



Welcome to the GADPA Monthly IDPA Match

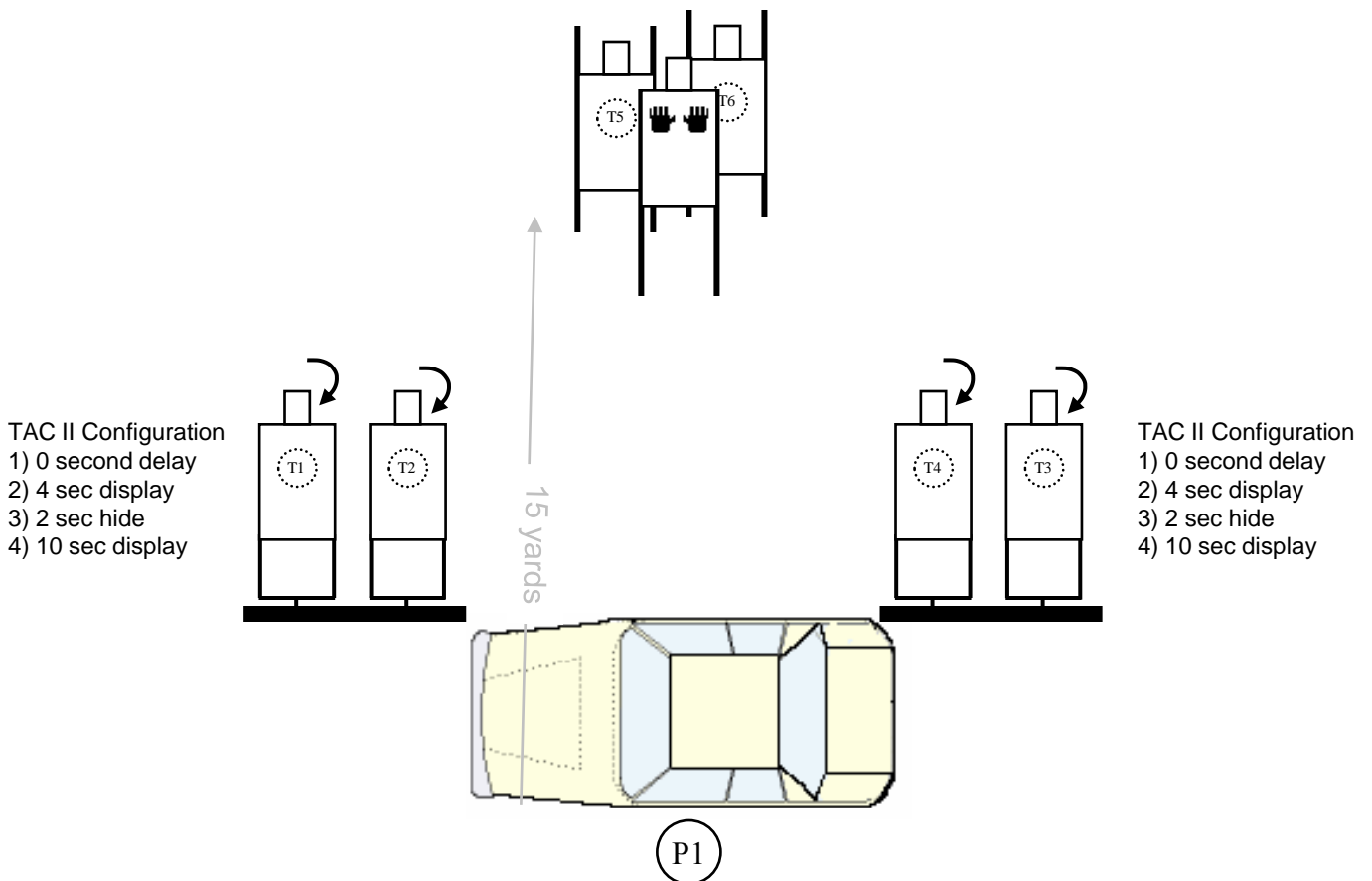
Stage 1

Stage 1: Cover Behind the Car



Bay 3

- Scenario: You see trouble coming and take cover behind a car. The trouble keeps coming...
- Start Position: Kneeling at P1 with both hands on the door.
- Stage Procedure: Draw and engage T1-T4 in any order. Engage T5-T6 through the car windows.
- Concealment: Required.
- Scoring: **Vickers**
- Scored Hits: 12 rounds. Two each on T1-T6
- Targets: 6 IDPA
- Penalties: standard



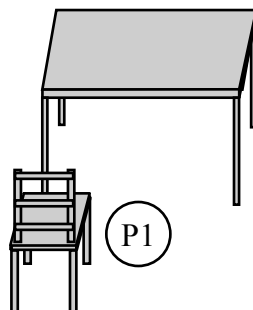
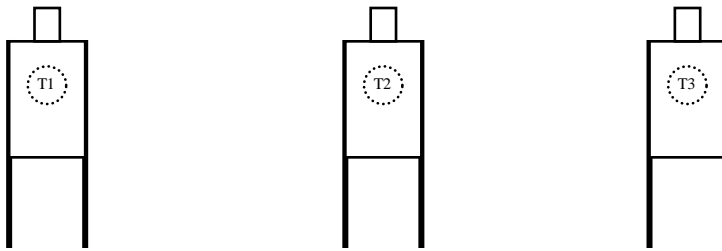
Stage 2

Stage 2: Standards



Bay 4

- Scenario: Long distance standards.
Start Position: Standing with hands relaxed by your side.
Stage Procedure: On the buzzer you may stand, sit or go prone, engage all targets.
Concealment: NOT Required.
Scoring: Limited Vickers
Scored Hits: 6 rounds, **2 each** on T1-T3
Targets: 3 IDPA
Penalties: standard



COURSE DESIGNER: C. English

Stage 3

Stage 3: The "Others"



Bay 5

Scenario: You are on the LOST island and the "Others" have come to take you away. Unlike the TV show actors, you have no intention of joining them.

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

Stage Procedure: On the buzzer, draw and engage T1-T5 while maintaining cover.

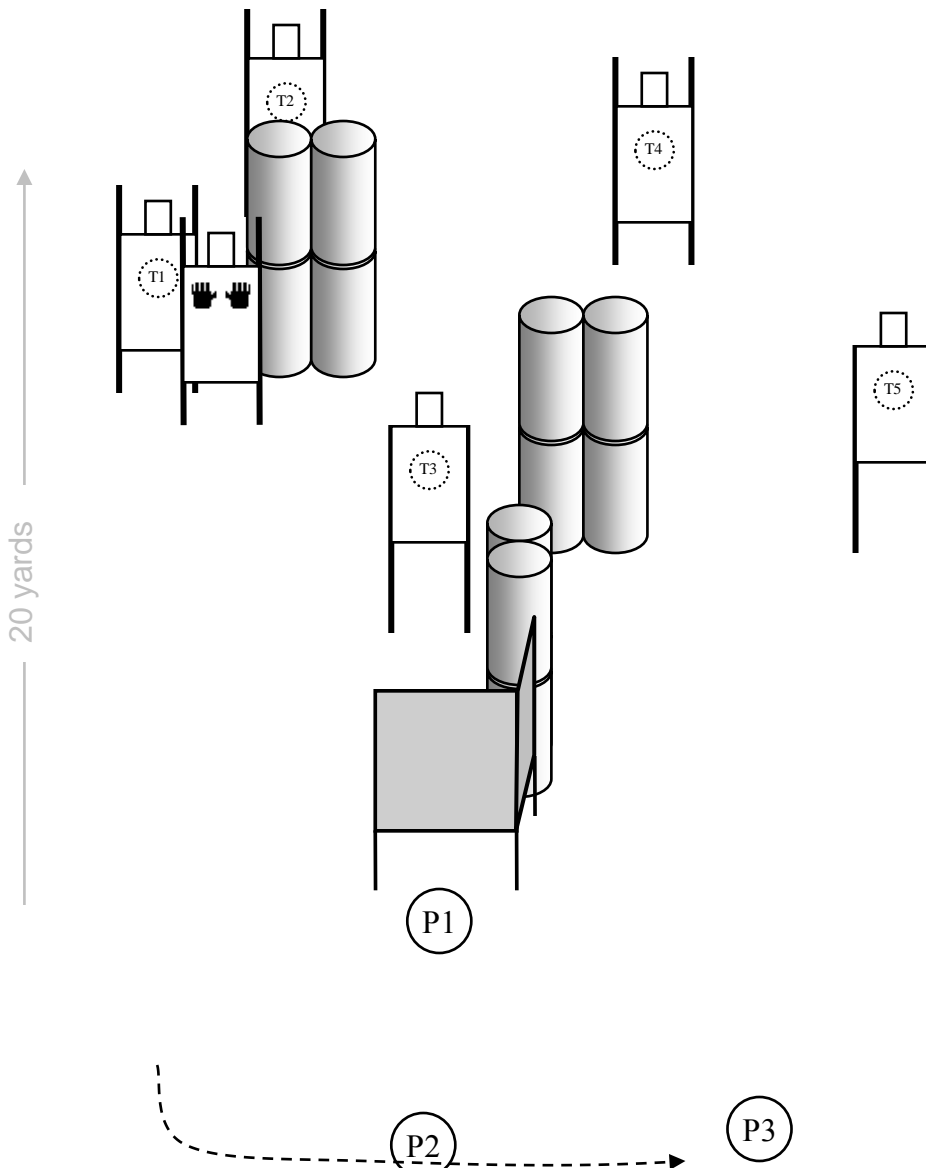
Concealment: Required

Scoring: Vickers

Scored Hits: 15 rounds. **3 each** on paper.

Targets: 5 IDPA

Penalties: standard.



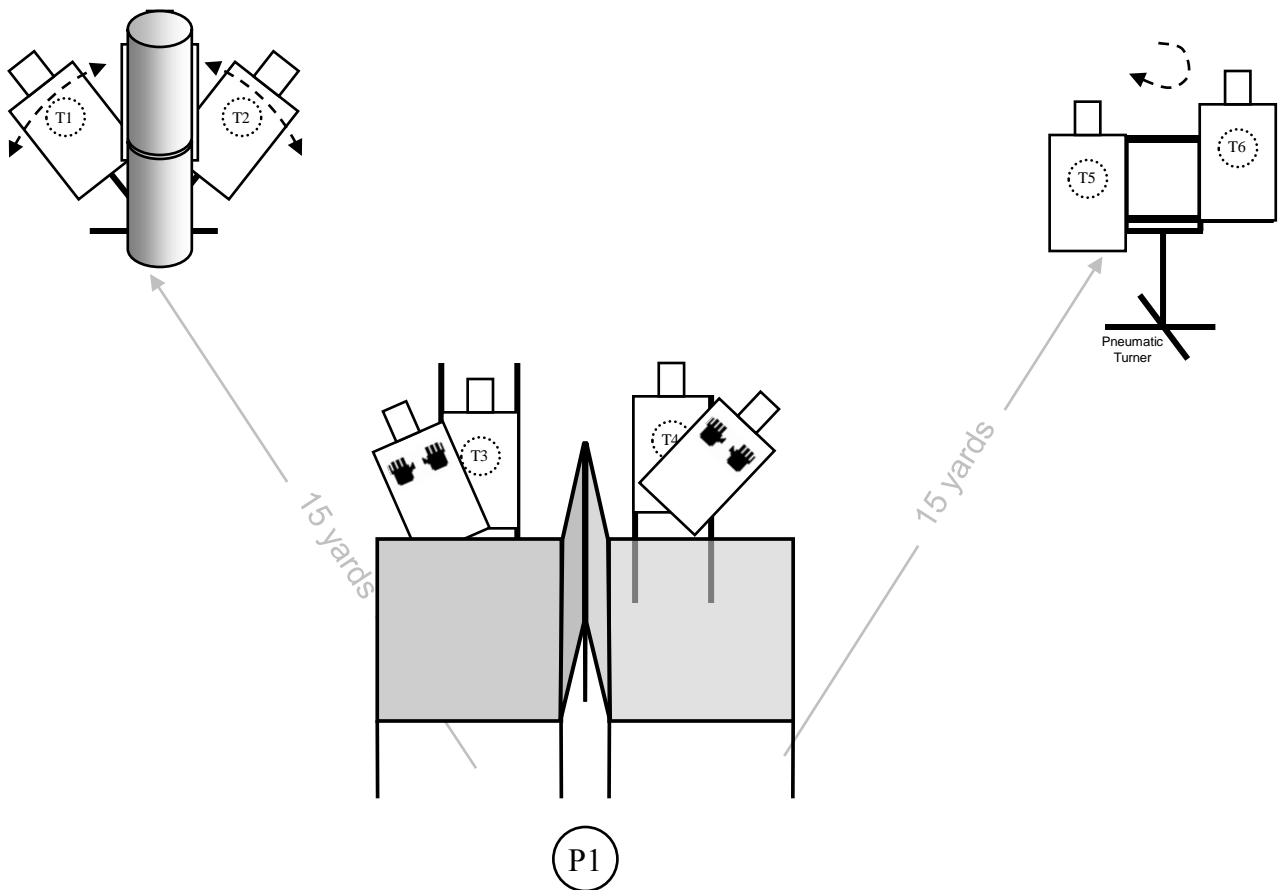
Stage 4

Stage 4: Both Sides



Bay 6

- Scenario: Rogue bikers have pinned you behind a dumpster, now you must take the fight to them.
- Start Position: Standing at P1 with your hands by your side.
- 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



COURSE DESIGNER: C. English

Stage 5

Stage 5: Kidnapped



Bay 7

Scenario: A group of thugs have kidnapped your wife and daughter, now they are trying to get away clean and you must stop them.

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

Stage Procedure: On the buzzer, engage T1-T3 in tactical sequence. Move to P2-P3 and engage all targets from cover.

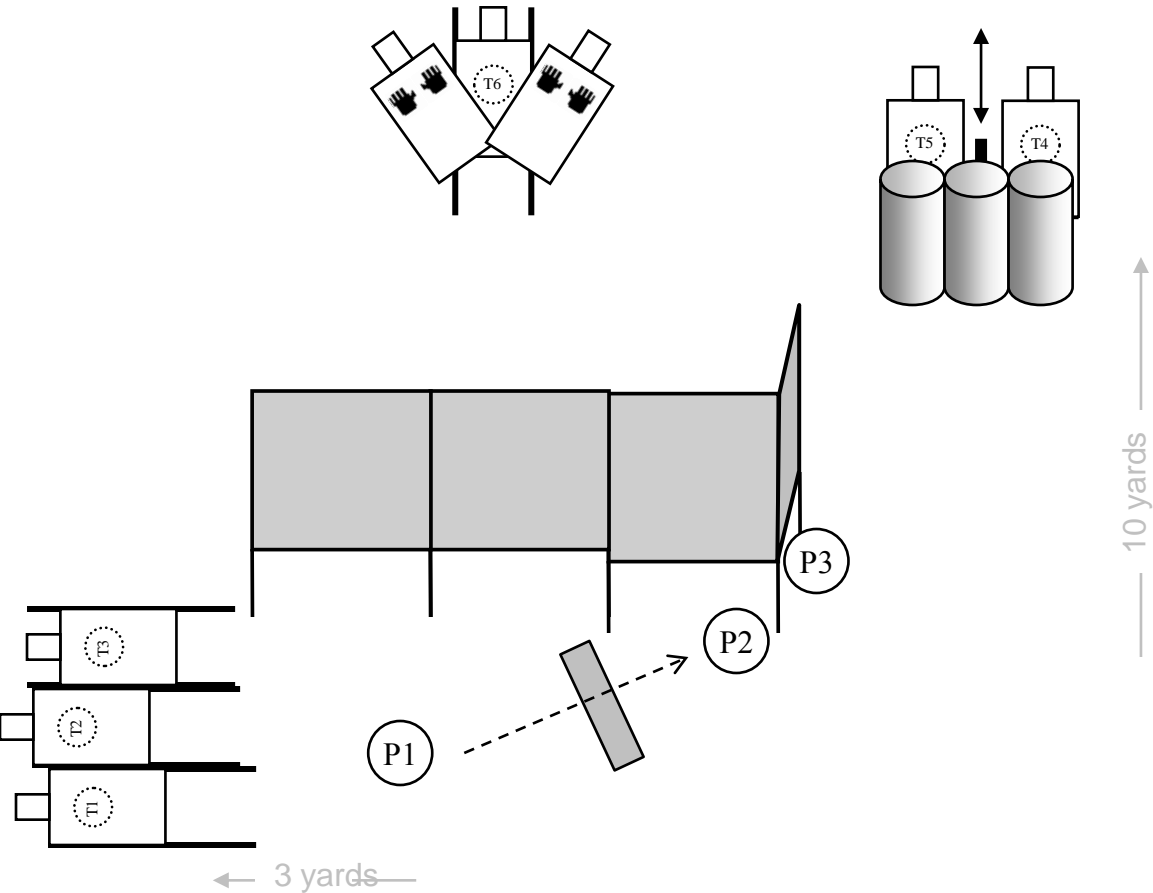
Concealment: Required

Scoring: Vickers

Scored Hits: 12 rounds, **2 each** on all targets

Targets: 6 IDPA

Penalties: standard



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Stage 6

Stage 6: Bank Heist



Bay 8

Scenario: Unfortunately, you stumble upon a bank robbery as you enter the bank to deposit your Las Vegas black-jack winnings.

Start Position: Standing at P1 with briefcase in your weak hand.

Stage Procedure: On the buzzer, engage T1 as they drive by, then engage T2. Engage the other targets from low cover behind the table.

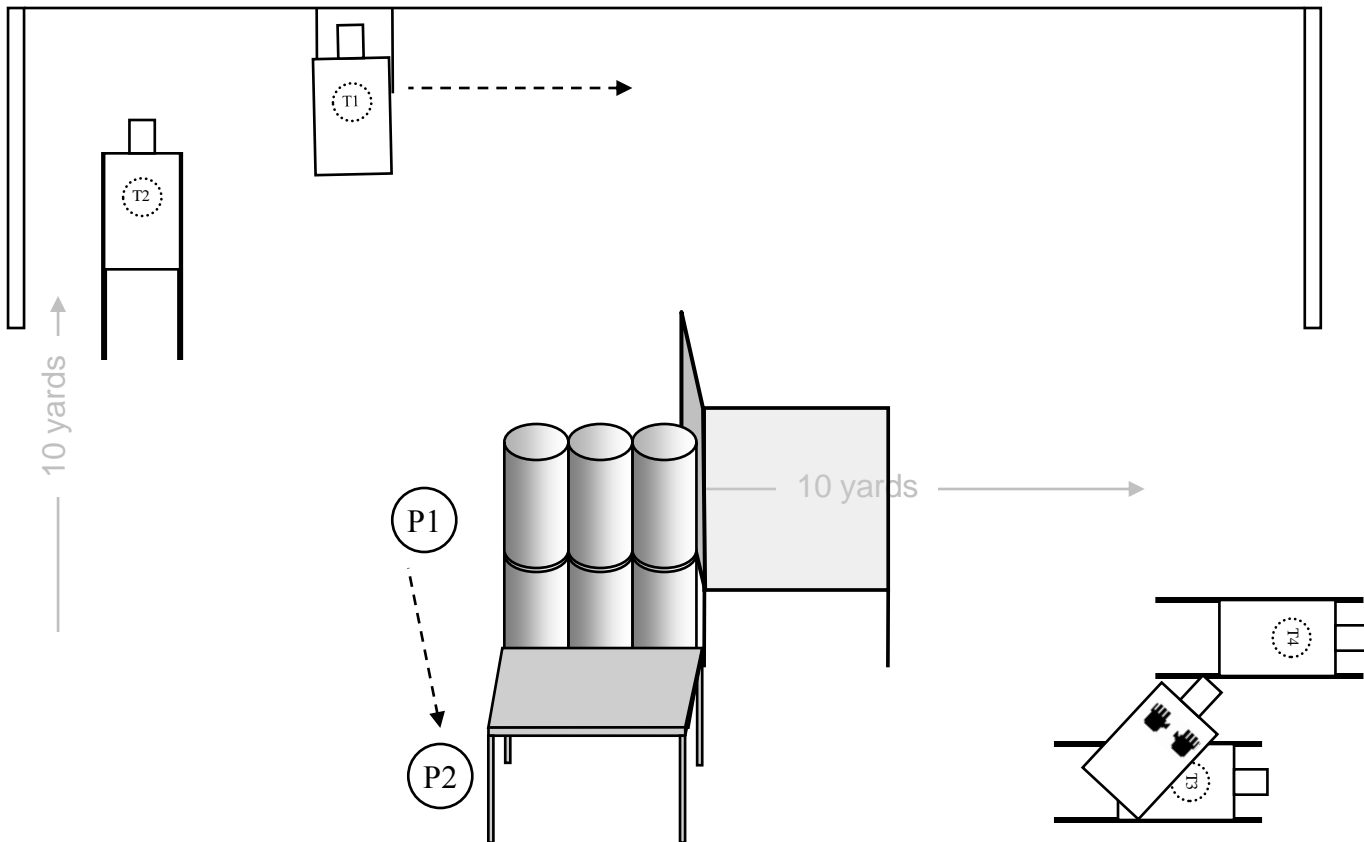
Concealment: Required

Scoring: Vickers

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

Targets: 4 IDPA

Penalties: standard



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Stage 7

Stage 7: Inside Out



Bay 9

Scenario: Strange noises inside your house alert you as you come in from your local NRA chapter meeting. The goons are both inside and outside your home and now they plan to rid you from the planet.

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

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

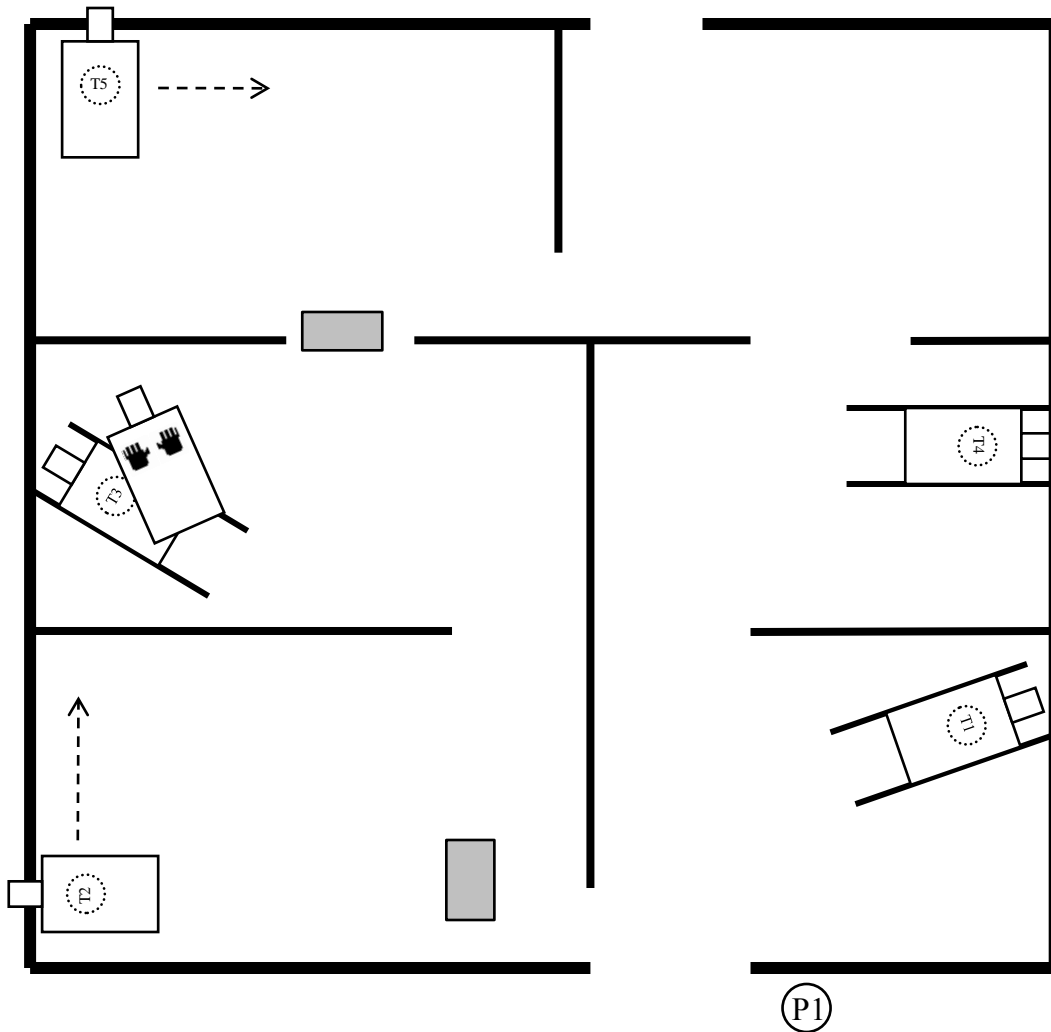
Concealment: Required.

Scoring: **Vickers**

Scored Hits: 3 rounds each on T1-T5.

Targets: 5 IDPA

Penalties: standard



COURSE DESIGNER: C. English