

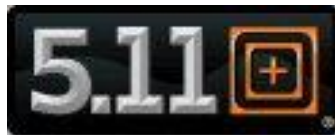
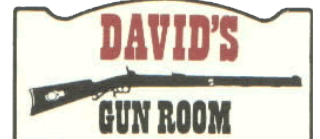
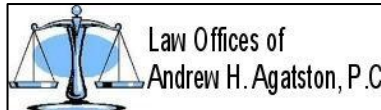
# Team GLOCK™



2010

## IDPA

### Georgia State Championship Course of Fire





### Staff

Capel English	-	Match Director
Brett Hanus	-	Range Master
Rhett Crutchfield	-	Range Master
Marla Hendrix	-	Stats
Karen English	-	Stats
Vickie Vasquez	-	Stats

### Notice

The stage descriptions in this booklet are for informational purposes only and may be changed prior to the actual match.

## Safety and Ground Rules

**Disqualification:** A shooter will be disqualified from the match for any safety violation or unsafe gun handling. Negligent discharges into the ground or into a metal prop within 6 feet and over the berm are grounds for disqualification. Sweeping one's self or anyone else with the muzzle is also grounds for disqualification. The first offense of un-sportsmanlike conduct will earn the participant a FTDR penalty. The second offense of un-sportsmanlike conduct will result in disqualification.

**Air Gunning:** No air-gunning of any type is allowed and will result in a FTDR penalty being added to the shooters score.

**Steel:** All steel must fall to score. Any steel target left standing will be scored as a miss and a failure to neutralize.

**Scoring:** After shooting a stage, the shooter may follow the CSO as he scores the targets. Any disagreements with the scoring must be addressed at this time. A score can be contested immediately to the Match Director, but it is highly unlikely that the CSO will be over-ruled. It is the shooter's responsibility to ensure that the scoresheet is correct.



## Safety and Ground Rules

**Re-Shoots:** The only re-shoots allowed will be due to range equipment malfunction.

**Arbitration:** There will be no arbitration. The Match Director will make final decision in all matters of dispute.

**Brass:** This is a lost brass match. Please do not attempt to recover brass while the match is underway.

**Scoring Trailer:** Please do not interfere with the scoring crew. If you have a concern with your score, please see the Match Director or Range Master.

**Safe Areas:** There are designated safe areas around the range. Handling of firearms outside of a safe area is grounds for disqualification.

**Parking:** Please do not drive down into the action pistol range. Adequate parking is available just past the clubhouse.

### **Lunch:**

Lunch will be available in the club house between 11:30 and 1:30 for a nominal fee. (*You passed it on the way in.*) The following stages will be closed for lunch at the specified time. Please be prepared to eat lunch when the stage you are shooting shuts down.

Stages 1-4 (11:30-12:00)

Stages 5-8 (12:00-12:30)

Stages 9-13 (12:30-1:00)



# Safety Officers

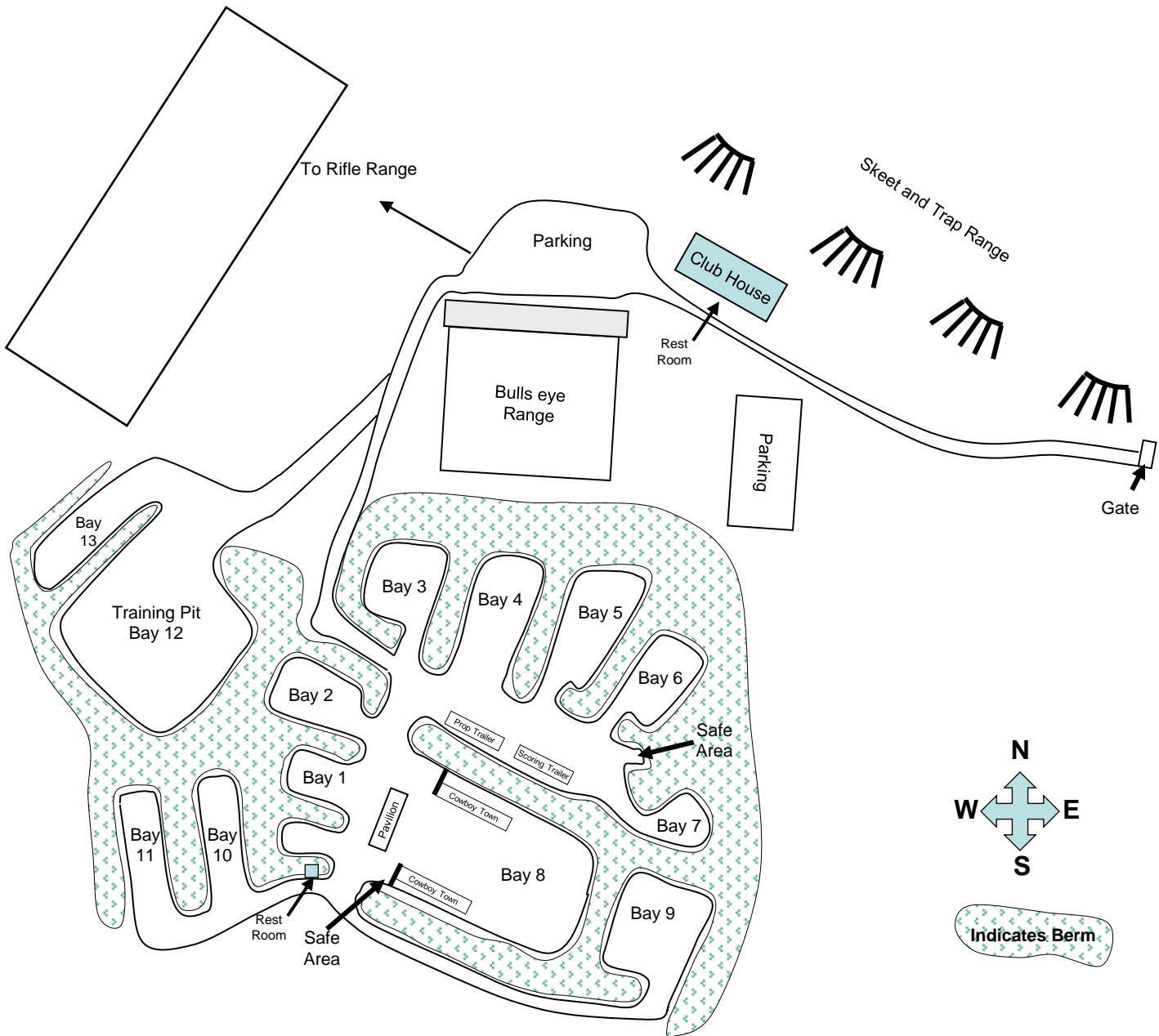


Al Hodge  
Bob Duckworth  
Bob Gudice  
Brett Hanus  
Brian Whitley  
Chester Kingsman  
Chuck Brothers  
Claude Werner  
David Rawlinson  
Don Bailey  
Eli Colotta  
Frank Wright  
Ray Gibson  
Tierani Hendrix  
Howard Beers  
Jared Baker  
Jerry Burch  
Jerry Weatherby  
Jesus Vazquez  
Joe Peel

John Grubb  
John MacDonald  
John Pander  
Lynn Keaton  
Lynn Rawlinson  
Mark Gallo  
Paul Skakum Sr.  
Randy Ohlogge  
Rhett Crutchfield  
Rob Duckworth  
Ron Scheuler  
Stu Metcalfe  
Thomas Spurgeon  
Tom Hyde  
Tom Mulheron  
Wally Kravarik  
Chris Wardell  
Wayne Ramsey  
Greg Brose  
Tierney Hendrix



# South River Gun Club Range Map

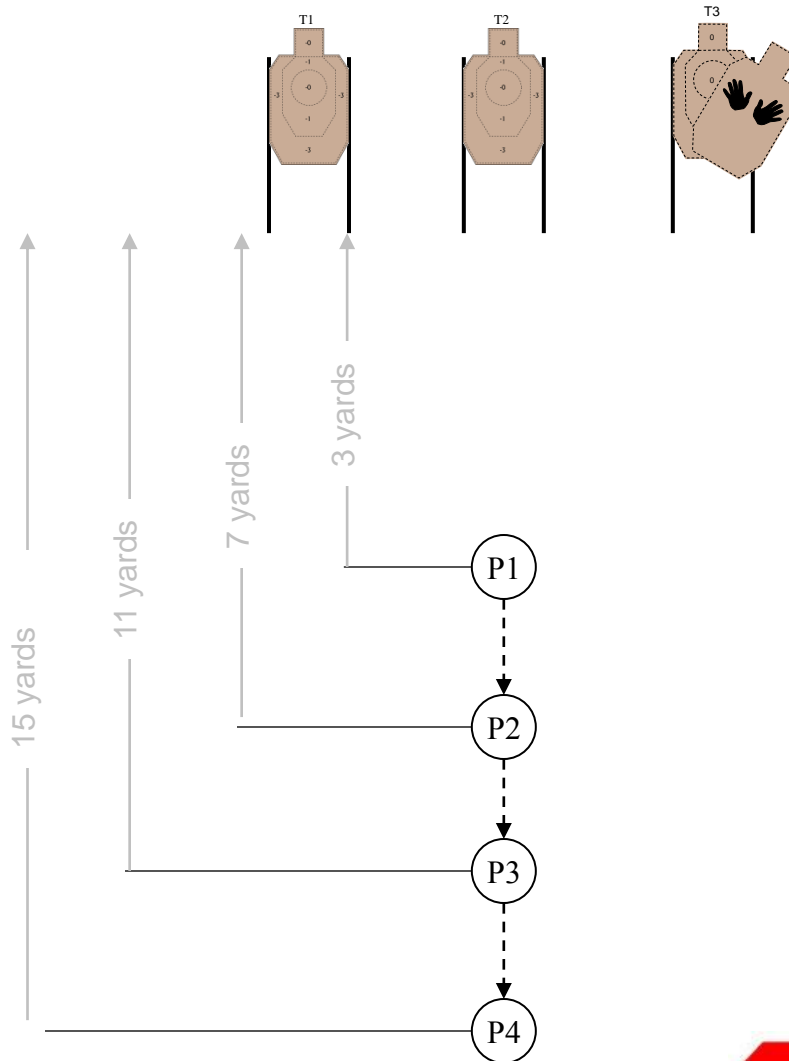


# Bay 1

## Stage 1: Standards



- 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 only 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, taking a shot while not retreating



# Bay 2

# Stage 2: Going Down



Scenario: It's a bad day on the street when goons appear and start shooting. You are wounded in the encounter, but must continue to fight.

Start Position: Standing at P1 hands relaxed by your side

Stage Procedure: On the buzzer, advance to P2 and engage T1-T3 from low cover.

Then go prone and engage T4-T6 **STRONG HAND ONLY**.

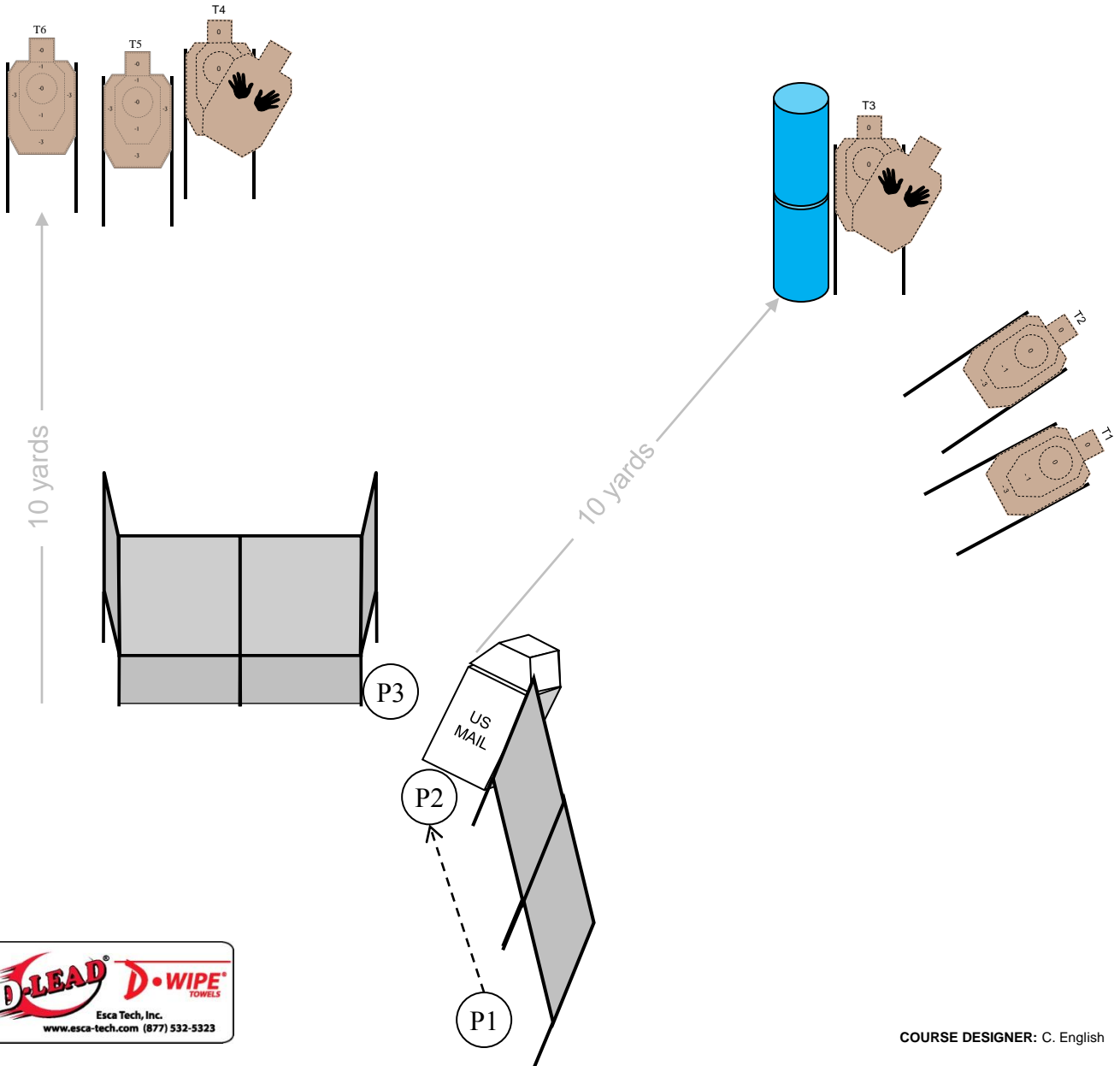
Concealment: Required.

Scoring: Vickers

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

Targets: 6 IDPA

Penalties: standard



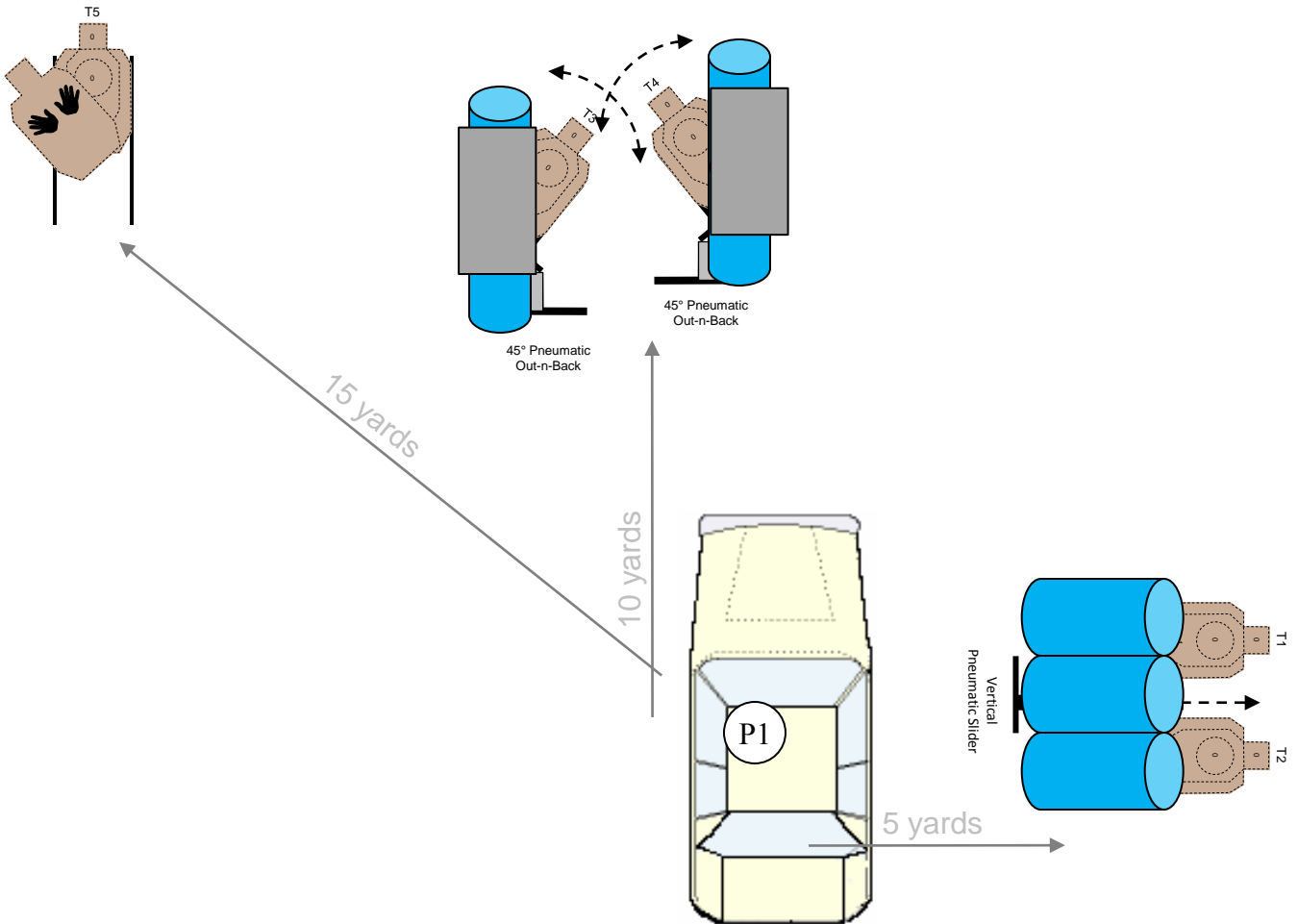
COURSE DESIGNER: C. English

# Bay 3

# Stage 3: Highway Robbery



- Scenario: After stopping to help a stranded motorist, you discover it is an ambush.
- Start Position: Seated at P1 with your hand on the button.
- Stage Procedure: On the buzzer, engage all targets in **tactical priority** (near to far) while seated. You may **NOT** open the door.
- Concealment: Required.
- Scoring: **Vickers**
- Scored Hits: 15 rounds. **3 each** on T1–T5
- Targets: 5 IDPA
- Penalties: Standard



# Bay 4

# Stage 4: Out Of The Woodwork



Scenario: You surprise a group of armed Somali pirates who have boarded your vessel. They run like cockroaches when you appear.

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

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

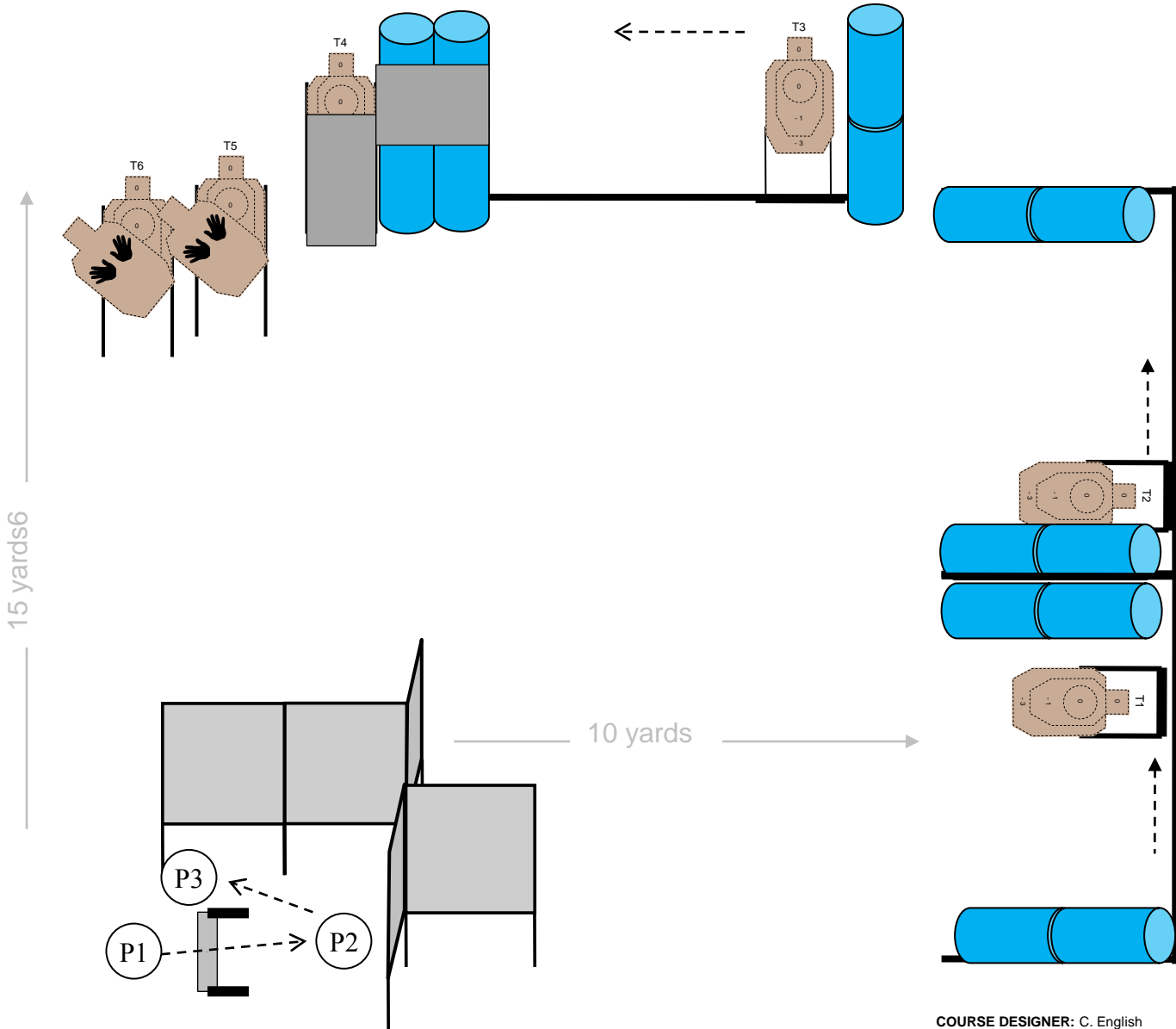
Concealment: Required.

Scoring: **Vickers**

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

Targets: 6 IDPA

Penalties: standard



COURSE DESIGNER: C. English

# Bay 5

# Stage 5: Dunkin Donuts



**Scenario:** While enjoying your éclair and coffee, thugs decide to rob the donut shop.

**Start Position:** Seated at P1 with a coffee cup in your strong hand.

**Stage Procedure:** On the buzzer, drop the cup and push the button with your strong hand. Engage T1-T2 while seated. You may engage T3 while seated or you may get up and find cover at P2. Engage all remaining targets from cover.

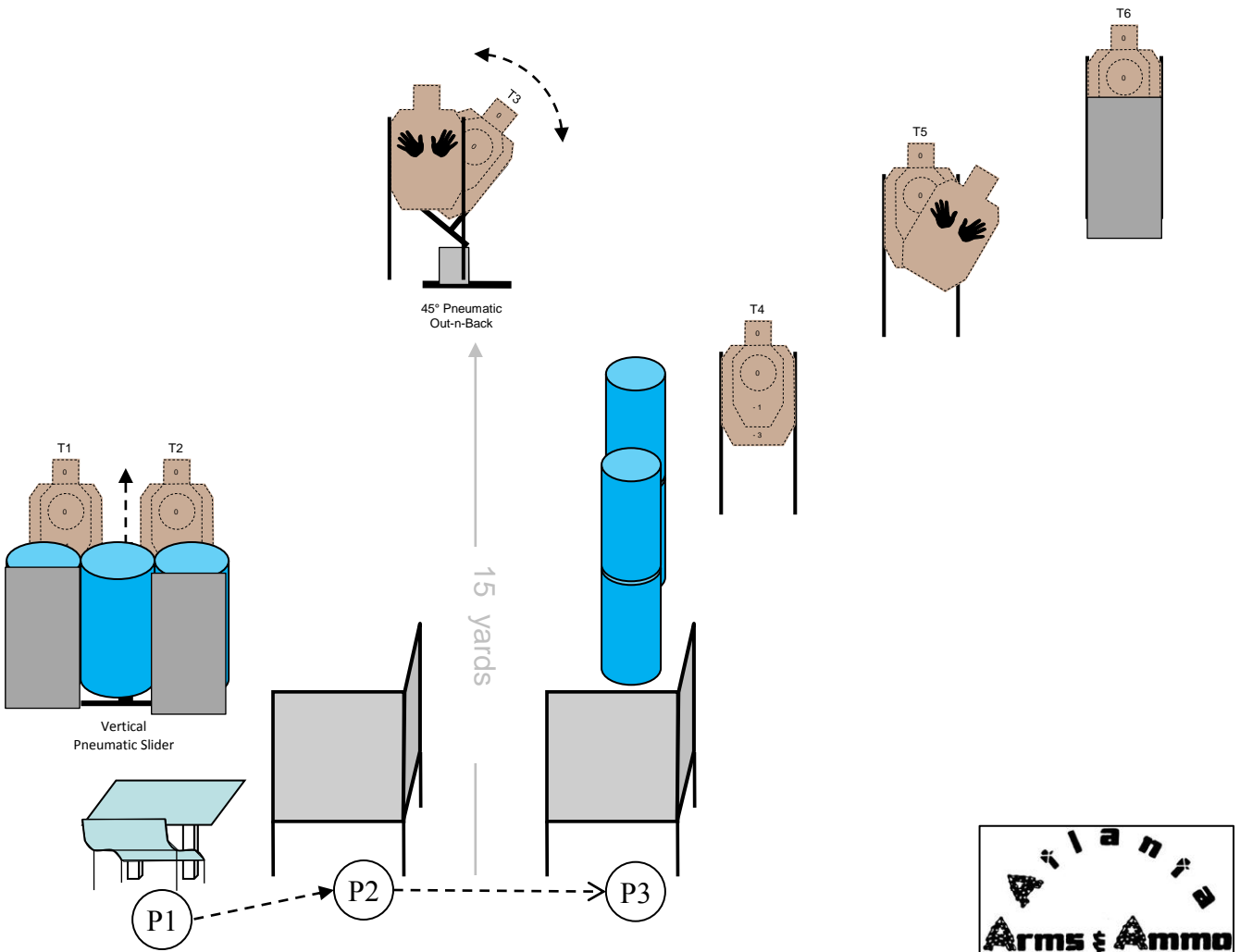
**Concealment:** Required.

**Scoring:** **Vickers**

**Scored Hits:** 18 rounds, **3 each** on T1-T6

**Targets:** 6 IDPA

**Penalties:** standard



COURSE DESIGNER: C. English

# Bay 6

# Stage 6: Convict Campground



**Scenario:** Escape convicts have stumbled across you and your wife at a camp site and want your money, car and gun. You seek cover behind the bath house and defend yourself.

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

**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

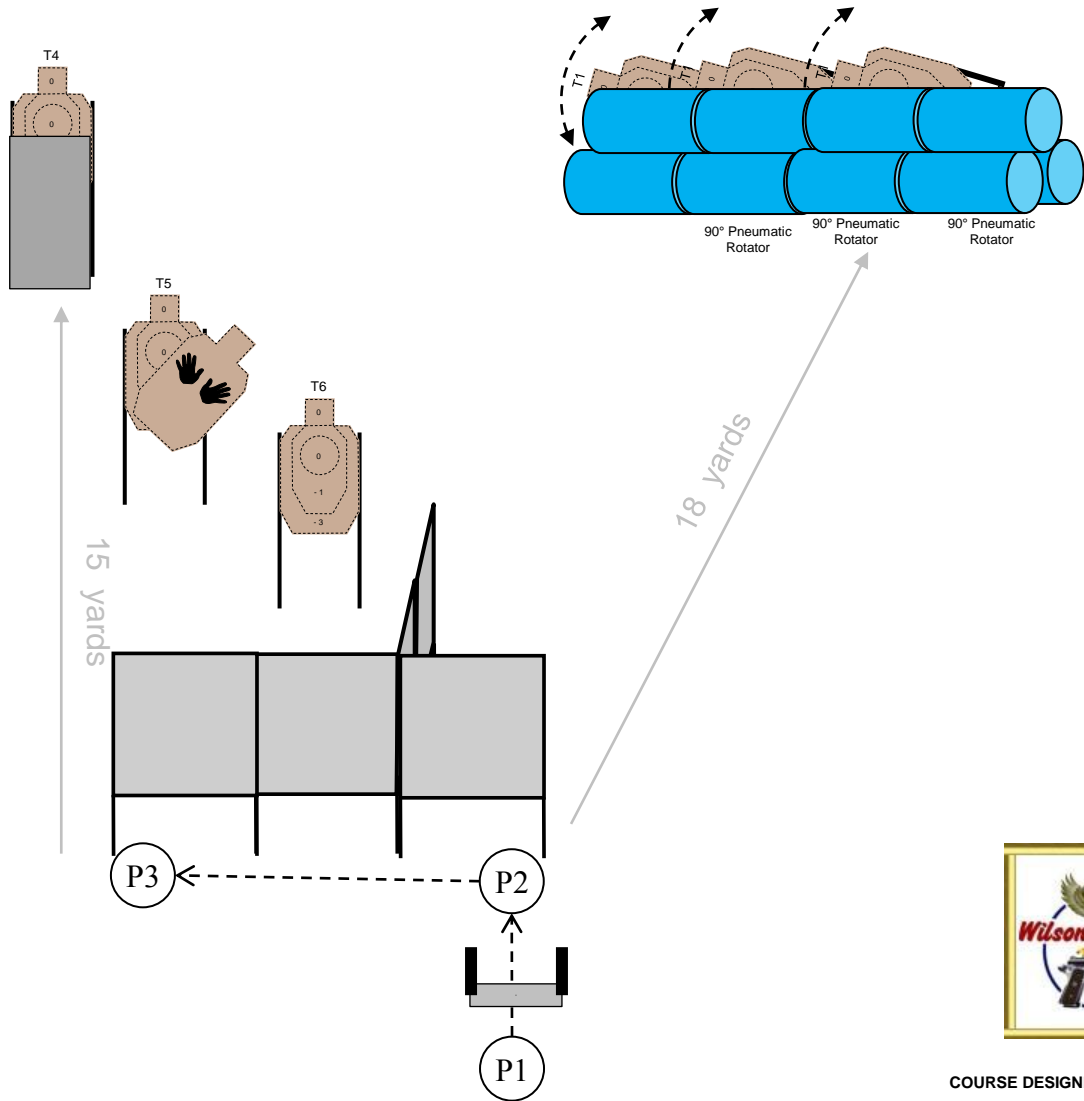
**Concealment:** Required.

**Scoring:** **Vickers**

**Scored Hits:** 18 rounds, **3 each** on T1-T5

**Targets:** 6 IDPA

**Penalties:** Standard



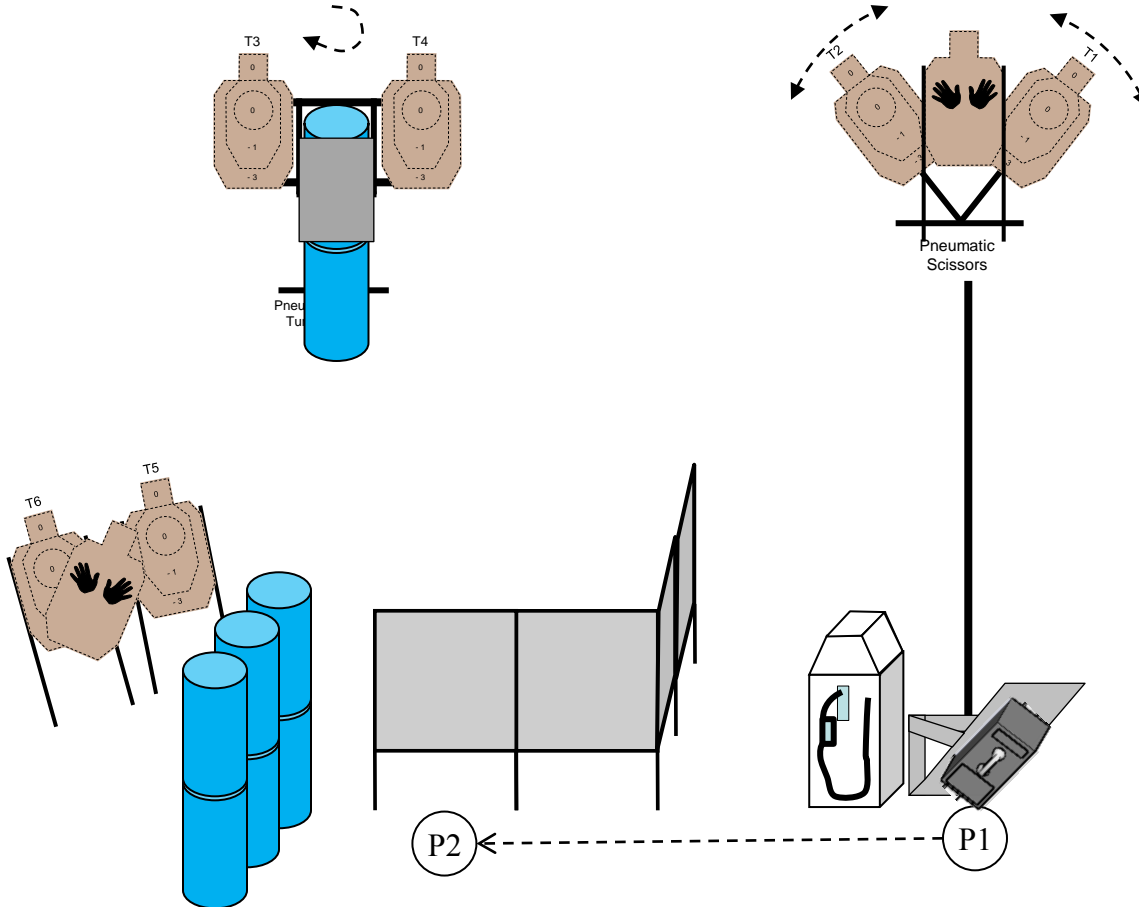
COURSE DESIGNER: C. English

# Bay 7

## Stage 7: Calling Home



- Scenario: You are on a pay phone calling a tow truck when undesirables take you for an easy target. Hang up the phone and take care of them.
- Start Position: Standing at P1 holding the phone to your ear with your strong hand.
- Stage Procedure: On the buzzer, hang up the phone, advance and engage T1-T2. Move to P2, engage all remaining targets from cover.
- Concealment: Required.
- Scoring: **Vickers**
- Scored Hits: 18 rounds, **3 each** on T1-T6
- Targets: 6 IDPA
- Penalties: standard



COURSE DESIGNER: C. English

# Stage 8

## Stage 8: Drive-in Ambush



### Bay 8

Scenario: While investigating recent vandalism to your property, you are accosted by smugglers who plan for you to take a dirt nap.

Start Position: Seated at P1 with your strong hand on the button.

Stage Procedure: On the buzzer, engage all targets in any order. You may open the car door, but must use low cover if you exit the vehicle

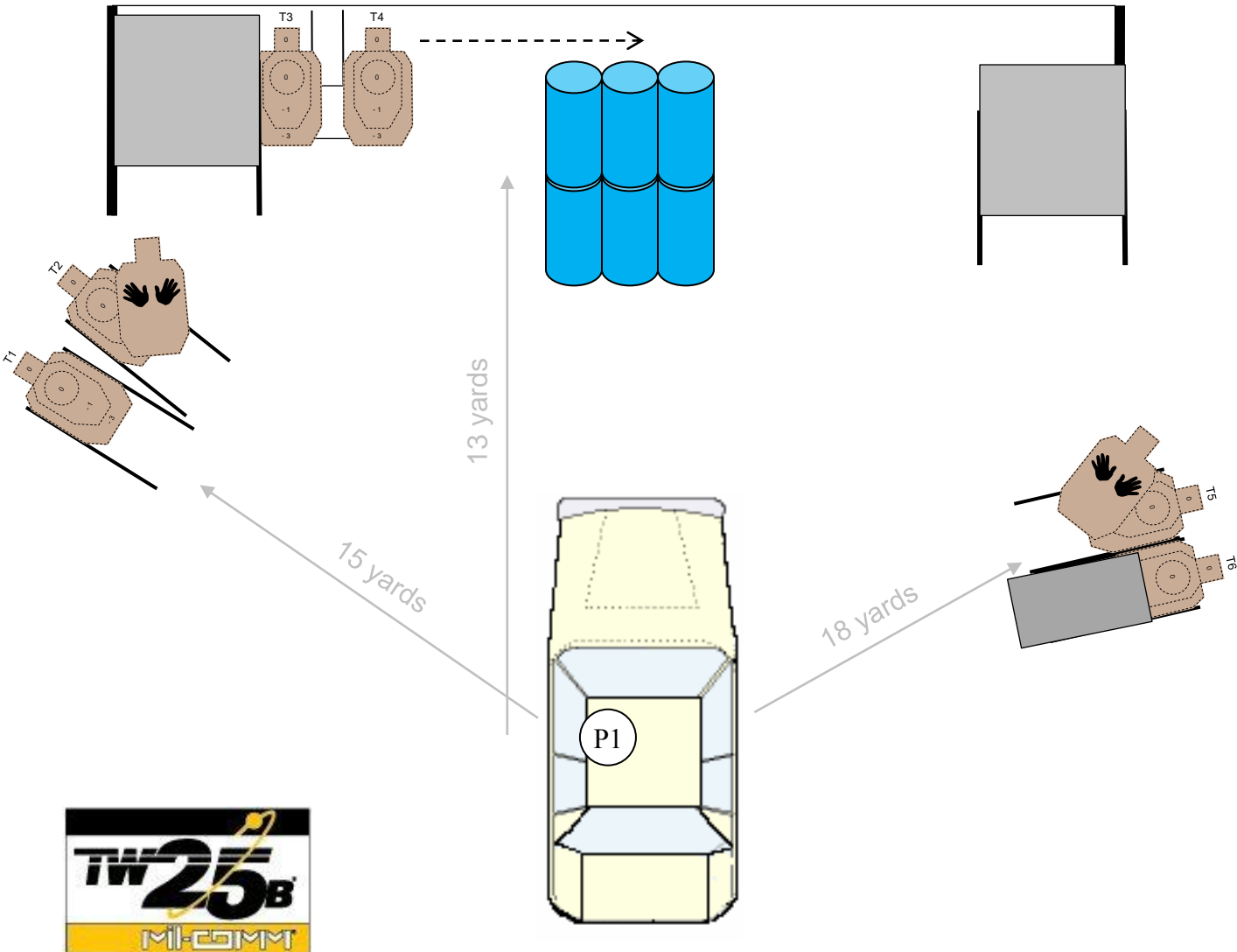
Concealment: Required

Scoring: Vickers

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

Targets: 6 IDPA

Penalties: standard



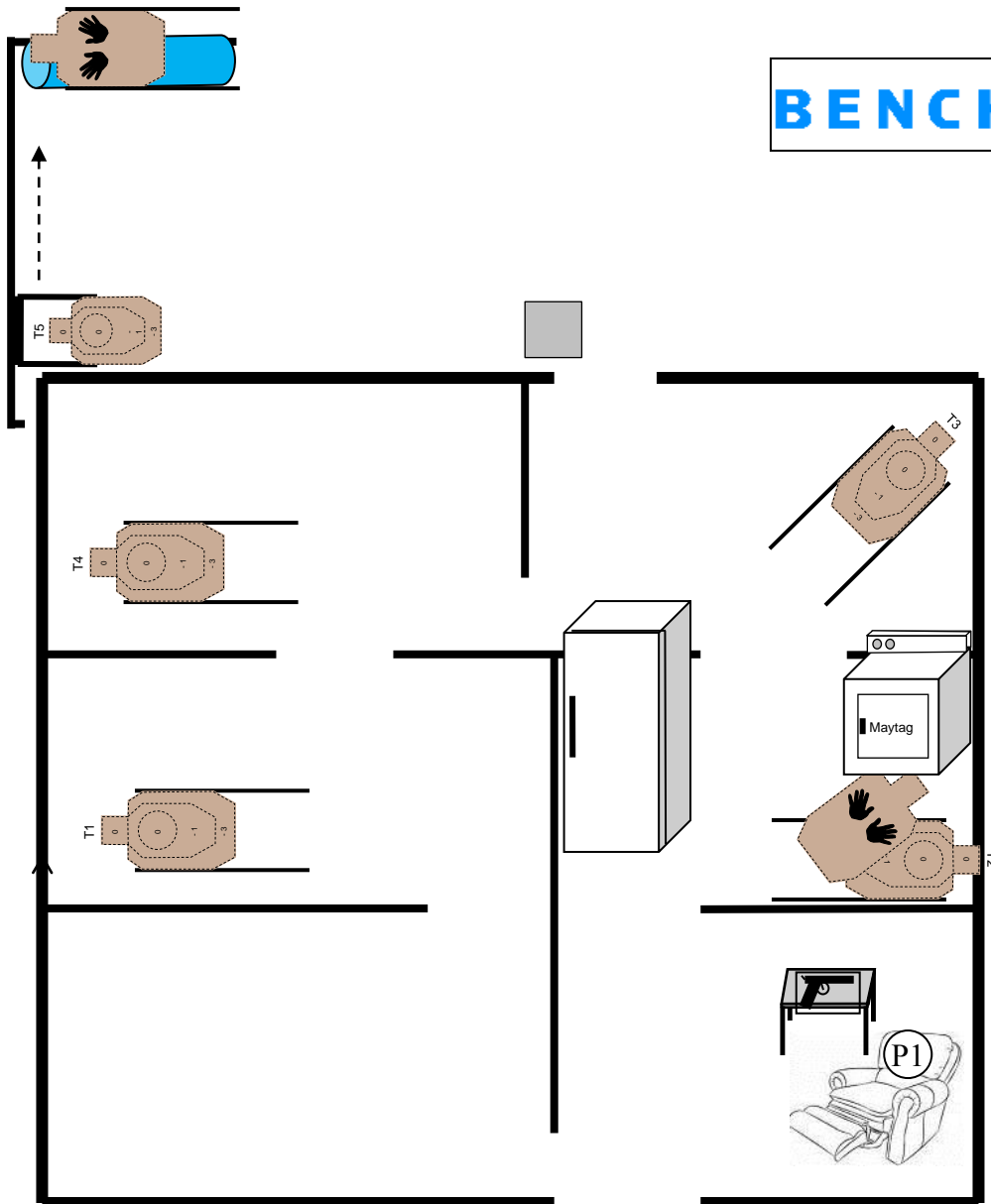
COURSE DESIGNER: C. English

# Bay 9

## Stage 9: Home Alarm



- Scenario: You awake from a nap to the sound of your home being ransacked.
- Start Position: Seated at P1 with your eyes closed, gun in the box on the table and ammo in the drawer.
- Stage Procedure: On the buzzer, retrieve your gun and ammo, then engage all targets from cover. Step on the pressure pad to activate the last target.
- Concealment: **Not Required.**
- Scoring: **Vickers**
- Scored Hits: 15 rounds, **3 each** on T1-T5.
- Targets: 5 IDPA
- Penalties: standard



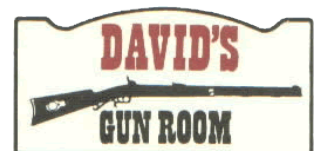
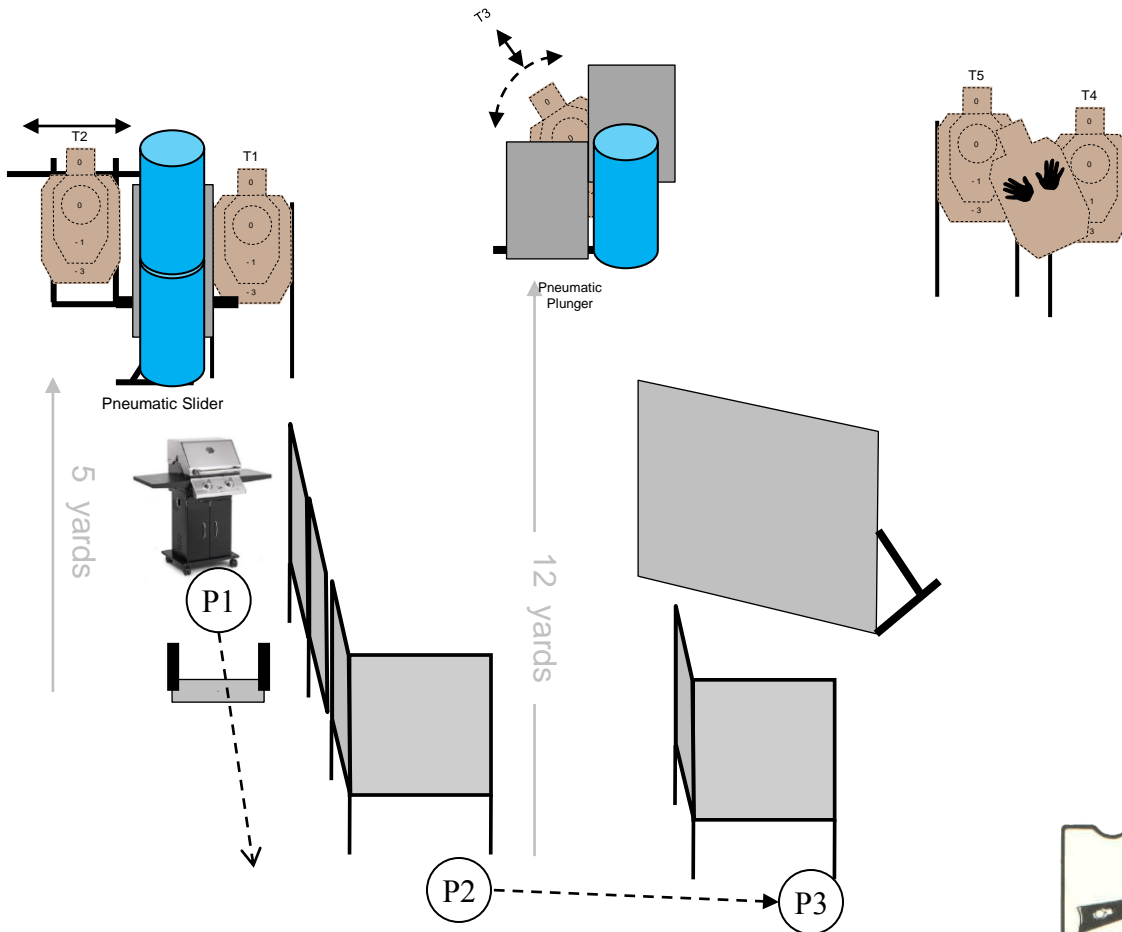
COURSE DESIGNER: C. English

# Bay 10

# Stage 10: Two Steps Back



- Scenario: After being confronted by a pair of hooligans in your back yard, you begin to retreat when they draw weapons.
- Start Position: Standing at P1 with your strong hand on the grill.
- Stage Procedure: On the buzzer, begin retreating and engage T1-T2 while doing so. Engage all remaining targets from cover.
- Concealment: Required.
- Scoring: **Vickers**
- Scored Hits: 15 rounds, **3 each** on T1-T5
- Targets: 5 IDPA
- Penalties: standard, taking a shot while NOT retreating.



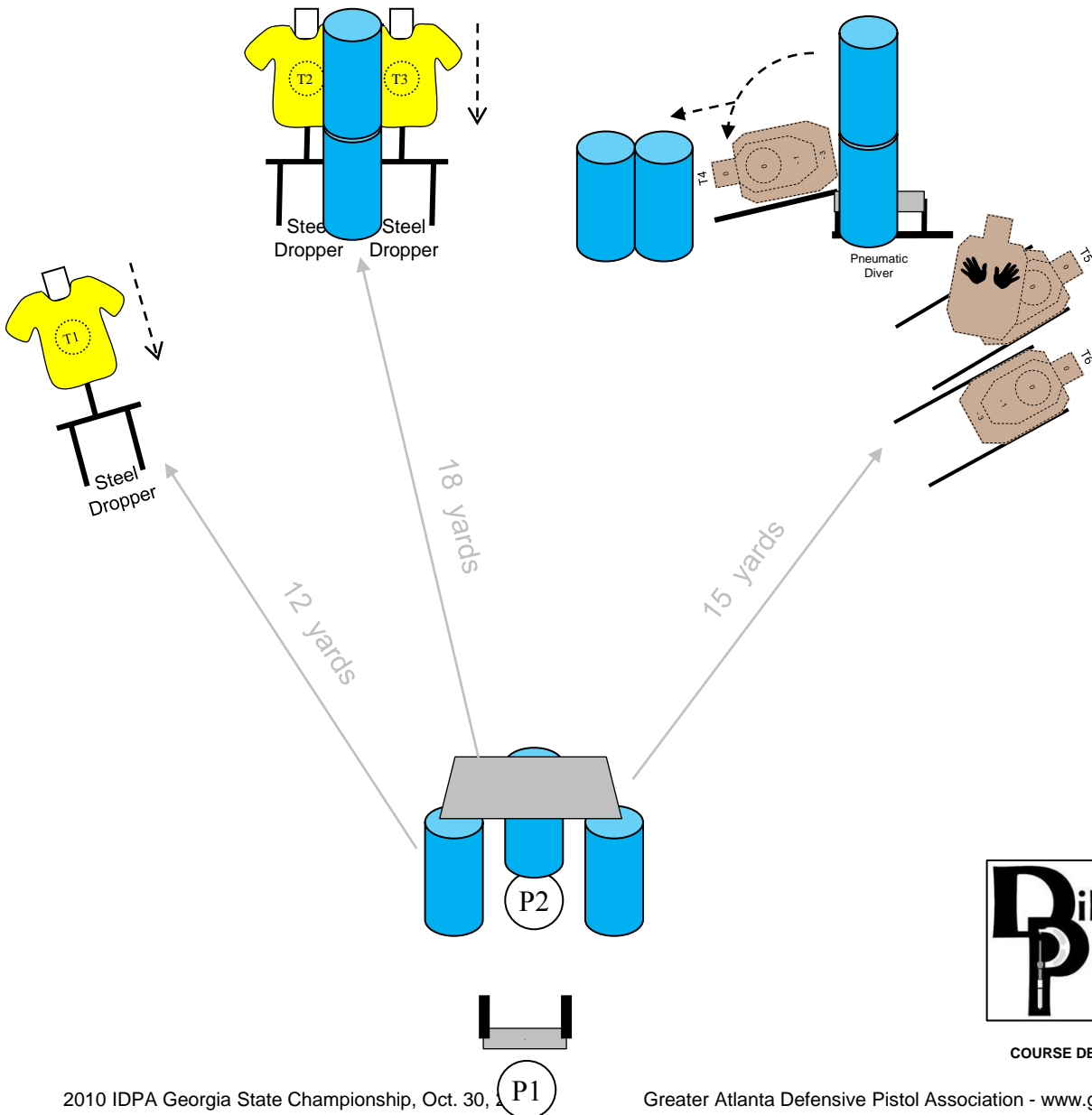
COURSE DESIGNER: C. English

# Bay 11

## Stage 11: Under the Table



- 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 under the table and engage the targets in any order. 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



COURSE DESIGNER: C. English

# Bay 12

# Stage 12: Little Shop of Horrors



Scenario: You enter your mom's flower shop one day and find your mom in the hands of bandits.

Start Position: Standing at P1 with strong hand on the door knob.

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

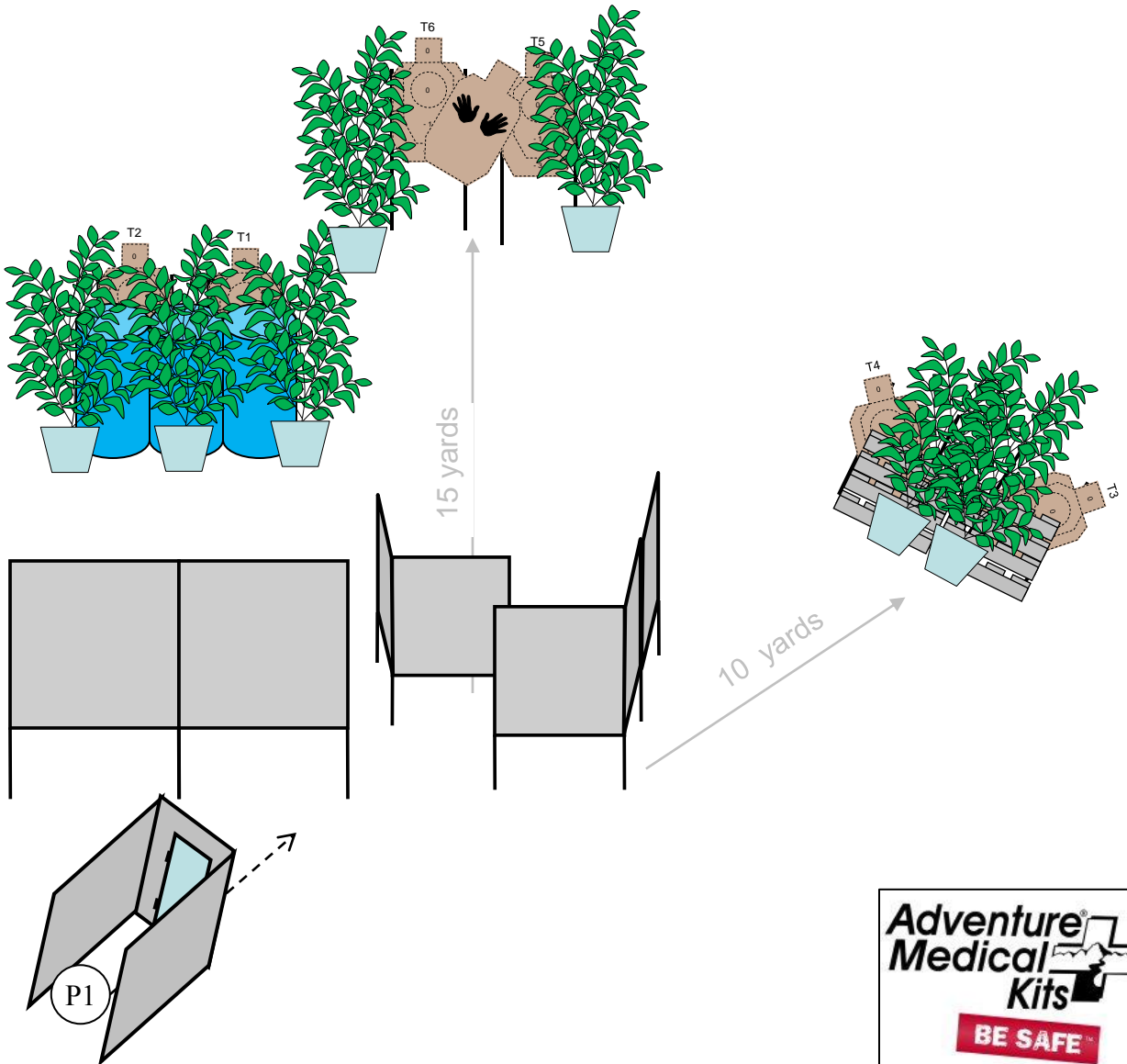
Concealment: Required.

Scoring: **Vickers**

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

Targets: 6 IDPA

Penalties: standard



COURSE DESIGNER: C. English

# Bay 13

# Stage 13: No Other Option



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. You may shoot from either side of the barricade, but you may NOT advance.

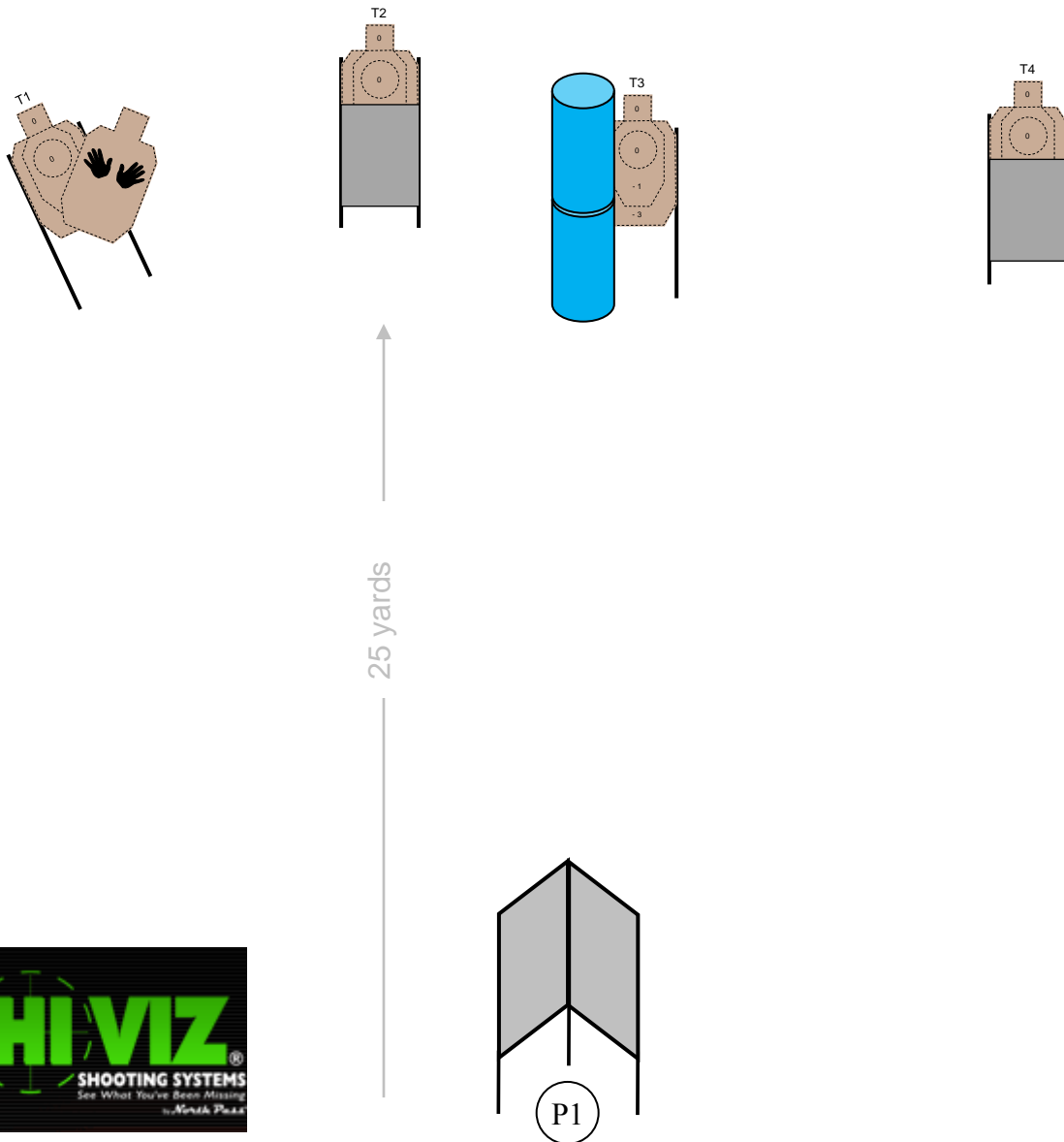
Concealment: Required

Scoring: Vickers

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

Targets: 4 IDPA

Penalties: standard



COURSE DESIGNER: C. English



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# Team GLOCK™

# IDPA

