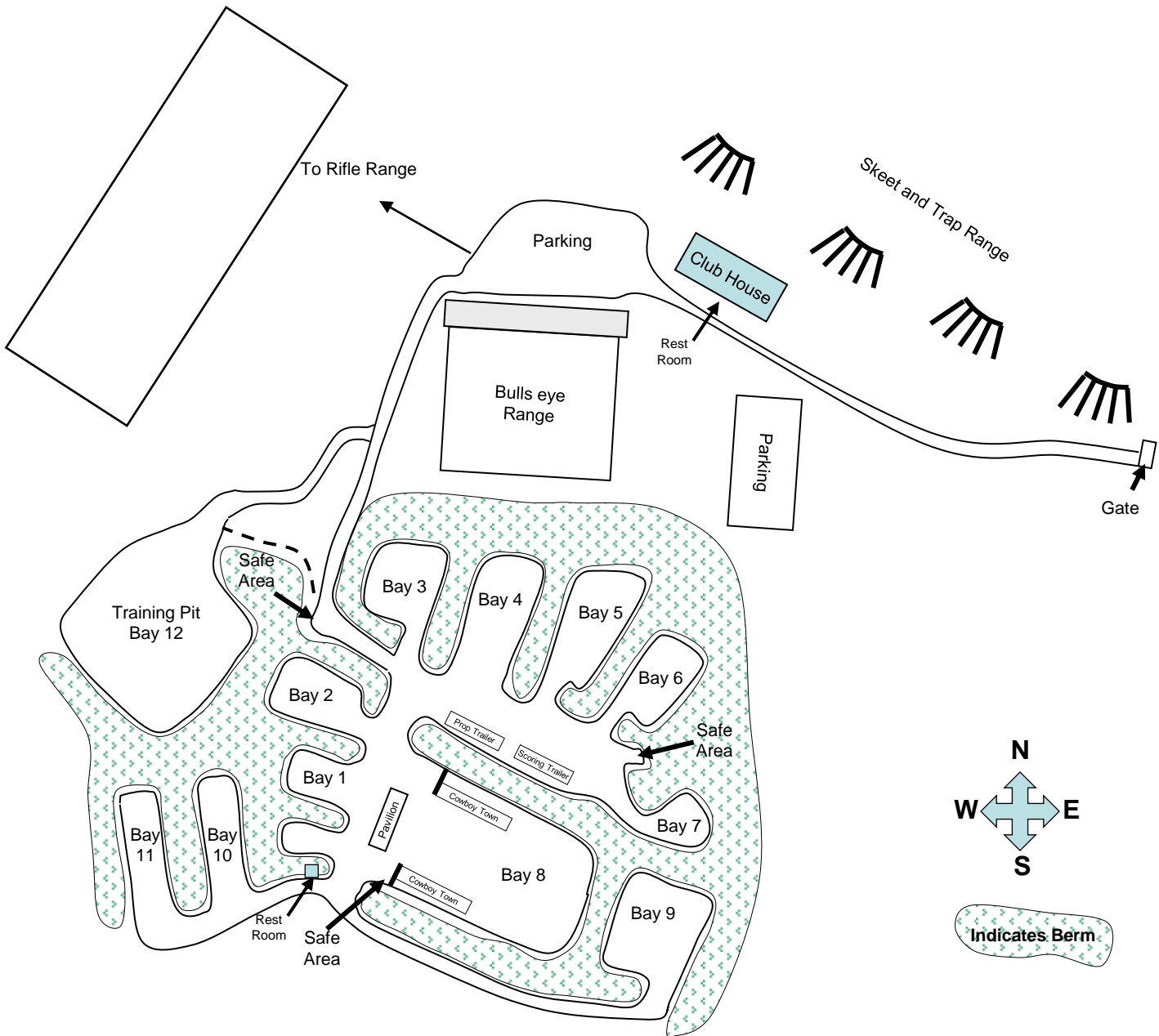




Welcome to the GADPA Monthly IDPA Match

South River Gun Club Range Map



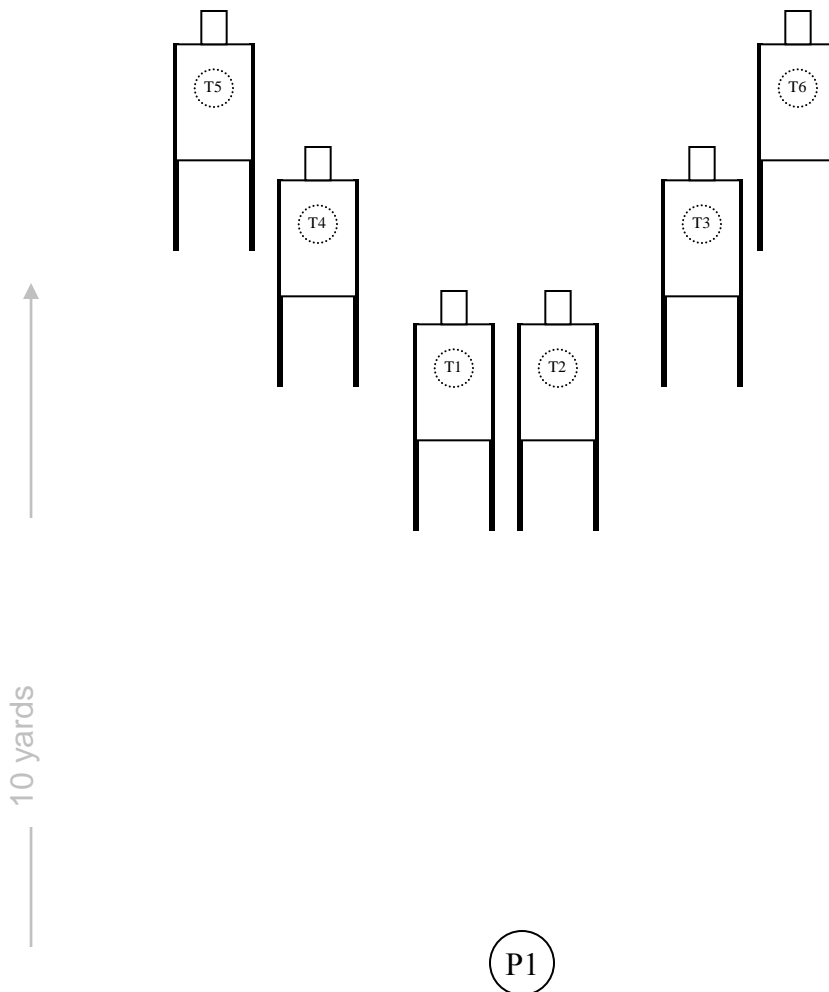
Stage 1

Stage 1: Standards



Bay 1

- Scenario: Standards.
Start Position: Standing at P1 with hands on by your side
Stage Procedure: On the buzzer, **with your strong hand only**, and engage T1-T6 in tactical priority (near to far).
Concealment: **NOT Required.**
Scoring: **Limited Vickers**
Scored Hits: 12 rounds, **2 each** on T1-T6
Targets: 6 IDPA
Penalties: standard, using 2 hands at any point, including opening the box.



COURSE DESIGNER: C. English

Stage 2

Stage 2: Train Station



Bay 2

Scenario: As you leave the train station, 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.

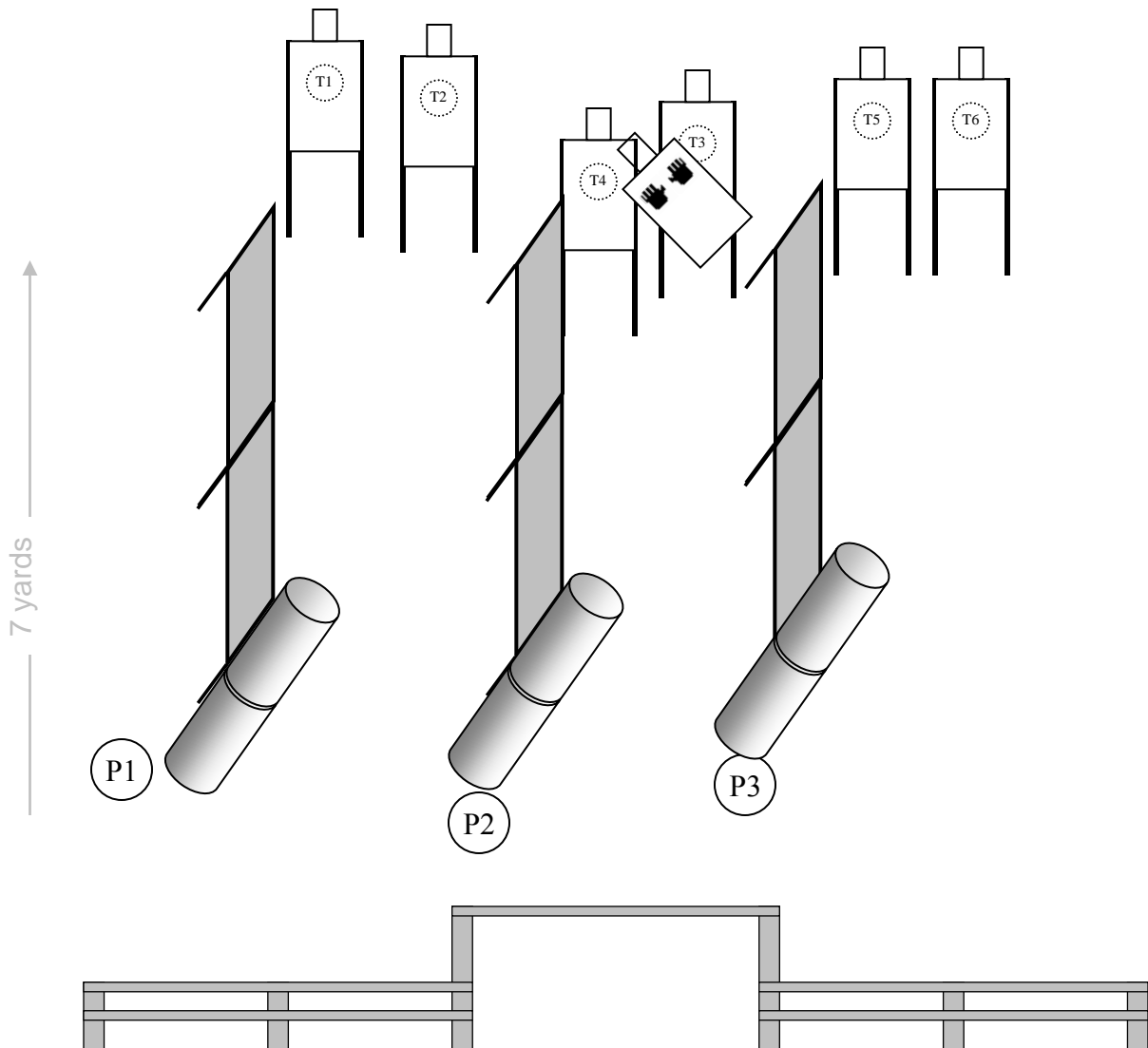
Concealment: Required.

Scoring: **Vickers**

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

Targets: 5 IDPA

Penalties: standard



COURSE DESIGNER: C. English

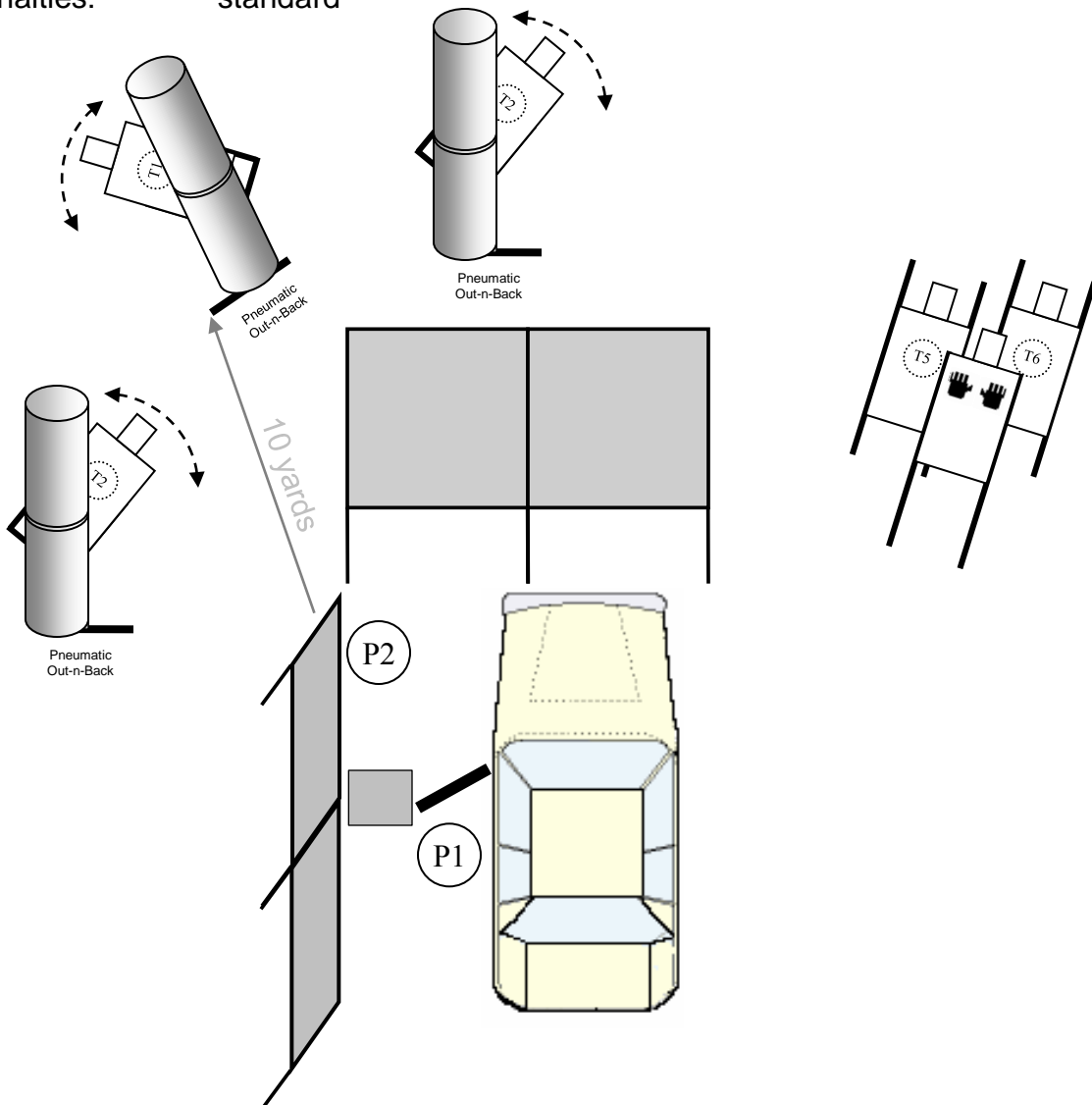
Stage 3

Stage 3: In the Garage



Bay 3

- Scenario:** As you exit your car in the garage, you interrupt gang members sacking your home.
- 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: To the Long Gun



Bay 4

Scenario: While vacationing at your mountain retreat, dope growers decide they need your home for their activities.

Start Position: Seated at P1 with hands relaxed by your side

Stage Procedure: On the buzzer, draw and engage T1 while moving to cover at P2. Engage T2-T4 from cover at P2 and then leave your pistol on the table. Advance to P3, pick up the rifle and engage T5-T6.

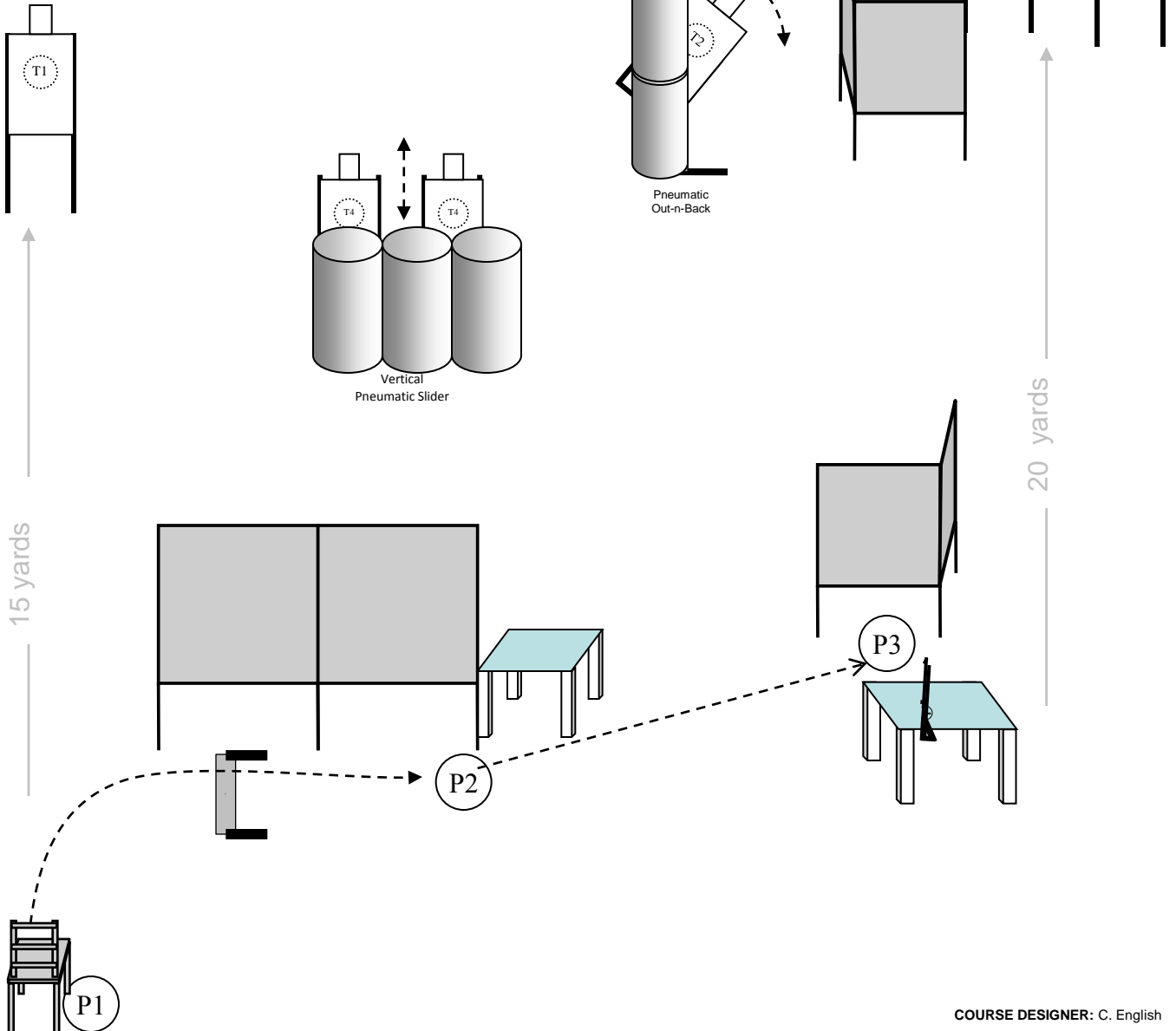
Concealment: Required.

Scoring: **Vickers**

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

Targets: 6 IDPA

Penalties: standard



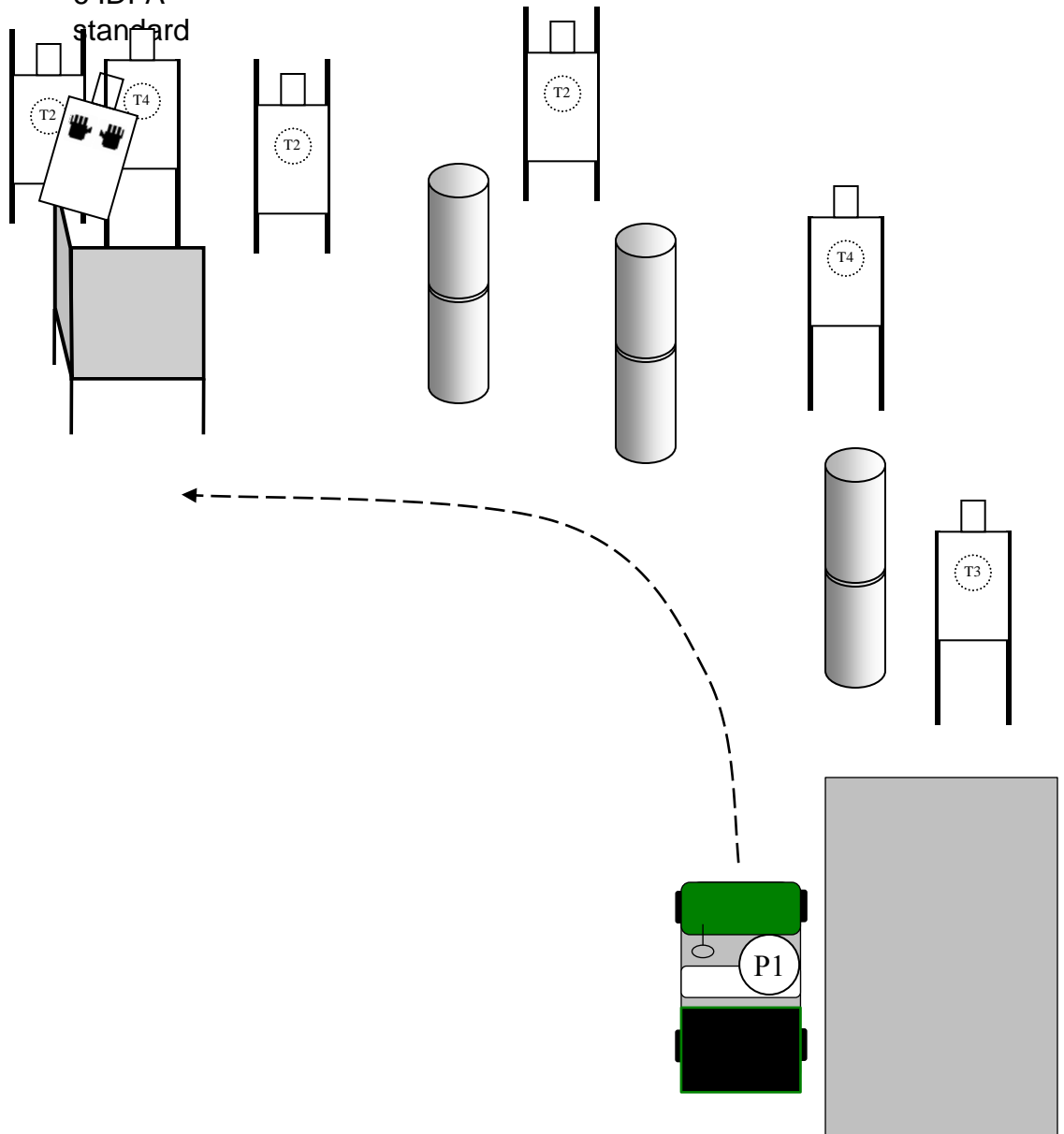
COURSE DESIGNER: C. English



Stage 6

Bay 6

- Scenario: In the aftermath of a major earthquake, you must fight through armed looters in order to make it home to save your family.
- Start Position: Seated in the passenger side with gun at low ready.
- Stage Procedure: On the buzzer, the cart will advance to position P2. Engage T1-T3 from the cart. At P2, exit the cart and engage the remaining targets from cover. You may engage T4 while advancing from the cart to cover.
- Concealment: Required.
- Scoring: **Vickers**
- Scored Hits: 12 rounds, **2 each** on T1-T6
- Targets: 6 IDPA standard
- Penalties:



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.

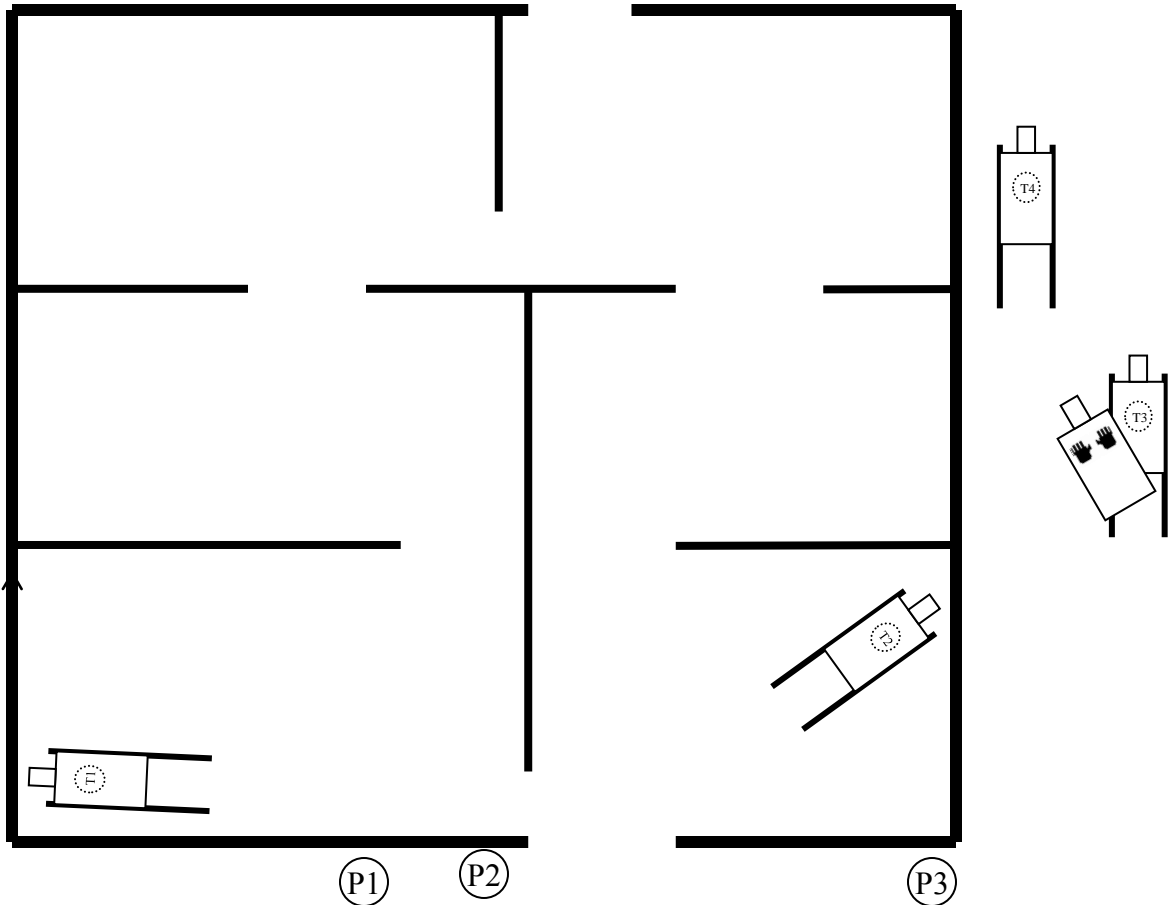
Concealment: Required.

Scoring: **Vickers**

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

Targets: 5 IDPA

Penalties: standard



COURSE DESIGNER: C. English