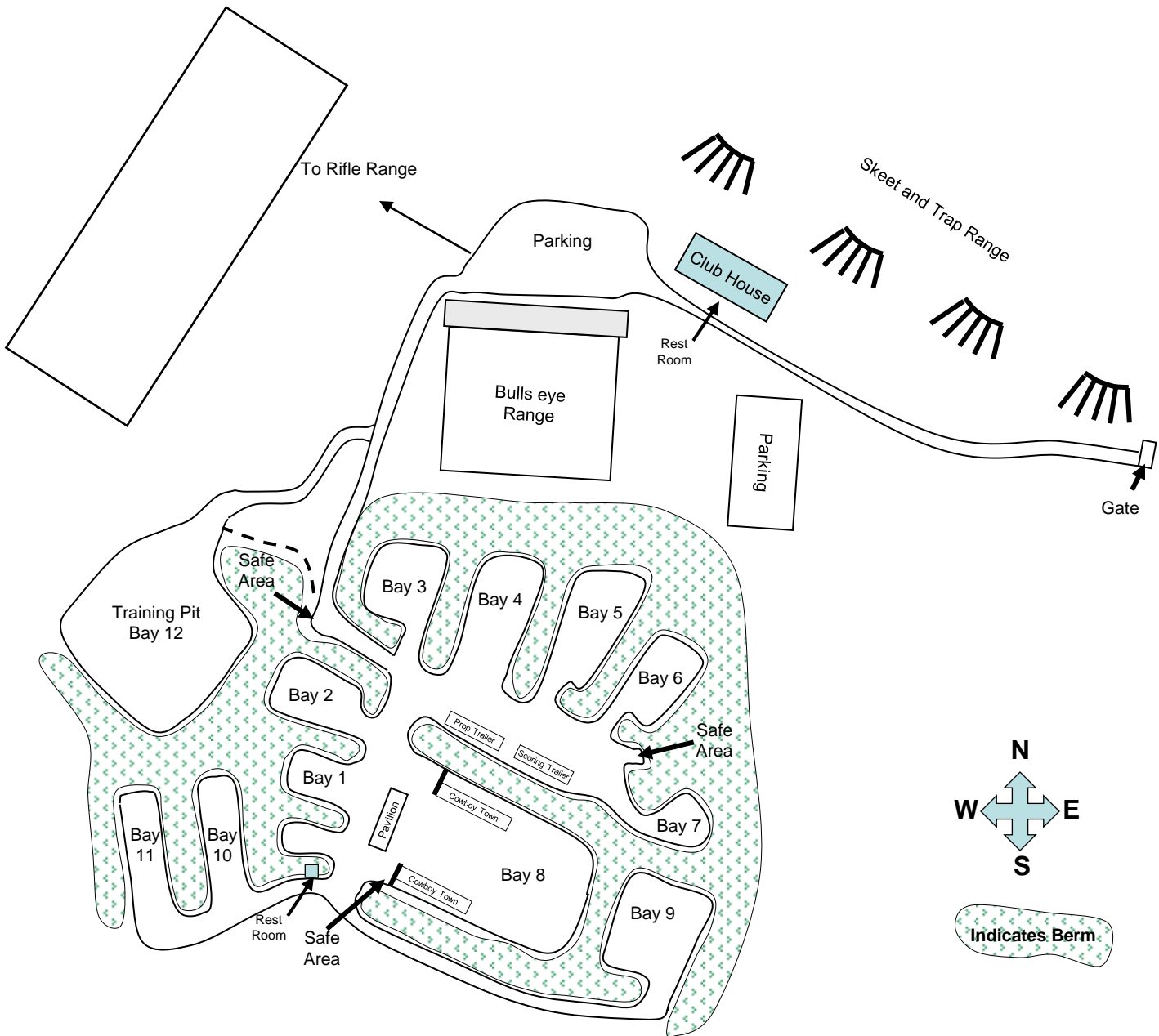




Welcome to the GADPA Monthly IDPA Match

South River Gun Club Range Map



Stage 1

Stage 1: EI-Prez



Bay 2

Scenario: EI-Prez

Start Position: Start facing up range with 6 rounds MAX. in pistol.

Stage Procedure: On the buzzer, turn and fire 2 shots at each T1 - T3, reload from slide lock and fire 2 shots at each T1 - T3..

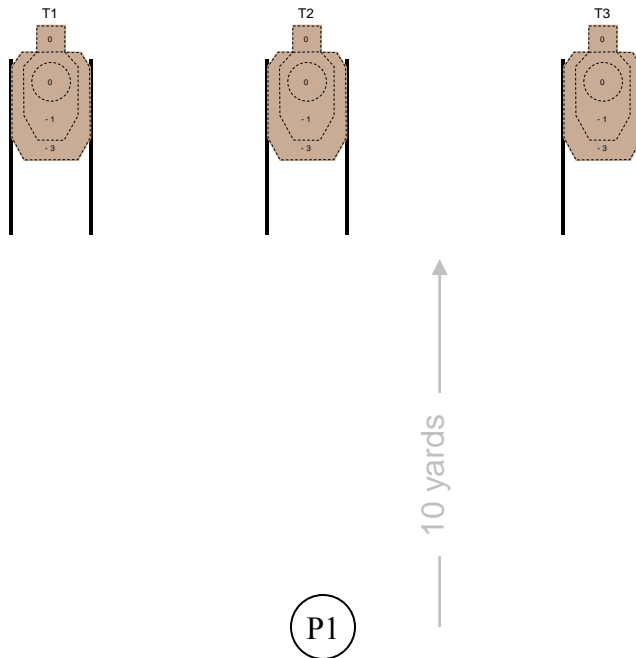
Concealment: NOT Required.

Scoring: **Limited Vickers**

Scored Hits: 12 rounds, **4 each** on T1-T3

Targets: 3 IDPA

Penalties: standard



COURSE DESIGNER: C. English

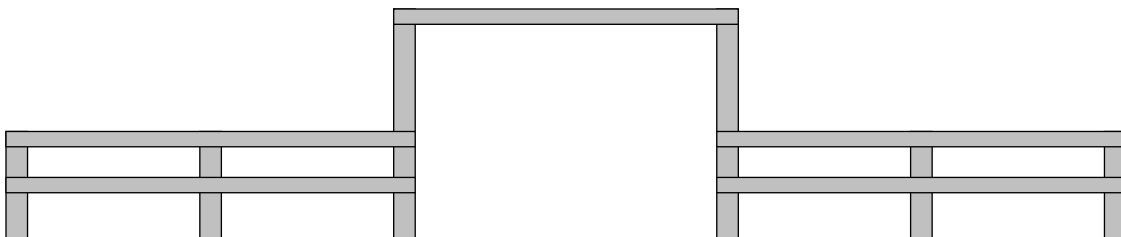
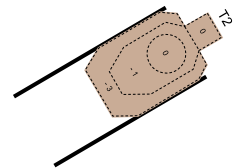
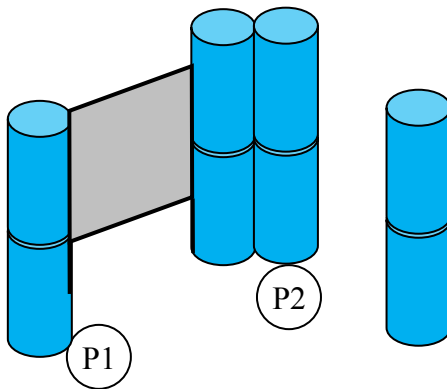
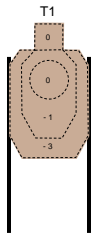
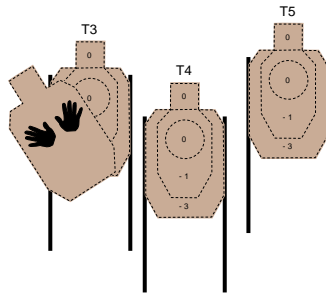
Stage 2

Stage 2: Look Out



Bay 2

Scenario: While working in your shop, bad guys try to rob you.
Start Position: Standing at P1, with your hands by your side.
Stage Procedure: On the buzzer, draw and engage T1-T5 from cover.
Scored Hits: 15 rounds, **3 each** on T1-T5
Targets: 5 IDPA
Penalties: standard.



COURSE DESIGNER: C. English

Stage 3

Stage 3: Behind the Car



Bay 3

Scenario: You are returning to your car when gang bangers accost you.

Start Position: Standing at P1.

Stage Procedure: On the buzzer, engage T1-T2 while standing. Move to P2-P3 and engage the remaining targets from low cover over the hood. T3-T6 must be engaged in tactical priority (near to far).

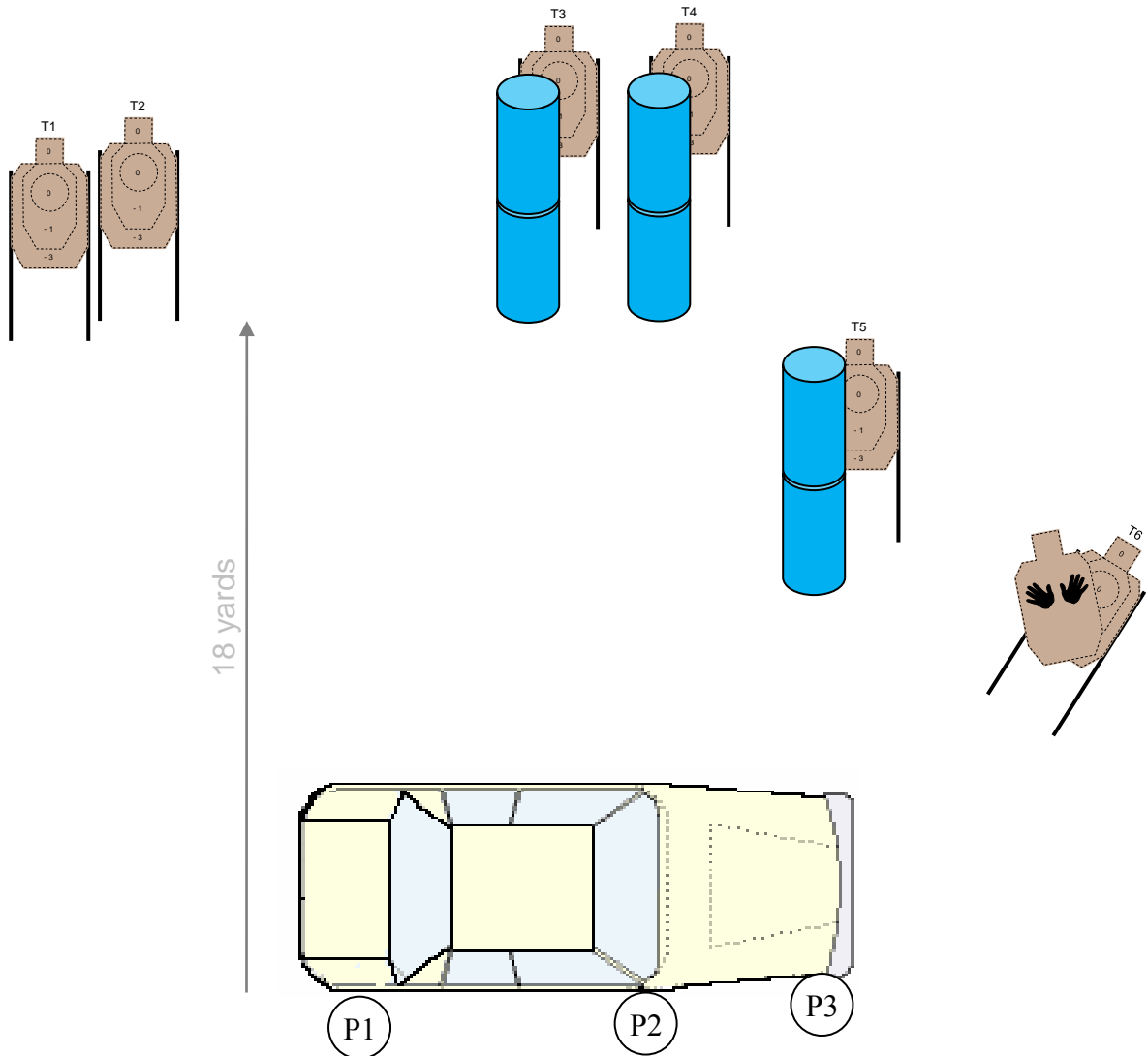
Concealment: Required.

Scoring: **Vickers**

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

Targets: 6 IDPA

Penalties: Standard



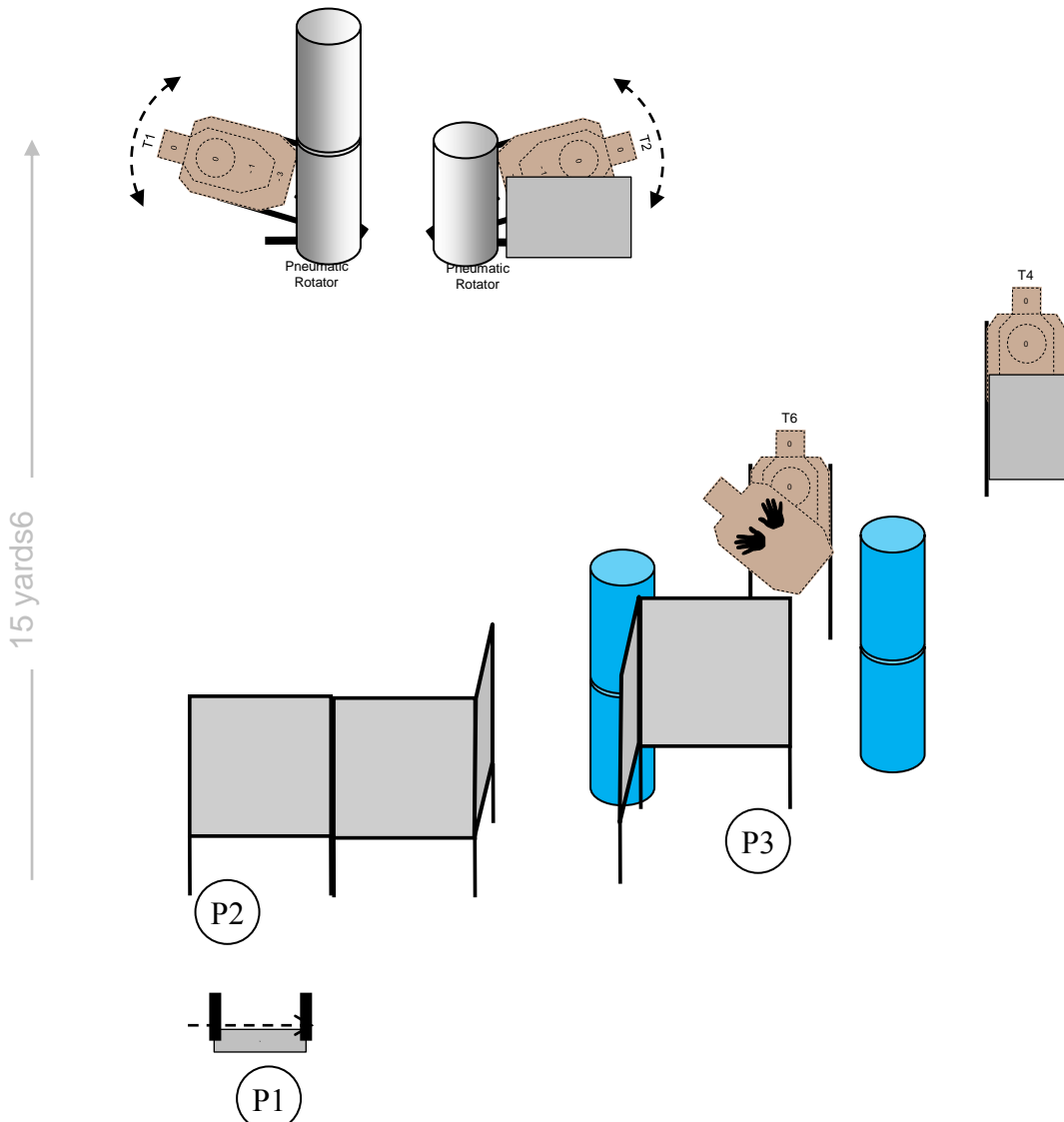
Stage 4

Stage 4: Hide Out



Bay 4

- Scenario: While scouting a deer stand in the off season, you stumble across a dope growers hideout. They don't appreciate your visit.
- Start Position: Standing at P1 with hands relaxed by your side
- Stage Procedure: On the buzzer, draw and engage T1-T4 from cover.
- Concealment: Required.
- Scoring: **Vickers**
- Scored Hits: 12 rounds, **3 each** on T1-T4
- Targets: 4 IDPA
- Penalties: standard



COURSE DESIGNER: C. English

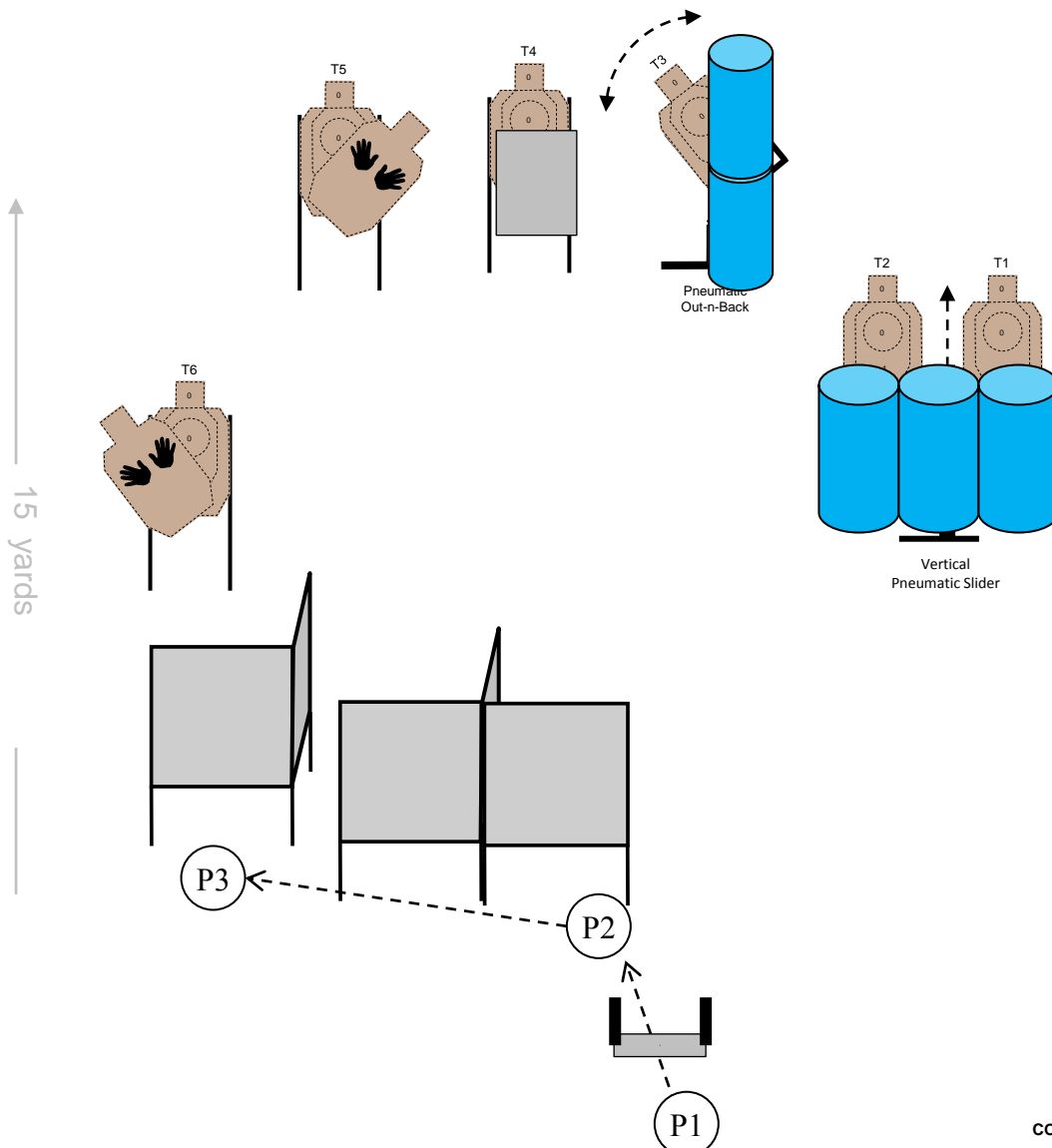
Stage 5

Stage 5: Walk Around the block



Bay 5

- Scenario: You decide to take a walk around the block when thugs attack you.
- Start Position: Standing at P1.
- Stage Procedure: On the buzzer, advance to P2 while engaging T1-T2. Engage all remaining targets using cover. You must engage T1-T2 with at least 1 round while moving. Once at P2, you may finish engaging either.
- Concealment: Required.
- Scoring: **Vickers**
- Scored Hits: 18 rounds, **3 each** on T1-T6
- Targets: 6 IDPA
- Penalties: Standard,



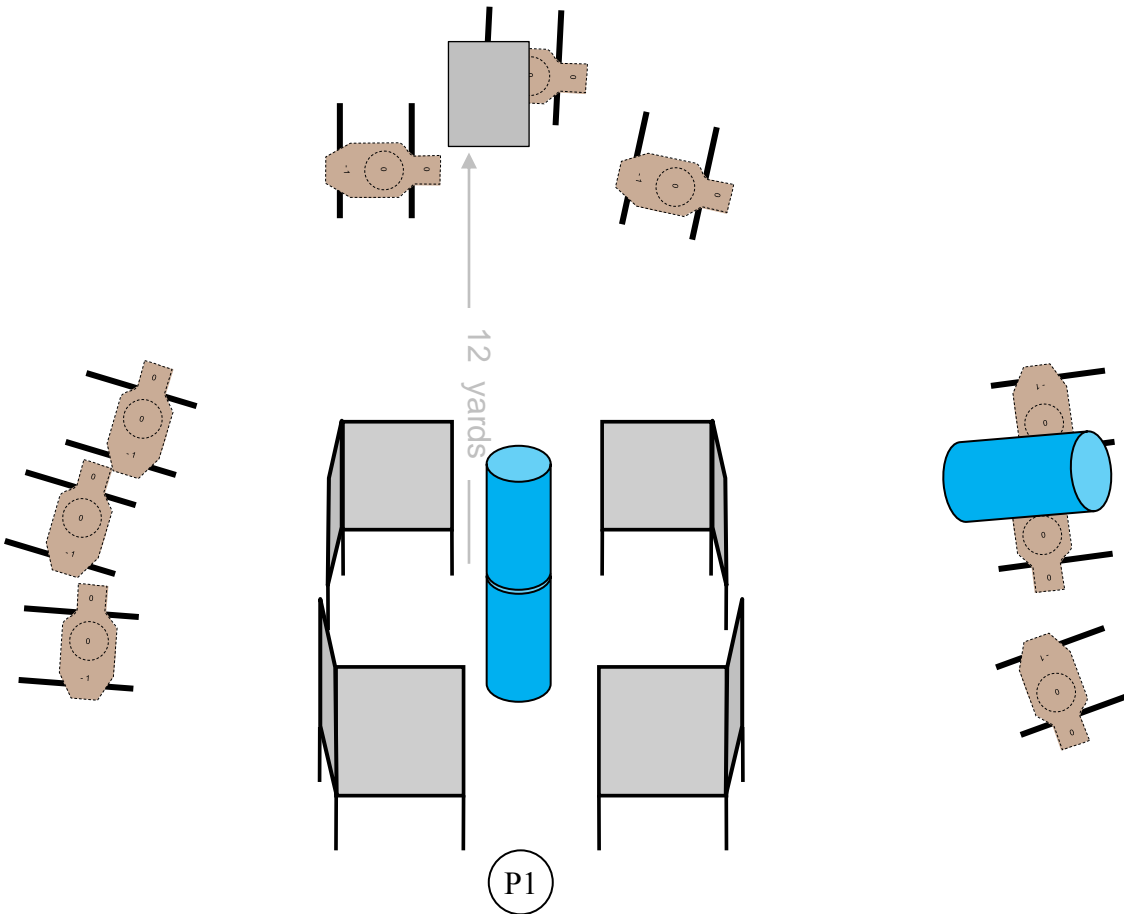
COURSE DESIGNER: C. English



Stage 6

Bay 6

- Scenario:** After an outbreak of rabies, you find yourself surrounded by a pack of coyotes who are really pissed off.
- Start Position:** Standing at P1 with your hands by your side.
- Stage Procedure:** On the buzzer, draw and engage all targets with 2 rounds in any order. You must stay inside the barricades.
- Concealment:** Required.
- Scoring:** **Vickers**
- Scored Hits:** 18 rounds, **2 each**
- Targets:** 9 IDPA
- Penalties:** standard



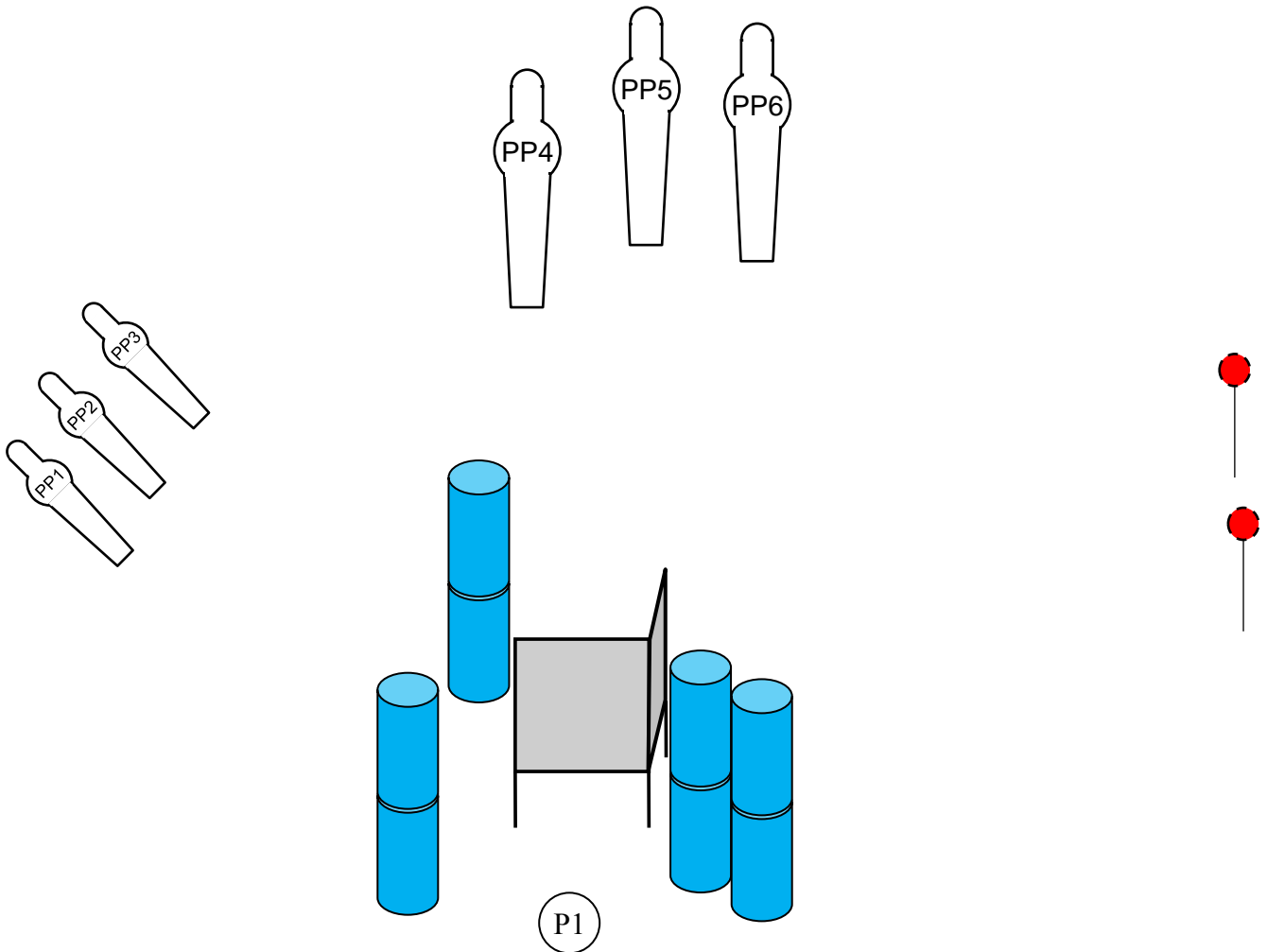
Stage 7

Stage 7: Time for the Pump Gun



Bay 7

- Scenario: A bump in the night alerts you to a home invasion.
- Start Position: Standing at P1 with your shotgun at low ready. 5 rounds in the gun, 4 rounds in your pocket. No side-saddles are allowed. Pump shotgun only.
- Stage Procedure: On the buzzer, engage all targets from cover.
- Concealment: Required
- Scoring: Vickers
- Scored Hits: 8 rounds. **1 each** on T1–T8
- Targets: 6 poppers, 2 clays
- Penalties: standard



COURSE DESIGNER: C. English