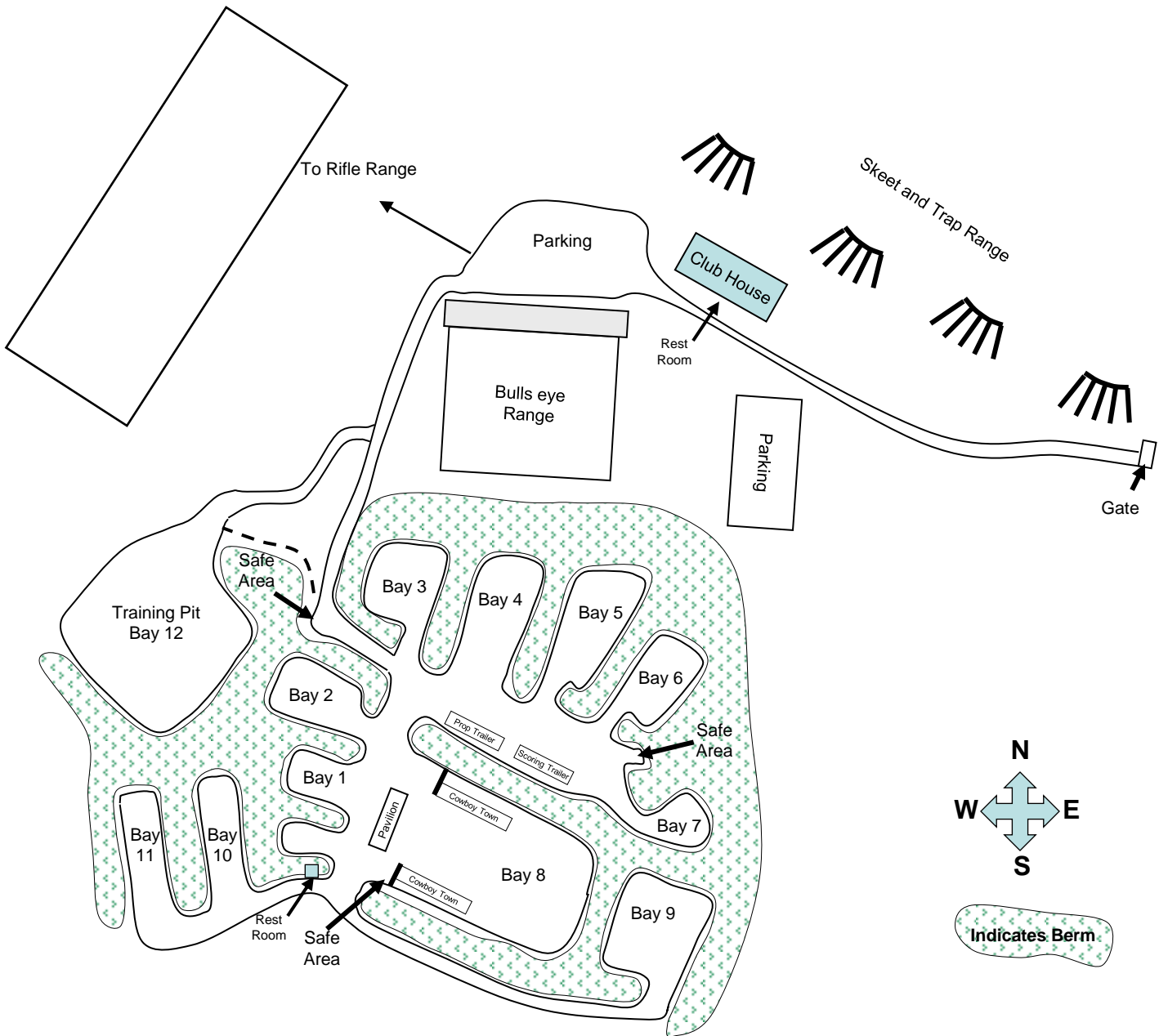




Welcome to the GADPA Monthly IDPA Match

South River Gun Club Range Map



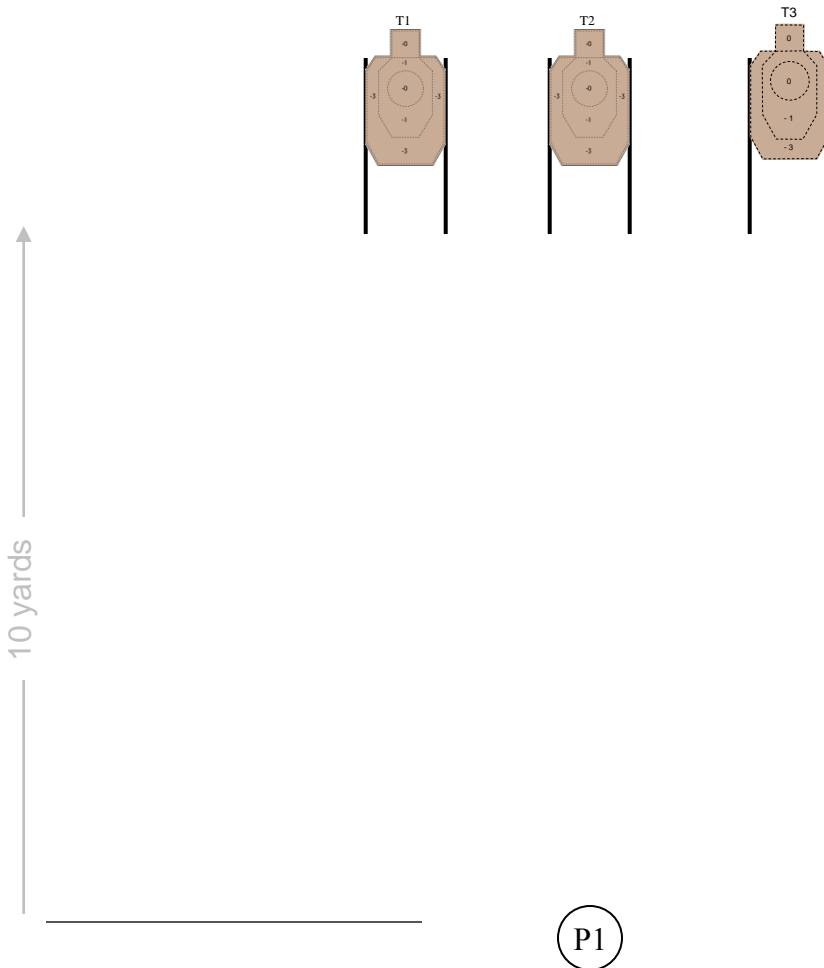
Stage 1

Stage 1: Standards



Bay 1

- Scenario: Standards
Start Position: Standing at P1 loaded to division capacity.
Stage Procedure: On the buzzer, draw and engage T1-T3 with 2 shots to the body followed by 2 shots to the head. You may engage them in any order, but all body shots must be taken before any head shots.
Concealment: Not Required.
Scoring: **Limited Vickers**
Scored Hits: 12 rounds, **4 each** on T1-T3
Targets: 3 IDPA
Penalties: standard, taking a head shot before all body shots are complete.



COURSE DESIGNER: C. English

Stage 2

Stage 2: Burger Stand



Bay 2

Scenario: You are standing in line at your favorite burger stand when undesirables demand everyone's wallets and jewelry.

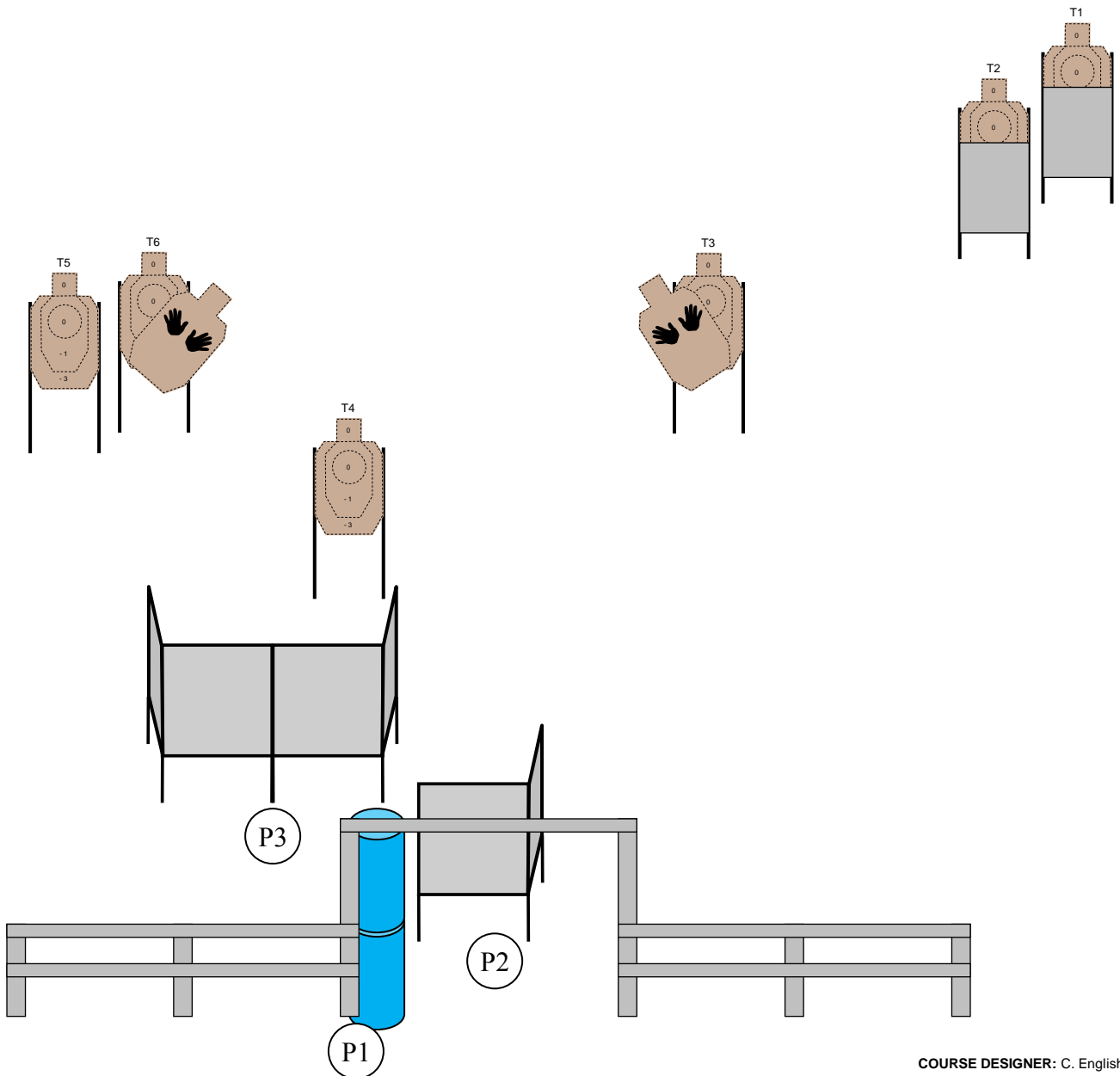
Start Position: Standing at P1, loaded to division capacity.

Stage Procedure: On the buzzer, draw and engage T1-T2 from P1. Advance to P2 and engage all remaining targets from cover.

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

Targets: 6 IDPA

Penalties: standard.



COURSE DESIGNER: C. English

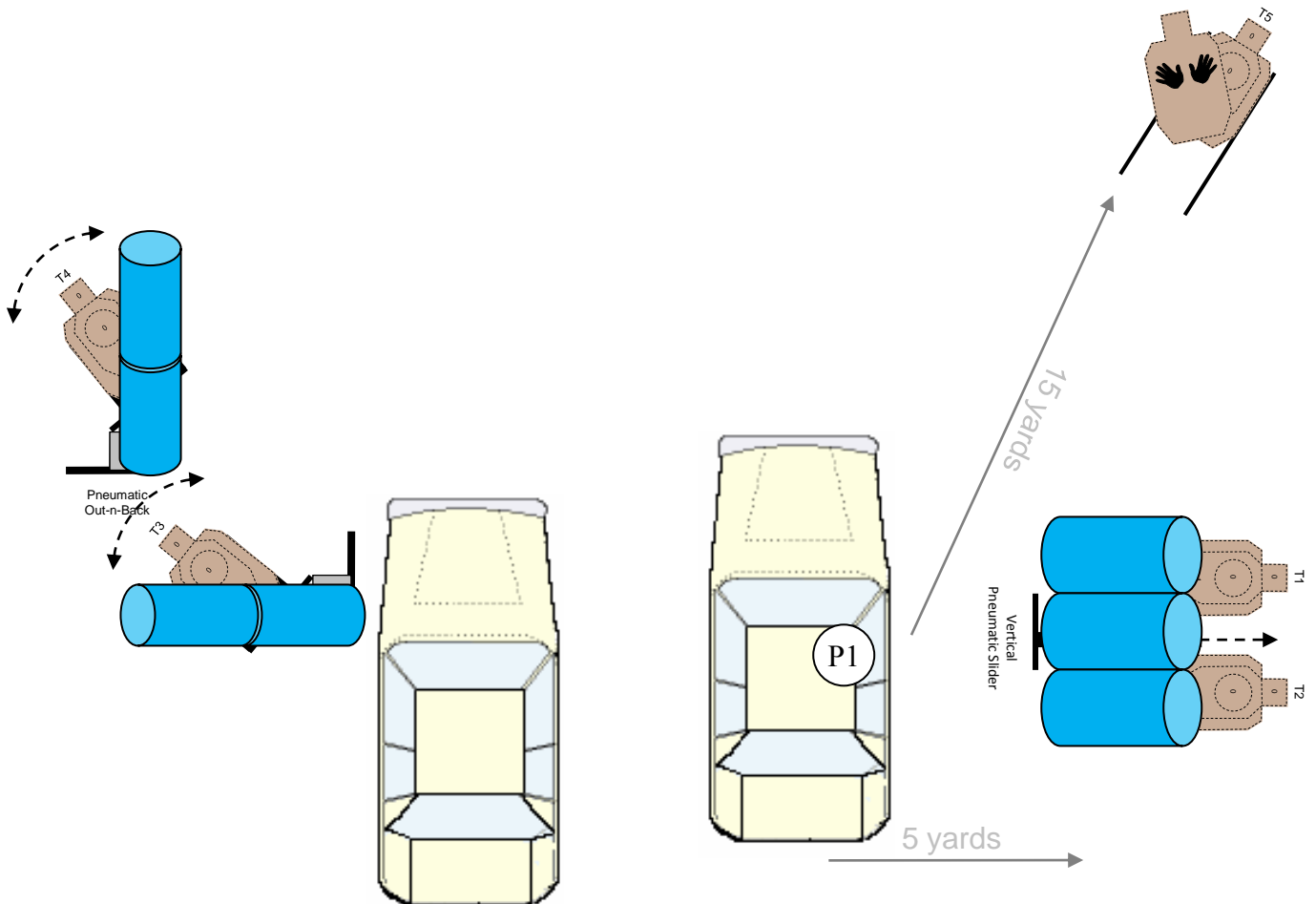
Stage 3

Stage 3: Traffic Jam



Bay 3

- Scenario:** You are a passenger in an airport limo stuck in freeway traffic. All of a sudden your driver jumps out and disappears. You are not expecting what comes next!
- Start Position:** Seated in the passenger seat at P1 with your hand on the button. Your pistol and all spare ammo are in the glove box.
- Stage Procedure:** On the buzzer, engage all targets in tactical priority (near to far) while seated.
- Concealment:** Required.
- Scoring:** **Vickers**
- Scored Hits:** 15 rounds. **3 each** on T1–T5
- Targets:** 5 IDPA
- Penalties:** Standard, not shooting the targets near-to-far.



Stage 4

Stage 4: Slide Over



Bay 4

Scenario: You find yourself in the unenviable position of having to defend yourself in a parking lot with lots of bad guys trying to take you down.

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

Stage Procedure: On the buzzer, draw and engage T1 from cover at P1. Advance to P2 and engage the movers T3-T4. Engage all remaining targets from cover at P3.

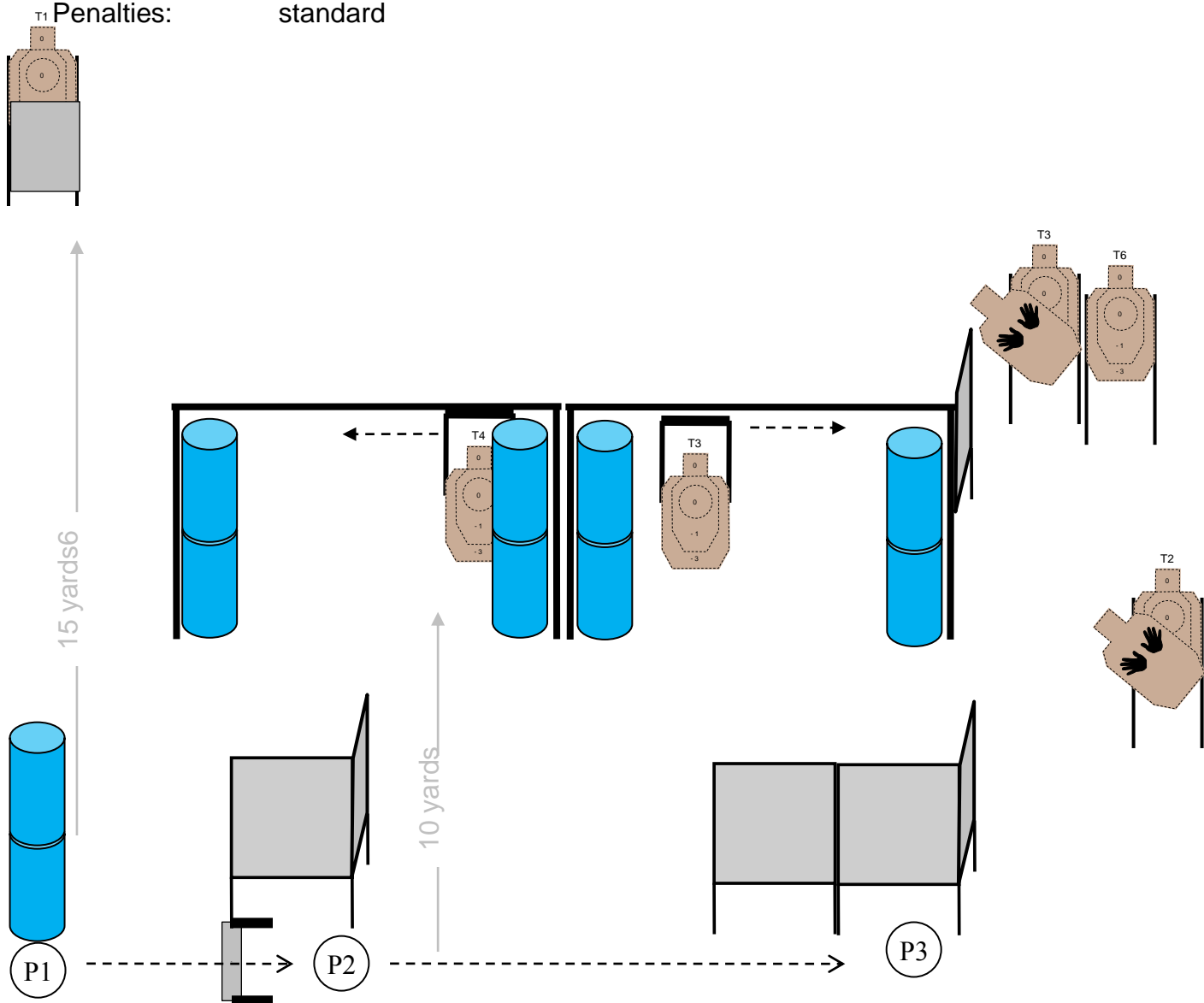
Concealment: Required.

Scoring: **Vickers**

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

Targets: 6 IDPA

Penalties: standard



COURSE DESIGNER: C. English

Stage 5

Stage 5: Among the Pumps



Bay 5

Scenario: While pumping diesel into your rig, a group of bandits try to highjack you and take the merchandise you're hauling with them. You must put the nozzle up before engaging the threats in order to avoid a fire.

Start Position: Standing at P1 holding the fuel nozzle in your strong hand.

Stage Procedure: On the buzzer, replace the nozzle and engage T1 from cover at P2. Then advance to P3 and engage all remaining targets from cover.

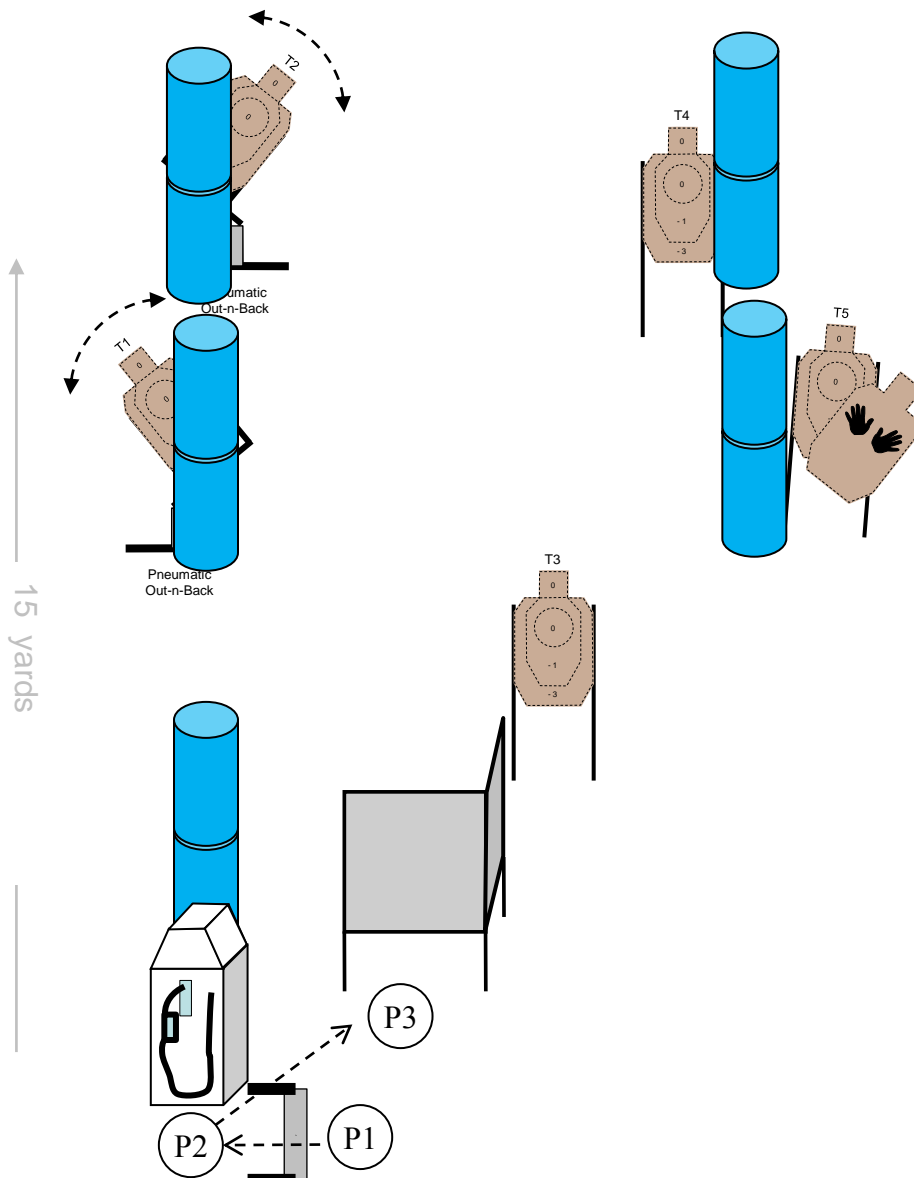
Concealment: Required.

Scoring: **Vickers**

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

Targets: 5 IDPA

Penalties: Standard, not replacing the nozzle or it falls out.



COURSE DESIGNER: C. English



Stage 6

Bay 6

Scenario: When your shop is invaded, you hide to avoid conflict. Unfortunately, you are soon discovered and now you are cornered. Defending yourself is the only option.

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

Stage Procedure: On the buzzer, advance to P2, go to low cover under the barrels and engage all targets from cover. You may go prone if you wish.

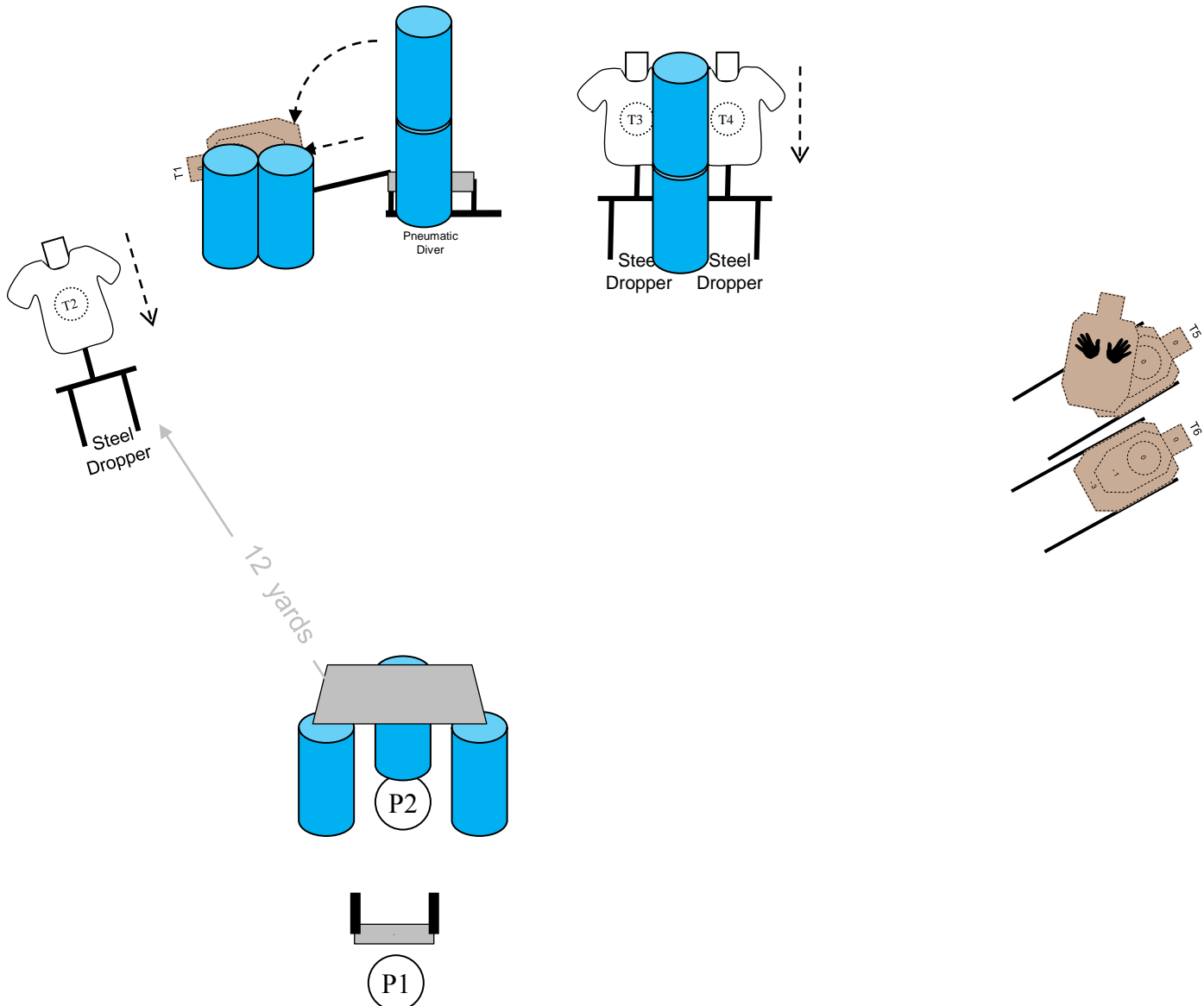
Concealment: Required.

Scoring: **Vickers**

Scored Hits: 12 rounds, **3 each** on paper, steel must fall

Targets: 3 IDPA, 3 steel

Penalties: standard



Stage 7

Stage 7: No Other Option



Bay 8

Scenario: Thugs with long guns have you backed up against a wall. You must take them on with your puny little handgun.

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

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

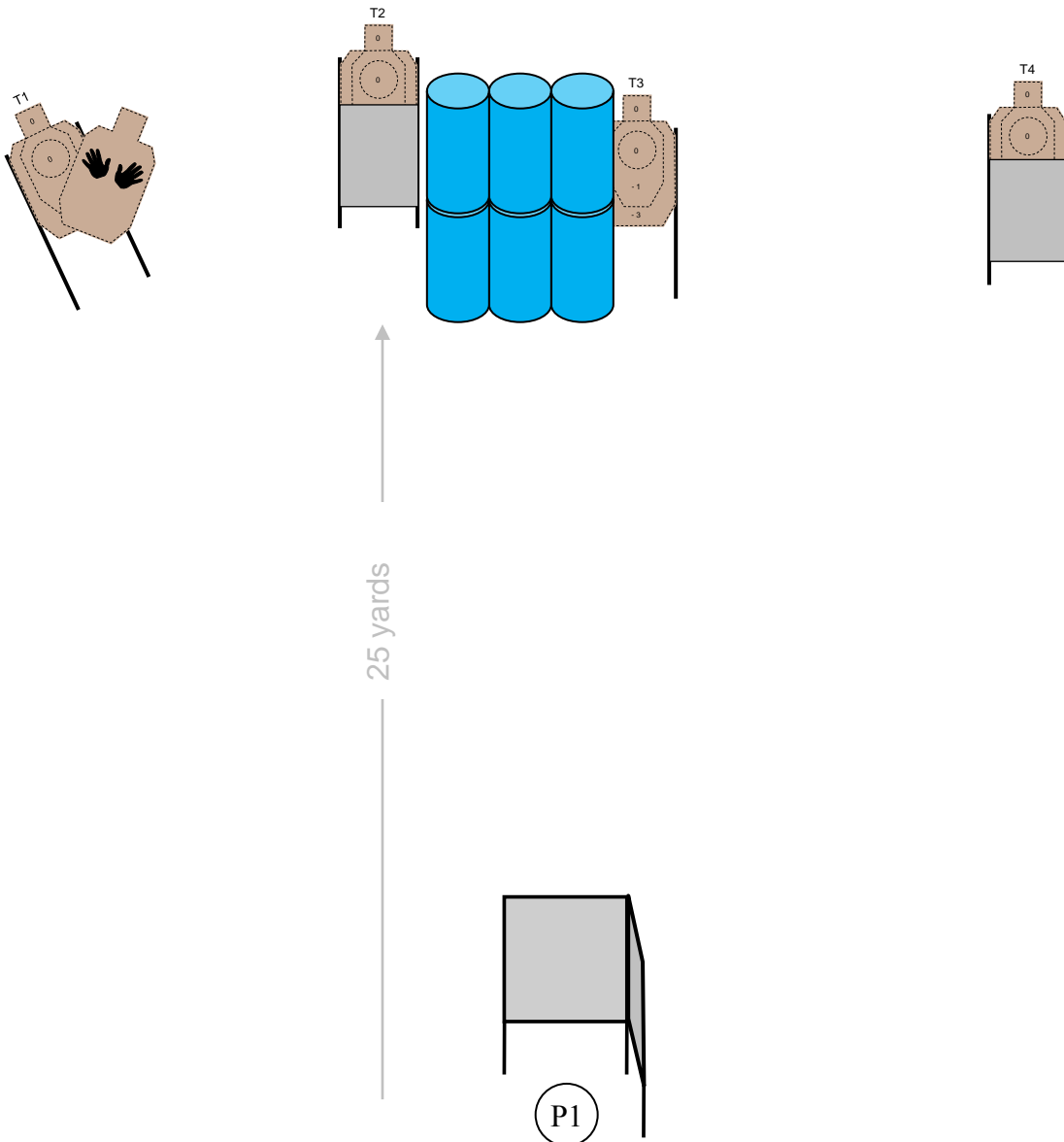
Concealment: Required

Scoring: Vickers

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

Targets: 4 IDPA

Penalties: standard



COURSE DESIGNER: C. English