

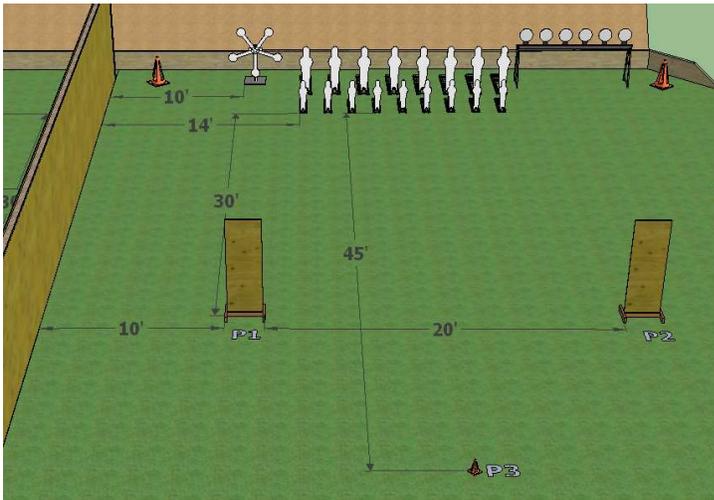
Course of Fire 01/12/2013 Blaster Match

Six stages, 139 rounds minimum. This match is run and scored per IDPA rules, except that the allowable minimum round count per stage is increased from 18 to 28. Concealment garment is required. IDPA-legal guns, magazines and equipment are required.

In the standard IDPA divisions, all magazines and speed loaders are loaded to division capacity for all stages. The shooter may carry and use as many magazines or speed loaders as desired to complete each stage.

This match has an additional division - the Blaster Division! Blaster division guns must be legal in a standard IDPA pistol division, and must fit in the IDPA test box with a magazine inserted. All magazines are loaded to design capacity in the Blaster Division.

Bay 1 Stages



Stage 1 - Too Much Steel is Just Enough

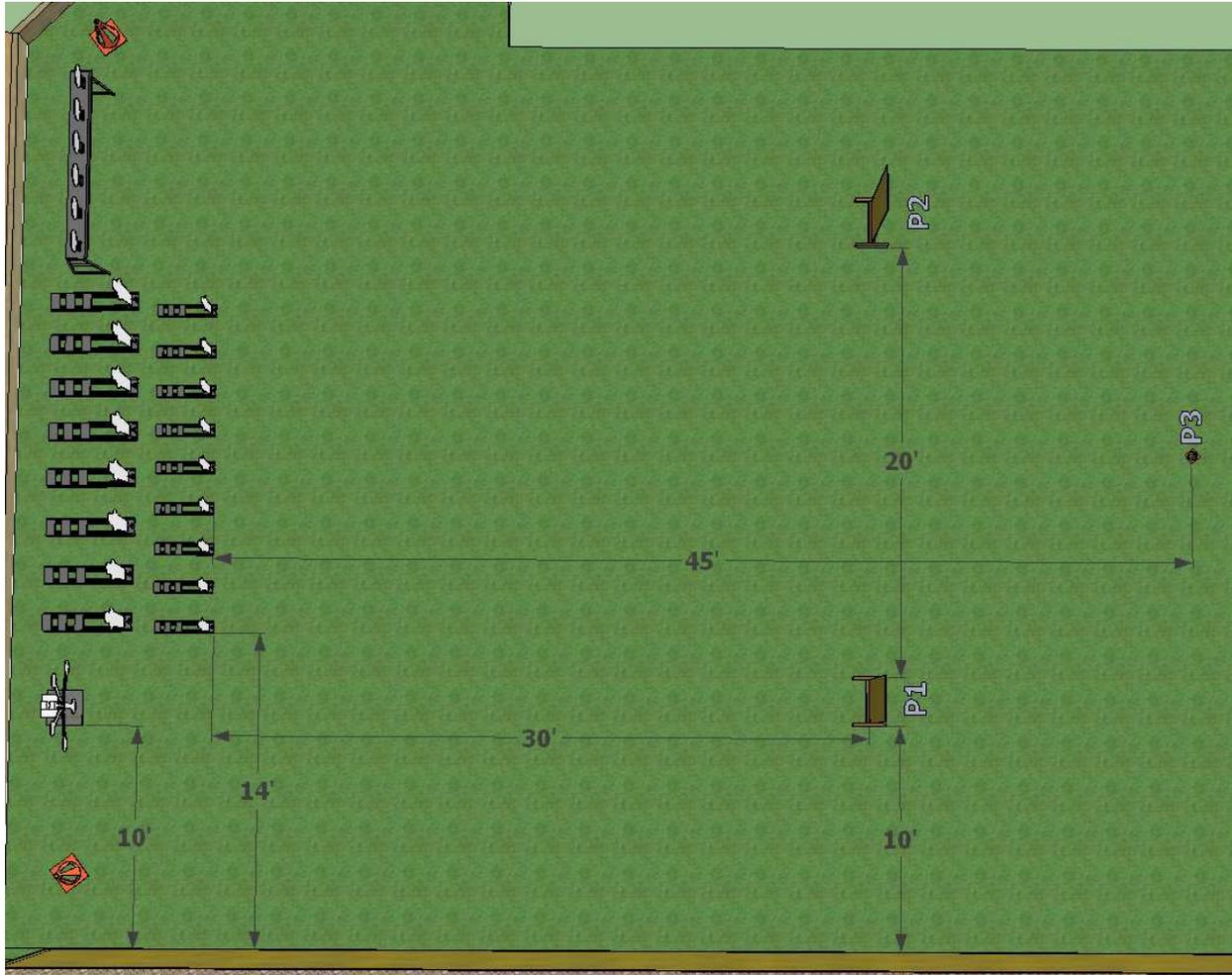
Vickers count, 28 rounds minimum. Start at P1 or P2, hands on barricades. On signal knock down all the steel in any order.

The Texas Star target must be engaged only from P1. The plate rack must be engaged only from P2. Poppers must be engaged only while moving from P1 to P2. All reloads must be initiated and completed behind cover at P1 or P2.

Stage 2 - Just the Poppers

Vickers count, 17 rounds minimum. Start at P3, hands at sides. On signal engage the large poppers first, then the small poppers without moving from P3. All steel must fall. A Hit on a Non Threat penalty will be assessed for each small popper knocked down before all large poppers are knocked down.

Bay 1 Setup and Scoring Notes



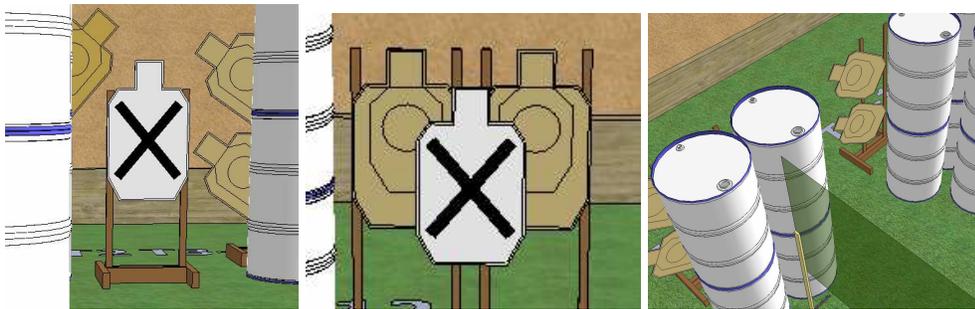
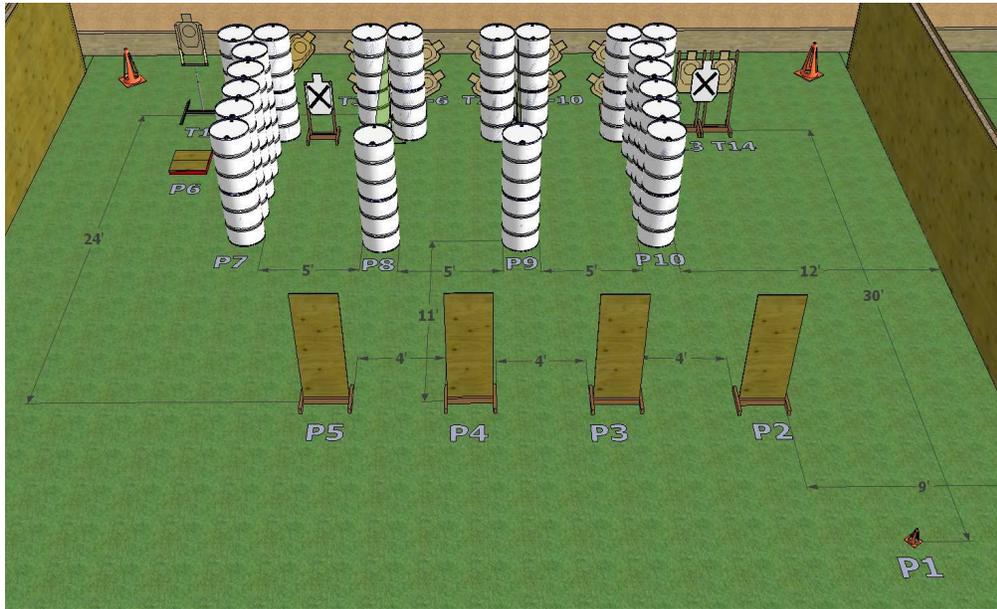
Set up the Texas Star 10 first, 10 feet from the wall. This will minimize the chance of ricochet damage to the wall.

Next set up poppers and the plate rack as shown. Position P1 Bianchi Barricade in front of the Texas Star and P2 Bianchi Barricade in front of the Plate Rack.

Mark P3 with a small safety cone and muzzle safe points with large safety cones.

It is essential that shooters follow the procedure on Stage 1, in order to minimize the chances of ricochet damage to the bay walls.

Bay 2 Stages



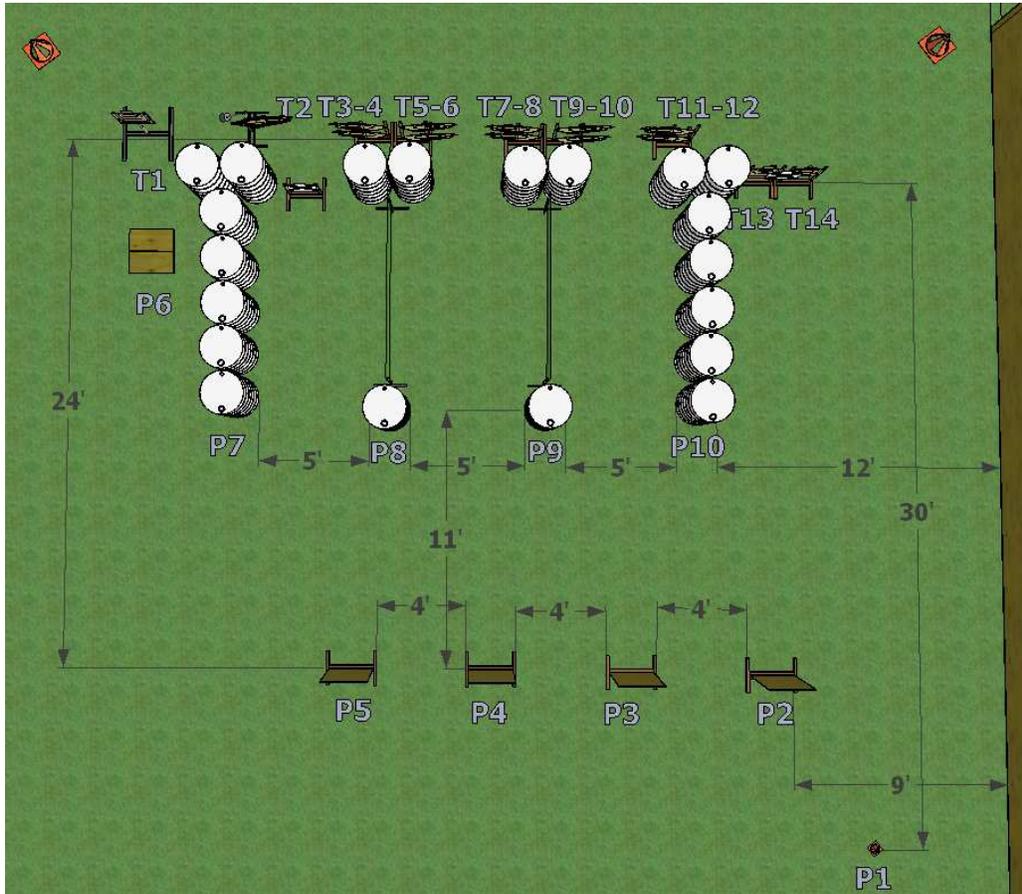
Stage 3 - Up Close!

Vickers count, 28 rounds minimum. Start at P6. On signal draw, step on pressure plate and engage T1 while retreating to P7. Engage remaining targets as you see them, moving from P7 to P10. Engage all targets with a minimum of 2 rounds each. Targets may be engaged while moving, or stationary from behind cover. All reloads must be made from behind cover.

Stage 4 - Not Quite So Close

Vickers count, 24 rounds minimum. Start at P1. On signal draw and engage T13 and T14 while advancing to cover at P2. Engage remaining targets as you see them, moving from P2 to P5. Engage all targets with a minimum of 2 rounds each. Targets may be engaged while moving, or stationary from behind cover. All reloads must be made from behind cover. T1 and T2 are not part of this stage. Do not advance forward of the Bianchi Barricades.

Bay 2 Setup and Scoring Notes



Set up the bay from the right side to the left side.

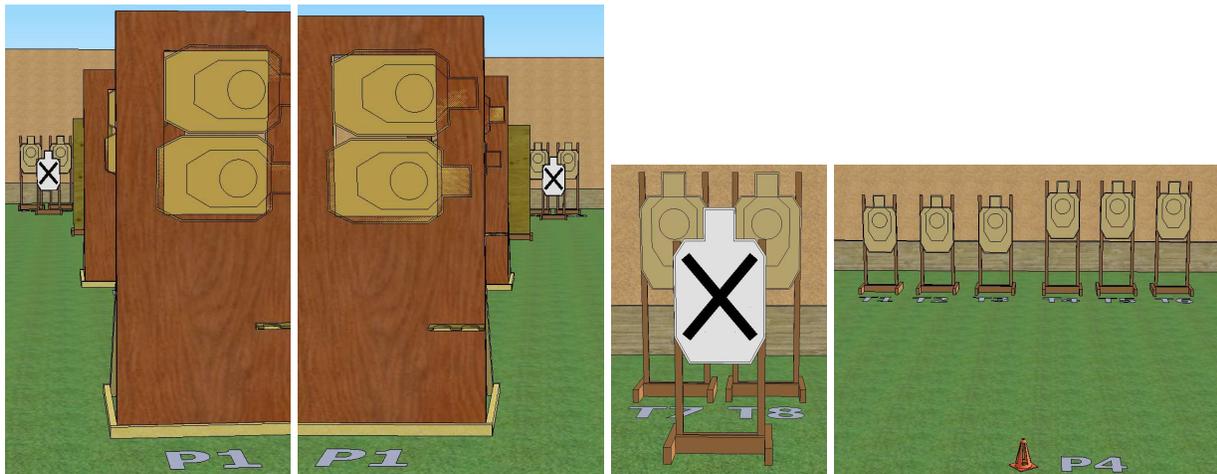
The pressure plate at P6 activates the drop turner at T1 and the swinging target at T2. Use the faster drop turner.

From P7, there should be an 8" gap between the barrel stack and the non-threat target, through which the shooter engages the swinger target.

Make sure that T14 can be engaged from P10 without shots coming near the bay wall. Make sure that T13 and T14 may be seen from P1.

Mark P3 with a small safety cone and muzzle safe points with large safety cones.

Bay 3 Stages



Stage 5 - Advancing to Barriers

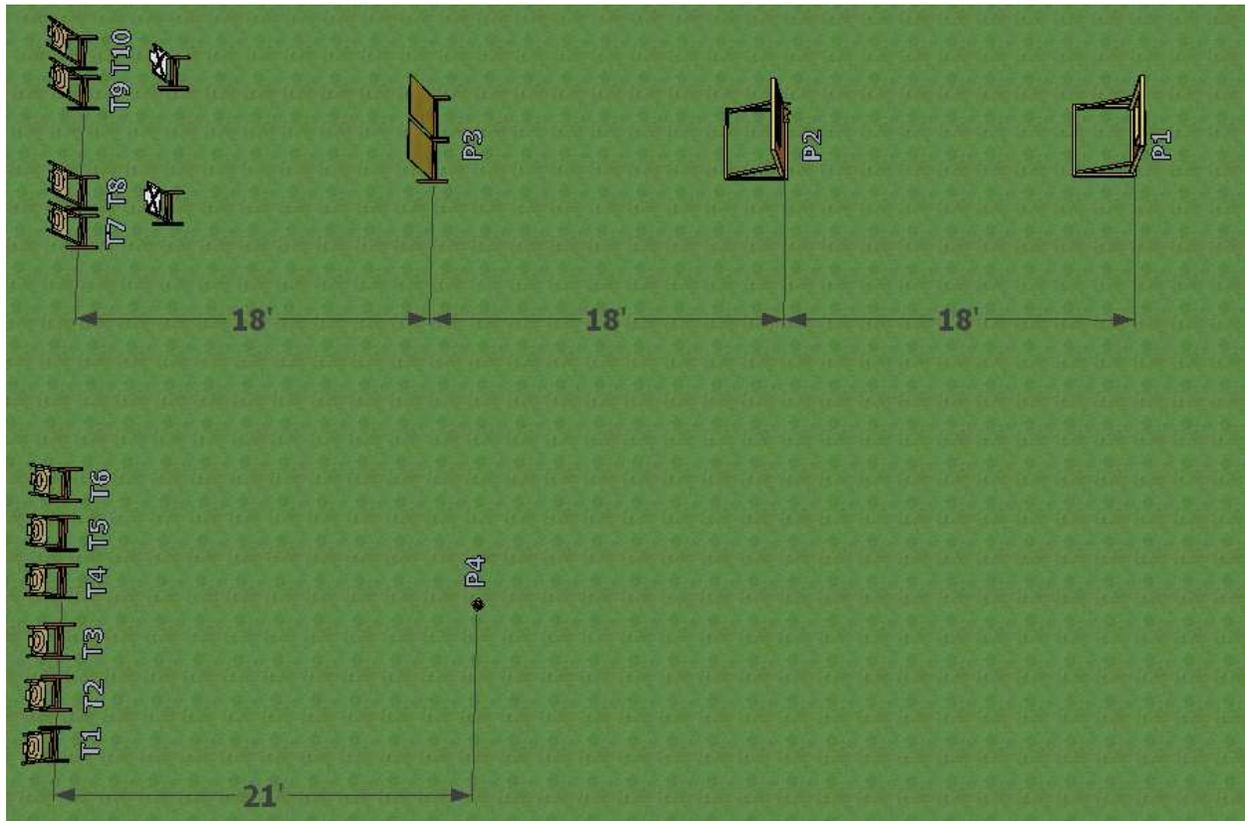
Limited Vickers, 24 rounds. Start at P1, hands at sides. On signal draw and engage T7-T8 from the left side of the barricade and T9-T10 from the right side of the barricade with two rounds each. Start on either side, slicing the pie.

Advance to P2 and repeat, then advance to P3 and repeat. Take all shots and perform all reloads from behind cover.

Stage 6 - Standards

Limited Vickers, 18 rounds. Start at P4, hands at sides. On signal draw and engage T1-T6 with one shot each, strong hand only. Then engage T1-T6 with one shot each, weak hand only. Then engage T1-T6 with one head shot each.

Bay 3 Setup and Scoring Notes



Set up as shown above. Cover the window in the Cowboy Barriers with scrap cardboard.

Make sure that T7-T10 can be seen from P1-P3. Position the non-threat targets so that edges of their shoulders are touching the down zero zones of the threat targets when viewed from P1.

Set the height of T1-T3 at 4 feet. Set the height of all other cardboard targets at 5 feet.

Mark P4 with a small safety cone and muzzle safe points with large safety cones.