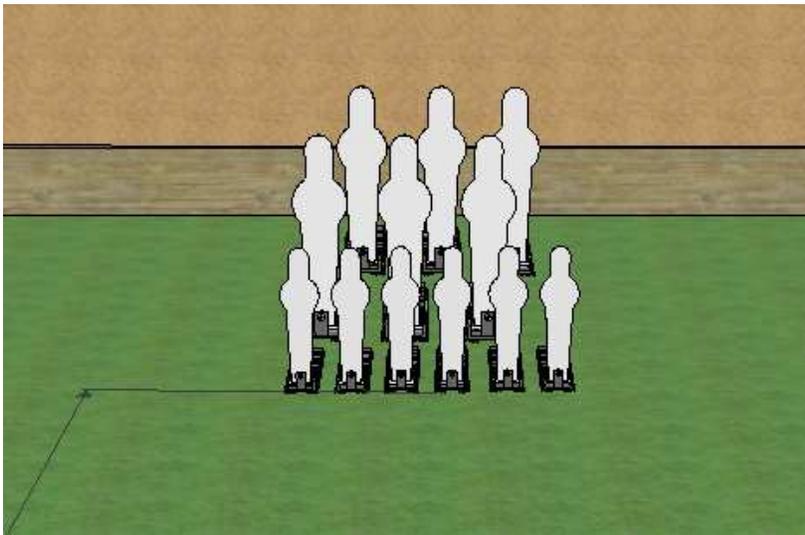


# Course of Fire 01/26/2013 Steel Match

Six stages, 80 rounds minimum. This course of fire is designed for days when ground conditions do not favor shooter movement. The match is scored by IDPA rules, with all magazines loaded to division capacity. Concealment garment is optional.

All stages are scored Vickers Count. Each steel target left standing at the end of Bay 1 or Bay 2 stages is scored as 5 points down plus a Failure to Neutralize penalty. Each miss against the miniature IDPA targets at the end of a Bay 3 stage is scored as 5 points down plus a Failure to Neutralize penalty.

## Bay 1



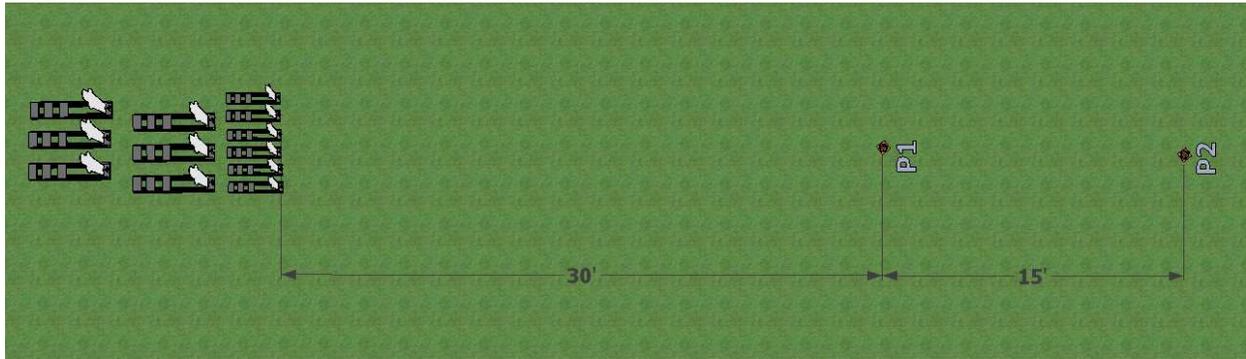
### Stage 1 - Pruning the Steel Garden

Vickers count, 12 rounds minimum. Start at P1, facing downrange, arms at sides. On signal draw and engage the small poppers first, then the large poppers. All small poppers must fall before any large popper falls. A procedural penalty will be assessed for every large popper that falls while a small popper remains standing. All steel must fall.

### Stage 2 - Mowing the Steel Garden

Vickers count, 12 rounds minimum. Start at P2, facing downrange, arms at sides. On signal draw and engage the poppers. All steel must fall, the faster the better!

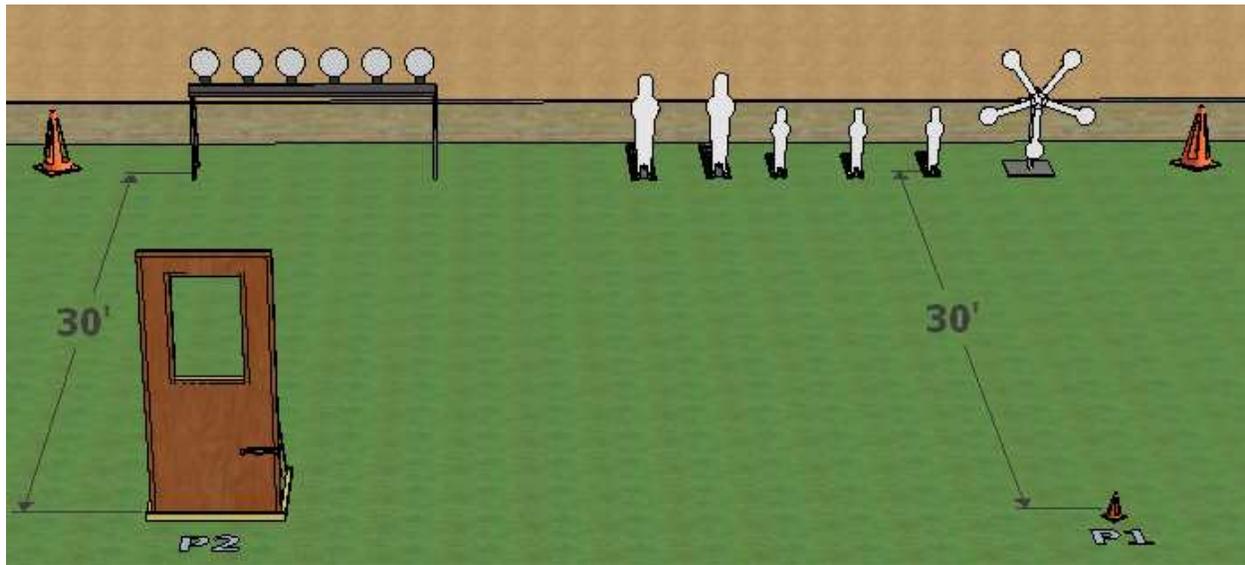
## Bay 1 Setup and Scoring Notes



Set up six large and six small poppers as shown. Make sure that they do not touch each other, and that one falling popper will not cause another popper to fall. Try to arrange the poppers so that any miss on a small popper will result in a hit on a large popper.

Mark P1 and P2 with small safety cones. Mark muzzle safe points with large safety cones.

## Bay 2



### Stage 3 - Texas Star Variations

Vickers count, 10 rounds minimum. Start at P1, facing downrange, hands at sides. On signal draw and engage the Texas Star and steel poppers in alternating order. Pick either a popper or Texas Star to start. You must knock down a steel target to transition to the Texas Star, and must knock a plate off the Texas Star to transition to a steel popper. A procedural penalty will be assessed for knocking down two poppers or two Texas Star plates consecutively. Misses don't count. All steel must fall.

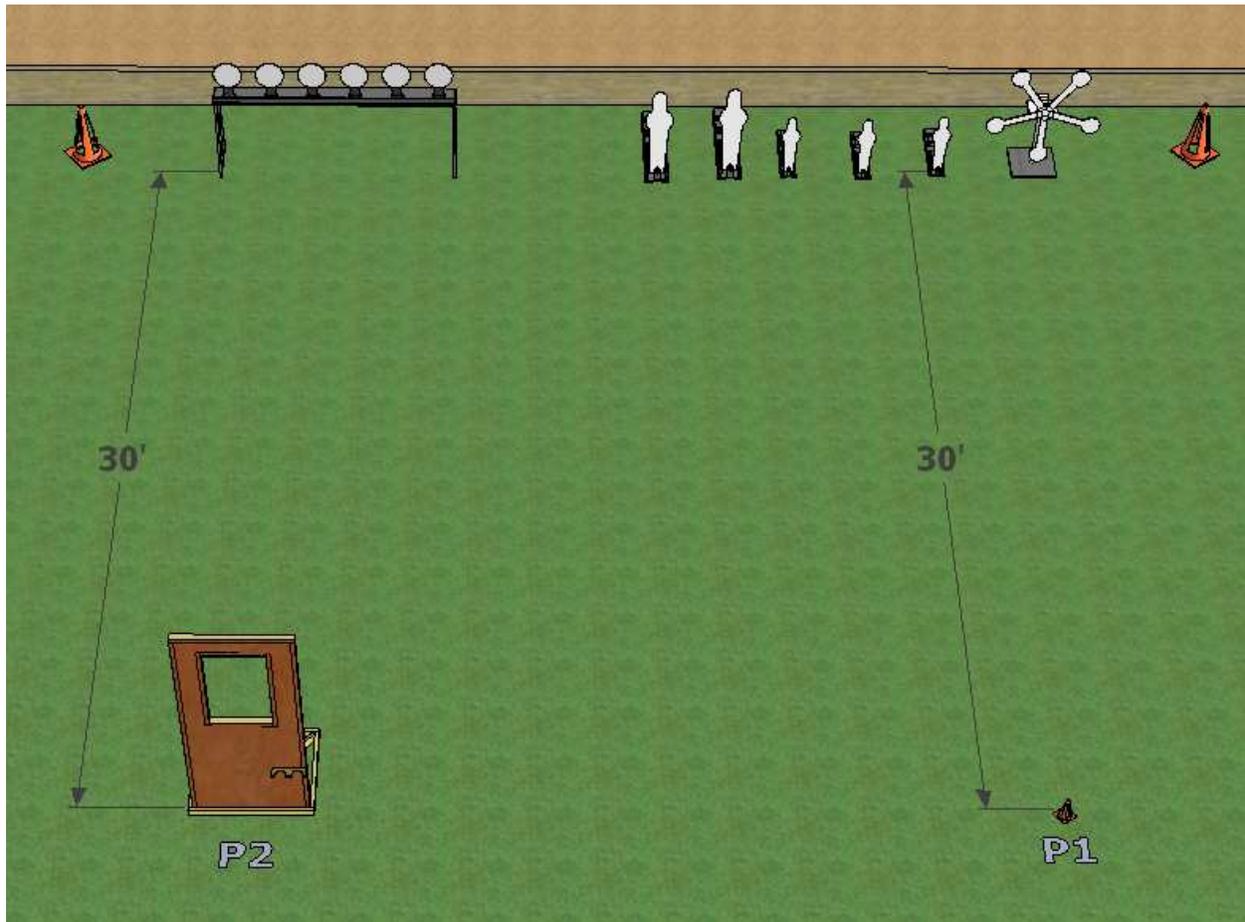
### Stage 4 - Plate Rack and Cowboy Barrier

**String 1:** Vickers Count, 6 rounds minimum. Start at P2, hands on the Cowboy Barrier. On signal, engage the steel plates.

**String 2:** Vickers Count, 6 rounds minimum. Start at P2, hands on the Cowboy Barrier. On signal, engage the steel plates strong hand only. Engage two plates from the left side of the barrier, two from the window, and two from the right side of the barrier.

**String 3:** Vickers Count, 6 rounds minimum. Start at P2, hands on the Cowboy Barrier. On signal, engage the steel plates. Transition to a different shooting position (left side, window, right side) after each shot.

## Bay 2 Setup and Scoring Notes

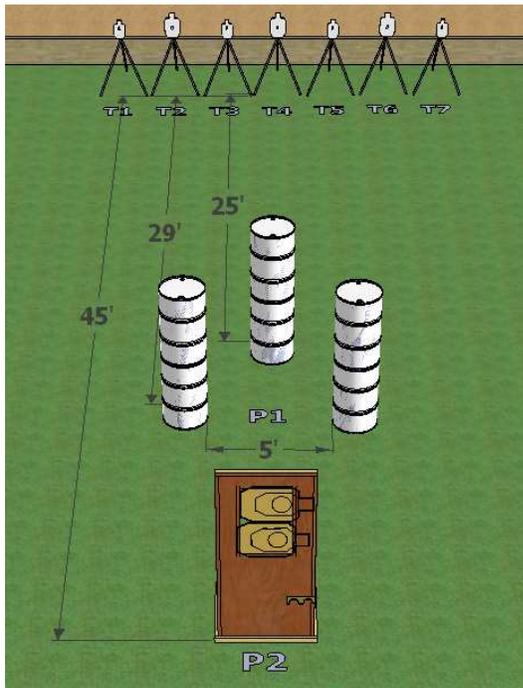


Set up plate rack, poppers, Texas Star and Cowboy Barrier as shown.

Stage 4 is scored as 18 possible hits. At the end of each string, simply record the raw time and add the number of misses, if any, to the tally for the stage.

Mark P1 with small a safety cone. Mark muzzle safe points with large safety cones.

## Bay 3



### Stage 5 - IDPA Steel Targets

Vickers Count, 14 rounds minimum. Start at P1, between the three barrel stacks, facing uprange. On signal turn, draw and engage T1-T7 with two shots each in any order.

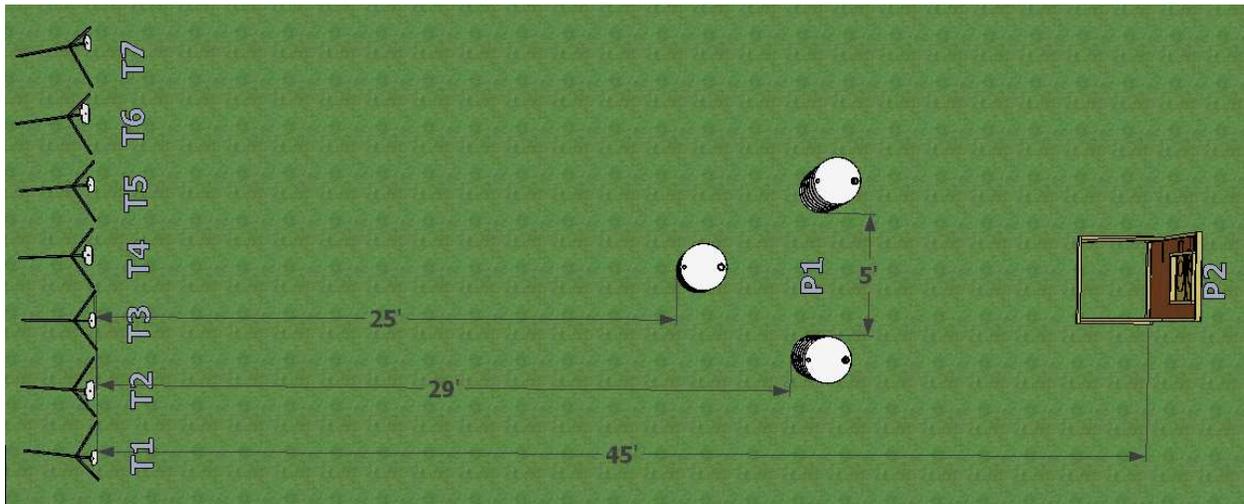
SO will call hits. 14 hits are required to end the stage. If the shooter runs out of ammo without achieving the required hits, each miss is scored as 5 points down plus a Failure to Neutralize penalty.

### Stage 6 - IDPA Steel Targets and Cowboy Barrier

Vickers Count, 14 rounds minimum. Start at P2, hands on the Cowboy Barrier. On signal draw and engage the large steel targets with two shots each in any order. Then engage the smaller steel targets with two shots each in any order. Shooter must remain stationary during the stage but may lean to the left or right.

SO will call hits. 14 hits are required to end the stage. If the shooter runs out of ammo without achieving the required hits, each miss is scored as 5 points down plus a Failure to Neutralize penalty.

## Bay 3 Setup and Scoring Notes



Cover the window in the Cowboy Barrier with used targets or other scrap cardboard.

Set up the barrels, Cowboy Barrier and targets as shown. Odd numbered targets are the small IDPA steel plates, and even numbered targets are the large IDPA steel plates.

At P1, T4 should be visible by leaning around the stacked barrels in front of the shooter.

The following targets should be visible from the right side of the Cowboy Barrier at P2: T5, the right half of T4, T1 and T2.

The following targets should be visible from the left side of the Cowboy Barrier at P2: T3, the left half of T4, T6 and T7.

SO will call hits on targets. 14 hits are required to end stages 5 and 6. If the shooter runs out of ammo without achieving the required hits, each miss is scored as 5 points down plus a Failure to Neutralize penalty.

Mark muzzle safe points with large safety cones.