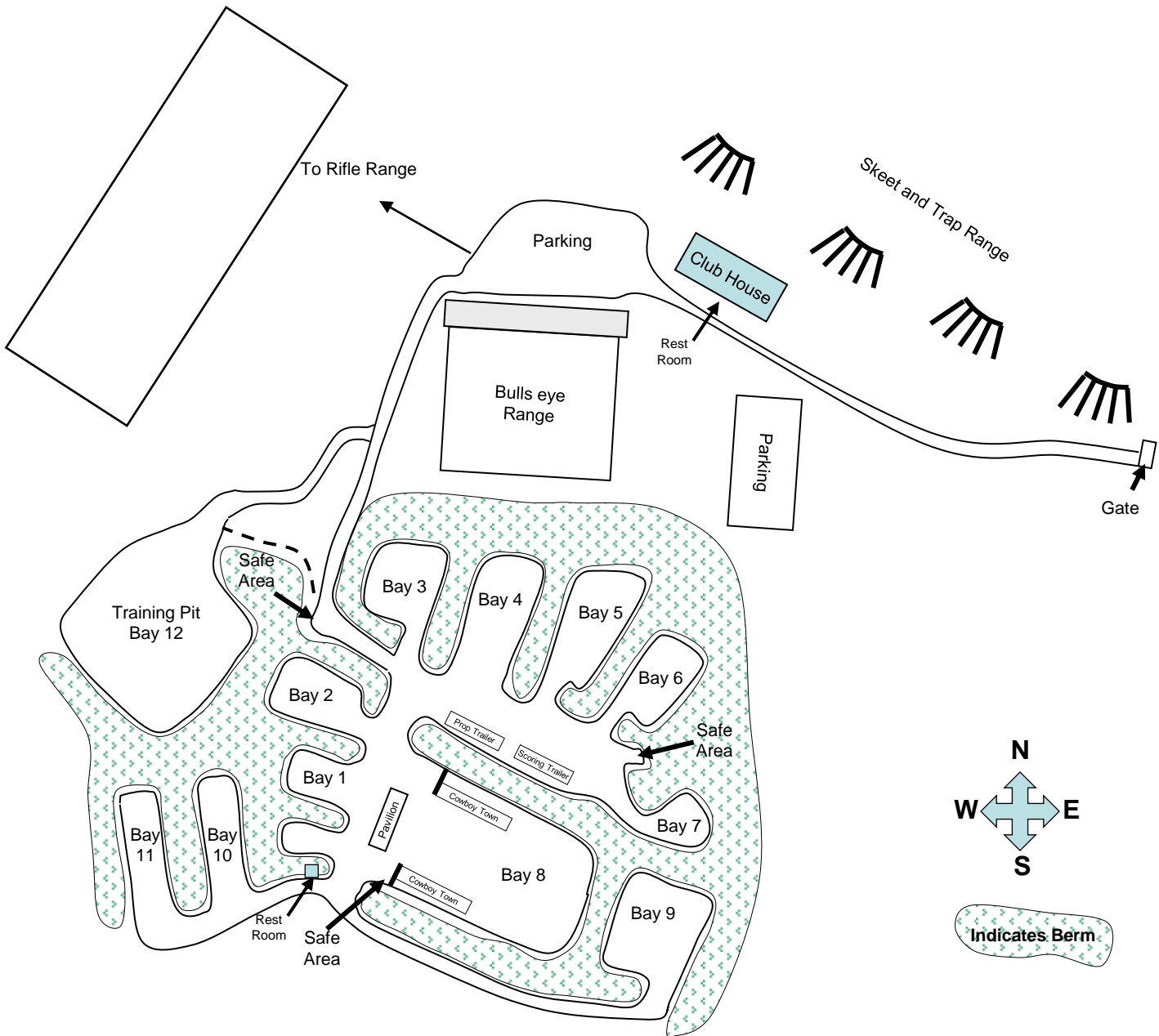




Welcome to the GADPA Monthly IDPA Match

# South River Gun Club Range Map



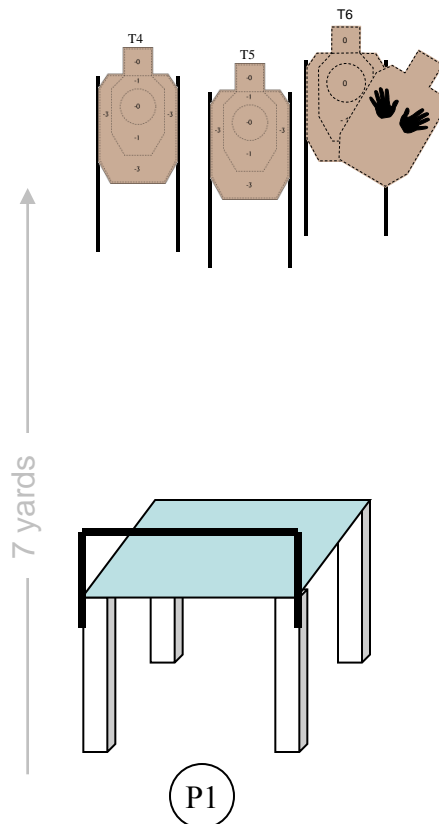
# Stage 1

Stage 1: Standards



## Bay 1

- Scenario: Standards
- Start Position: Kneeling at P1 hands relaxed by your side, gun and ammo on the ground. Gun loaded with 6 rounds.
- Stage Procedure: On the buzzer, retrieve gun and engage T1-T3 from under the bar, weak hand only.  
Reload must be performed without switching gun in hands.
- Concealment: Not Required.
- Scoring: **Limited Vickers**
- Scored Hits: 9 rounds, **3 each** on T1-T3
- Targets: 3 IDPA
- Penalties: standard



COURSE DESIGNER: C. English

# Stage 2

Stage 2: Short and Fast



## Bay 2

Scenario: You are facing a no-win situation...

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

Stage Procedure: **String 1:** On the buzzer, draw and engage T1-T3 with 2 rounds each in tactical sequence, while retreating.

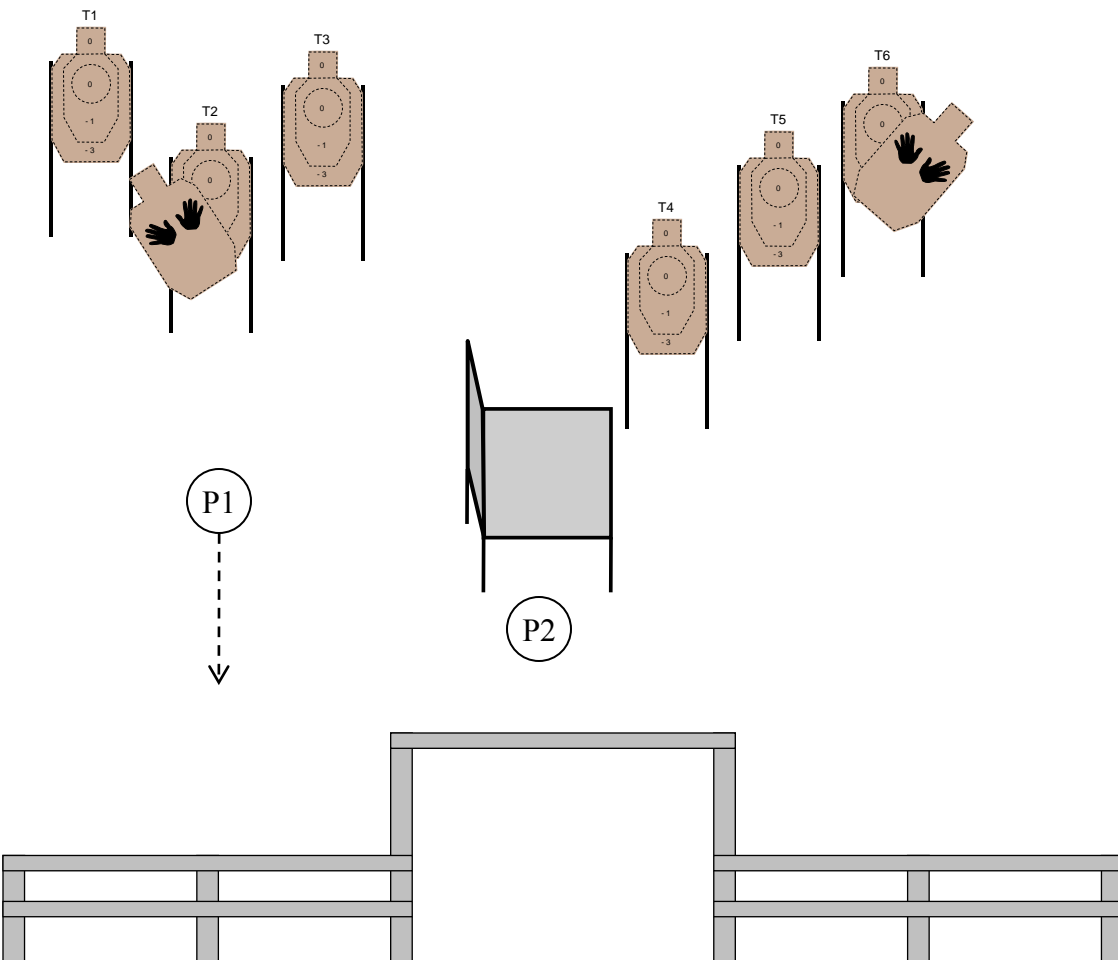
**String 2:** On the buzzer, draw and engage T4-T6 with 2 rounds each (from cover) in tactical priority.

Scoring: Vickers

Scored Hits: 9 rounds, **2 each** on T1-T6

Targets: 6 IDPA

Penalties: standard. Not retreating at P1



COURSE DESIGNER: C. English

# Stage 3

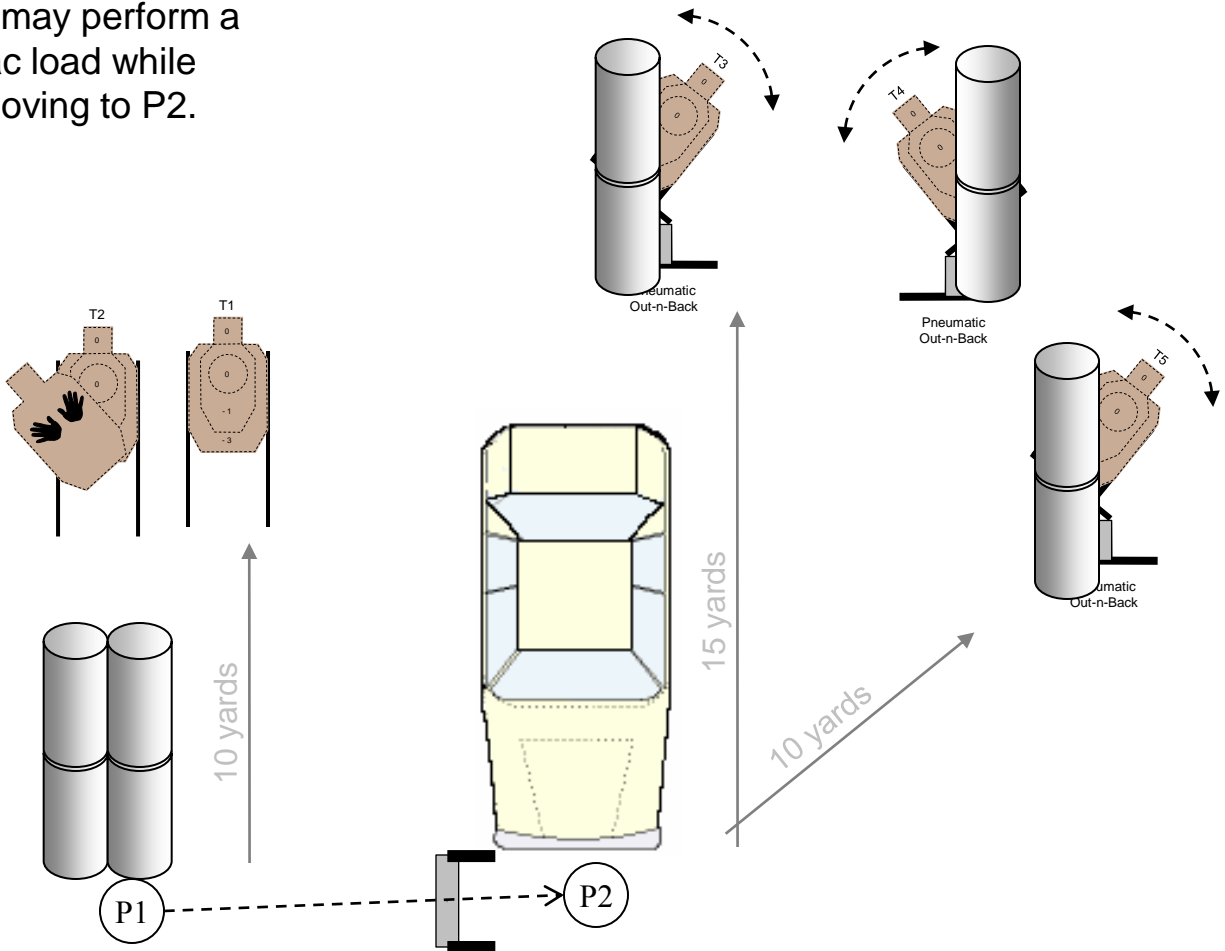
## Stage 3: Garage Hold Up



### Bay 3

- Scenario: Your condo parking garage is chosen, by a gang of thugs, as the location for their next robbery and you are the target.
- Start Position: Standing at P1 with your hands by your side.
- Stage Procedure: On the buzzer, engage T1-T2 from cover. Then move to low cover in front of the car. Engage all remaining targets from low cover.
- Concealment: Required.
- Scoring: **Vickers**
- Scored Hits: 15 rounds. **3 each** on T1-T5
- Targets: 5 IDPA
- Penalties: standard

You may perform a tac load while moving to P2.



# Stage 4

Stage 4: Leaving Late



## Bay 4

**Scenario:** It is late and you are in a hurry to get home from the theater. Armed bangers have different plans for you...

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

**Stage Procedure:** On the buzzer, draw and engage T1-T4 from cover at P2. At P3, engage all remaining targets from cover.

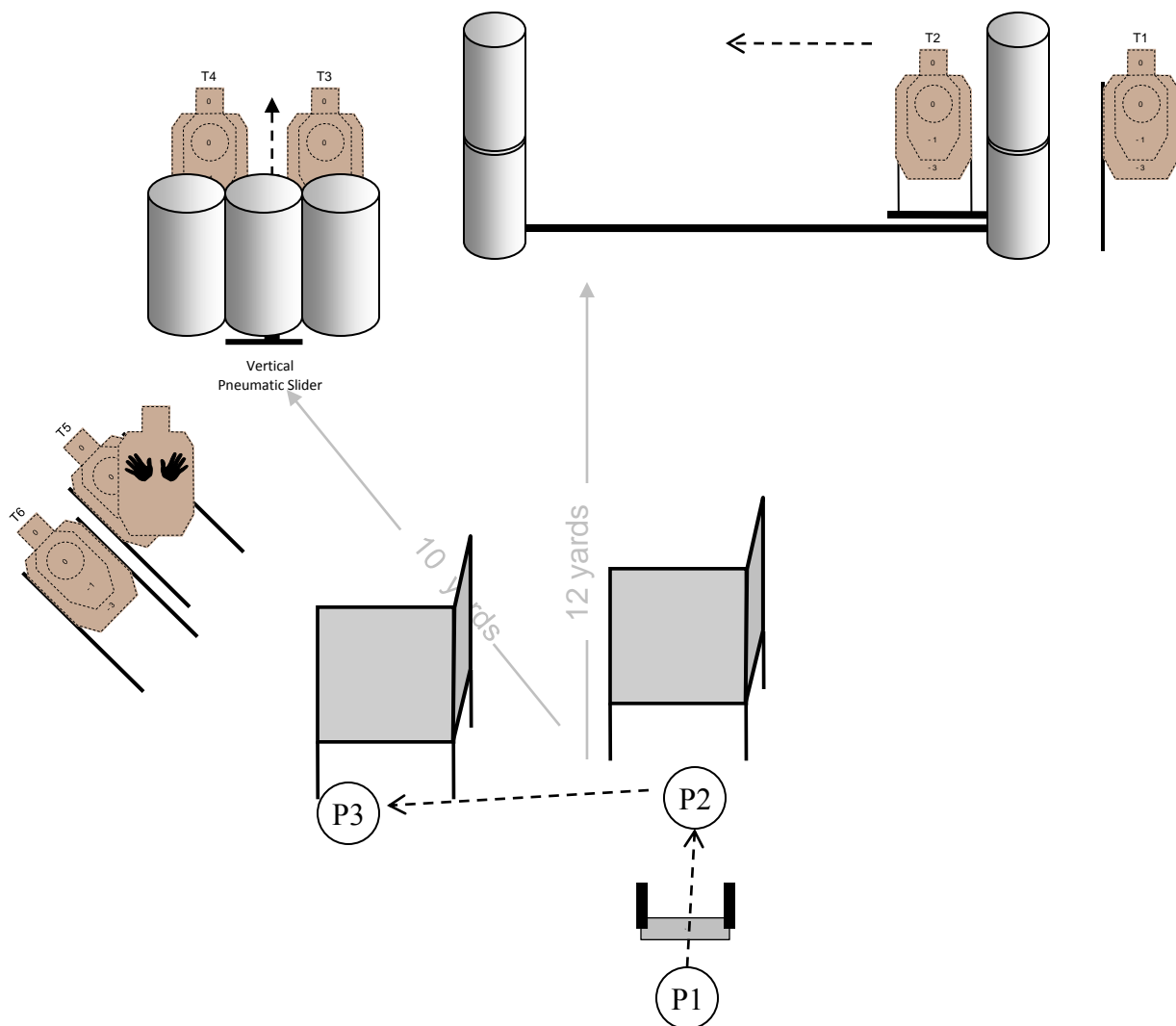
**Concealment:** Required.

**Scoring:** **Vickers**

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

**Targets:** 6 IDPA

**Penalties:** standard



COURSE DESIGNER: C. English

# Stage 5

Stage 5: Alone in the Woods



## Bay 5

Scenario: Dope growers don't appreciate you discovering their cache and have no intention of letting you report them.

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

Stage Procedure: On the buzzer, advance to P1 and engage T1-T2. Engage all remaining targets from cover

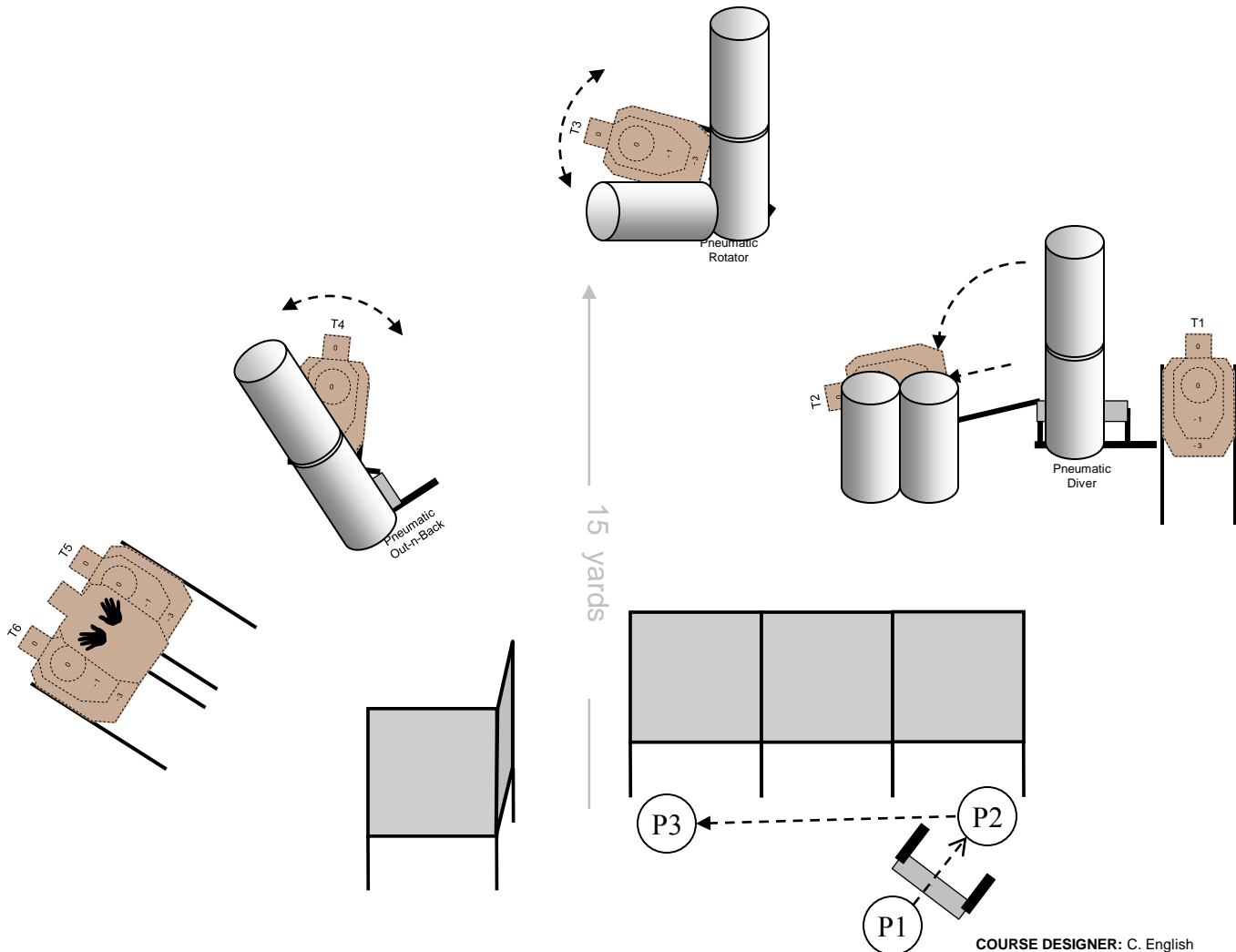
Concealment: Required.

Scoring: **Vickers**

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

Targets: 6 IDPA

Penalties: standard



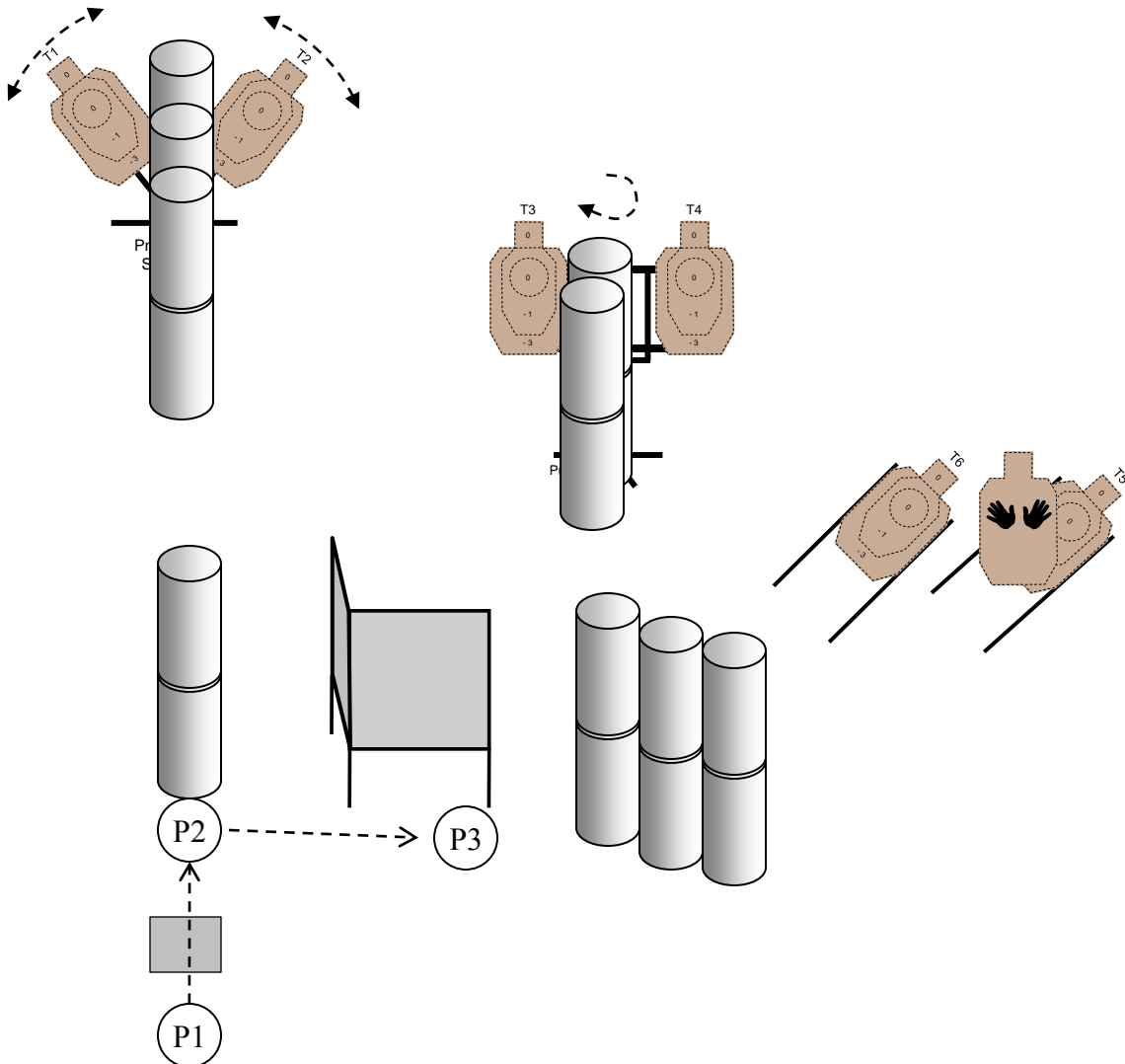
# Stage 6

Stage 6: Work it Out



## Bay 6

Scenario: This is a shooting problem, work it out.  
Start Position: Standing at P1 with hands by your side.  
Stage Procedure: On the buzzer, advance to P2 and engage T1-T2. From P3, engage all remaining targets from cover.  
Concealment: Required.  
Scoring: **Vickers**  
Scored Hits: 18 rounds, **3 each** on T1-T6  
Targets: 6 IDPA  
Penalties: standard



# Stage 7

Stage 7: Home Alarm



## Bay 9

Scenario: Your are at home when a gang of thieves decide to invade your home.

Start Position: Standing at P1.

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

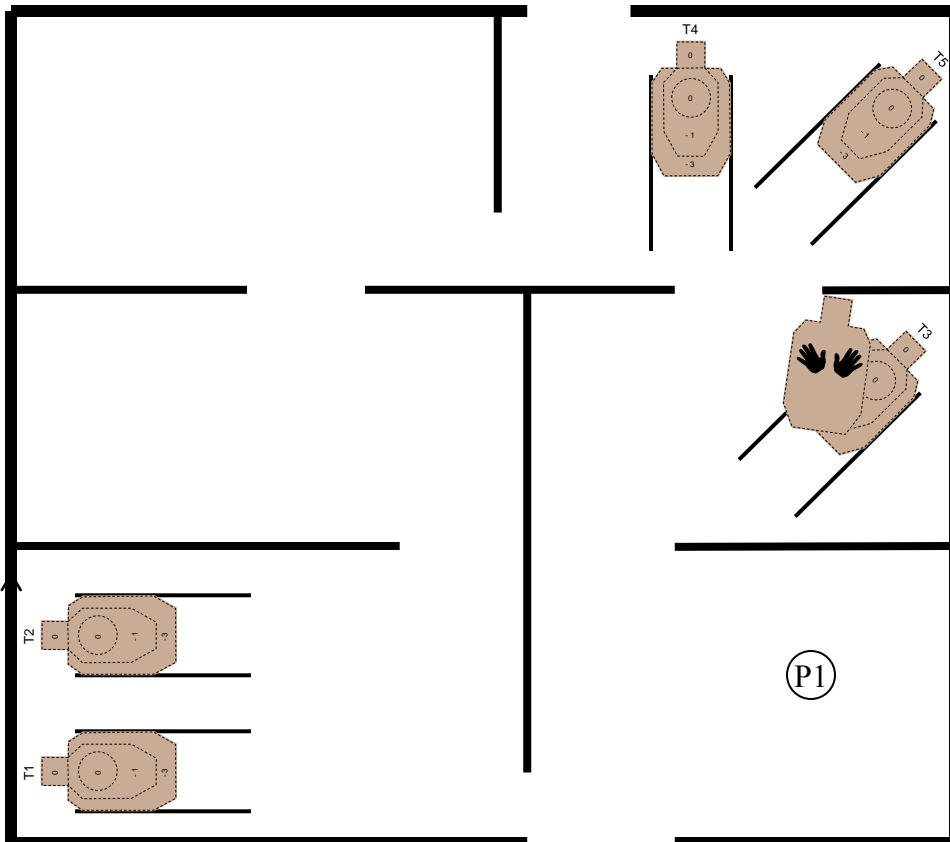
Concealment: Required.

Scoring: **Vickers**

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

Targets: 5 IDPA

Penalties: standard



COURSE DESIGNER: C. English