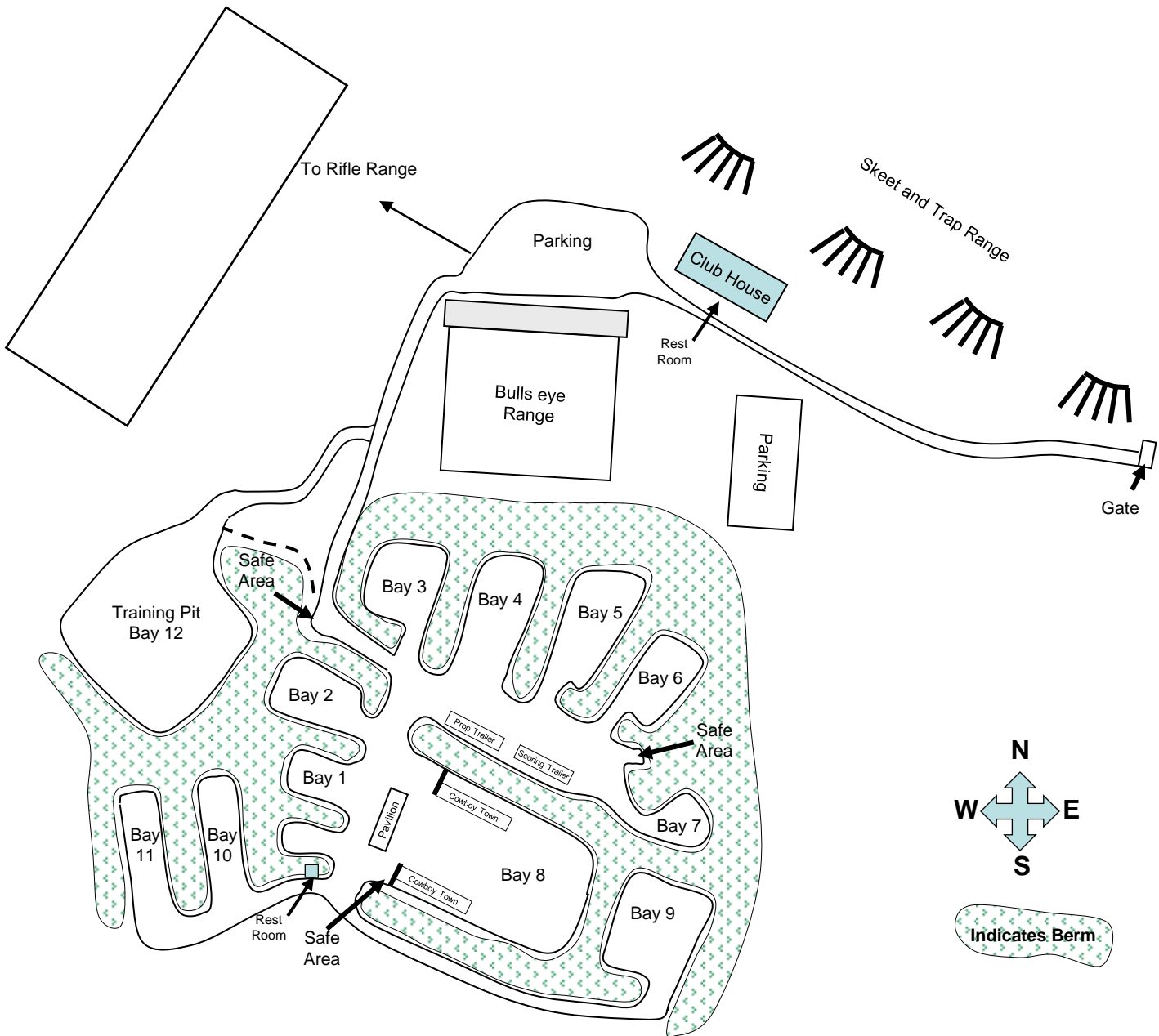




Welcome to the GADPA Monthly IDPA Match

South River Gun Club Range Map



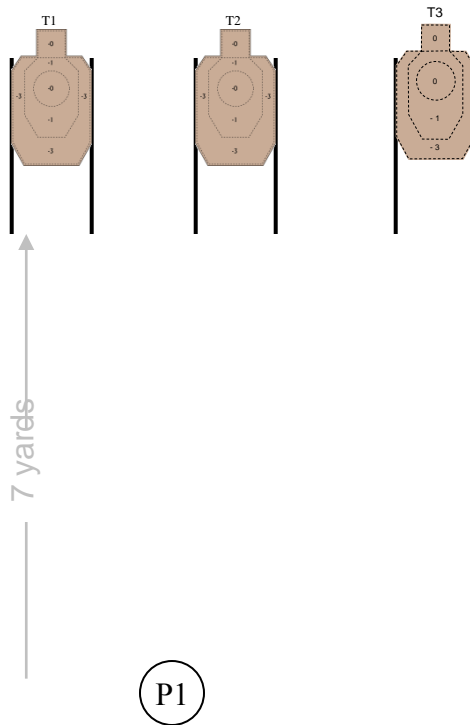
Stage 1

Stage 1: Standards



Bay 1

- Scenario: Standards
Start Position: Standing at P1 loaded to division capacity with gun in **weak hand**.
Stage Procedure: On the buzzer, from low ready engage T1-T3 with 2 shots to the body followed by 1 shot 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: 9 rounds, **3 each** on T1-T3
Targets: 3 IDPA
Penalties: standard, taking a head shot before all body shots are complete.



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Stage 2

Stage 2: In Reverse



Bay 2

Scenario: On your way back to your car, after leaving the baseball game, your way is blocked by gang bangers who are initiating a new member.

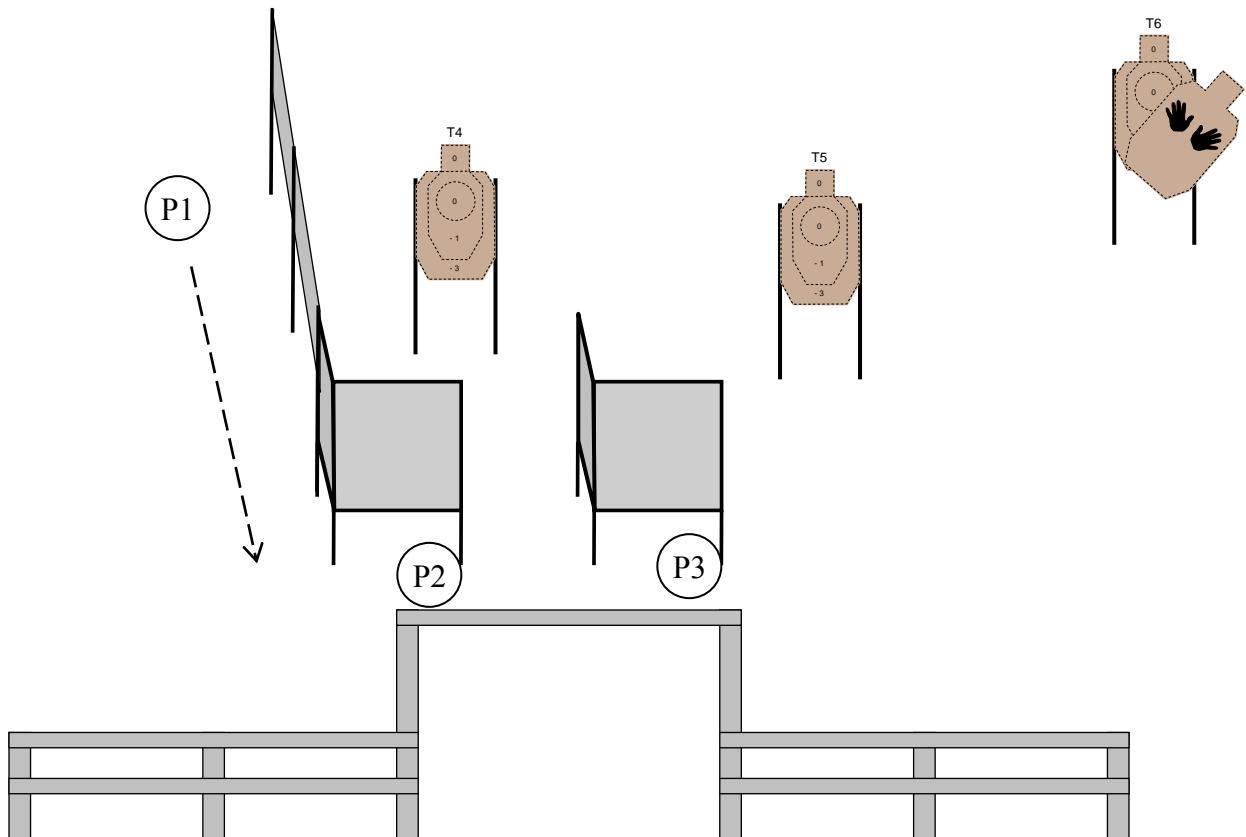
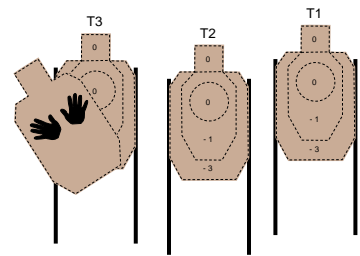
Start Position: Standing at P1, loaded to division capacity.

Stage Procedure: On the buzzer, draw and engage T1-T3 in tactical sequence while retreating to P2. Engage all remaining targets from cover.

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

Targets: 6 IDPA

Penalties: standard.



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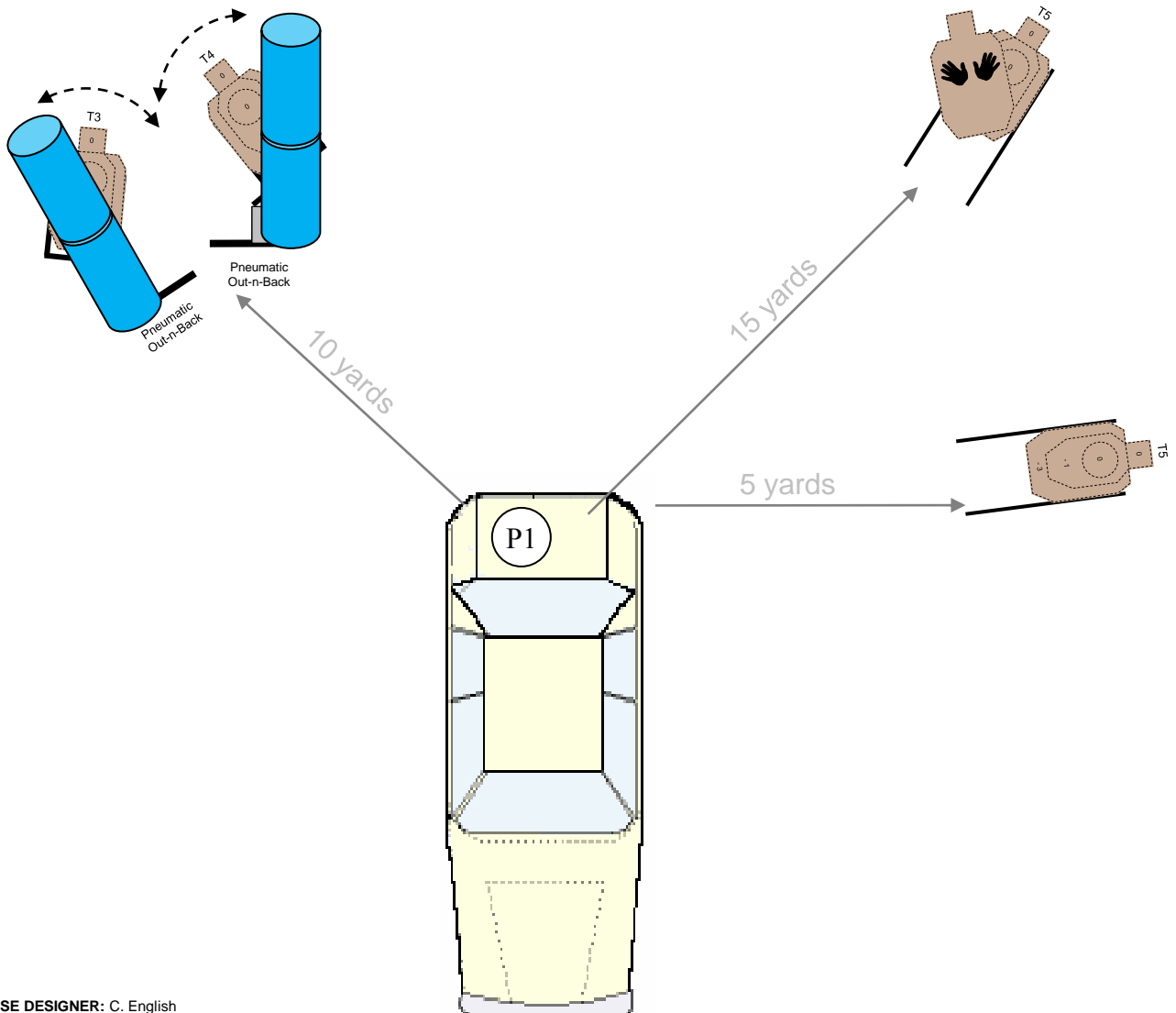
Stage 3

Stage 3: Trunk Monkey



Bay 3

- Scenario:** Mobsters got the drop on you and threw you in the trunk without checking to see if you were armed. They did not know you could open the trunk from inside...
- Start Position:** Seated in the trunk with the lid closed and your hand on the button. Your pistol and all spare ammo are on the floor.
- Stage Procedure:** On the buzzer, engage all targets in tactical priority (near to far) while seated.
- Concealment:** Required.
- Scoring:** **Vickers**
- Scored Hits:** 12 rounds. **3 each** on T1–T4
- Targets:** 4 IDPA
- Penalties:** Standard, not shooting the targets near-to-far.



Stage 4

Stage 4: They Are Coming Out Of The Woodwork



Bay 4

Scenario: Goons are coming out of the woodwork in order to get revenge for your behavior in the car trunk.

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

Stage Procedure: On the buzzer, draw and engage T1-T6 from cover.

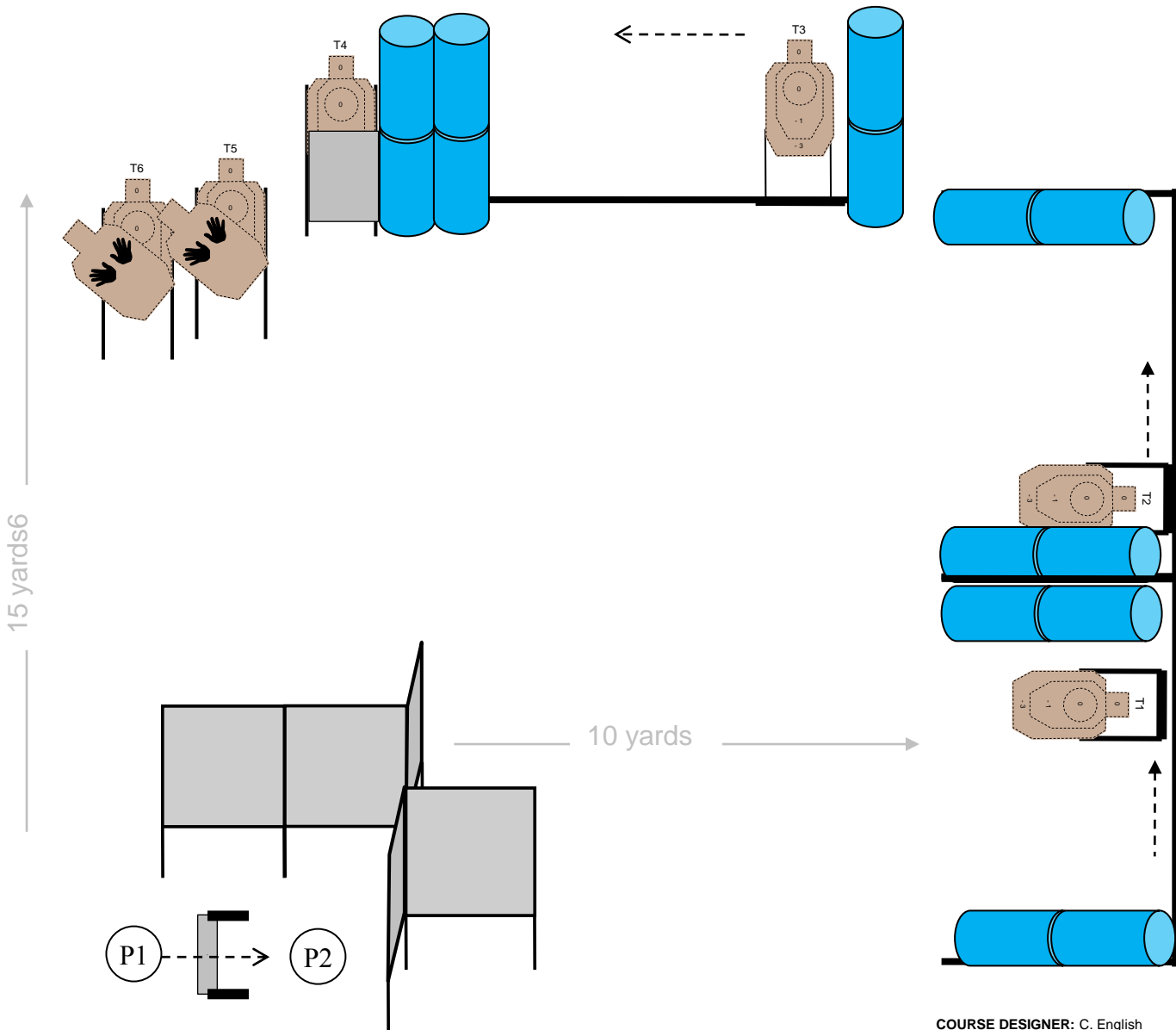
Concealment: Required.

Scoring: **Vickers**

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

Targets: 6 IDPA

Penalties: standard



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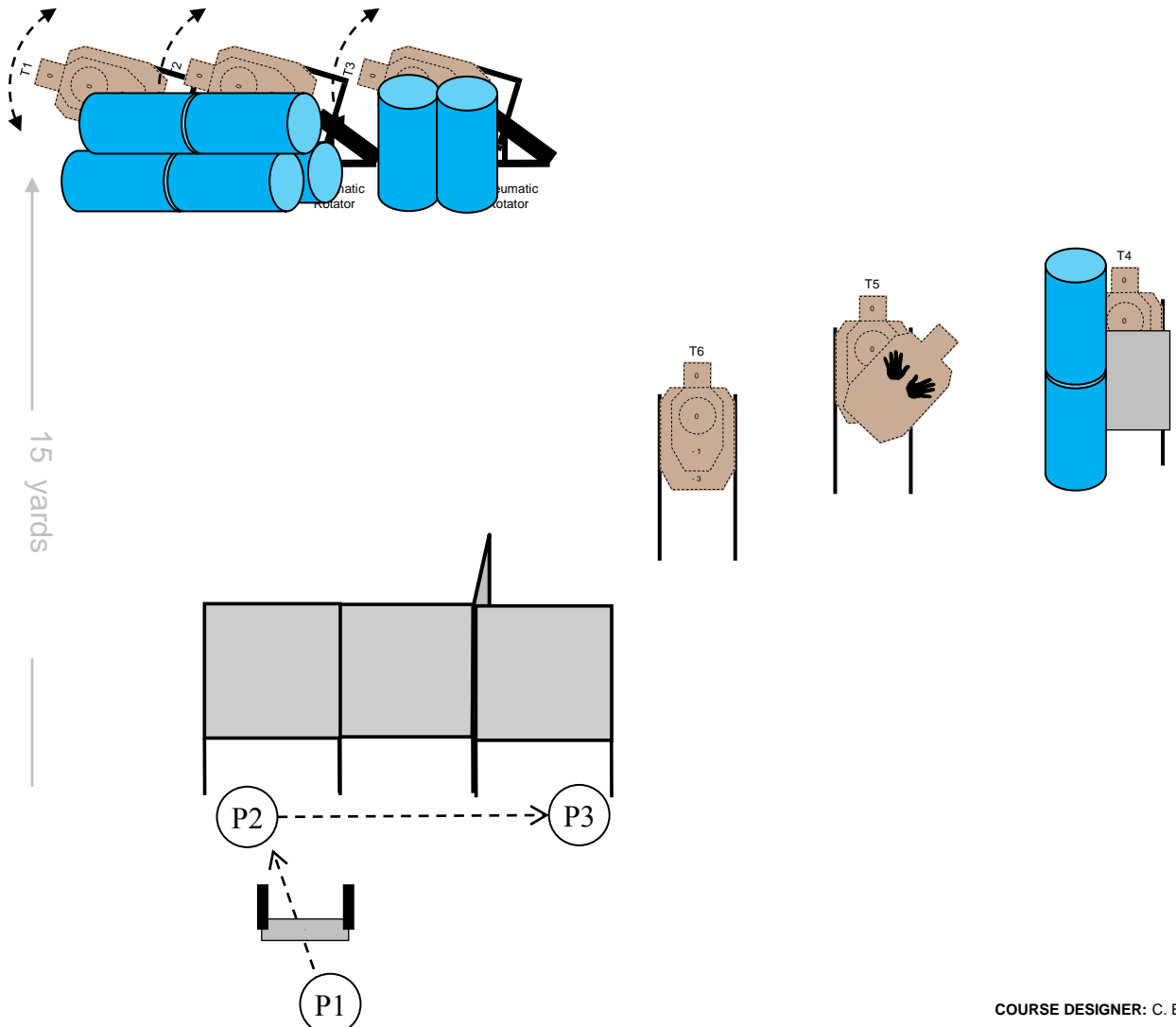
Stage 5

Stage 5: In Trouble



Bay 5

- Scenario:** Escape convicts have stumbled across you and your wife at a camp site and want your money, car and gun.
- Start Position:** Standing at P1 loaded to division capacity.
- Stage Procedure:** On the buzzer, advance to P2 and engage T1-T3. Move down the wall to P3 and engage all remaining targets using cover. You may reload moving down the wall
- Concealment:** Required.
- Scoring:** **Vickers**
- Scored Hits:** 18 rounds, **3 each** on T1-T5
- Targets:** 6 IDPA
- Penalties:** Standard

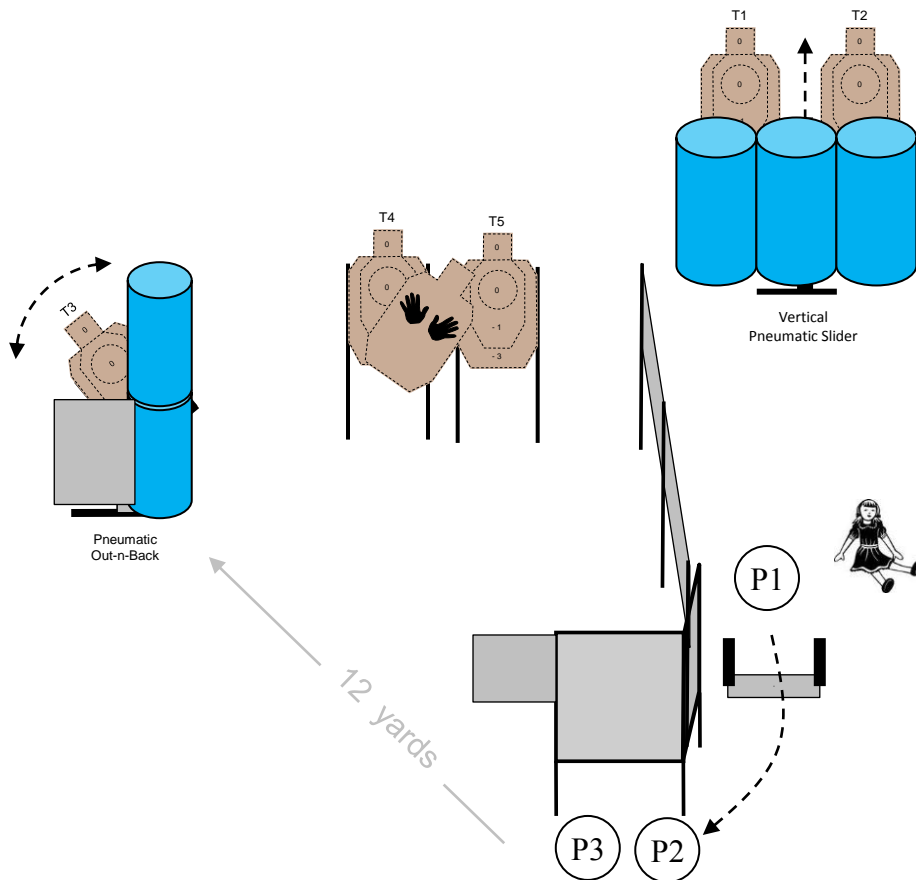


Stage 6



Bay 6

- Scenario: You are taking your baby daughter to the bookstore when armed men try to kidnap her for ransom.
- Start Position: Standing at P1 with your daughter **cradled** in your weak arm.
- Stage Procedure: On the buzzer, draw and engage T1-T2 (while retreating) with your strong hand only. When you reach cover, put her down and engage T4-T6 from low cover.
- Concealment: Required.
- Scoring: **Vickers**
- Scored Hits: 15 rounds, **3 each** on paper
- Targets: 5 IDPA
- Penalties: standard



Stage 7

Stage 7: Cornered



Bay 7

Scenario: After surprising a group of car thieves, you've been cornered and must fight your way out.

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

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

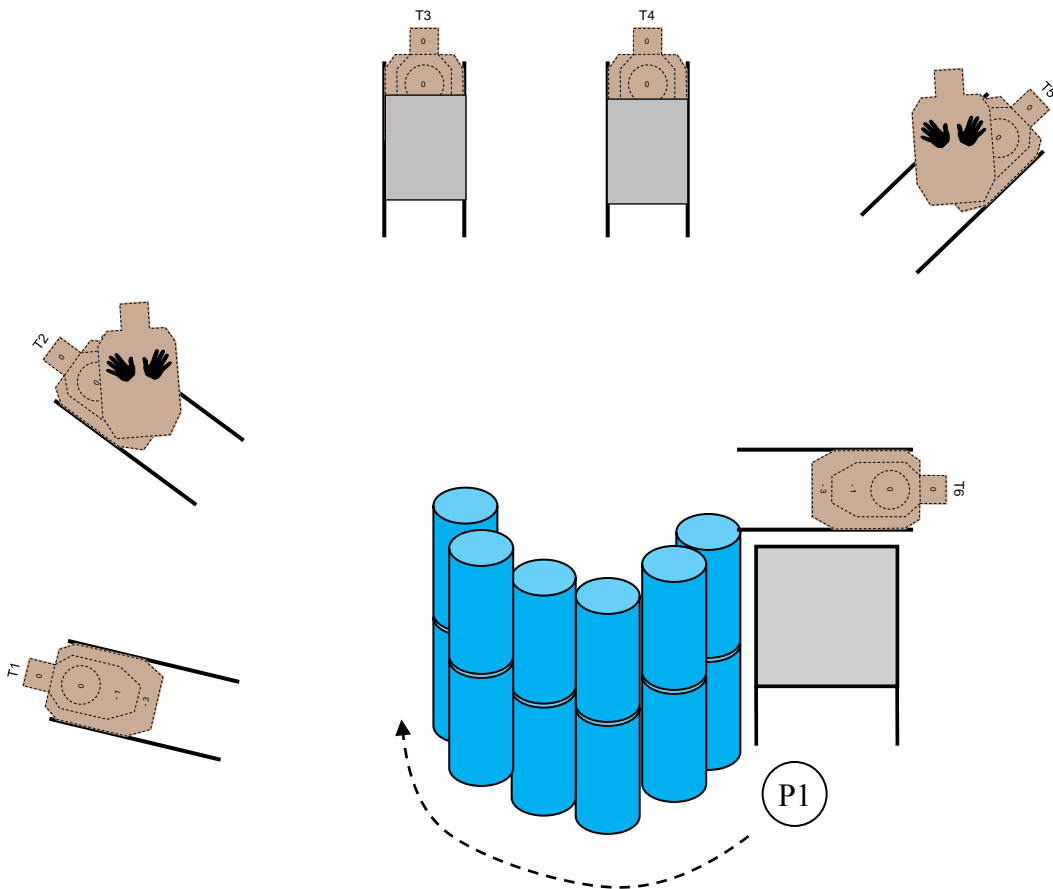
Concealment: Required

Scoring: Vickers

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

Targets: 4 IDPA

Penalties: standard



COURSE DESIGNER: C. English