



Team
GLOCK™

A t l a n t a
Arms & Ammo

**2008 IDPA
Georgia State Championship
Course of Fire**

RED Dot
shooting inc





Staff

Capel English	-	Match Director
Brett Hanus	-	Range Master
Sandy Hoyle	-	Stats Director
Karen English	-	Administration

Notice

The stage descriptions in this booklet are for informational purposes only and may be changed prior to the actual match.

Safety and Ground Rules

Disqualification: A shooter will be disqualified from the match for any safety violation. Negligent discharges into the ground within 6 feet, over the berm or into a low cover prop are grounds for disqualification. Sweeping one's self or anyone else with the muzzle is also grounds for disqualification. The first offense of un-sportsmanlike conduct will earn the participant a FTDR penalty. The second offense of un-sportsmanlike conduct will result in disqualification.

Air Gunning: No air-gunning of any type is allowed and will result in a FTDR penalty being added to the shooters score.

Steel: All steel must fall to score. Any steel target left standing will be scored as a miss and a failure to neutralize.

Scoring: After shooting a stage, the shooter may follow the CSO as he scores the targets. Any disagreements with the scoring must be addressed at this time. A score can be contested immediately to the Match Director, but it is highly unlikely that the CSO will be over-ruled.



Safety and Ground Rules

Re-Shoots: The only re-shoots allowed will be due to range equipment malfunction.

Arbitration: There will be no arbitration. The Match Director will make final decision in all matters of dispute.

Brass: This is a lost brass match. Please do not attempt to recover brass while the match is underway.

Scoring Trailer: Please do not interfere with the scoring crew. If you have a concern with your score, please see the Match Director or Range Master.

Safe Areas: There are designated safe areas around the range. Handling of firearms outside of a safe area is grounds for disqualification.

Parking: Please do not drive down into the action pistol range. Adequate parking is available just past the clubhouse.

Lunch Schedule:

The following stages will be closed for lunch at the specified time. Please be prepared to eat lunch when the stage you are shooting shuts down.

Stages 1-4 (11:30-12:00)

Stages 5-8 (12:00-12:30)

Stages 9-13 (12:30-1:00)

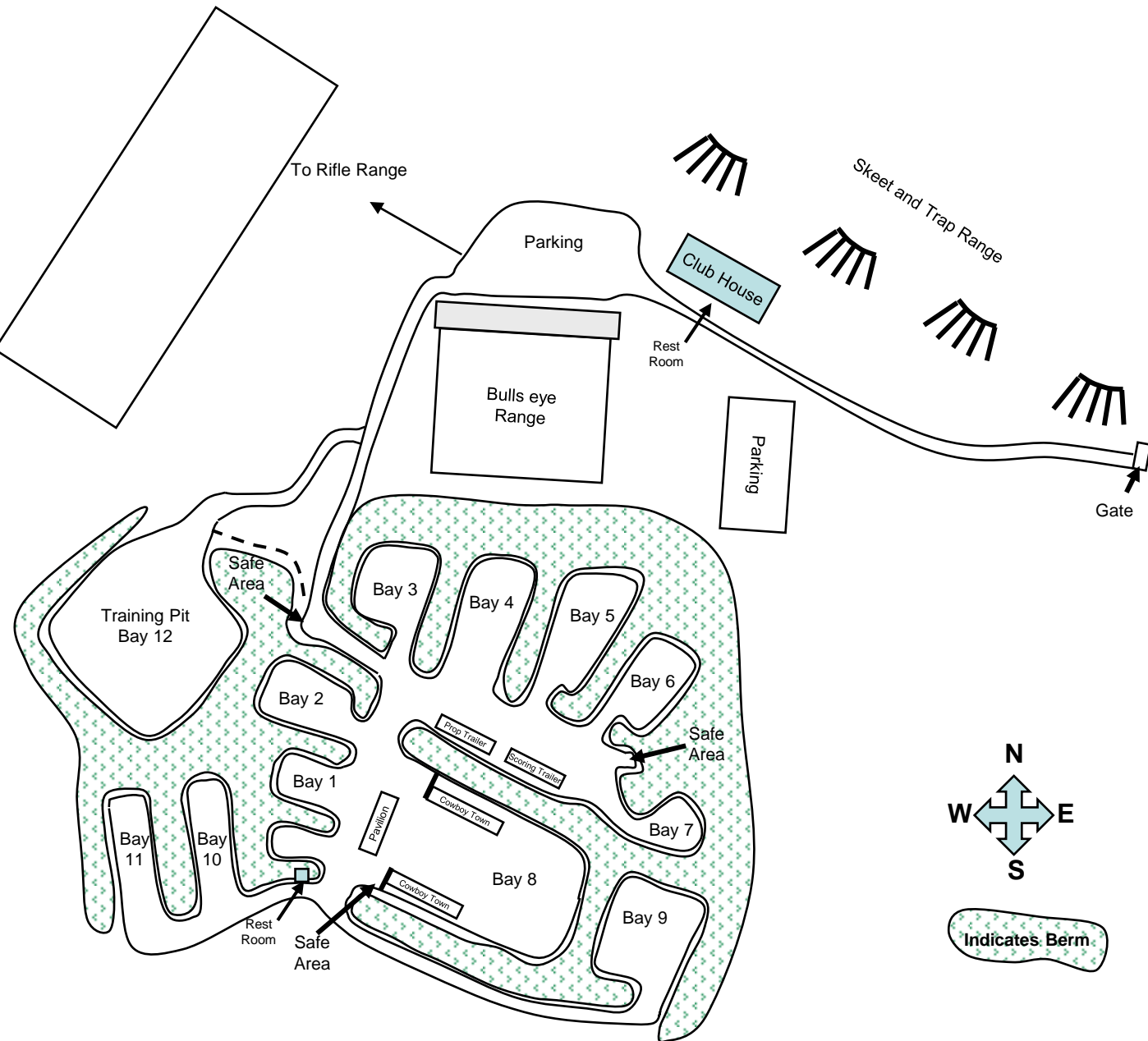
Safety Officers



Brett Hanus
Howard Beers
Mitchel Causin
Rhett Crutchfield
Al Hodge
Tom Mulheron
Mike Anderson
Jerry Weatherby
Frank Wright
Mike Brown
Chester Kingsman
Joe Peel
Michelle Peel
Rodney Harris
Paul Skakum Sr.
Joshua Bardwell

Bill Miller
Lance Biddle
Dennis Teague
Chance New
Larry Brown
Mark Hornung
Candace Hornung
Frank Russo
Thomas Spurgeon
David Rawlinson
Eli Colotta
Tom Hyde
Lyn Keaton
Jesus Vazquez
Bob Guidice

South River Gun Club Range Map

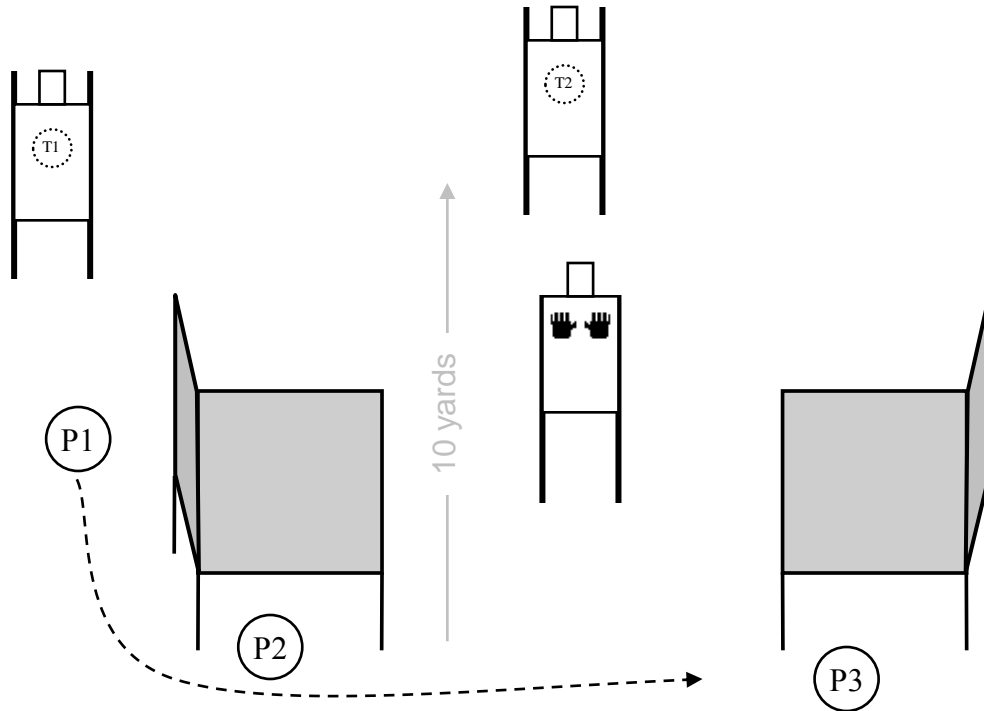


Stage 1: Hard to Fall



Bay 1

- 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 tactical reload (or reload with retention) 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, **6 each** on T1-T2
- Targets: 2 IDPA
- Penalties: standard, not shooting on the move



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

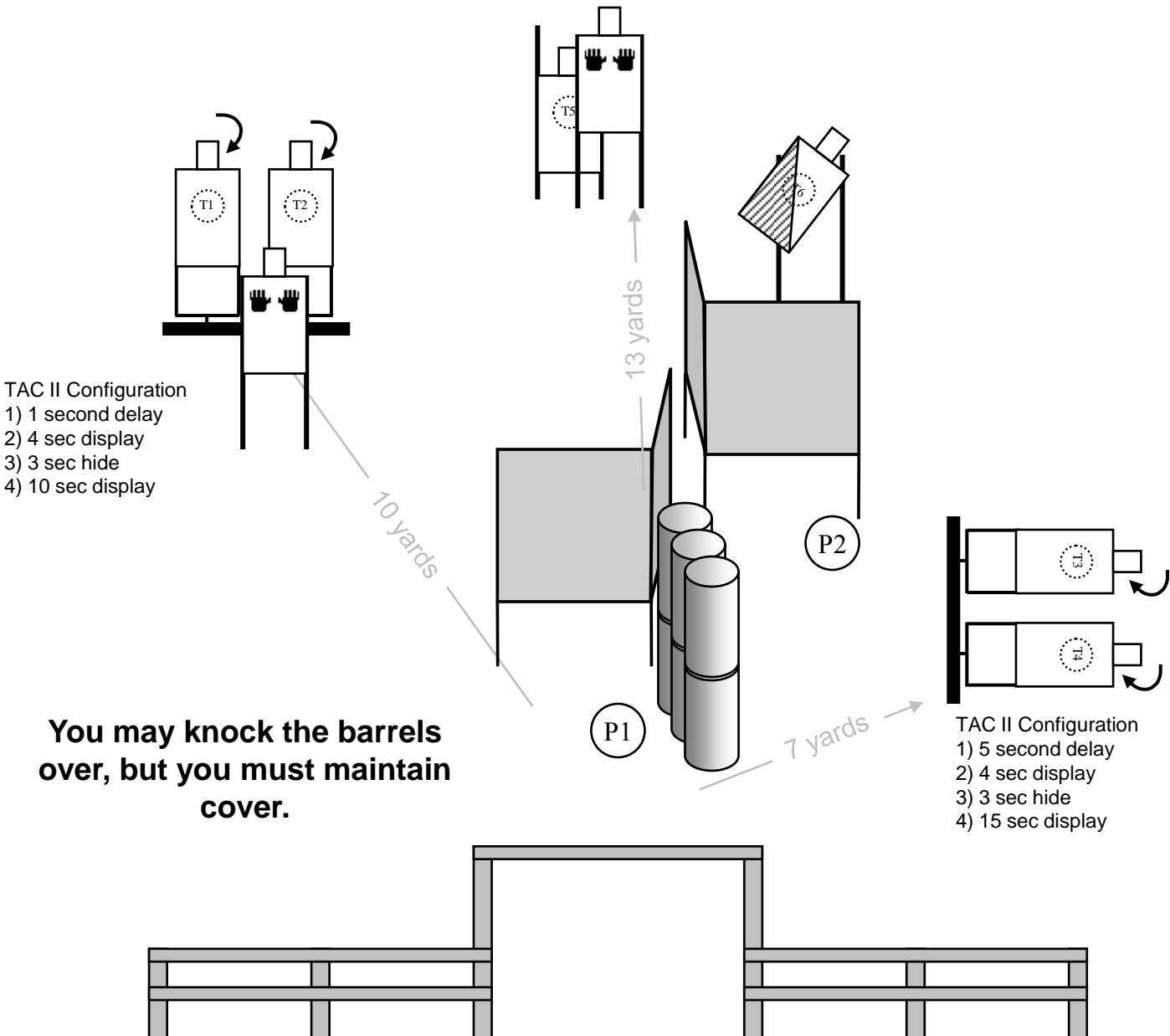
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Stage 2: Backed in a Corner



Bay 2

- Scenario: Unfortunately, you find yourself backed into a corner with bad guys all around you. Fight your way out.
- Start Position: Standing at P1 with hands by your side.
- Stage Procedure: On the buzzer, draw and engage all targets while maintaining cover.
- Concealment: Required
- Scoring: Vickers
- Scored Hits: 12 rounds. 2 each on T1-T6
- Targets: 6 IDPA
- Penalties: standard.

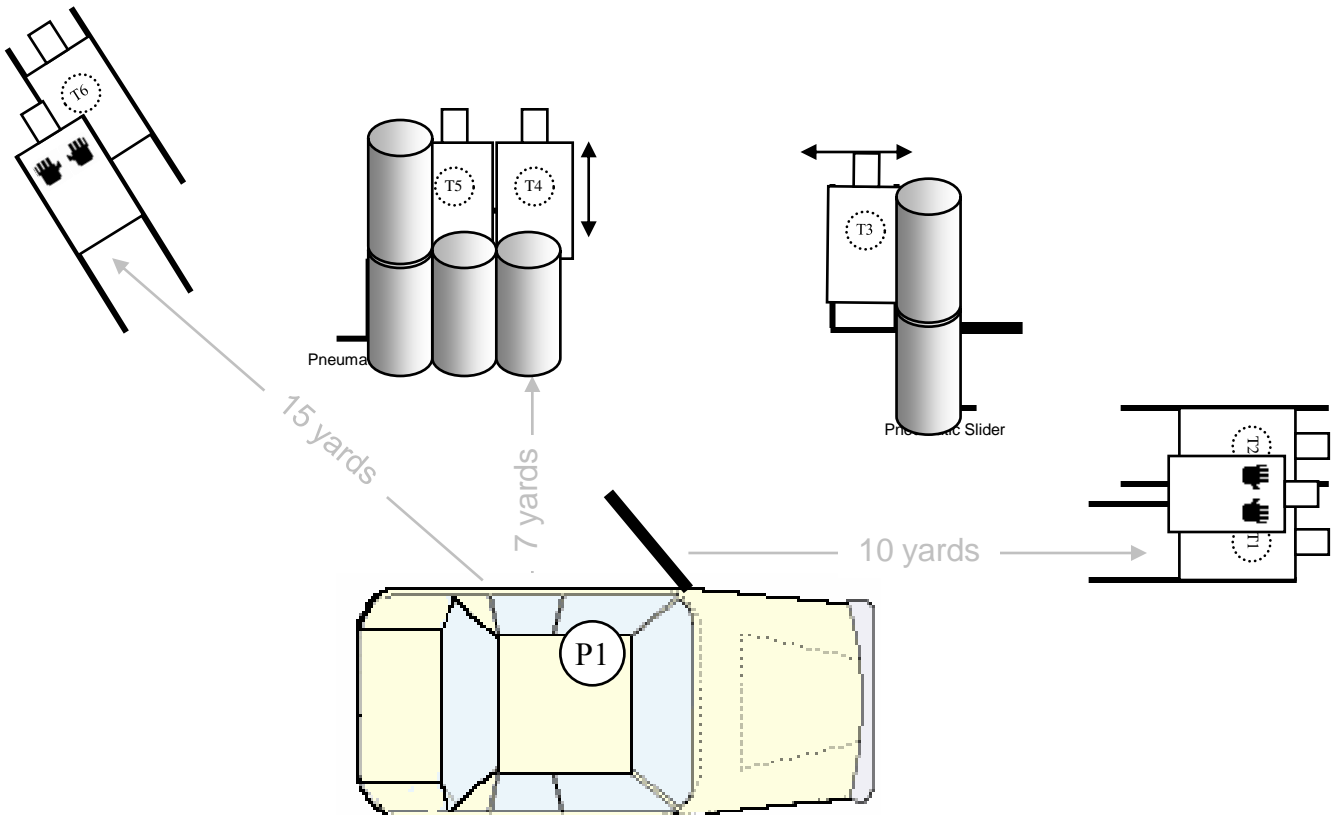


Stage 3: Revenge of the Mall Ninjas



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 and the car door **tightly shut**.
- 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



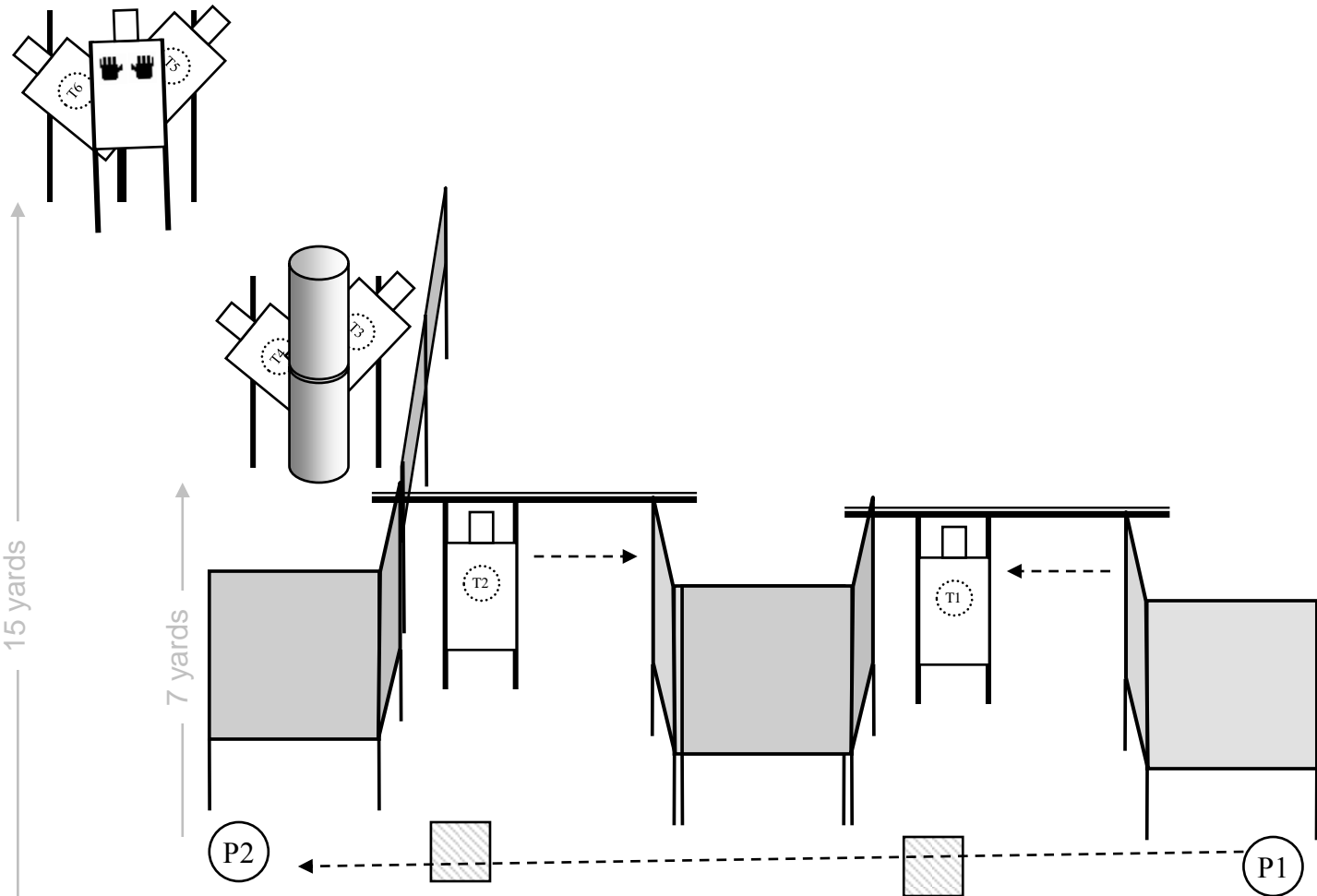
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Stage 4: Stepping Out



Bay 4

- Scenario: Someone has just taken a shot at you and now you've got to defend yourself while exiting the area.
- Start Position: Standing at P1 with hands by your side.
- Stage Procedure: On the buzzer, draw and step on the activators to activate T1-T2. Engage all other targets from cover.
- Concealment: Required.
- Scoring: Vickers
- Scored Hits: 12 rounds. **2 each** on T1-T6.
- Targets: 6 IDPA
- Penalties: standard



Mover activates when you step on pressure pads.

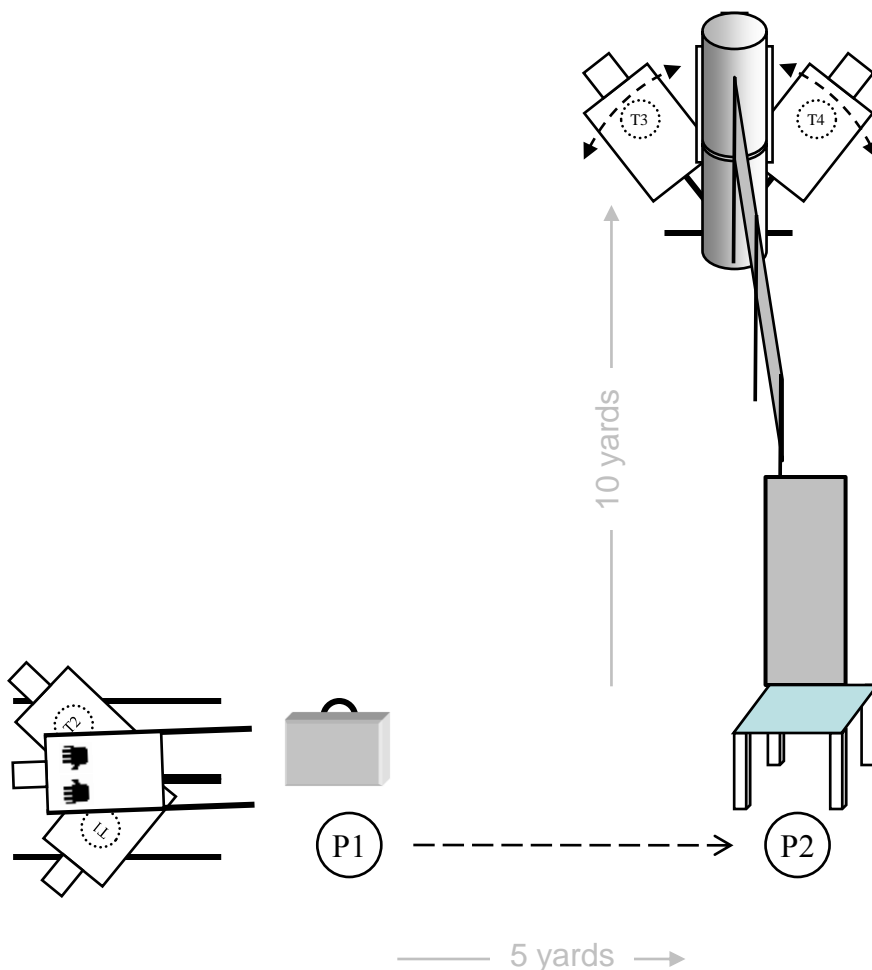
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Stage 5: Payroll Recovery



Bay 5

- Scenario: Thugs want to take your payroll deposit and you refuse to give it up.
- Start Position: Standing at P1 with hands by your side.
- Stage Procedure: On the buzzer, pick up the briefcase with your weak hand, draw and engage T1-T2 strong hand only while retreating. Place the briefcase on the table at P2 then engage T3-T4 from behind cover.
- Concealment: Required.
- Scoring: Vickers
- Scored Hits: 12 rounds. **3 each** on T1-T4.
- Targets: 4 IDPA
- Penalties: standard



Mover activates when you pick up the case.

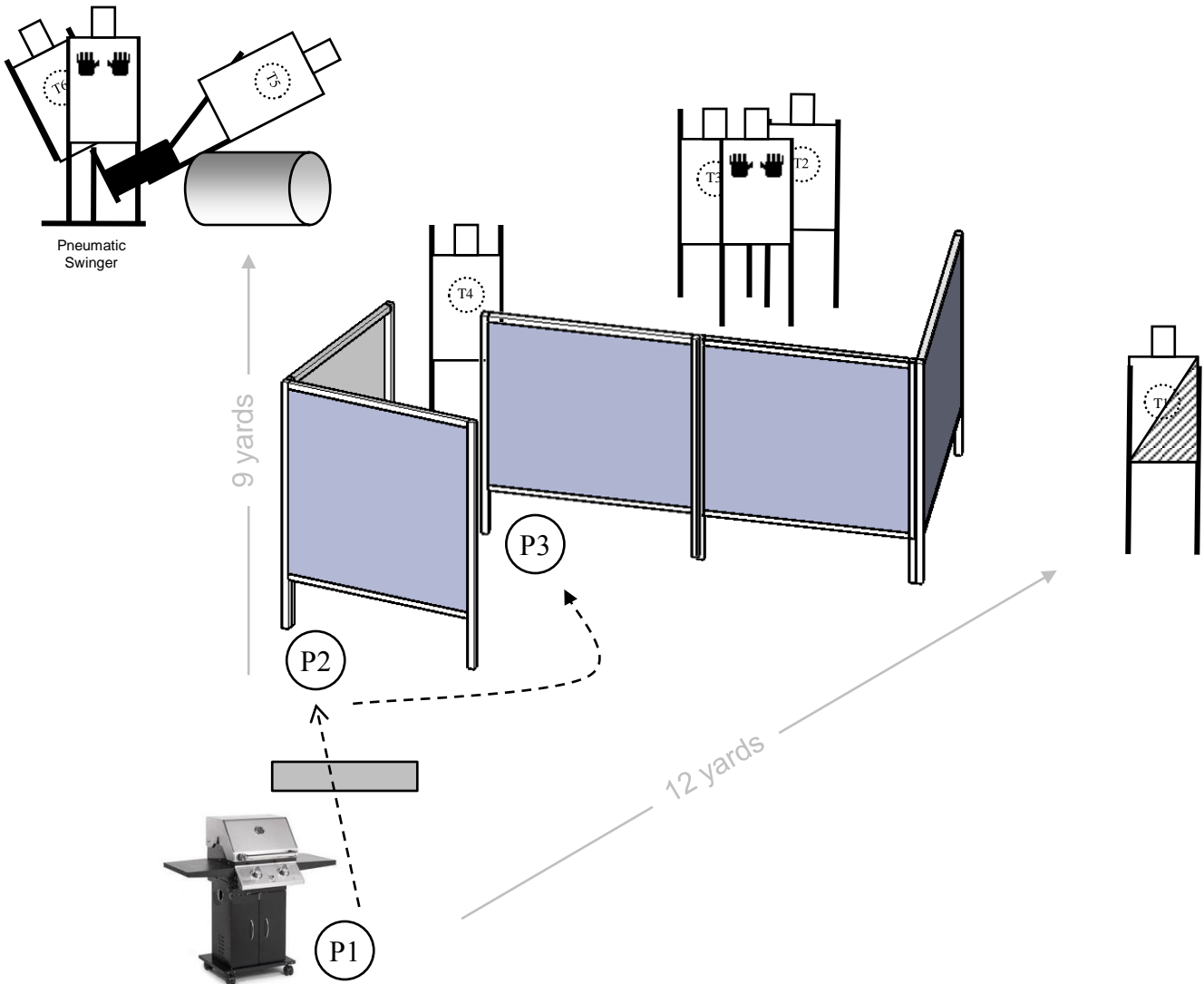
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Stage 6: BBQ Gone Bad



Bay 6

- Scenario: Bad dudes from the wrong side of the tracks are converging on your backyard barbeque and are threatening to beat the life out of you with lead pipes.
- Start Position: Standing at P1 with tongs in strong hand.
- Stage Procedure: On the buzzer, draw and engage all targets while maintaining cover
- Concealment: Required.
- Scoring: Vickers
- Scored Hits: 18 rounds, **3 each** on T1-T6
- Targets: 6 IDPA
- Penalties: standard



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Stage 7: Make it Home



Bay 7

Scenario: On your way to the theater, you get a bad feeling and decide to head home instead. Hooligans attempt to take the keys to your Hummer 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 expose T1. Engage all other targets from cover.

All reloads must be performed from cover.

T6 must be engaged from cover.

You may not make up shots on T1 after it stops.

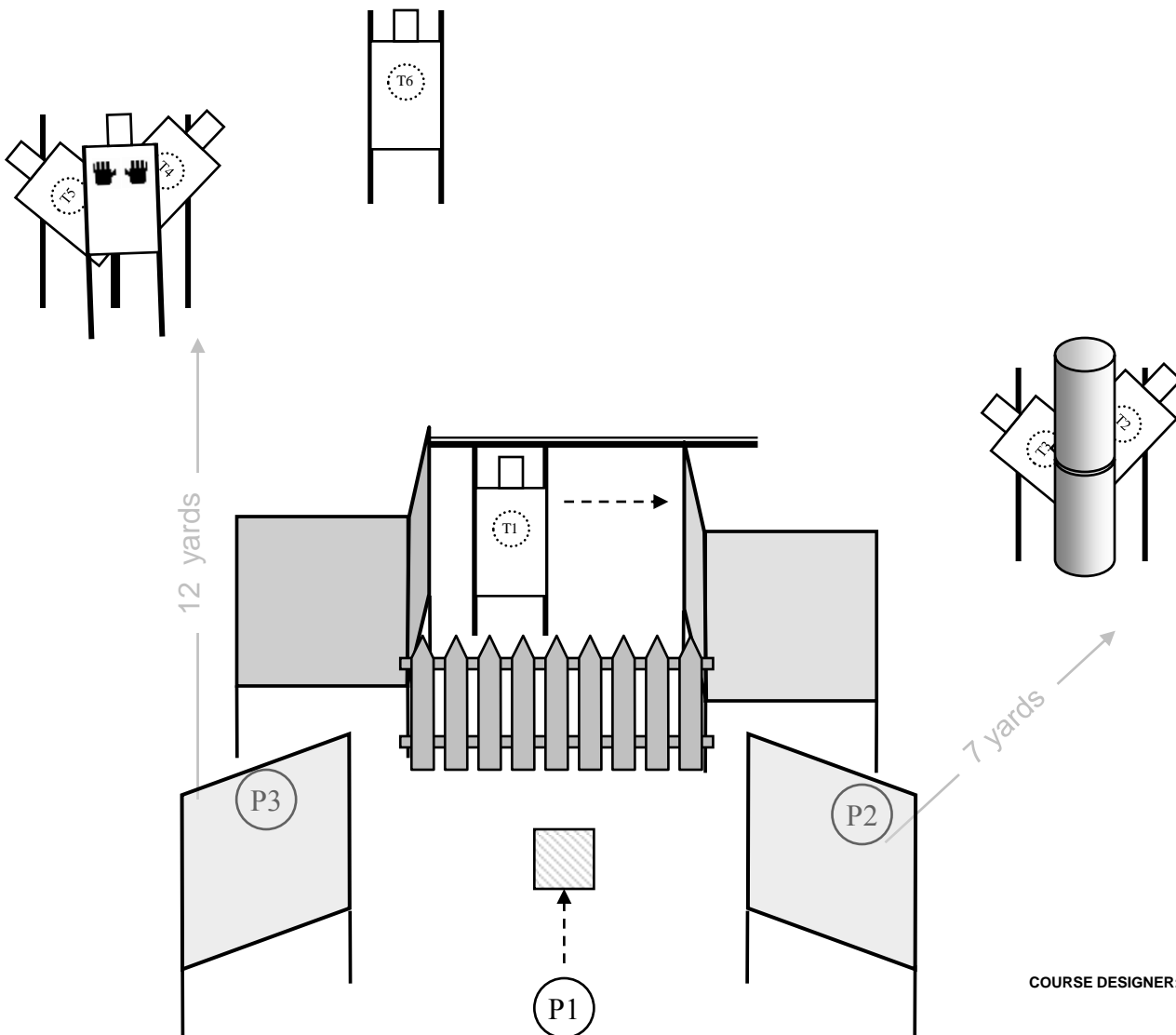
Concealment: Required.

Scoring: Vickers

Scored Hits: 12 rounds. **2 each** on T1-T6.

Targets: 6 IDPA

Penalties: standard



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Stage 8: Redneck Revenge



Bay 8

Scenario: After stumbling onto what you think is a drug lab in an abandoned warehouse, you are attacked by rednecks looking for cash to fund their meth lab.

Start Position: Standing at P1 with your hands by your side facing T1.

Stage Procedure: On the buzzer, draw and engage T1 while moving to P2. All other targets must be engaged from cover and P3 must be shot from low cover.

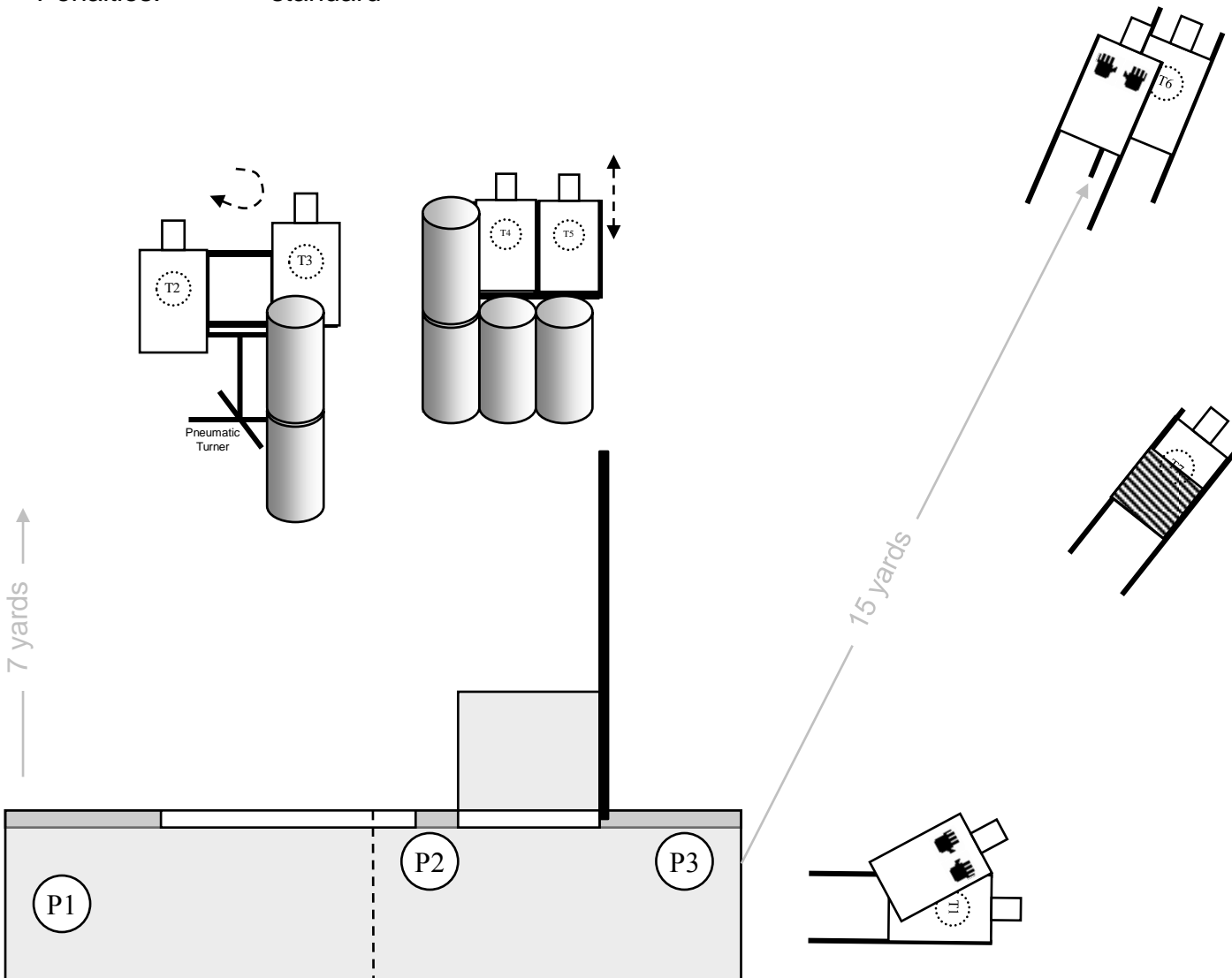
Concealment: Required

Scoring: Vickers

Scored Hits: 14 rounds, **2 each** on all targets

Targets: 7 IDPA

Penalties: standard



P3 must be shot from low cover.

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← 5 yards →

Stage 9: Driving By



Bay 8

Scenario: Drug dealers think you are a narc and have plotted your demise. They catch you on the phone at the local Starbucks.

Start Position: Standing at P1 facing the wall and holding the telephone to your ear.

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

You **may** perform a tactical reload while moving down the boardwalk.

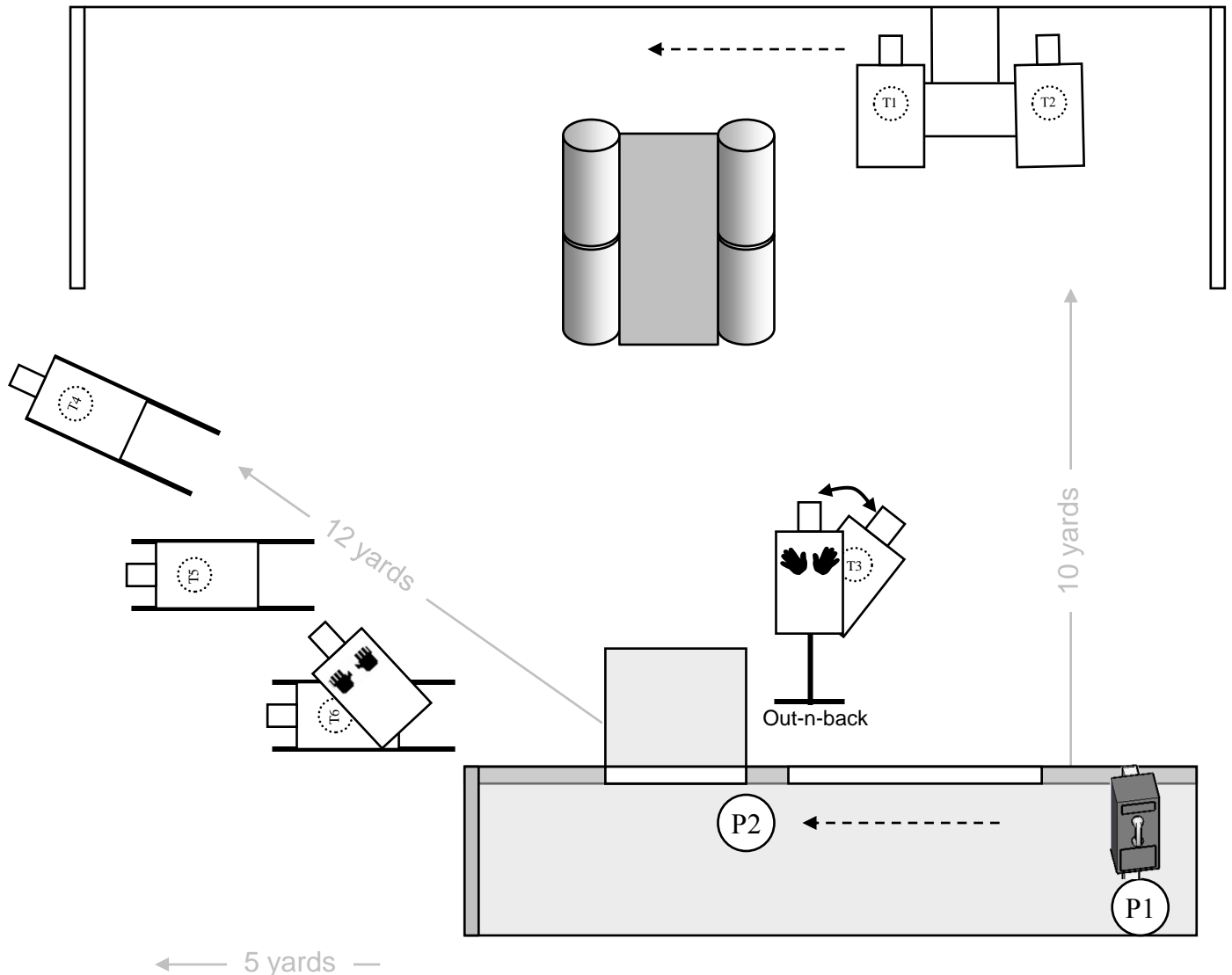
Concealment: Required

Scoring: Vickers

Scored Hits: 12 rounds. 2 **each** on T1-T6

Targets: 6 IDPA

Penalties: standard



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Stage 10: Strange Call



Bay 9

Scenario: A strange call from your wife brings you home expecting trouble. When you get there, you find it. Now you must save you wife and your life.

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

Stage Procedure: On the buzzer, draw and engage each target while maintaining cover.

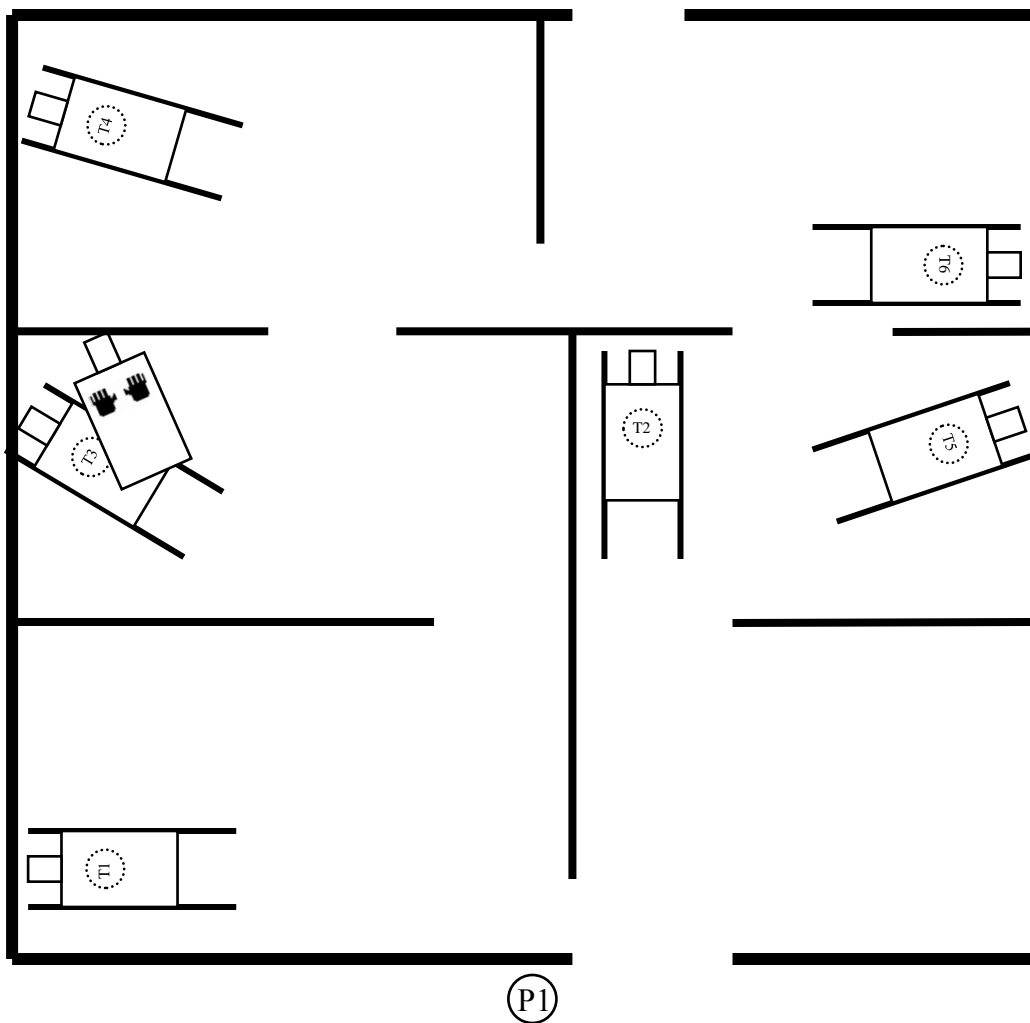
Concealment: Required.

Scoring: **Vickers**

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

Targets: 6 IDPA

Penalties: standard



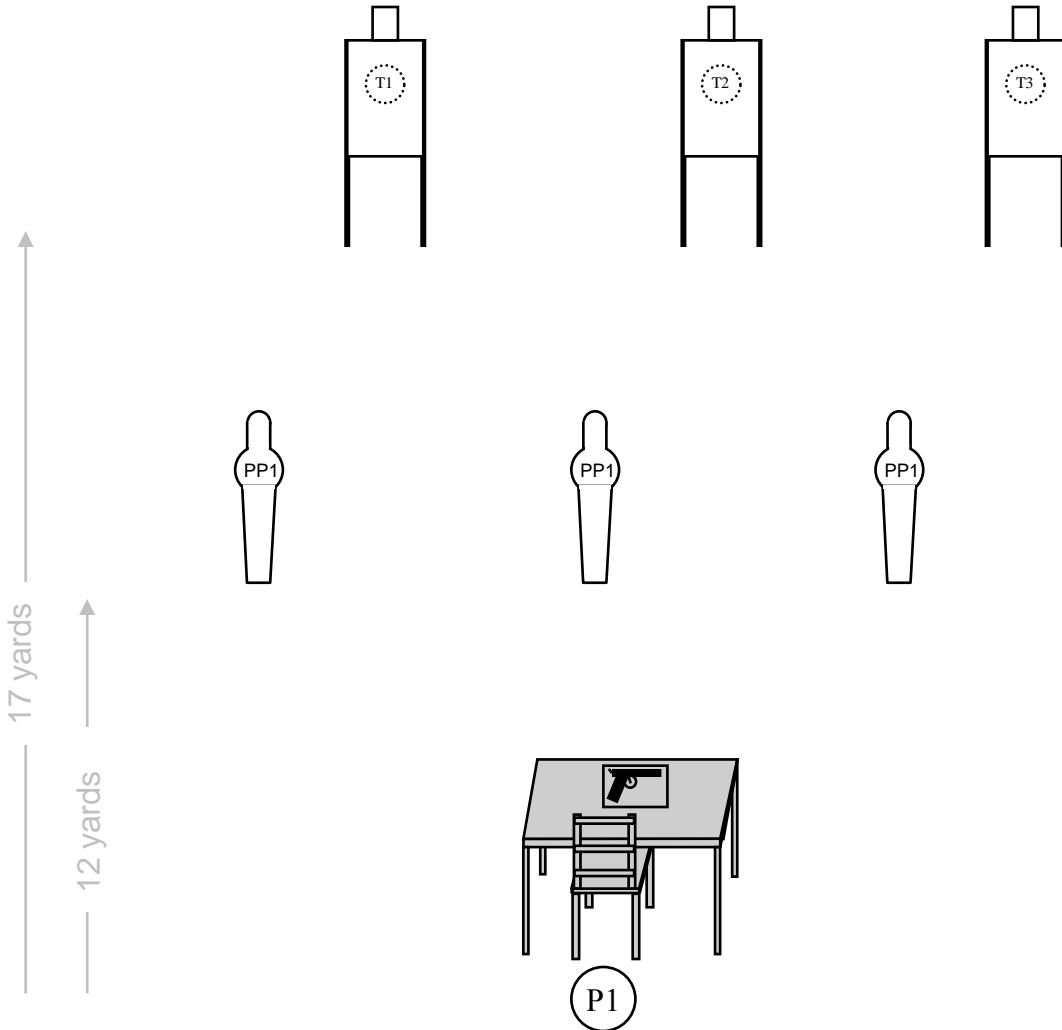
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Stage 12: Standards



Bay 11

- Scenario: Standards.
- Start Position: Seated at P1 with gun in the box and hands on the table. 3 rounds in your gun. Two magazines on belt with 6 rounds each.
- Stage Procedure: On the buzzer, retrieve gun from the IDPA box and engage PP1-PP3 with one round.
You must remain seated.
- Concealment: Not Required.
- Scoring: **Limited Vickers**
- Scored Hits: 12 rounds, **3 each** on T1-T3, PP1-PP3 must fall
- Targets: 3 IDPA, 3 Pepper Poppers
- Penalties: standard, steel that does not fall is scored as a miss. (No failure to neutralize on the steel will be scored.) Magazine with more than the prescribed number of rounds.



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Stage 13: Mistaken Identity



Bay 12

Scenario: You are dining outside at Le Femme when hit men mistake you for someone else. In addition to the three on the sidewalk, another hit man drives by in a pickup truck shooting at you.

Start Position: Seated at P1 with your strong hand on the switch.

Stage Procedure: On the buzzer, engage T1 first, then engage the other targets from cover. You may get up from the table after engaging T1.

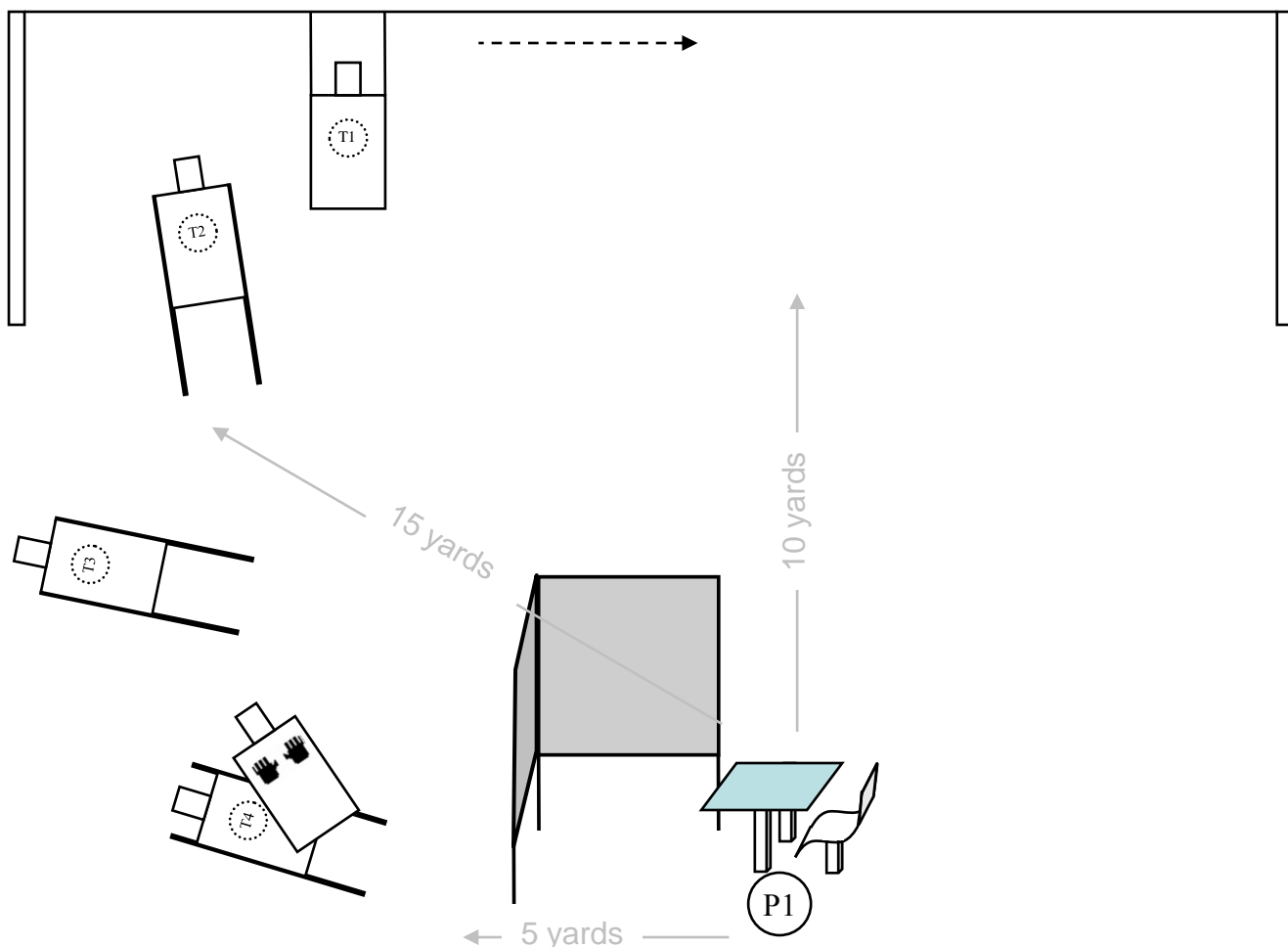
Concealment: Required

Scoring: Vickers

Scored Hits: 12 rounds. **3 each** on T1–T4

Targets: 4 IDPA

Penalties: standard



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Glock



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