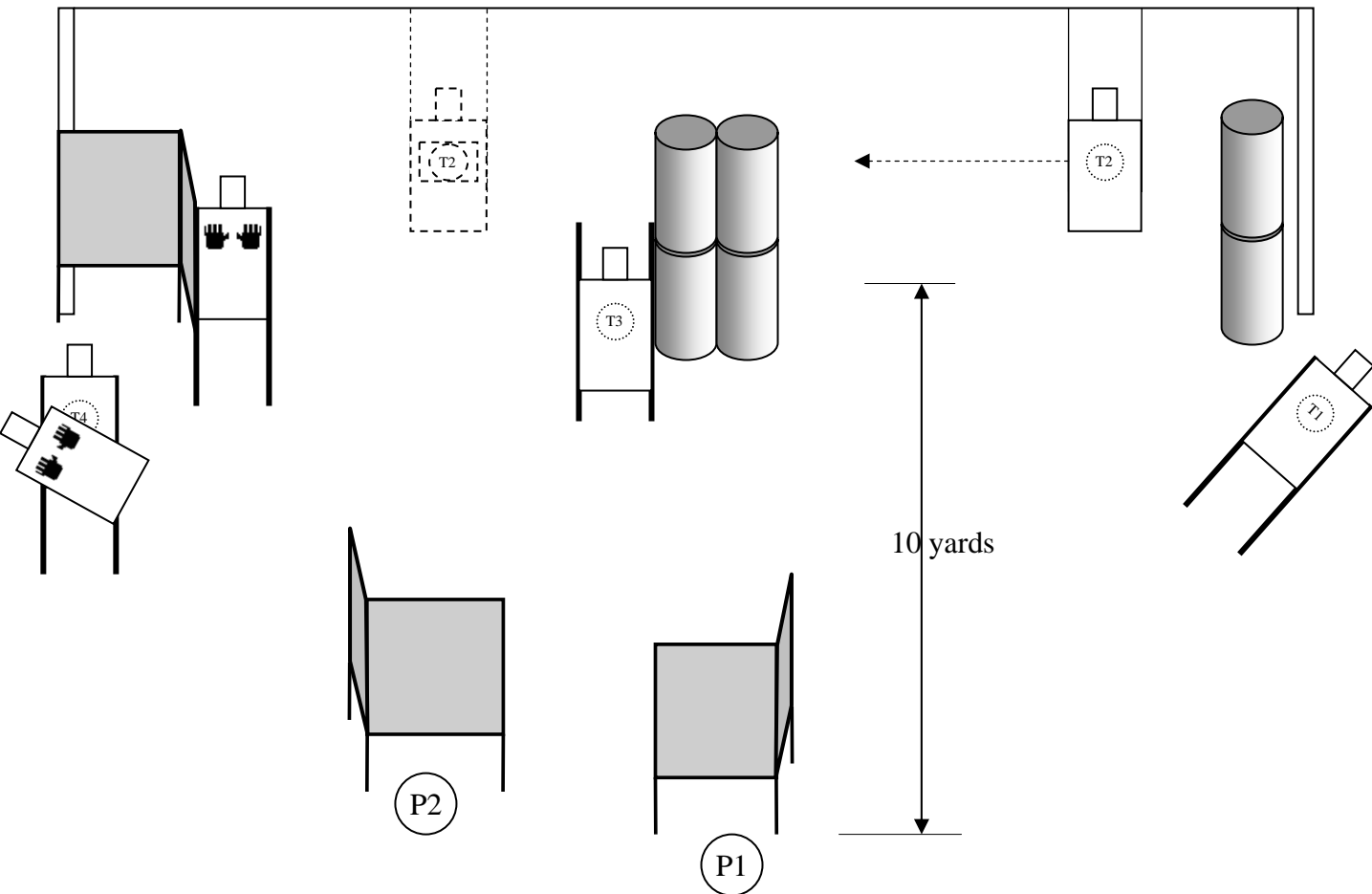
# Stage 7

Stage 7: Run-a-muck



## Bay 8

Scenario: Things run-a-muck when you happen upon a burglary in progress.  
Start Position: Standing a P1 with your gun at low ready.  
Stage Procedure: On the buzzer, engage T1-T4 while maintaining cover.  
Concealment: Required  
Scoring: Vickers  
Scored Hits: 12 rounds. 3 each on T1-T5  
Targets: 4 IDPA  
Penalties: standard  
Start-Stop: Audible-last shot



COURSE DESIGNER: C. English