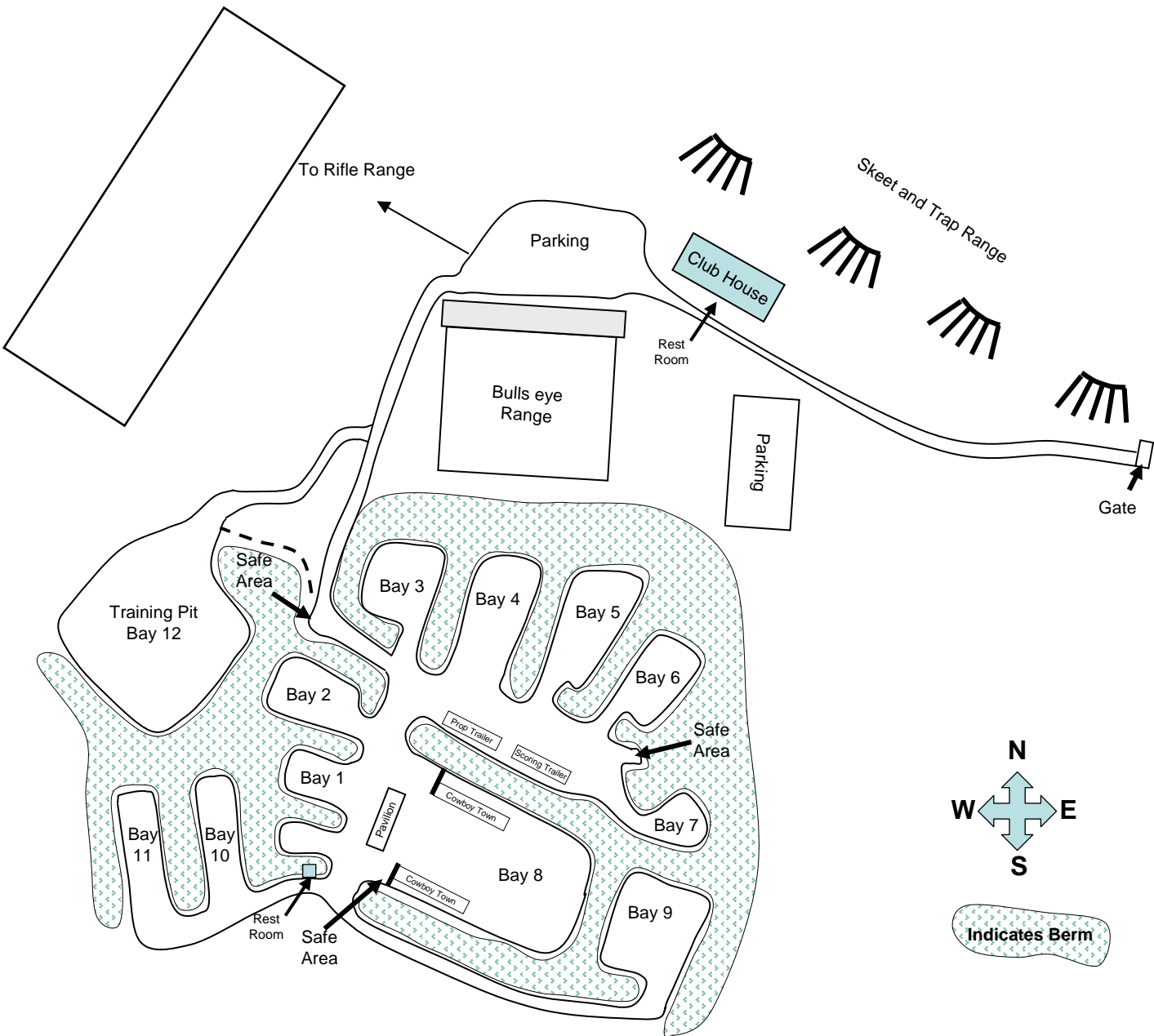




Greater Atlanta Defensive Pistol Association



South River Gun Club Range Map



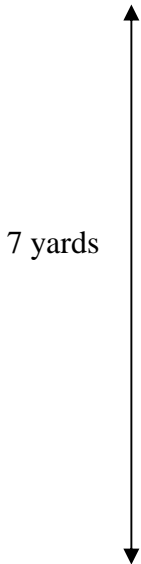
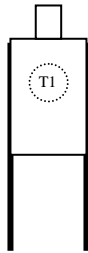
Stage 1

Stage 1: Vickers Drill



Bay 1

- Scenario: Standards.
- Start Position: Standing with hands relaxed by your side. 6 rounds in the gun and two magazines with 6 rounds each.
- Stage Procedure: On the buzzer, draw and engage T1 with 18 rounds.
- Concealment: Required.
- Scoring: **Limited Vickers**
- Scored Hits: 18 rounds on T1
- Targets: 1 IDPA
- Penalties: standard
- Start-Stop: Audible-last shot



COURSE DESIGNER: C. English

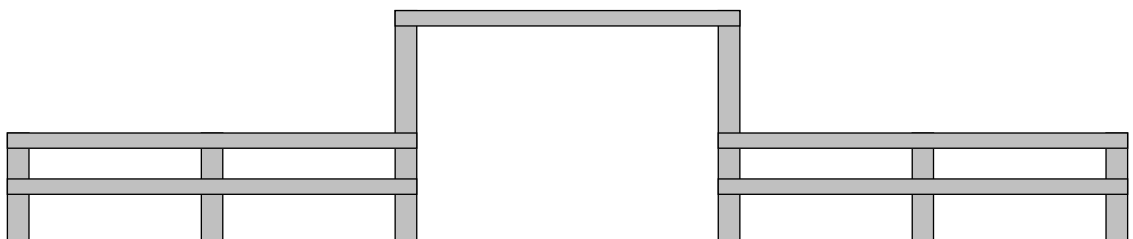
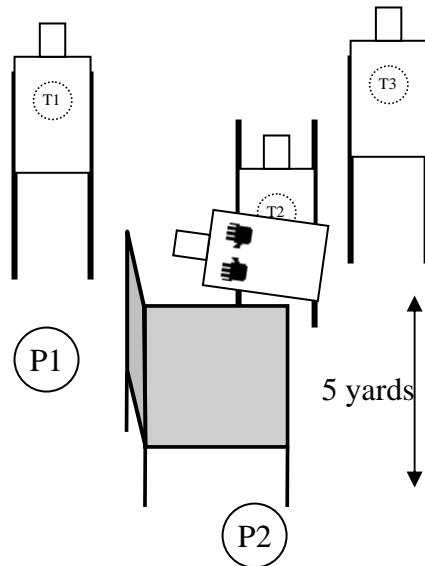
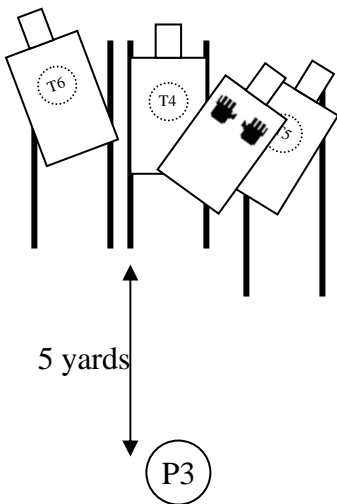
Stage 2

Stage 2: Sudden Surprise



Bay 2

- Scenario: In the parking garage, 3 armed muggers demand your money or your life.
- Start Position: Standing at P1 hands relaxed by your side
- Stage Procedure: **String 1:** On the buzzer, engage T1 while retreating to P2. While maintaining cover, engage T2-T3 from the right side of the barrier.
String 2: From P3, draw and engage T4-T6 in tactical sequence.
- Concealment: 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: Think Quick

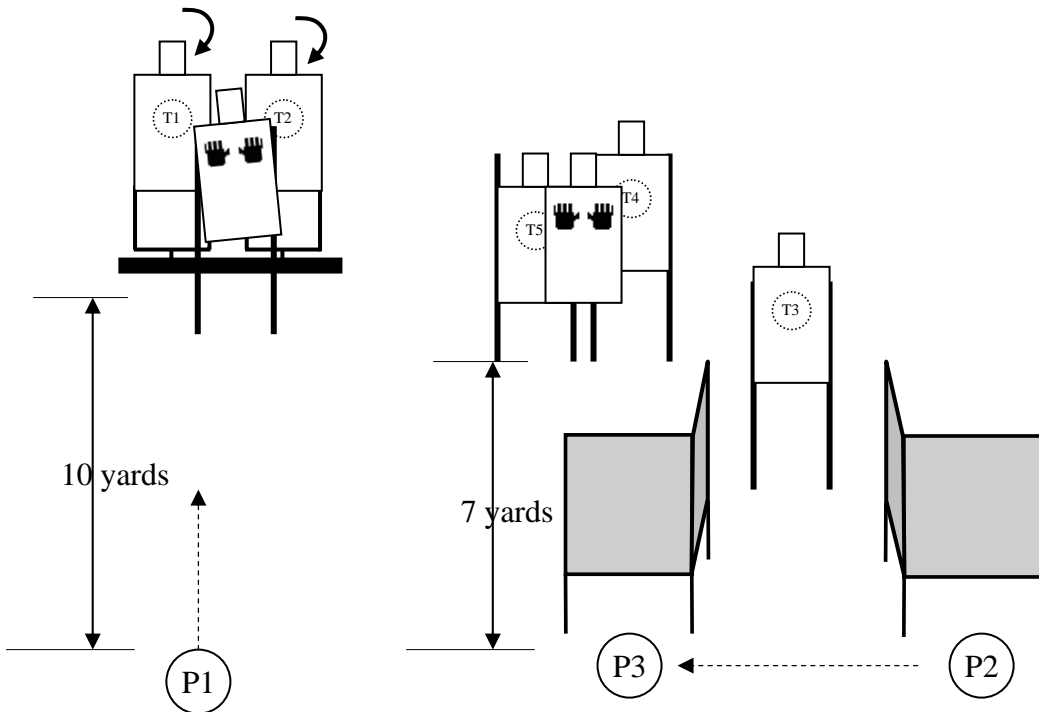


Bay 3

- Scenario: While crossing the city park one evening, gang bangers decide you are their next target.
- Start Position: Standing at P1/P2 with your hands by your side.
- Stage Procedure: **String 1:** On the buzzer, begin walking forward. When the targets appear, draw and engage T1-T2 while retreating.
String 2: On the buzzer, engage T3 from cover then move to P3 and engage T4-T5 from the left side of the barricade.
- Concealment: Required
- Scoring: Vickers
- Scored Hits: 15 rounds. **3 each on T1-T5**
- Targets: 5 IDPA
- Penalties: standard, drawing before the targets turn
- Start-Stop: Audible-last shot

TAC II Configuration

- 1) 2 second delay
- 2) 5 sec display



COURSE DESIGNER: C. English

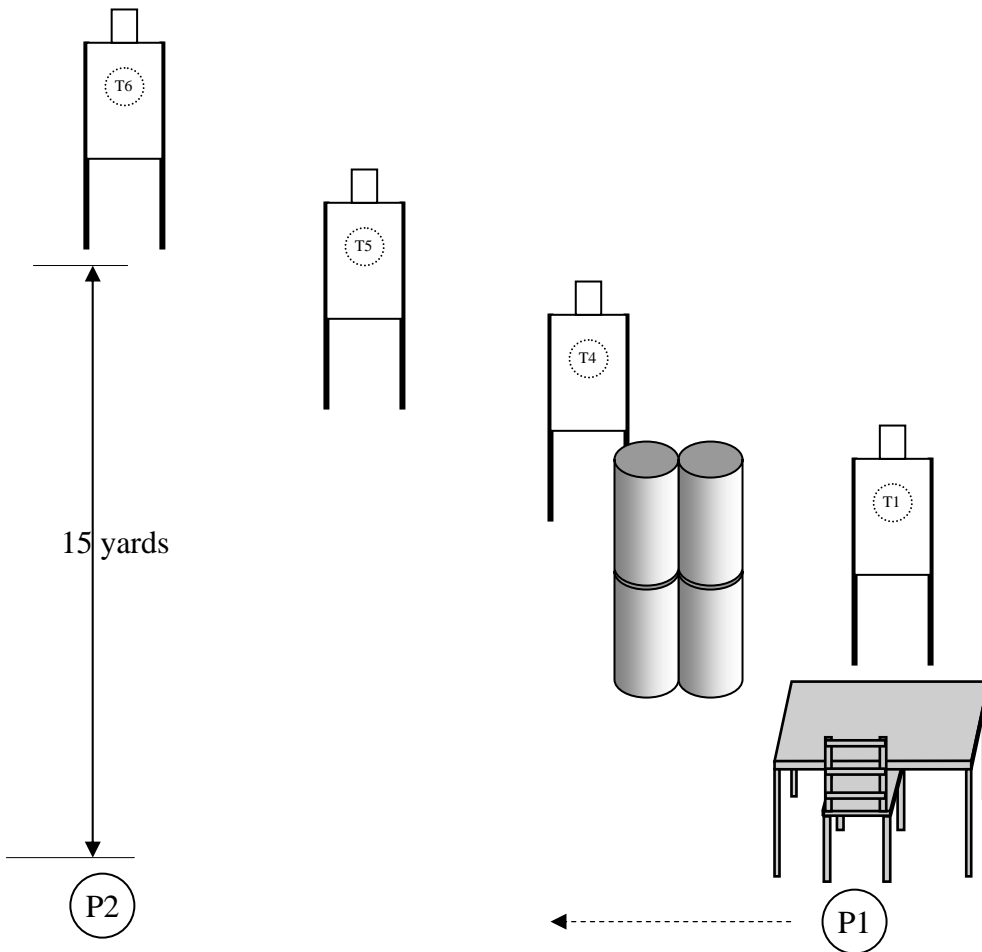
Stage 5

Stage 4: On Leong



Bay 4

- Scenario: A night at your favorite Asian restaurant turns ugly when members of the "On Leong" street gang raid the place.
- Start Position: Seated at P1 with your hands on the table.
- Stage Procedure: On the buzzer, draw and engage T1 while seated. Engage T2-T4 while moving toward the door at P2.
- Concealment: Required.
- Scoring: Vickers
- Scored Hits: 8 rounds. 2 each on T1-T4
- Targets: 4 IDPA
- Penalties: standard
- Start-Stop: Audible-last shot



COURSE DESIGNER: C. English

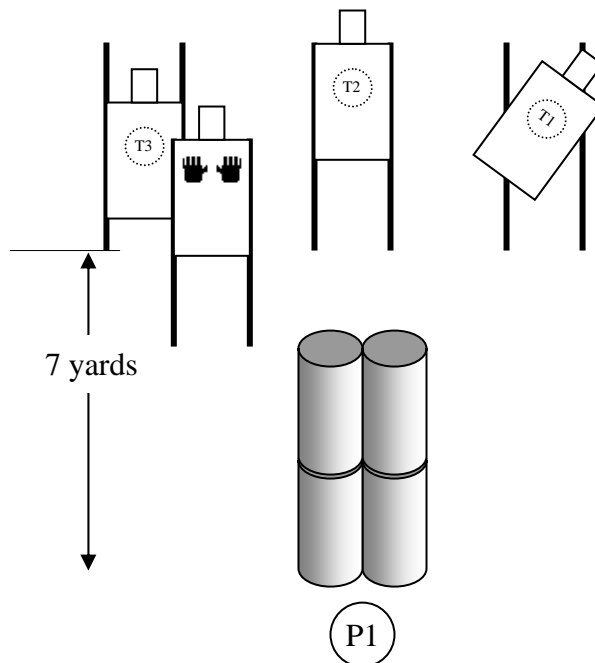
Stage 4

Stage 5: Standards



Bay 5

Scenario: Standards
Start Position: Standing at P1.
Stage Procedure: **String 1:** With your hands by your side, On the buzzer, engage T1-T3 **strong hand only** while maintaining cover.
String 2: From low ready, engage T1-T3 **weak hand only** while maintaining cover.
Concealment: Required
Scoring: Vickers
Scored Hits: 12 rounds. 4 each on T1-T3
Targets: 3 IDPA
Penalties: standard.
Start-Stop: Audible-last shot



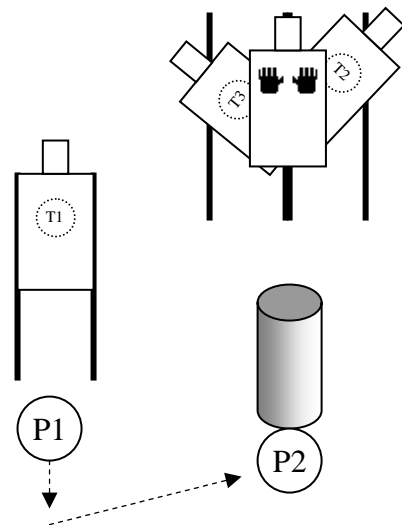
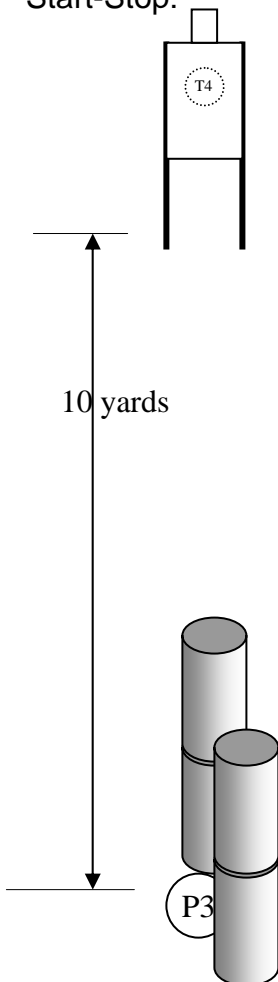
Stage 6

Stage 6: Down and Dirty



Bay 6

- Scenario: You are minding your own business when a panhandler turns out to be someone more sinister.
- Start Position: Standing at P1 at bad-breath distance from T1 with hands by your side.
- Stage Procedure: **String 1:** On the buzzer, draw and engage T1 with 2 rounds from retention, take one step back and make one shot to the head. Move to low cover at P2 and engage the remaining targets with 2 to the body, 1 to the head. You must engage the bodies of T2-T3 before the heads.
String 2: From P3, draw and engage T4 with 2 to the body, one to the head.
- Concealment: Required.
- Scoring: Vickers
- Scored Hits: 12 rounds minimum. 2 body shots and 1 head on T1-T6.
- Targets: 4 IDPA
- Penalties: standard
- Start-Stop: Audible-last shot



COURSE DESIGNER: C. English

Stage 7

Stage 7: Between the Barrels



Bay 9

- Scenario:** Three armed assailants appear out of a dark alley and you must deal with them to save your life.
- Start Position:** Standing a P1 with your hands by your side and facing up range.
- Stage Procedure:** On the buzzer, turn, draw and engage each target with one round. Move to P2 and engage them again with one round from the left side of the barrels. Finally, move to P3 and engage them with one round from the right side of the barrels.
- Concealment:** Required
- Scoring:** Vickers
- Scored Hits:** 9 rounds. 3 each on T1–T3
- Targets:** 3 IDPA
- Penalties:** standard
- Start-Stop:** Audible-last shot

