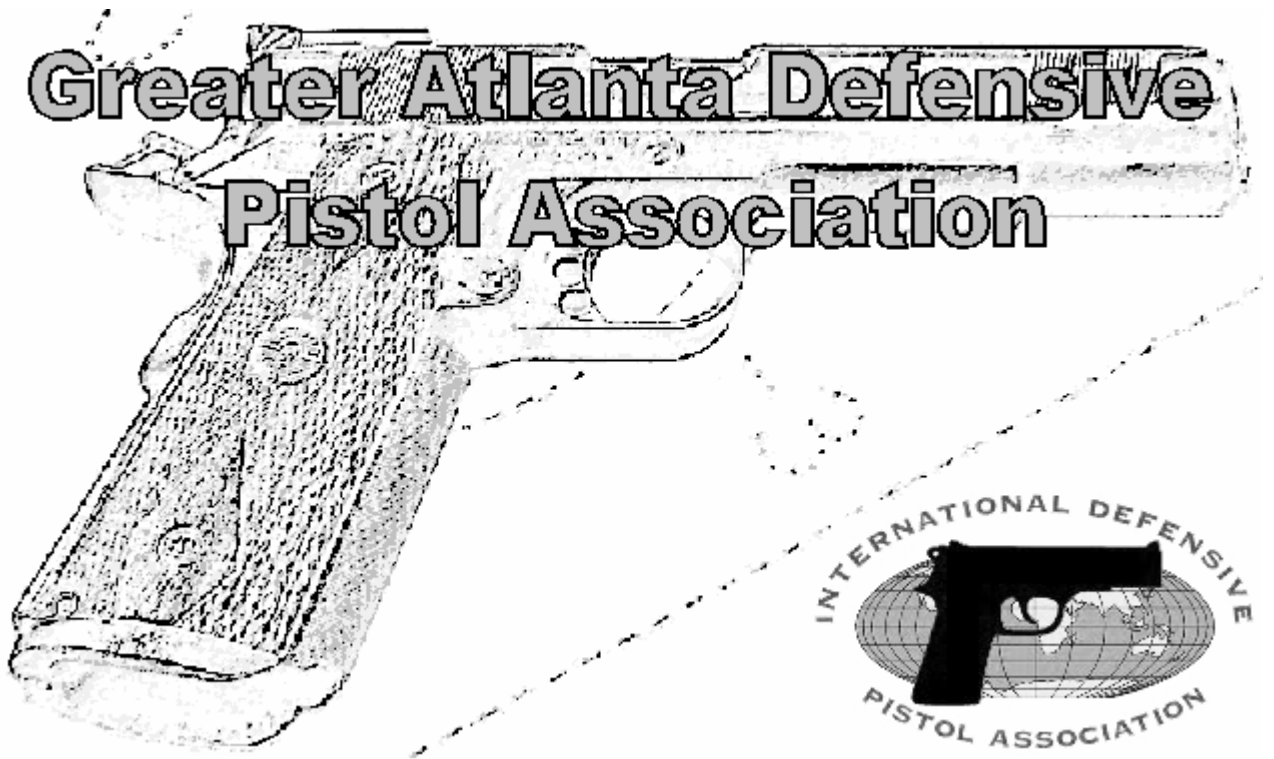
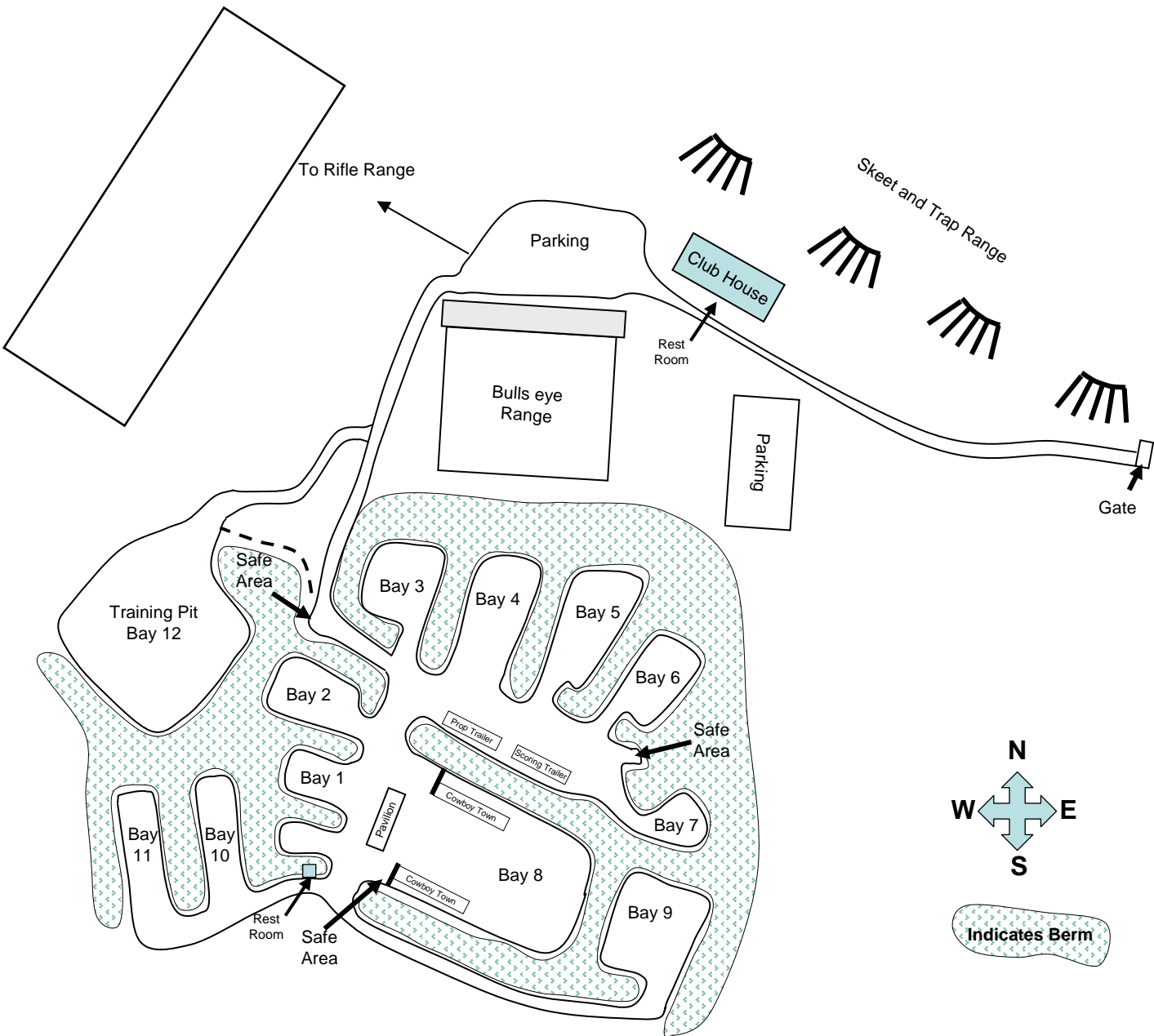




Greater Atlanta Defensive Pistol Association



South River Gun Club Range Map



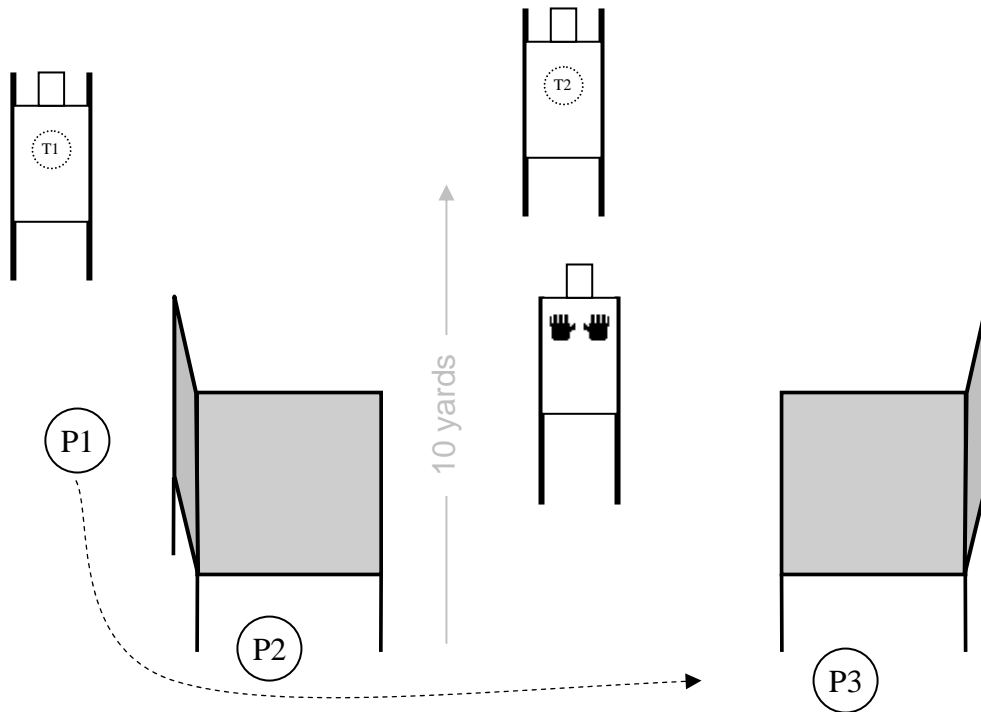
Stage 1

Stage 1: Hard to Fall



Bay 2

- Scenario: Two thugs wearing body armor and high on crack try to take your life.
Start Position: Standing at P1 hands relaxed by your side
Stage Procedure: On the buzzer, draw and engage T1 with 6 rounds while retreating to P2. Perform a reload and then engage T2 with 6 rounds while moving to P3. **No verbal MOVE command will be issued on either target.**
Concealment: Required.
Scoring: Vickers
Scored Hits: 12 rounds, **8 each** on T1-T2
Targets: 2 IDPA
Penalties: standard, not shooting P2 on the move



No verbal MOVE command will be issued on either target. If you don't move, you'll get a PE.

COURSE DESIGNER: C. English

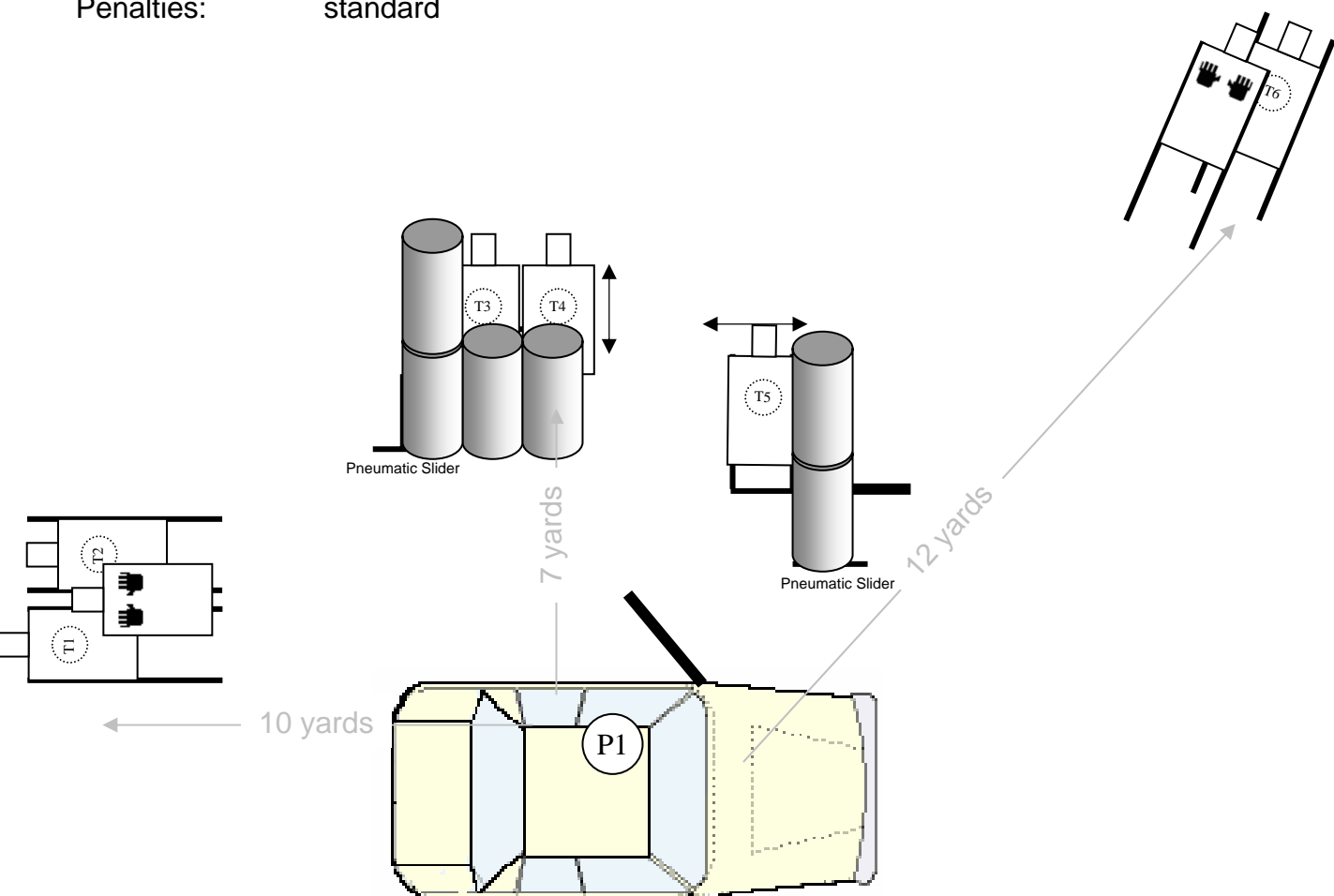
Stage 2

Stage 2: Revenge of the Mall Ninjas



Bay 3

- Scenario: A half dozen armed and delusional mall ninja's think you are a shoplifter. They set an ambush to take you down.
- Start Position: Seated in the passenger seat (P1) with hands on knees, gun between the seats.
- Stage Procedure: On the buzzer, engage T1-T6 from the car. T6 must be engaged last. You may open the door and put your feet on the ground, but may not get out of the car.
- Concealment: Required
- Scoring: Vickers
- Scored Hits: 12 rounds, **2 each** on all targets
- Targets: 6 IDPA
- Penalties: standard



COURSE DESIGNER: C. English

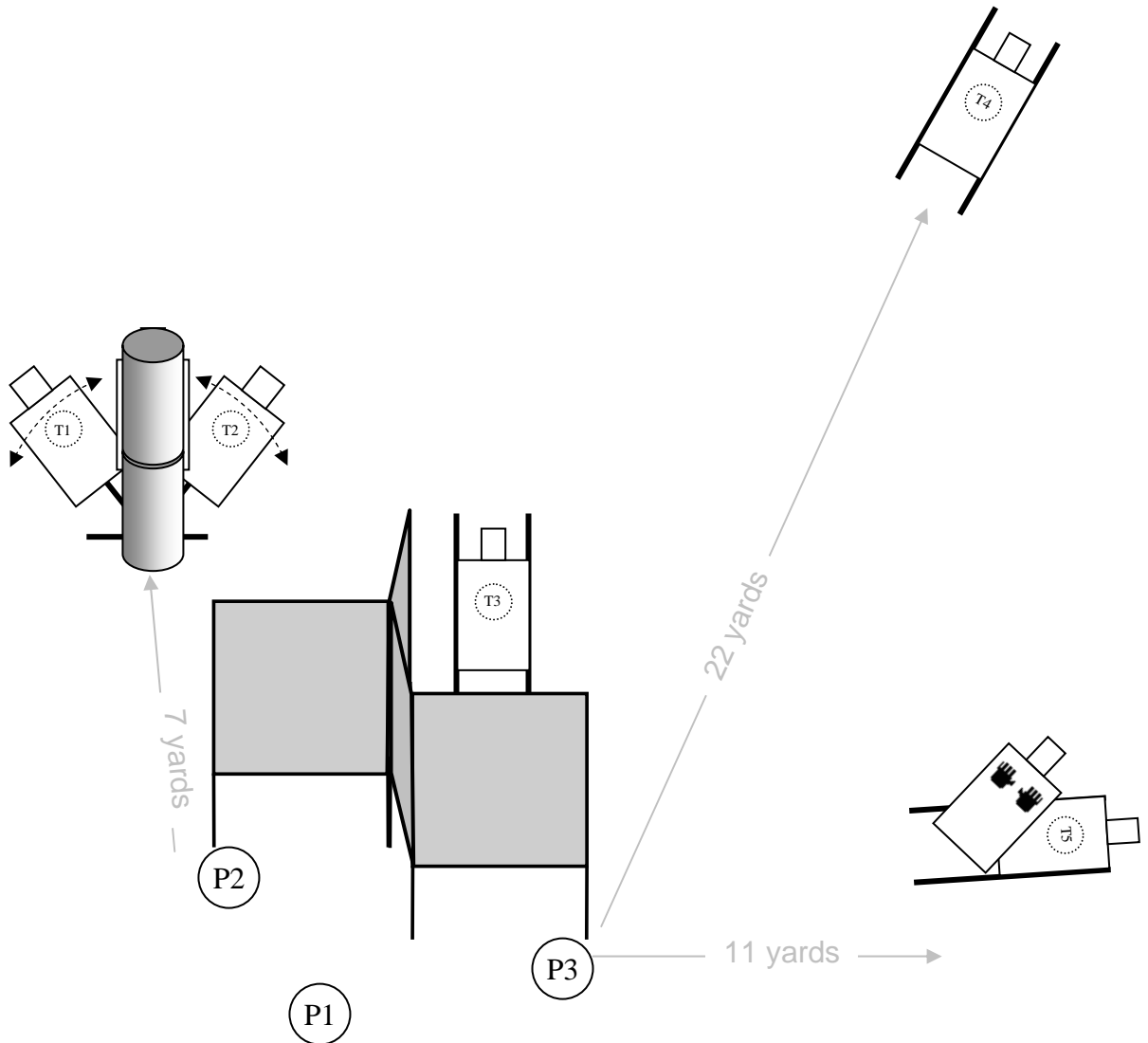
Stage 3

Stage 3: Get Me Outa Here



Bay 4

- Scenario: You are performing a site survey, when attacked by an urban gang.
- Start Position: Standing at P1 with your hands by your side.
- Stage Procedure: On the buzzer, draw and engage T1-T5 in any order, while maintaining cover.
- Concealment: Required.
- Scoring: Vickers
- Scored Hits: 15 rounds. **3 each** on T1-T5
- Targets: 5 IDPA
- Penalties: standard



COURSE DESIGNER: C. English

Stage 4

Stage 4: Make it Home



Bay 5

Scenario: On your way to the bank, you get a bad feeling and decide to head home instead. Goons from the wrong side of town attempt to take your deposit and force you to defend yourself.

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

Stage Procedure: On the buzzer, draw and step on the activator to activate T1. Engage all other targets from cover.

All reloads must be performed from cover.

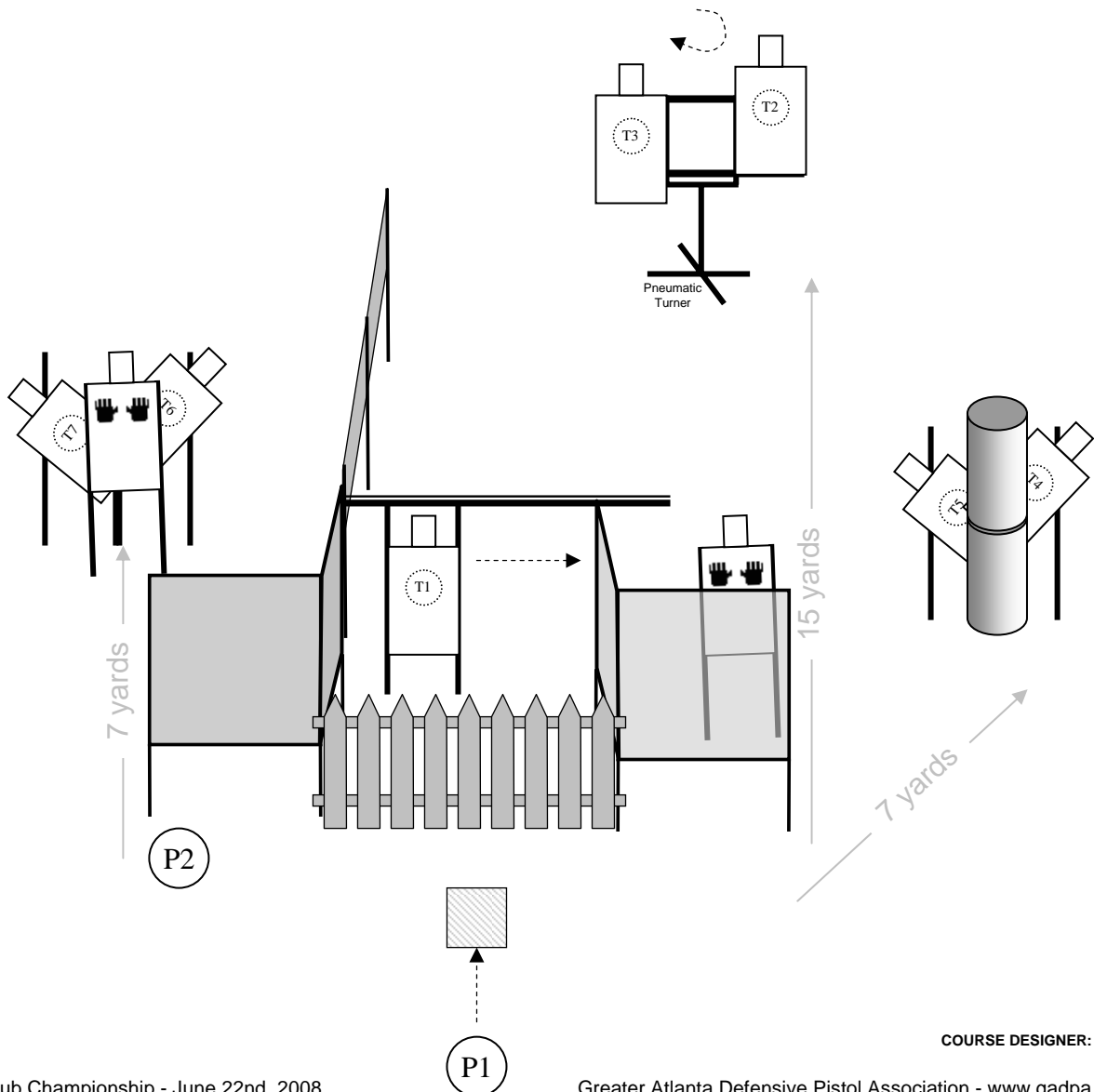
Concealment: Required.

Scoring: Vickers

Scored Hits: 14 rounds. **2 each** on T1-T7.

Targets: 7 IDPA

Penalties: standard



COURSE DESIGNER: C. English

Stage 5

Stage 5: Line'em Up



Bay 6

Scenario: You have accidentally stumbled on a drug deal and both parties want to eliminate you as a witness.

Start Position: Sitting in the chair at P1

Stage Procedure: On the buzzer, draw and engage T1 first. All other targets are to be engaged while maintaining cover. You must engage T1 with at least 1 round before engaging any other targets

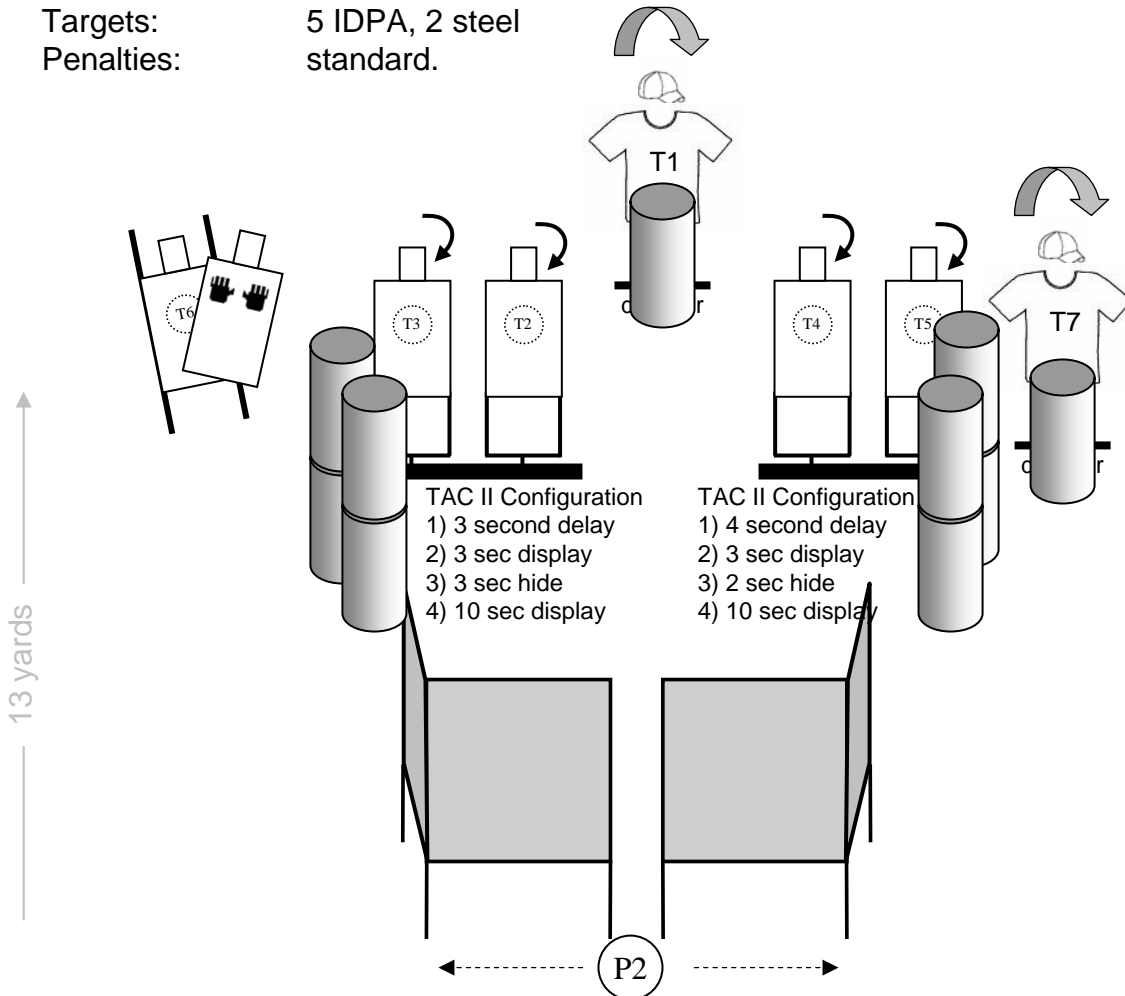
Concealment: Required

Scoring: Vickers

Scored Hits: 12 rounds. **2 each** on paper, steel must fall.

Targets: 5 IDPA, 2 steel

Penalties: standard.



You must engage T1 with at least 1 round before engaging any other targets.

P1

Stage 6

Stage 6: Standards



Bay 7

Scenario: Standards.

Start Position: Seated at P1 hands by your side. 4 rounds in the gun.

Stage Procedure: On the buzzer, draw and engage each target with one round, **strong hand only**. Perform an emergency reload and engage each target with one round, **weak hand only**.

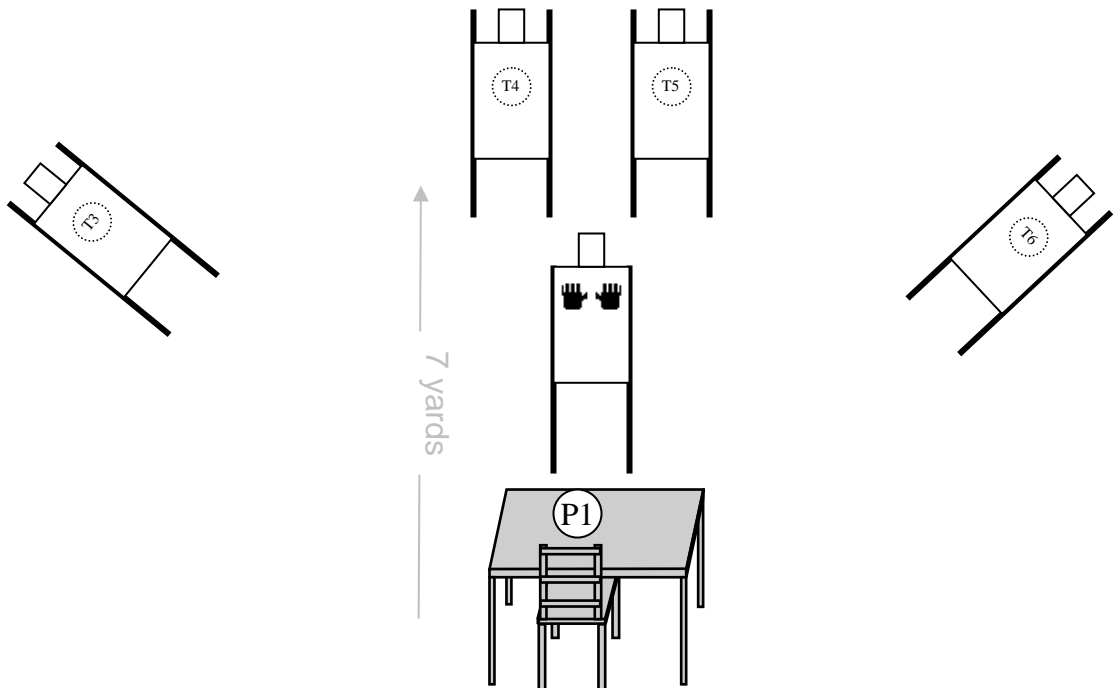
Concealment: Not Required.

Scoring: **Limited Vickers**

Scored Hits: 2 rounds on T1-T4.

Targets: 4 IDPA

Penalties: standard



COURSE DESIGNER: M. Young

Stage 7

Stage 7: Hit the Dirt



Bay 8

Scenario: Drug dealers think you are a narc and decide to take you out.

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

Stage Procedure: On the buzzer, engage T1-T2 as they drive by. Then engage the other targets from cover around the barricades.

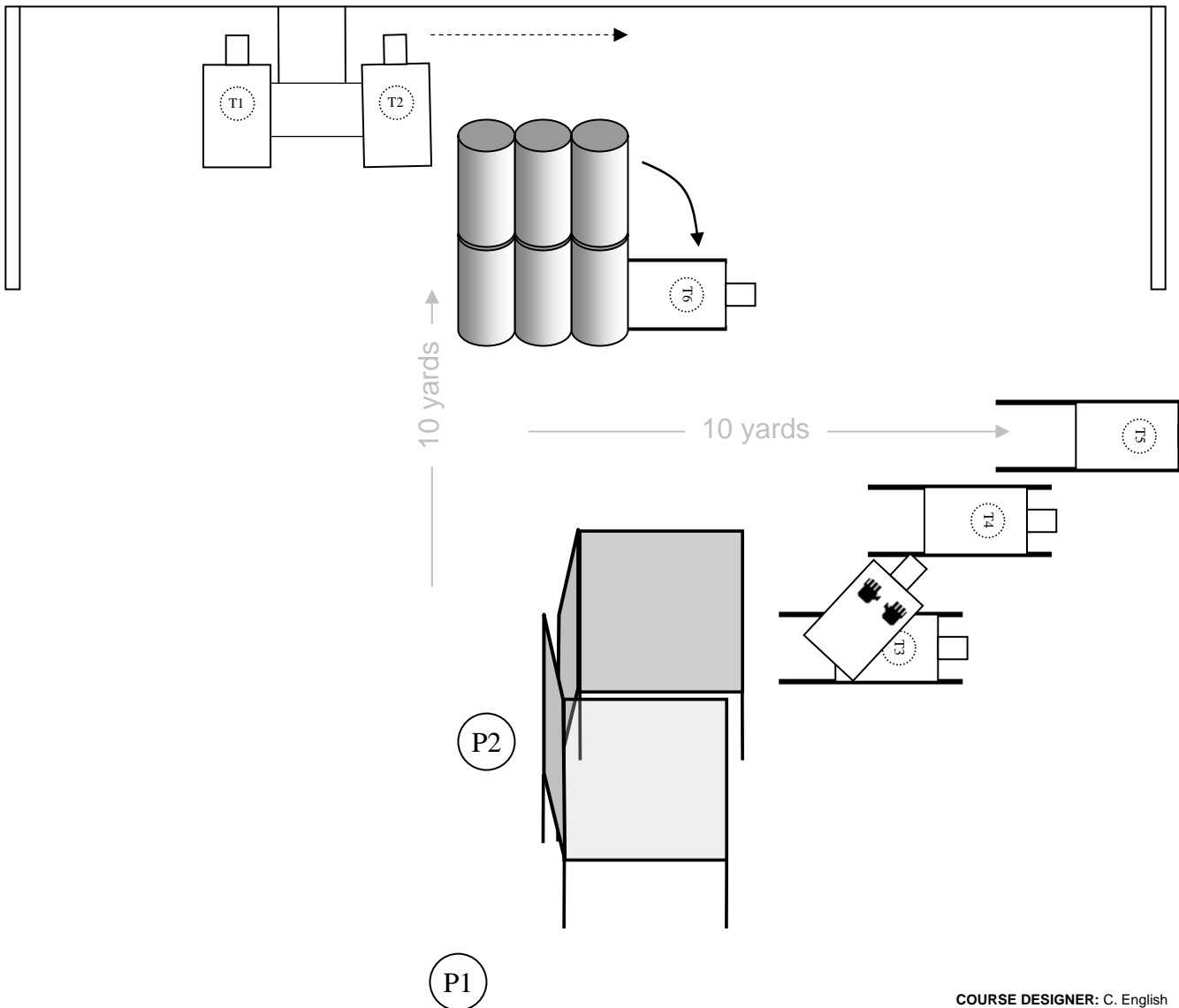
Concealment: Required

Scoring: Vickers

Scored Hits: 18 rounds. **3 each** on T1-T6

Targets: 6 IDPA

Penalties: standard



COURSE DESIGNER: C. English