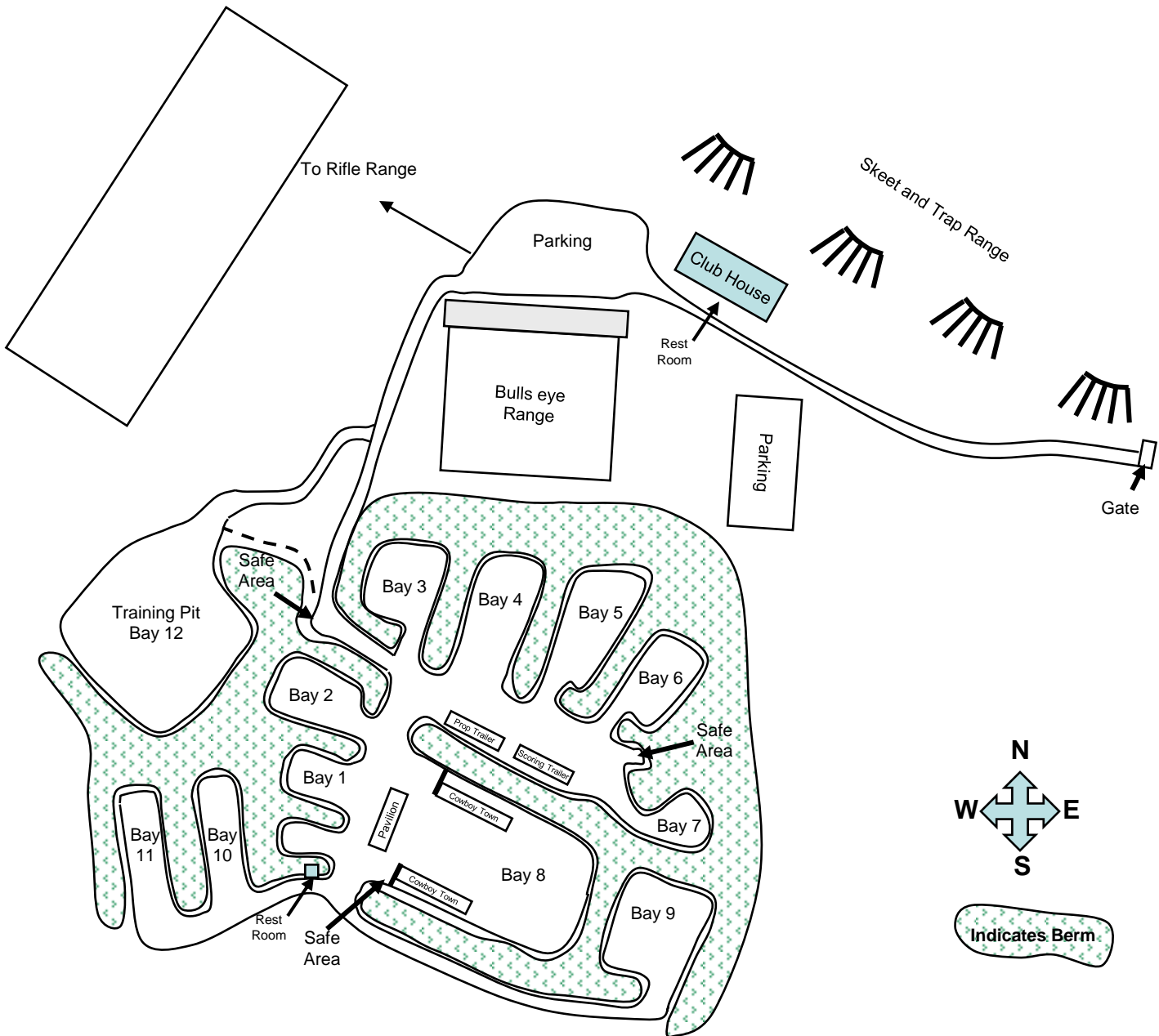




Welcome to the GADPA Monthly IDPA Match

# South River Gun Club Range Map



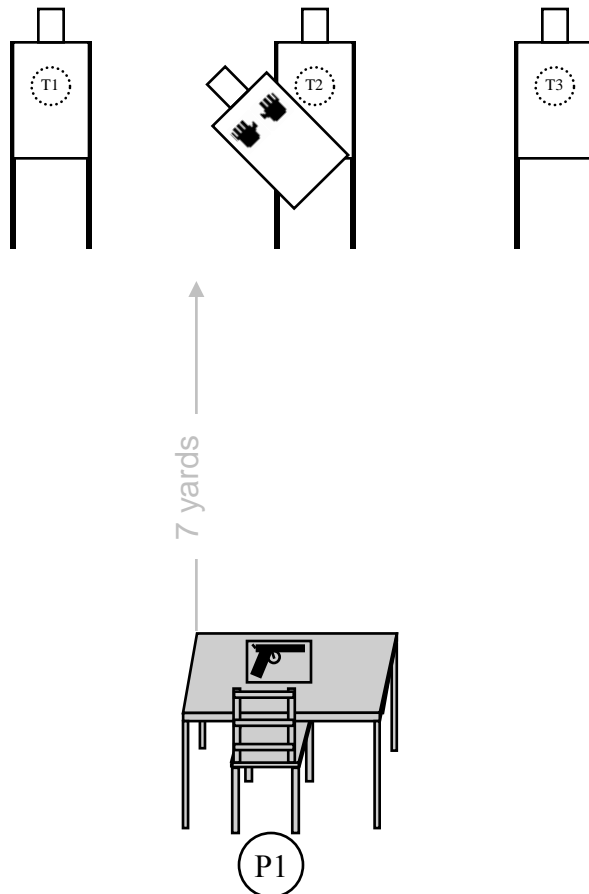
# Stage 1

Stage 1: Standards



## Bay 1

- Scenario: Standards.
- Start Position: Seated at P1 with hands on your knees and your gun in the IDPA box.
- Stage Procedure: **String 1:** On the buzzer, retrieve your gun **with your weak hand only** and engage T1-T3 with 2 rounds each.  
**String 2:** On the buzzer, retrieve your gun **with your strong hand only** and engage T1-T3 with 2 rounds each.
- Concealment: **NOT Required.**
- Scoring: **Limited Vickers**
- Scored Hits: 12 rounds, **4 each** on T1-T3
- Targets: 3 IDPA
- Penalties: standard, using 2 hands at any point, including opening the box.



COURSE DESIGNER: C. English

# Stage 2

Stage 2: Bake Shop



## Bay 2

Scenario: As you leave the local bake shop, hooligans descend and begin firing.

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

Stage Procedure: On the buzzer, draw and engage T1-T2 from P1. Engage the remaining targets from cover at P2 and P3.

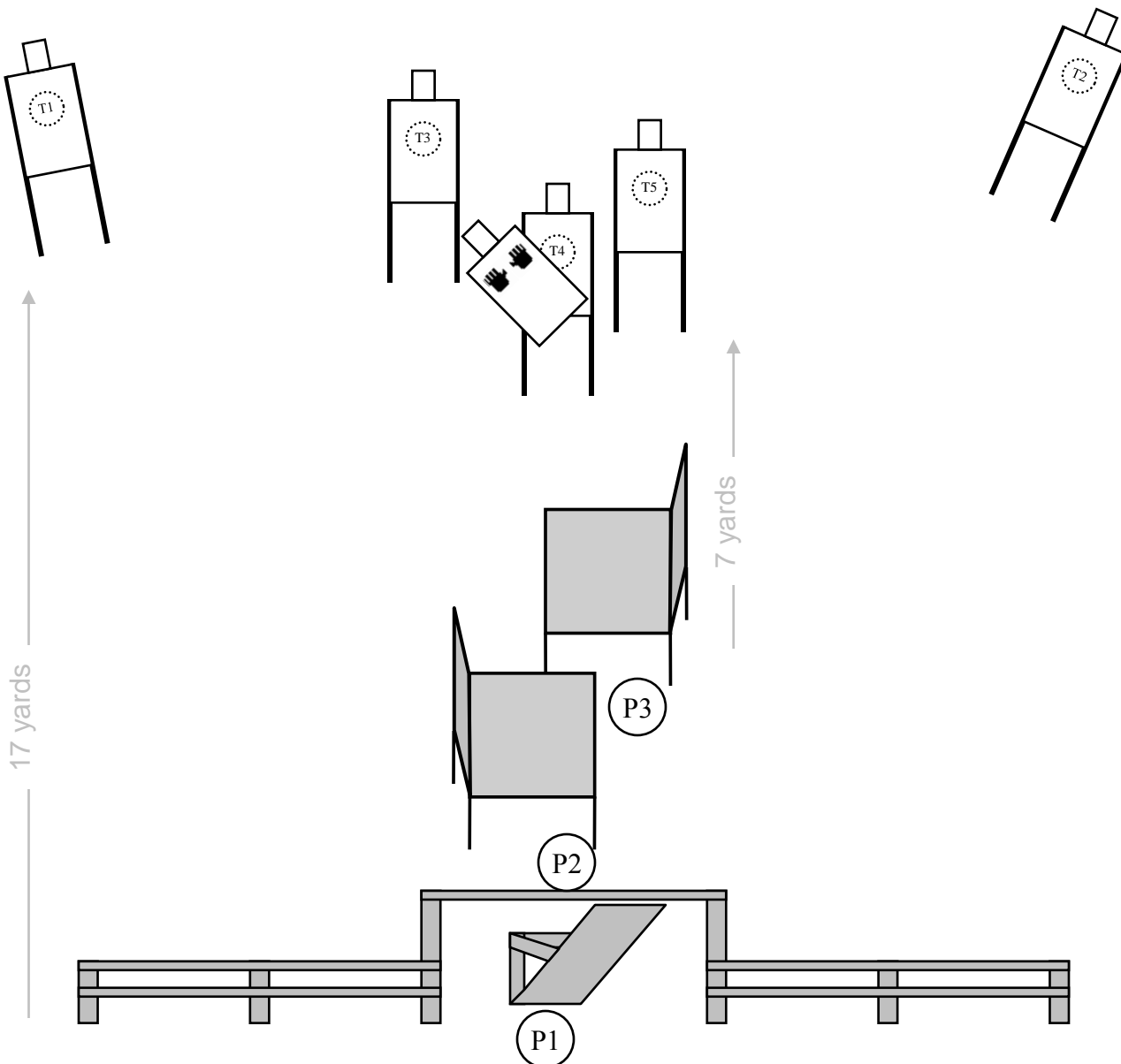
Concealment: Required.

Scoring: **Vickers**

Scored Hits: 15 rounds, **3 shots** on T1-T3

Targets: 5 IDPA

Penalties: standard



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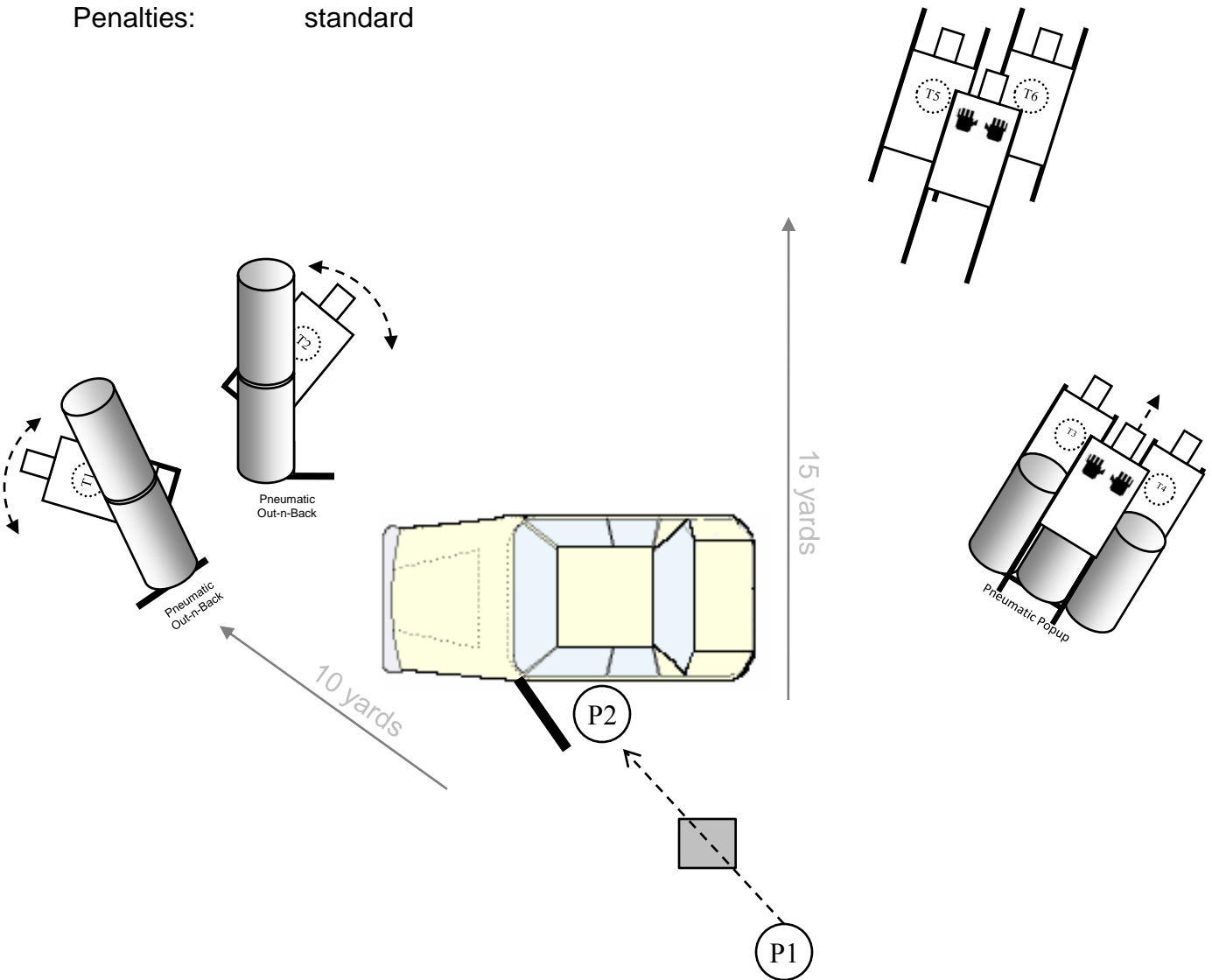
# Stage 3

## Stage 3: Gym Trouble



### Bay 3

- Scenario:** After leaving the gym, you are entertained by crack-heads who plan to rob you and steal your car.
- Start Position:** Standing at P1 with your hands by your side. All spare ammo is on the driver's side floor of the car.
- Stage Procedure:** On the buzzer, step the pad to activate the targets and then engage T1-T2 while moving to low cover at P2. Engage all remaining targets from low cover behind the car.
- Concealment:** Required.
- Scoring:** **Vickers**
- Scored Hits:** 18 rounds. **3 each** on T1-T5
- Targets:** 6 IDPA
- Penalties:** standard



COURSE DESIGNER: C. English

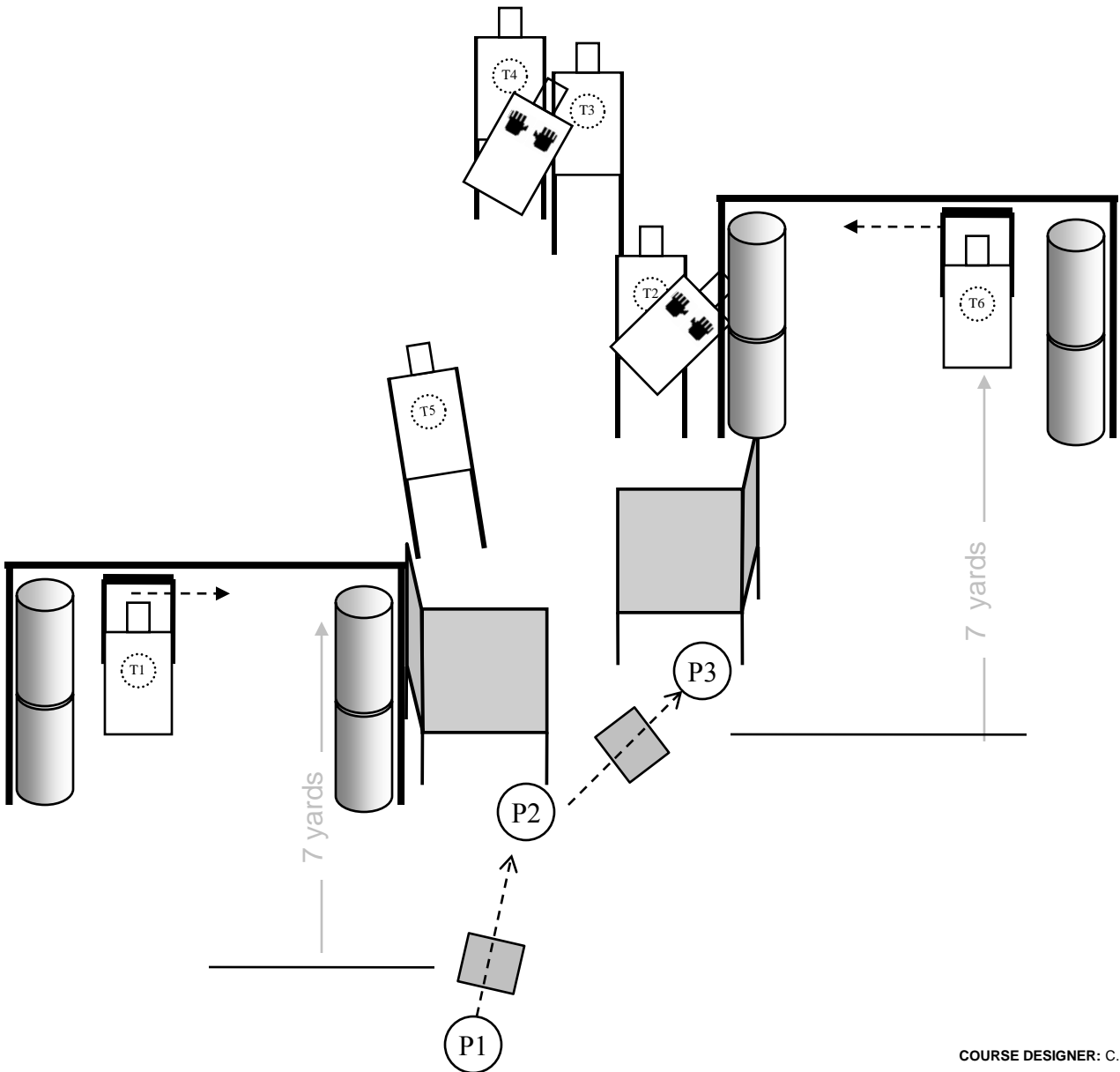
# Stage 4

Stage 4: Used Car Lot



## Bay 4

- Scenario: You are at the used car lot when a host of thieves decide to rob the place.
- Start Position: At P1 with hands relaxed by your side
- Stage Procedure: On the buzzer, draw and engage T1-T2 while moving to cover at P2. Engage all remaining targets from cover.
- Concealment: Required.
- Scoring: **Vickers**
- Scored Hits: 12 rounds, **2 each** on T1-T6
- Targets: 6 IDPA
- Penalties: standard



COURSE DESIGNER: C. English

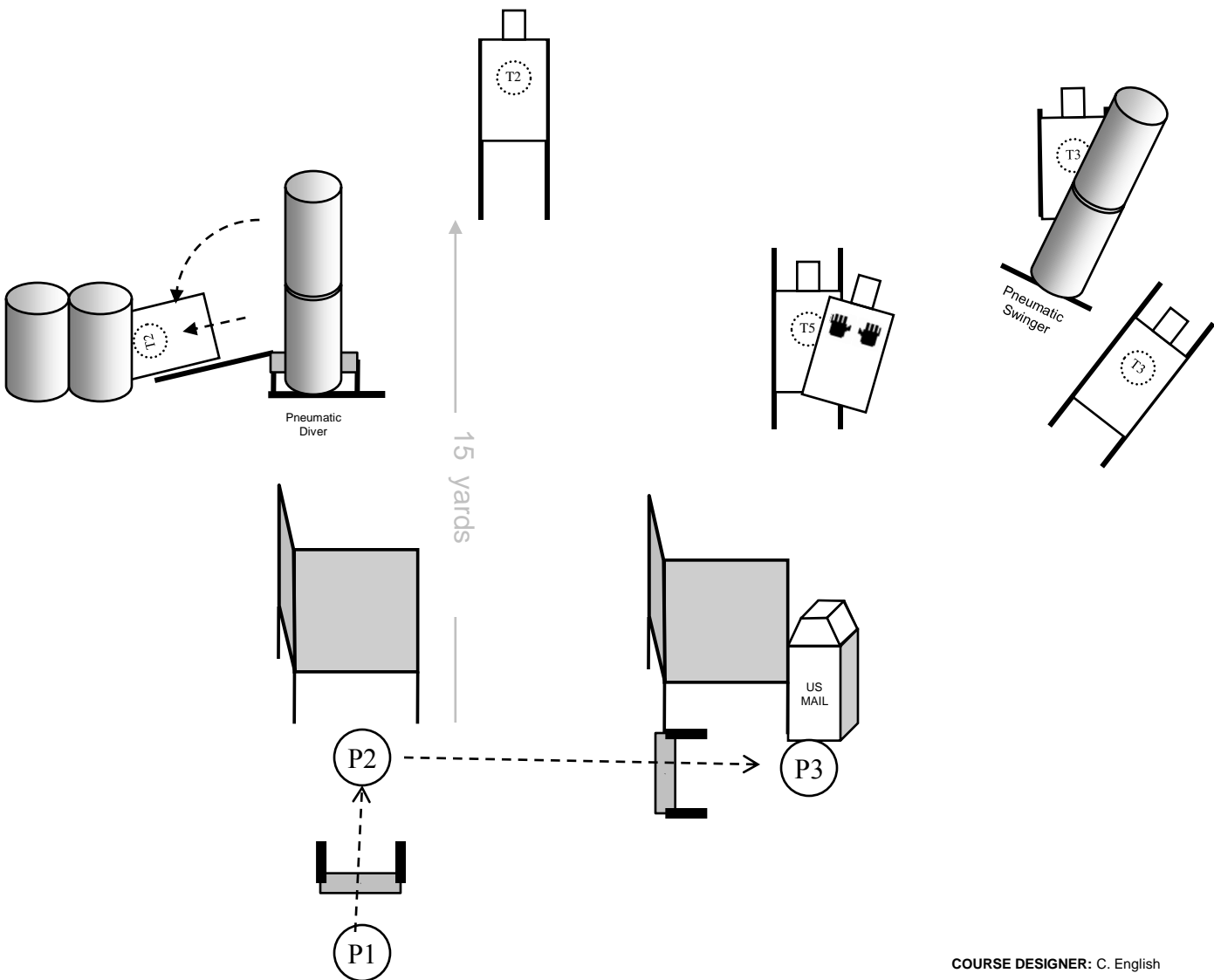
# Stage 5

Stage 5: High Cost of Postage



## Bay 5

- Scenario:** On your way to the mailbox, looters decide to take advantage of a power outage and you are in their way.
- Start Position:** Standing at P1 with hands by your side.
- Stage Procedure:** On the buzzer, draw and engage T1 while advancing to cover at P2. Engage T2 while moving to cover at P3. You may engage P3 while standing, but T4-T5 must be engaged from low cover at P3.
- Concealment:** Required.
- Scoring:** **Vickers**
- Scored Hits:** 15 rounds, **3 each** on T1-T5
- Targets:** 5 IDPA
- Penalties:** standard, not shooting T2 on the move



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# Stage 6

Stage 6: Cooped Up



## Bay 6

Scenario: While feeding your chickens, rednecks from the nearby meth lab raid your farm.

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

Stage Procedure: On the buzzer, advance to P2, draw and engage all targets from cover.

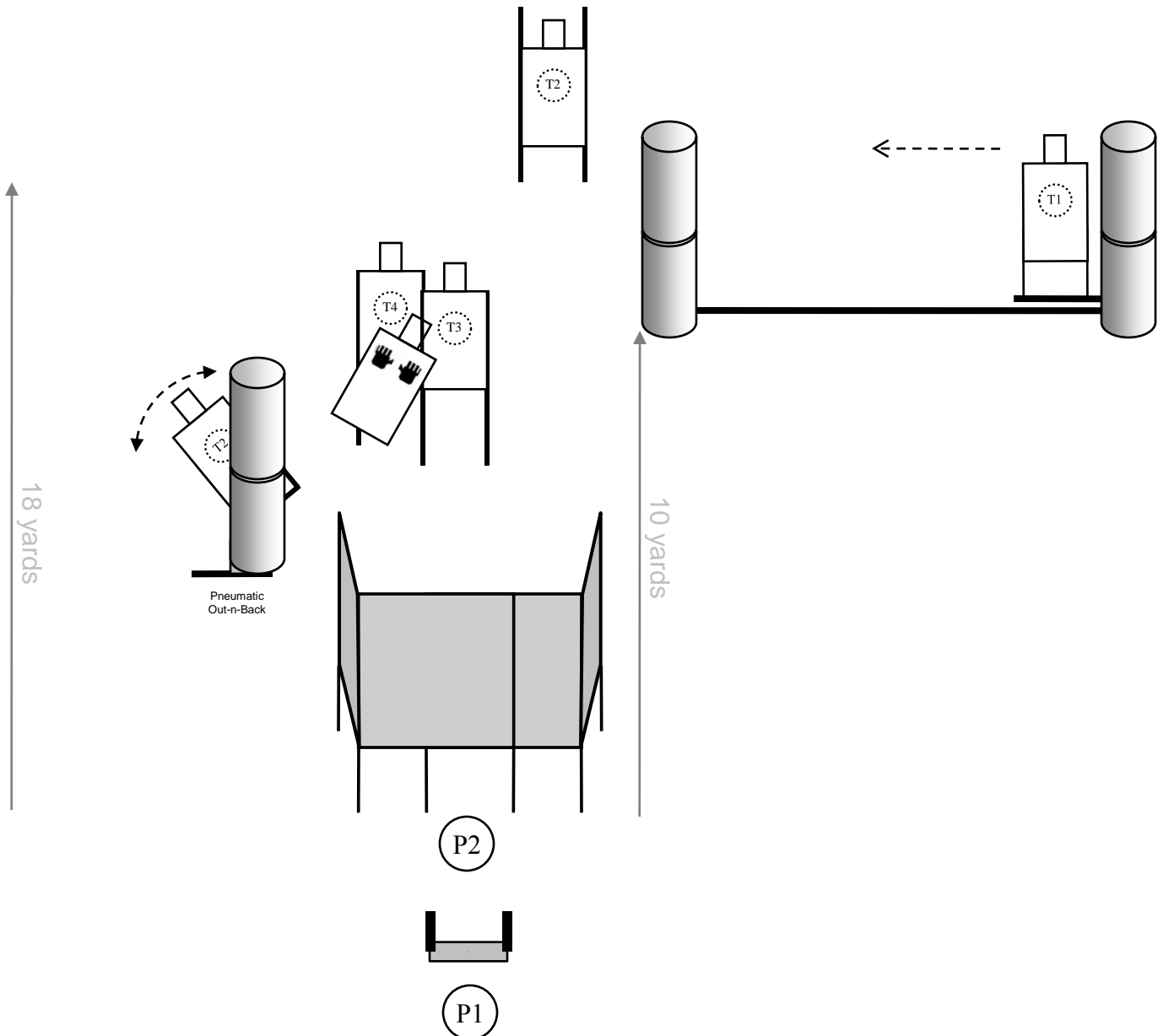
Concealment: Required.

Scoring: **Vickers**

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

Targets: 6 IDPA

Penalties: standard



# Stage 7

Stage 7: Outside the House



## Bay 9

Scenario: Your surprise a gang of home invaders and must rid the place of them from outside the house.

Start Position: Standing at P1.

Stage Procedure: On the buzzer, engage all targets from cover.

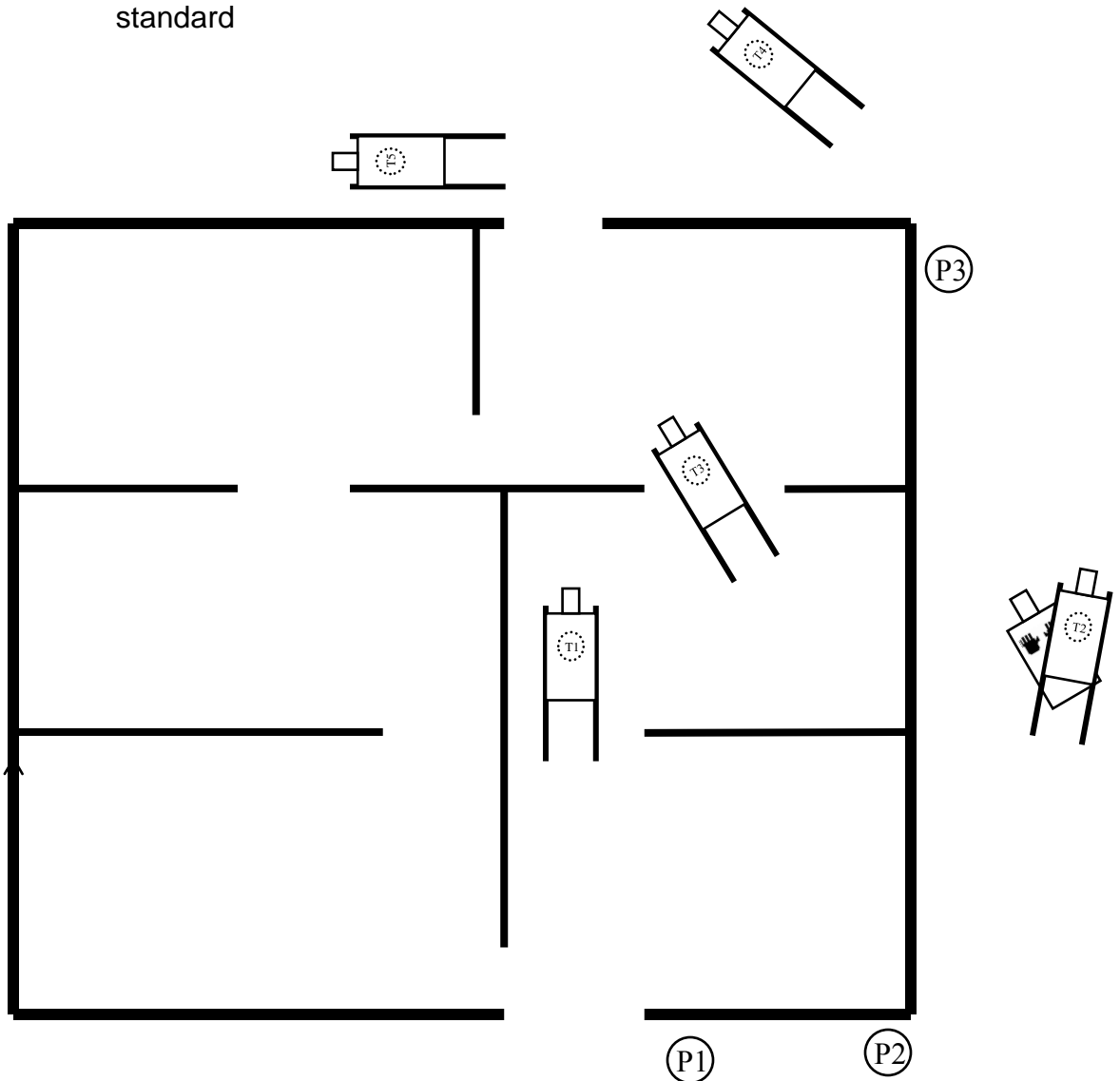
Concealment: Required.

Scoring: **Vickers**

Scored Hits: 15 rounds, **3 each** on T1-T5.

Targets: 5 IDPA

Penalties: standard



COURSE DESIGNER: C. English