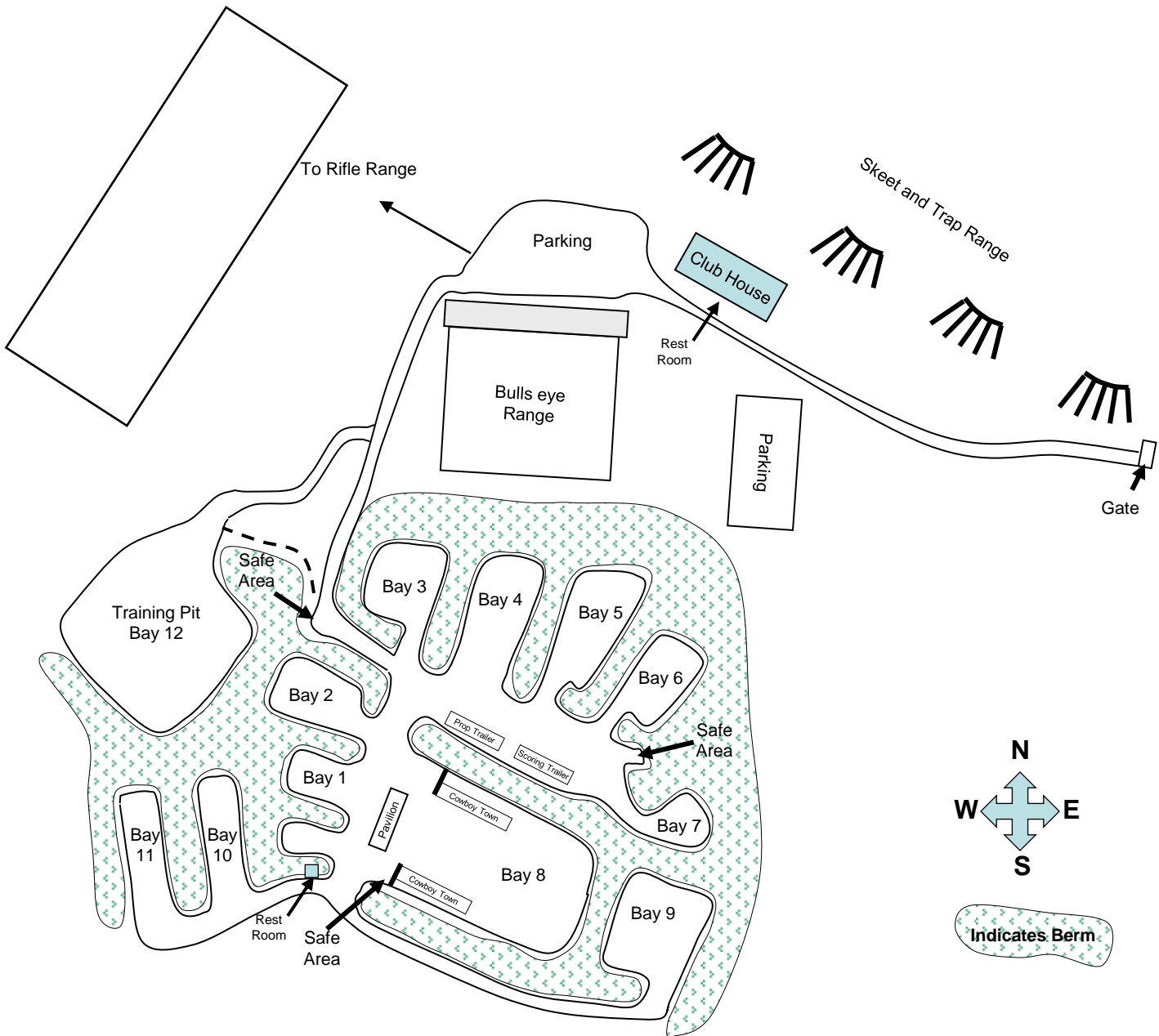




Welcome to the GADPA Monthly IDPA Match

South River Gun Club Range Map



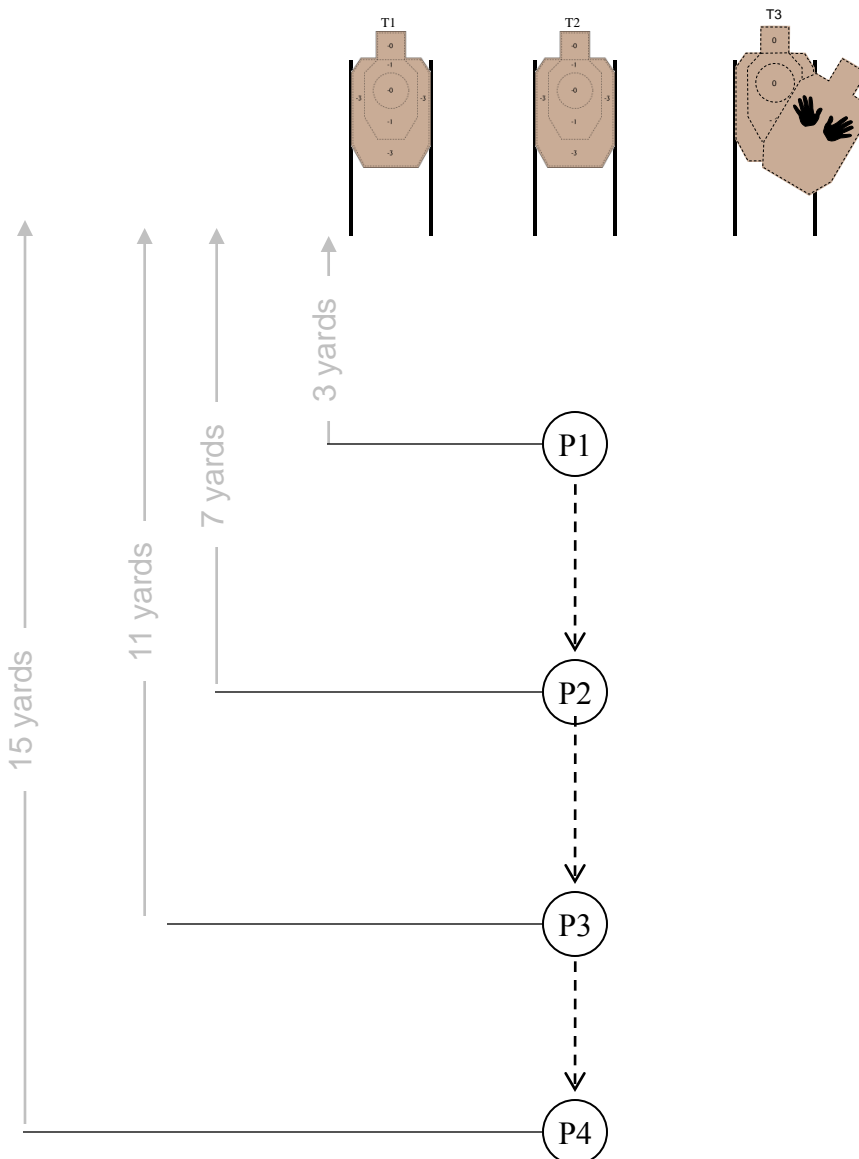
Stage 1

Stage 1: Standards



Bay 1

Scenario: Standards
Start Position: Standing at P1 with the gun at low ready in weak hand.
Stage Procedure: String 1: Engage T1-T3 with weak hand while retreating from P1-P2
String 2: Engage T1-T3 with strong hand while retreating from P2-P3
String 3: Engage T1-T3 freestyle while retreating from P3-P4
Concealment: Not Required.
Scoring: **Limited Vickers**
Scored Hits: 18 rounds, **6 each** on T1-T3
Targets: 3 IDPA
Penalties: standard, Not retreating



COURSE DESIGNER: C. English

Stage 2

Stage 2: 6 for the Road



Bay 2

Scenario: You stop at the local mini-mart on the way home to pick up a 6 pack for the game. Unfortunately, some other cretins decide they want your 6 pack to go...

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

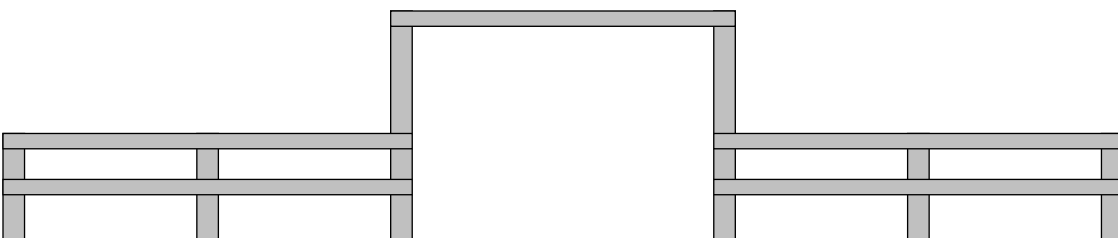
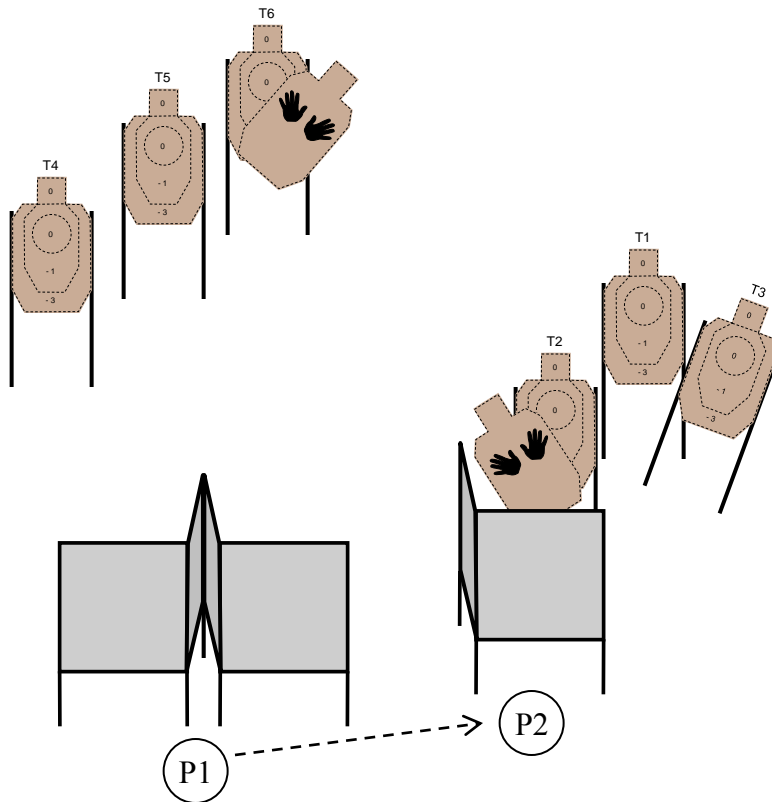
Stage Procedure: On the buzzer, draw and engage all targets while maintaining cover

Scoring: Vickers

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

Targets: 6 IDPA

Penalties: standard.



COURSE DESIGNER: C. English

Stage 3

Stage 3: Car for Cover



Bay 3

Scenario: You must seek cover after being attacked by miscreants in the parking lot of your hotel.

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

Stage Procedure: On the buzzer, engage T1-T2 while moving to P2. Then move to low cover in front of the car. Engage all remaining targets from cover. T3 must be engaged from underneath the car.

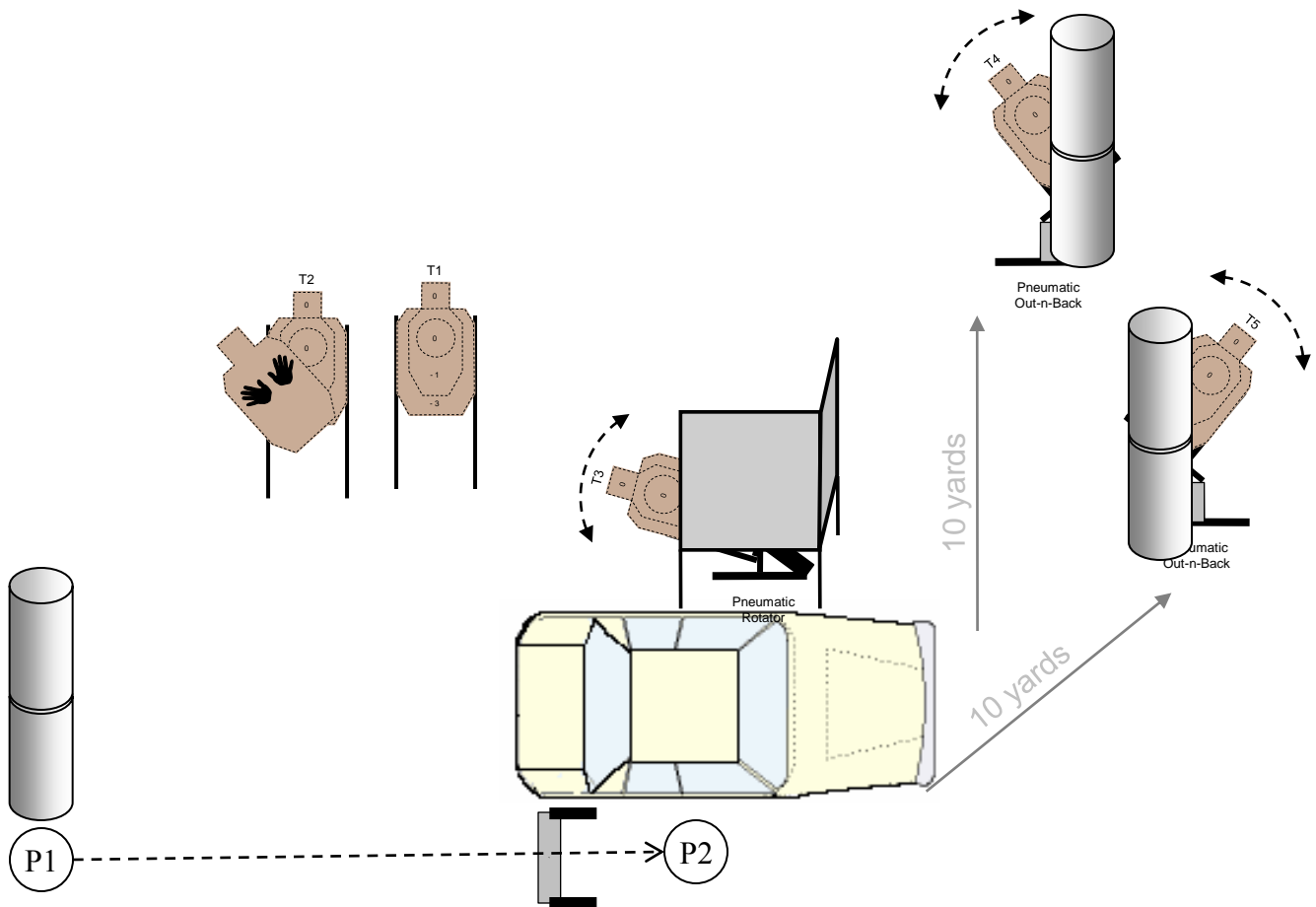
Concealment: Required.

Scoring: **Vickers**

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

Targets: 5 IDPA

Penalties: Standard, not engaging T1-T2 while moving



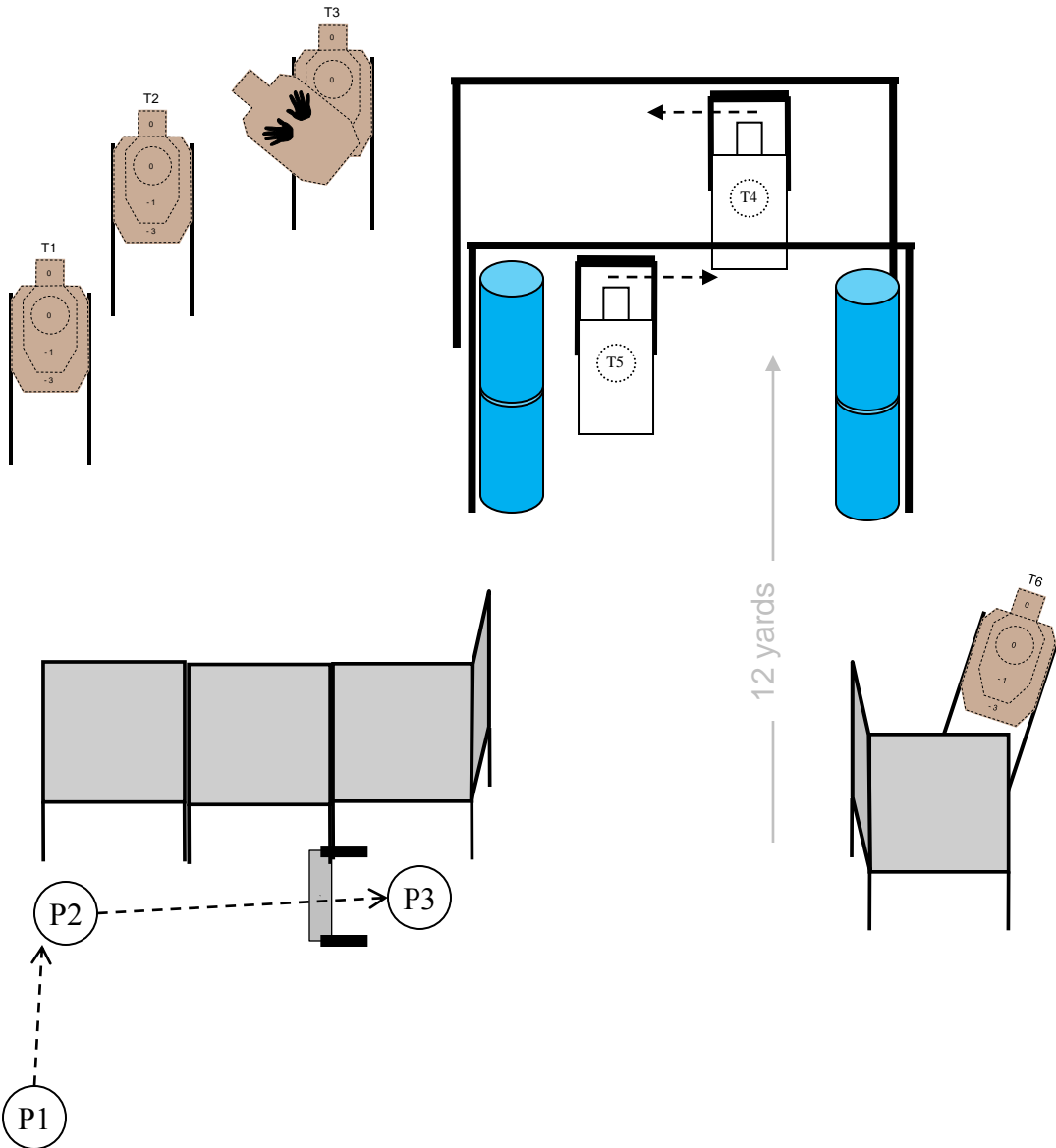
Stage 4

Stage 4: Either Way



Bay 4

- Scenario: You are trapped and no matter which side you decide to leave from, you'll have to do it fighting...
- Start Position: Standing at P1 with hands relaxed by your side
- Stage Procedure: On the buzzer, draw and engage T1-T6 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: Sea of Trees



Bay 5

Scenario: Moonshiners don't like you stumbling across their still and plan to turn you into sour mash.

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

Stage Procedure: On the buzzer engage T1-T3 from cover at the barrels. Then engage T4 while moving from P1 to P2. Engage all remaining targets from cover.

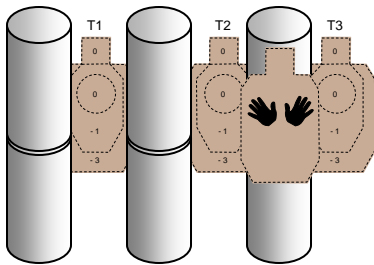
Concealment: Required.

Scoring: **Vickers**

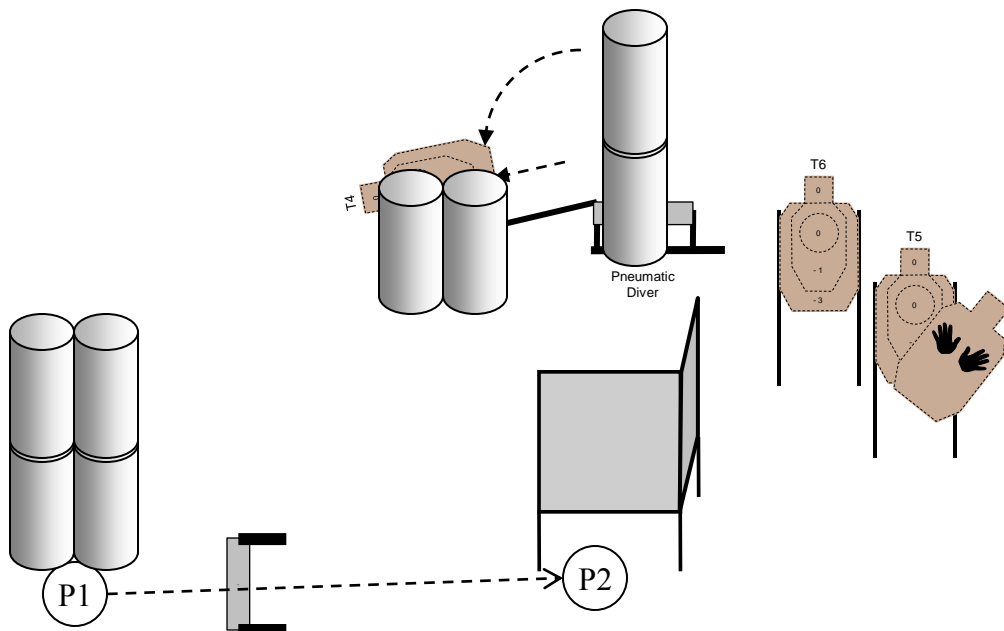
Scored Hits: 12 rounds, **2 each** on T1-T6

Targets: 6 IDPA

Penalties: Standard, not moving when engaging T4



15 yards



COURSE DESIGNER: C. English

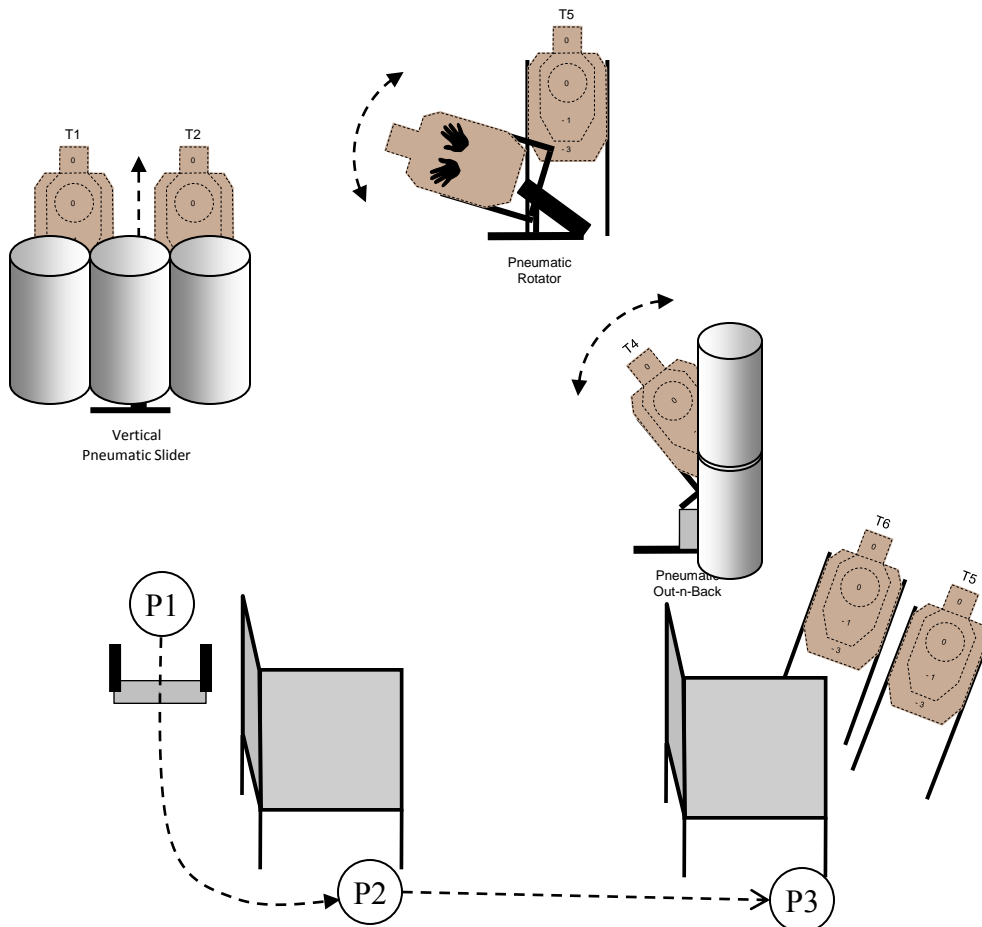
Stage 6

Stage 6: Just Another



Bay 6

Scenario: Just another stage.
Start Position: Standing at P1 with hands by your side.
Stage Procedure: On the buzzer, retreat to P2 while engaging T1-T2. Engage all remaining targets from cover at P2 and P3.
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 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.

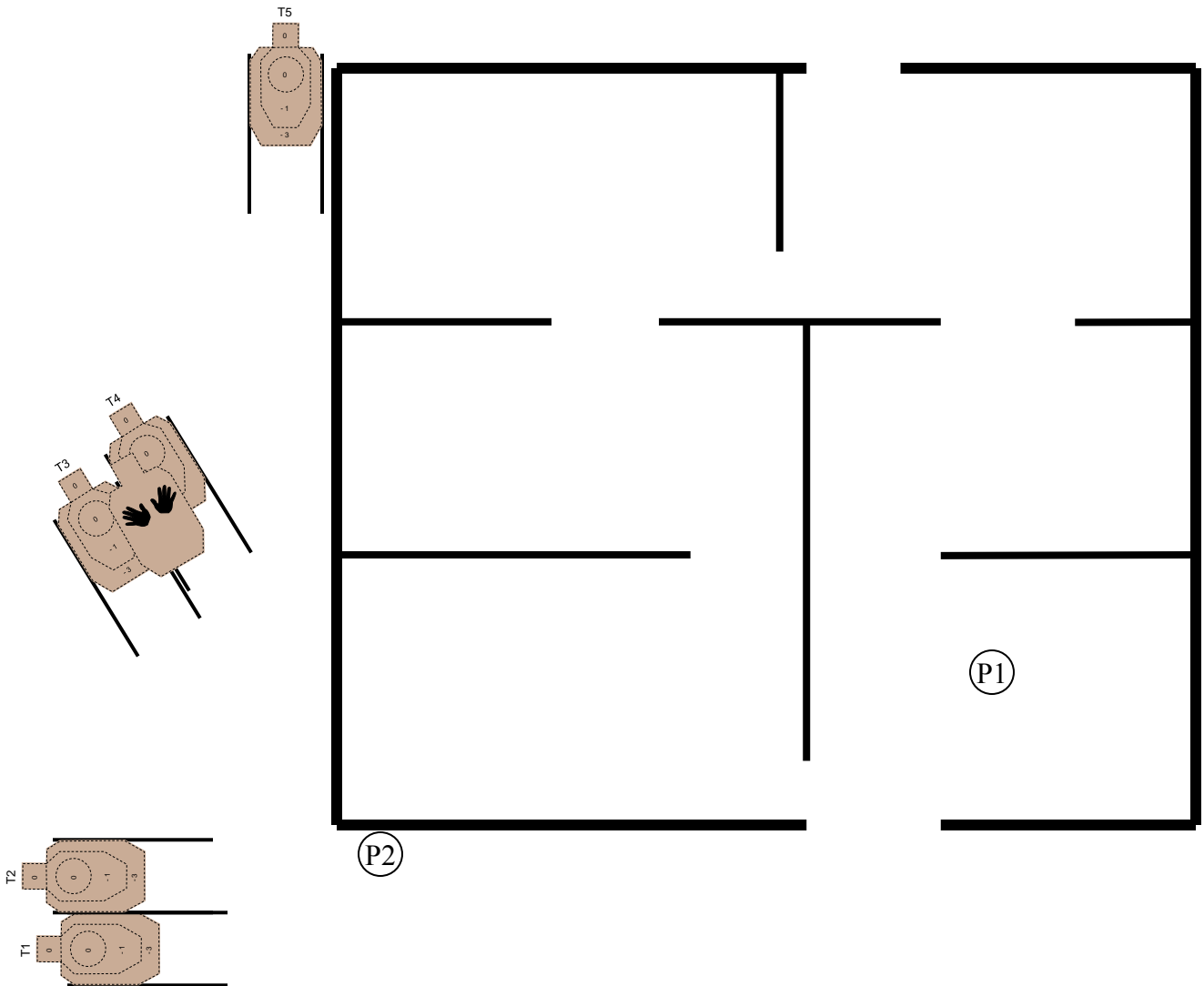
Concealment: Required.

Scoring: **Vickers**

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

Targets: 5 IDPA

Penalties: standard



COURSE DESIGNER: C. English