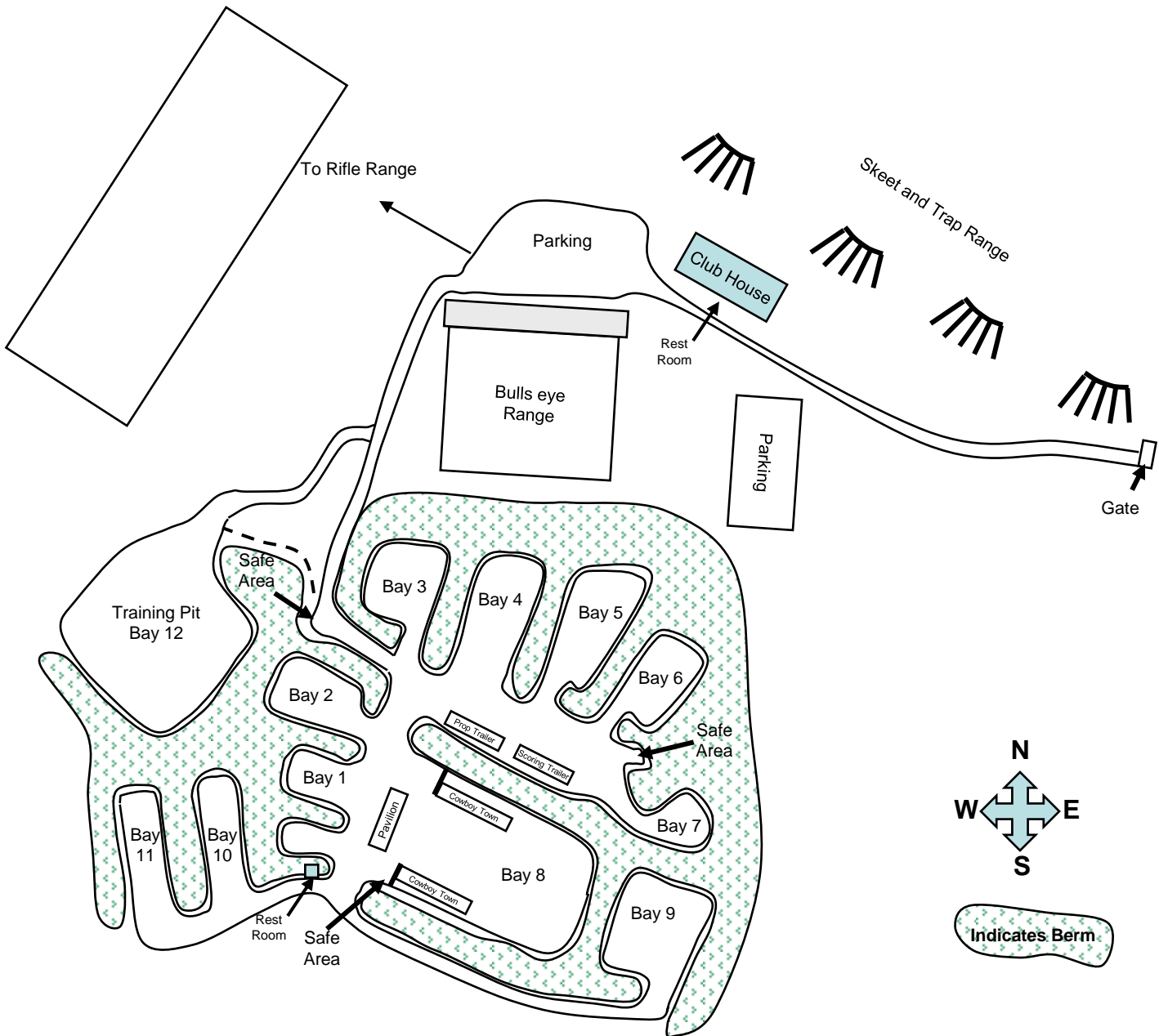




Welcome to the GADPA Monthly IDPA Match

South River Gun Club Range Map



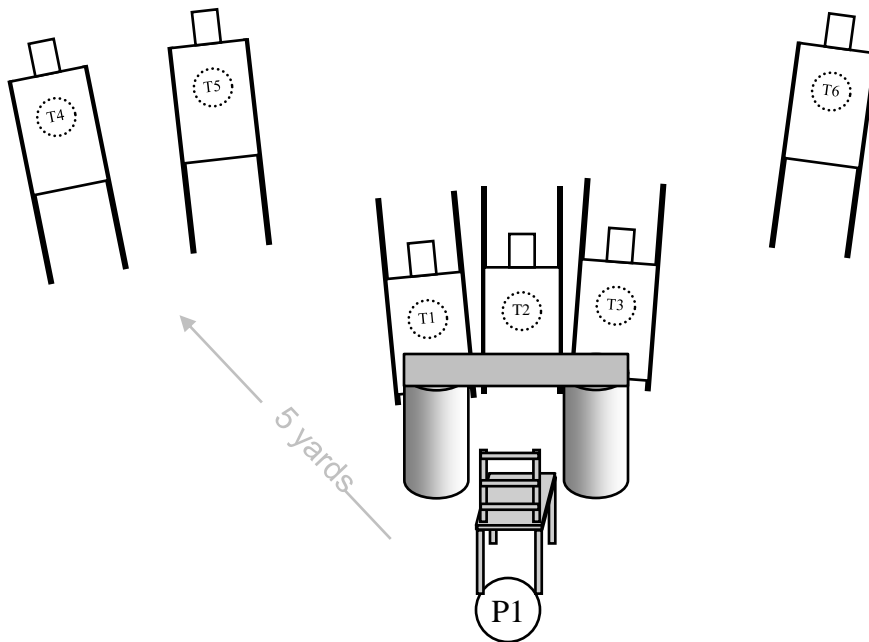
Stage 1

Stage 1: Under The Table



Bay 1

Scenario: Card game gone bad.
Start Position: Seated with gun in strong hand on knee
Stage Procedure: On the buzzer, engage T1-T3 under the table freestyle. Next, engage T4-T6 over the table freestyle. Reload as necessary
Concealment: **Required.**
Scoring: **Vickers**
Scored Hits: 12 rounds, **2 each** on T1-T6
Targets: 6 IDPA
Penalties: standard



COURSE DESIGNER: D. Rawlinson

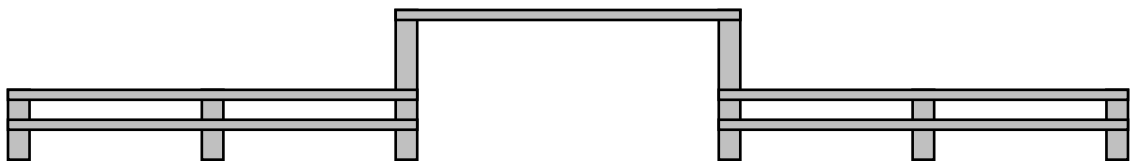
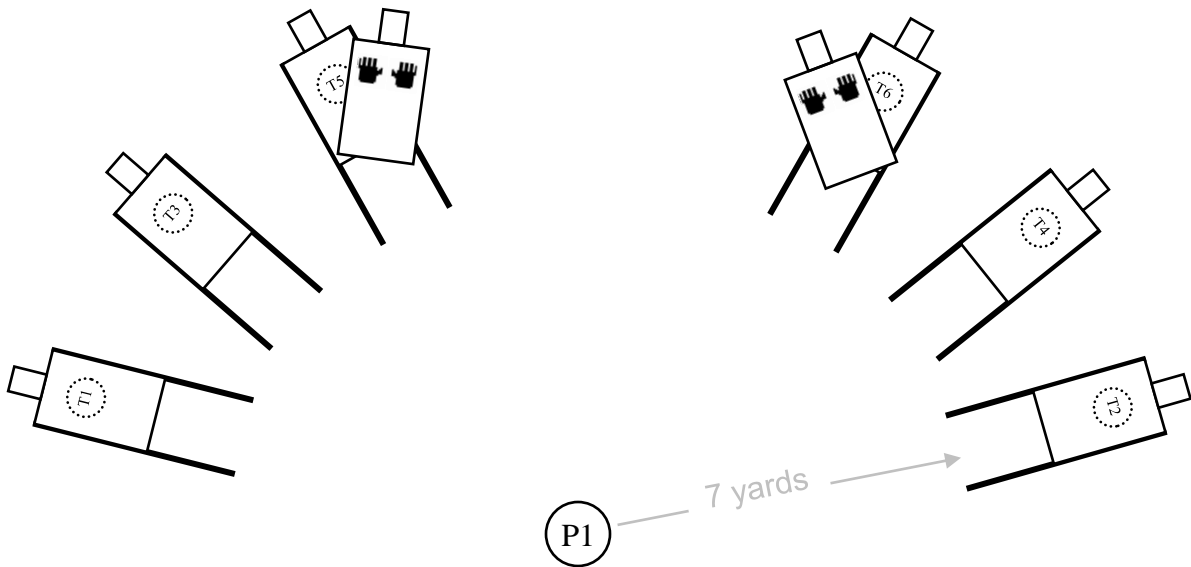
Stage 2

Stage 2: Standards



Bay 2

- Scenario: Standards
Start Position: At P1 with hands relaxed by your side
Stage Procedure: On the buzzer, draw and fire 2 shots each at T1 strong hand, then swap the gun to weak hand and fire 2 shots at T2. Alternate targets and hands for the remaining targets. Reload as necessary.
Concealment: NOT Required.
Scoring: **Limited Vickers**
Scored Hits: 12 rounds, **2 each** on T1-T6
Targets: 6 IDPA
Penalties: standard



COURSE DESIGNER: C. English

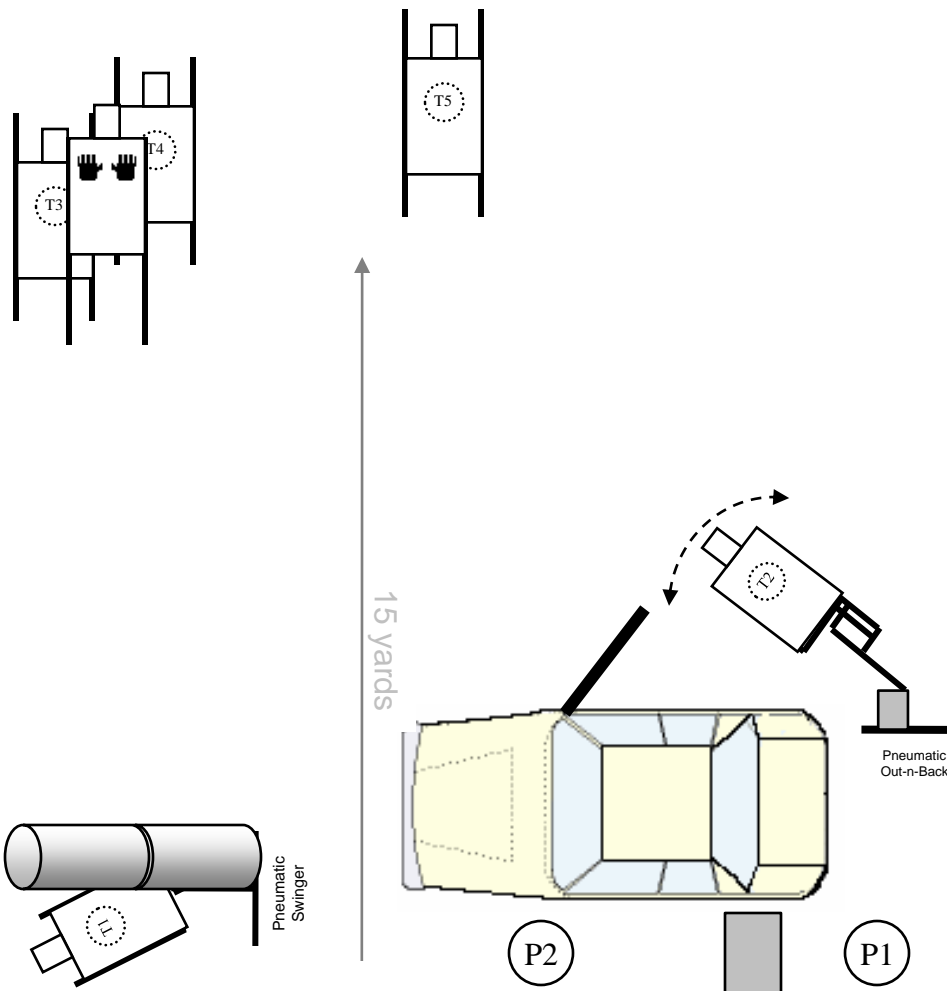
Stage 3

Stage 2: Used Car Lot



Bay 3

- Scenario: You are at a used car lot when miscreants try to rob you.
- Start Position: Standing at P1 with hands by your side.
- Stage Procedure: Draw, step on activator and engage T1 while moving to P2. At P2, go to low cover and engage T2 through the window. Engage all remaining targets using the car as cover.
- Concealment: Required.
- Scoring: **Vickers**
- Scored Hits: 15 rounds. **3 each** on T1–T5
- Targets: 5 IDPA
- Penalties: standard



COURSE DESIGNER: C. English

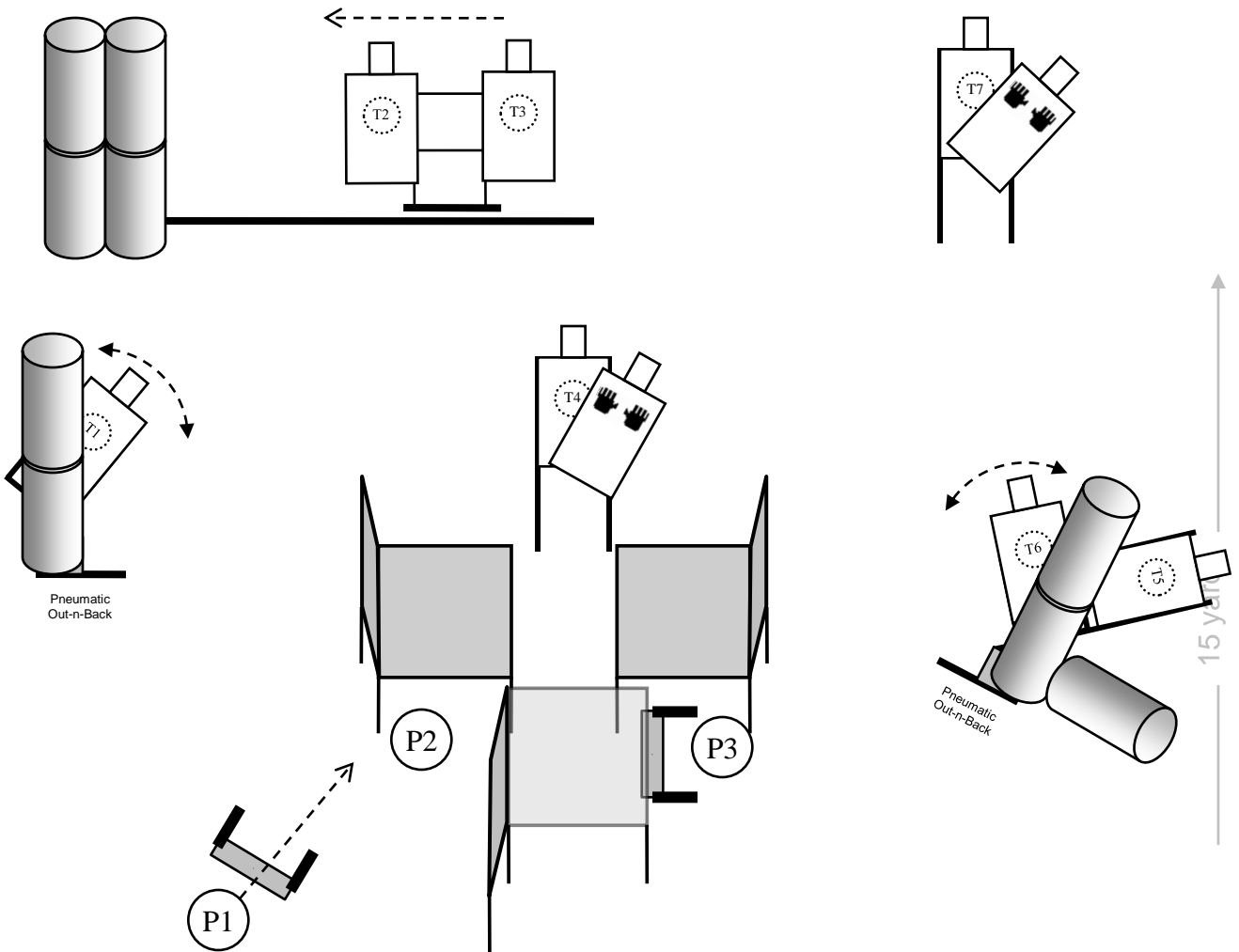
Stage 3

Stage 3: Home Protection



Bay 3

- Scenario: A group of thugs has decided to target your humble abode.
Start Position: At P1 with hands relaxed by your side
Stage Procedure: On the buzzer, draw and engage T1 while moving to cover at P2. Engage all remaining targets from cover.
Concealment: Required.
Scoring: **Vickers**
Scored Hits: 14 rounds, **2 each** on T1-T7
Targets: 7 IDPA
Penalties: standard



COURSE DESIGNER: C. English

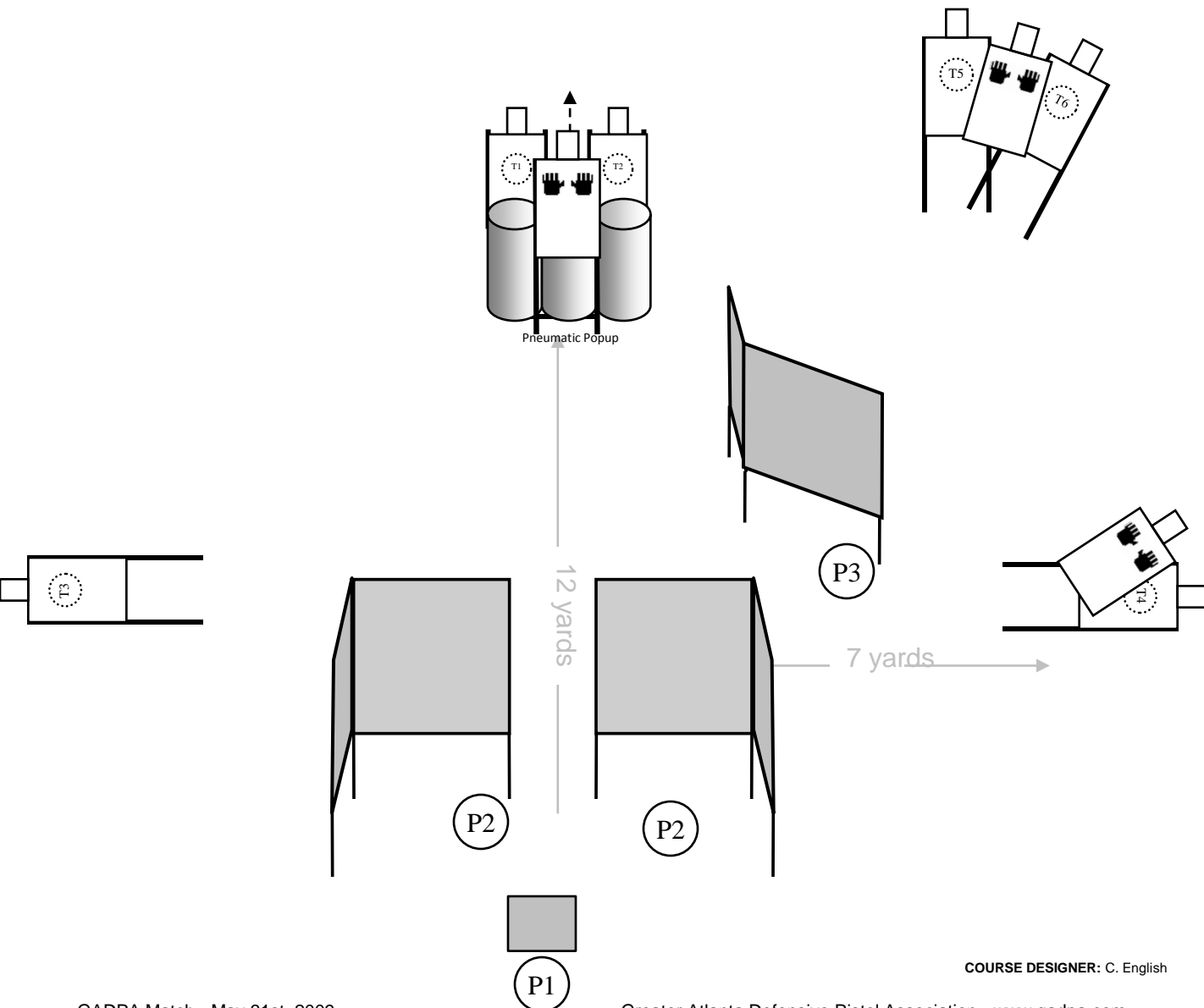
Stage 5

Stage 5: Student at Arms



Bay 5

- Scenario: On your way home from class, goons decide to take your life, backpack and everything in it.
- Start Position: At P1 with hands relaxed by your side wearing backpack full of books.
- Stage Procedure: On the buzzer, draw and step on the pressure pad while advancing to P2. From P2, engage all targets from cover. You MAY perform a reload while moving from P2 to P3.
- Concealment: Required.
- Scoring: **Vickers**
- Scored Hits: 12 rounds, **2 each** on T1-T6
- Targets: 6 IDPA
- Penalties: standard



COURSE DESIGNER: C. English

Stage 6

Stage 6: Up Close Drive by



Bay 8

Scenario: You are standing on the curb with no place to hide when a carload of gang members drives by shooting at random.

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

Stage Procedure: On the buzzer, engage T1-T2 as they drive by. Take cover and finish off the two that jumped out.

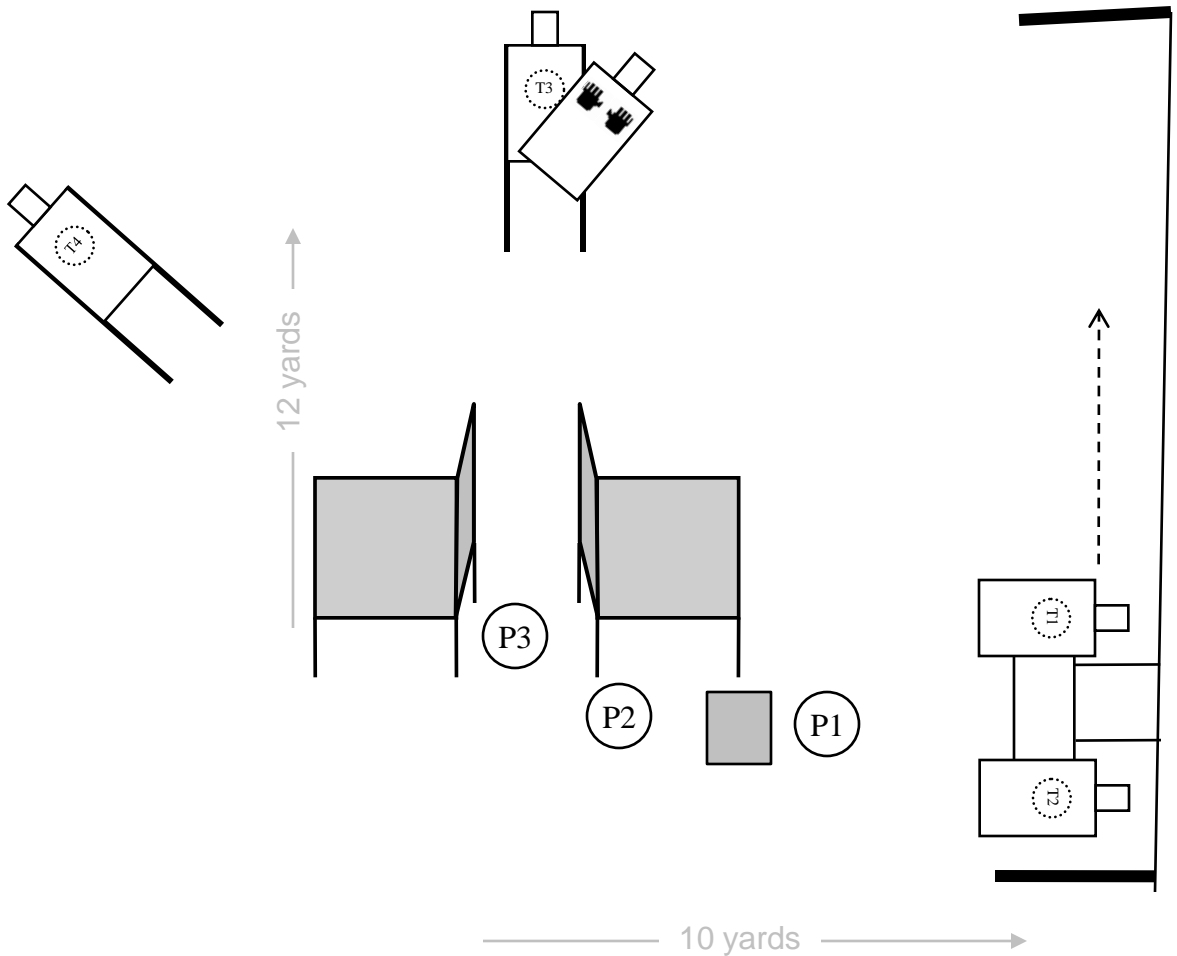
Concealment: Required

Scoring: Vickers

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

Targets: 4 IDPA

Penalties: standard



COURSE DESIGNER: C. English

Stage 7

Stage 7: Cleaning House



Bay 9

Scenario: You have just returned from the store with cleaning supplies, when you find that you have to clean out a different type of vermin.

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

Stage Procedure: On the buzzer, draw and engage T1 while moving into the house. Engage all remaining targets from cover.

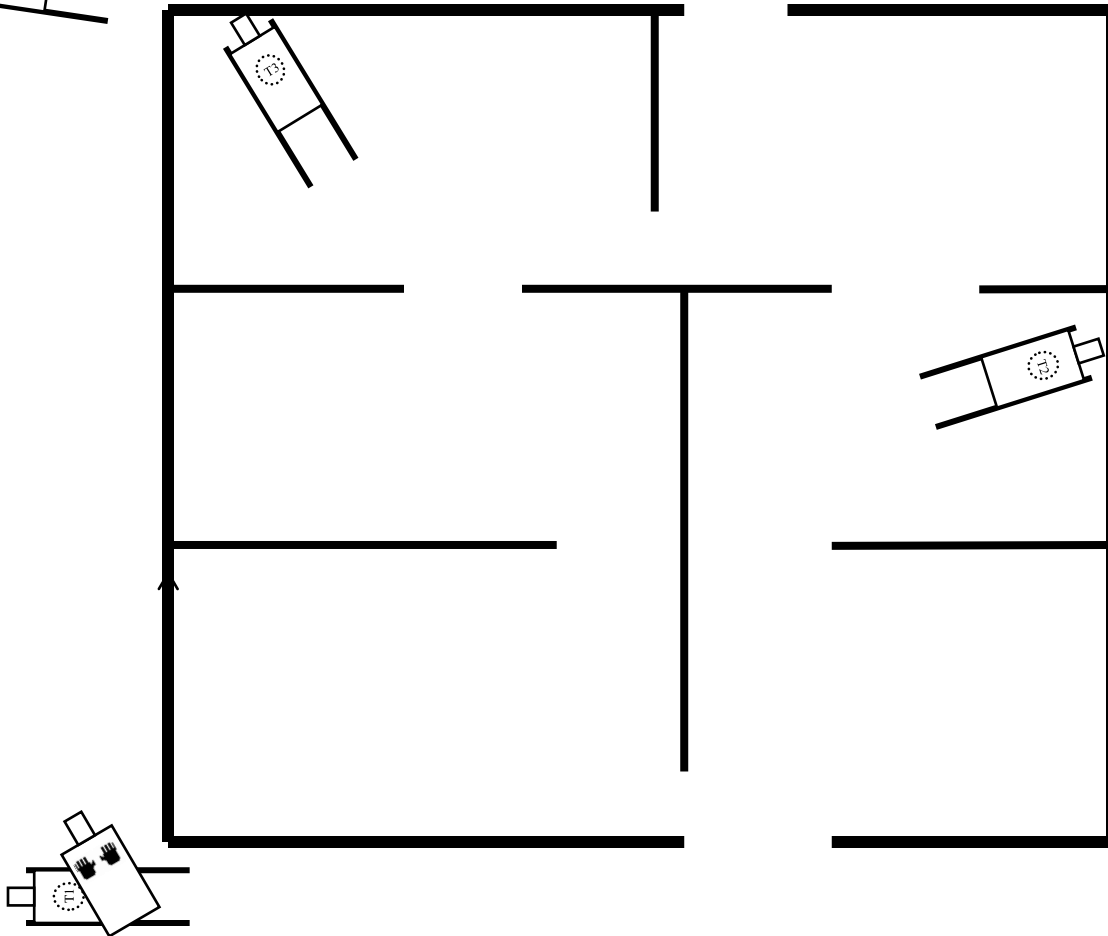
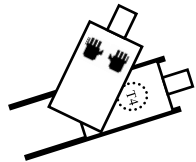
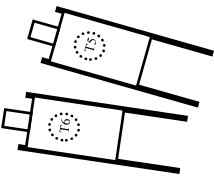
Concealment: Required.

Scoring: **Vickers**

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

Targets: 6 IDPA

Penalties: standard



(P1)

COURSE DESIGNER: C. English