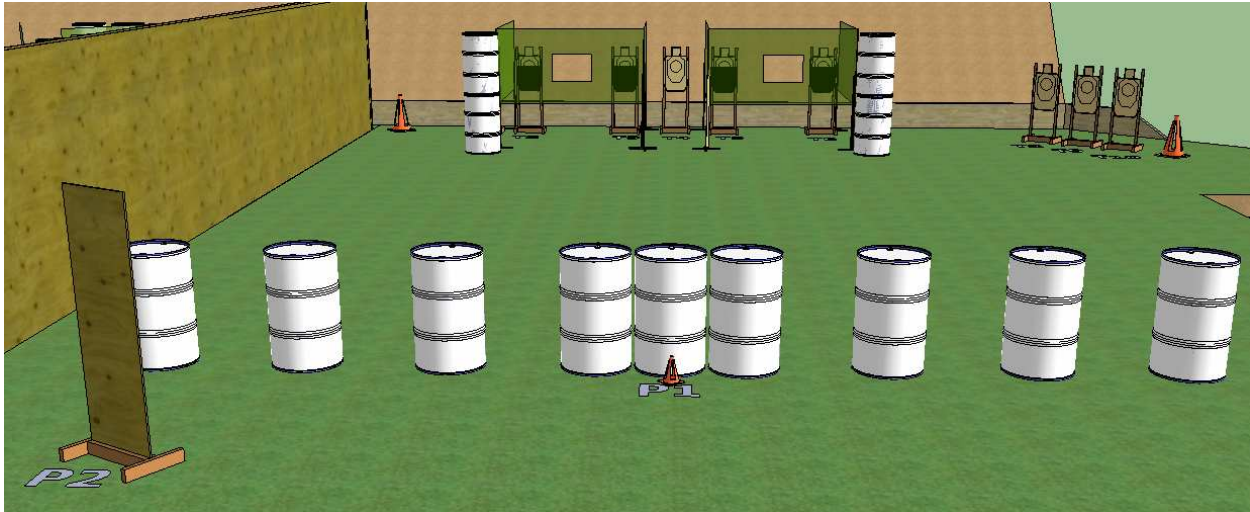


# AAFG IDPA Match Course of Fire, 02/01/2014

Six stages, 74 rounds minimum. All IDPA rules apply. Concealment garment is required for all stages.

## Bay 1



### Stage 1 - Right Side - Far Cover, but Not Far Enough!

Vickers Scoring, 14 round minimum. You are in a shopping mall that has been invaded by a gang of terrorists. Now you see them, now you don't. Engage them from a distance.

Start at P1. On signal draw and engage T1-T7 with a minimum of 2 shots each, while moving along the line of barrels. Do not advance beyond the barrels. Use far cover appropriately, or near cover if you must.

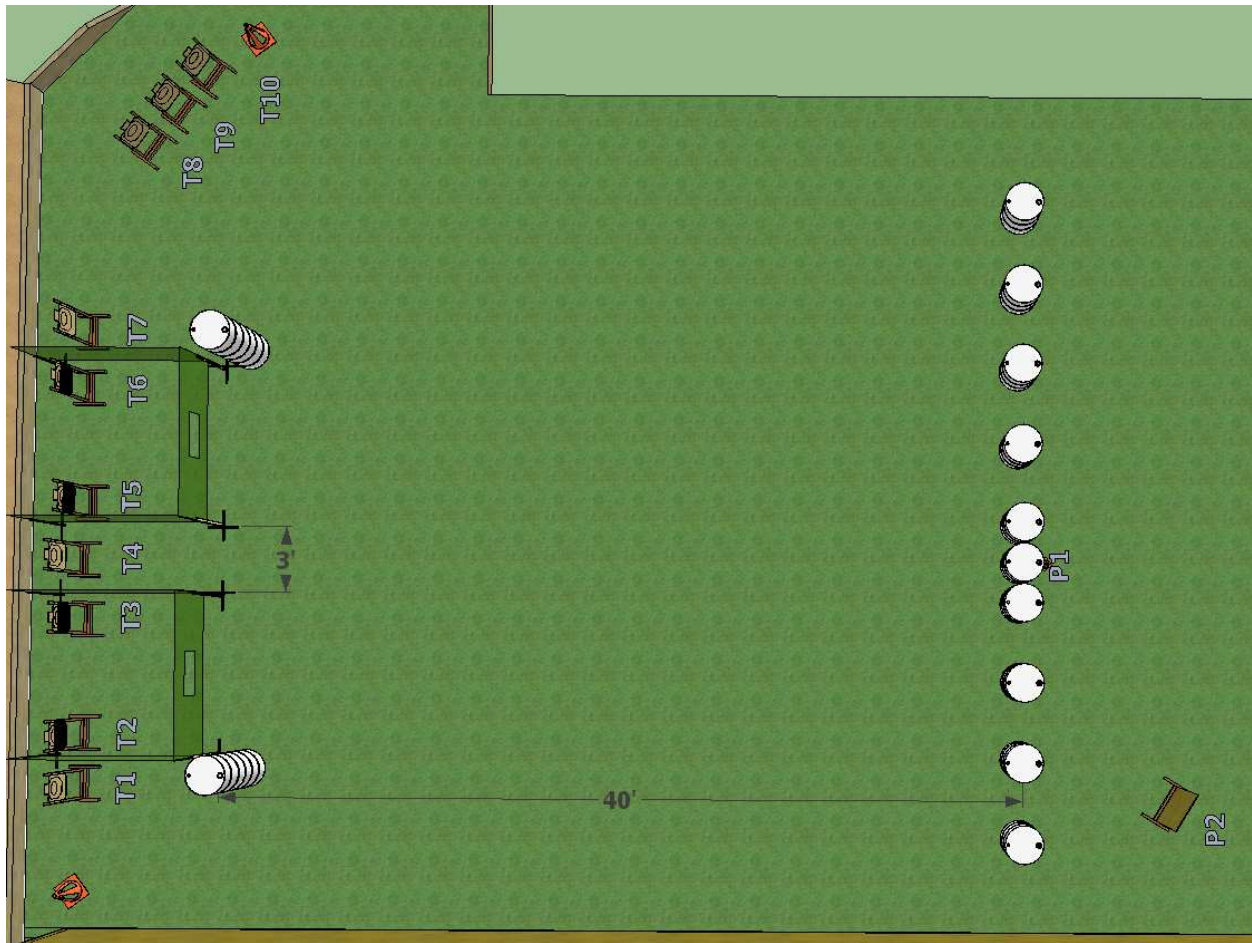
### Stage 2 - Left Side - Brad Law's Mirror Shooting Drill

Limited Vickers, 12 rounds.

Start at P2, behind the Bianchi Barricade, facing T8-T10.

On signal, draw and engage T8-T10 with two shots each from the strong hand side of the barricade with two rounds each, slicing the pie. Then switch to a mirror grip and engage T8-T10 from the other side of the barricade with two round each, slicing the pie. With a mirror grip you will shoot with your weak hand and support the gun with your strong hand, reversing how you normally grip the gun when shooting freestyle.

## Bay 1 Setup and Scoring Notes



Set up Bay 1 as shown.

T4 should be visible from P1, and other stage 1 targets should not be visible from P1. All targets should be exposed as the shooter moves along the barrels.

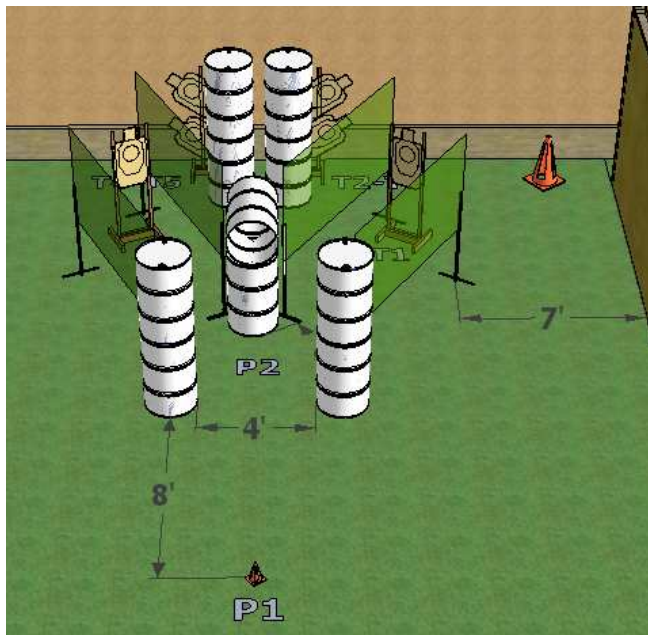
T2-T3 should be visible through a cutout in the cloth barrier to the left that simulates a window. T5-T6 should be visible through a cutout in the cloth barrier to the right that simulates a window. Paint the lower halves of these targets to simulate hard cover, so that only shots taken through the "windows" will count as hits.

From P2 the shooter should view T8-T10 diagonally across the bay from the Bianchi Barricade at P2. T8-T10 should be 4 feet tall.

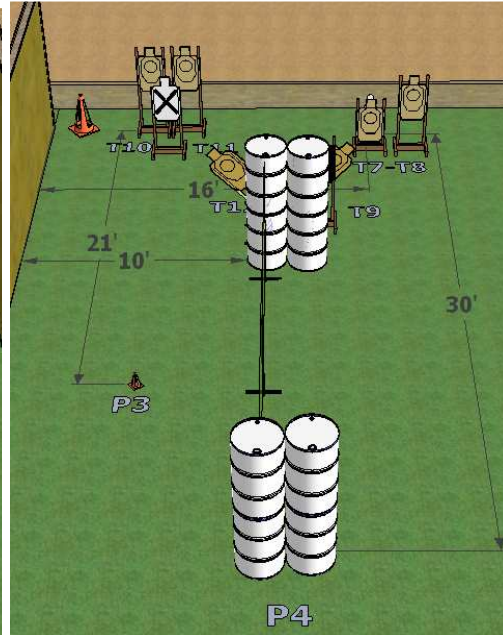
Mark P1 with a small safety cone and muzzle safe points with large safety cones.

## Bay 2

### Stage 3



### Stage 4



### Stage 3 - Right Side - Echo Chamber

Vickers scoring, 12 rounds minimum.

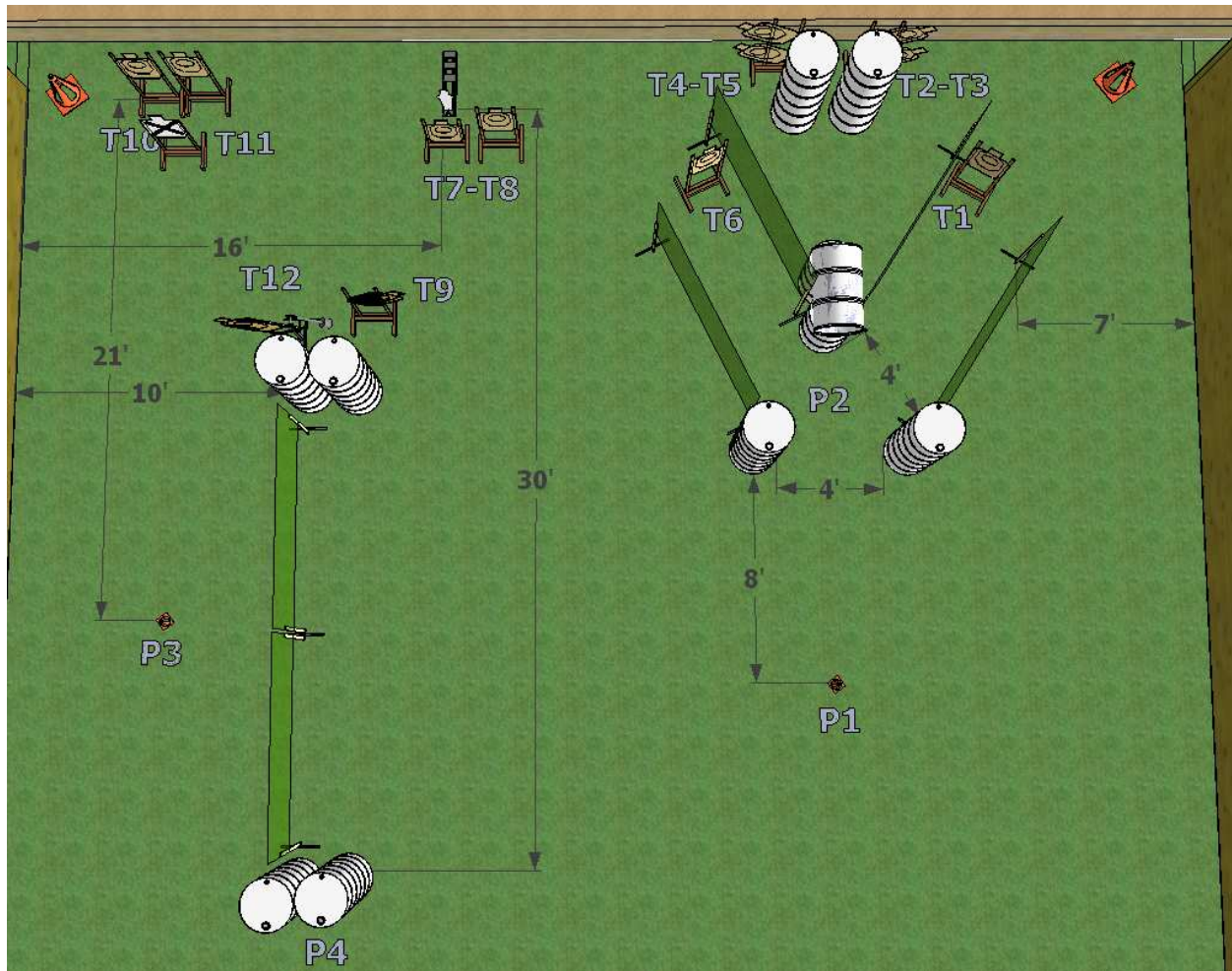
Start at P1. On signal draw and advance to P2. Engage targets per IDPA rules with a minimum of 2 rounds each. Engage T2-T5 through the hollow barrel. Do not advance past P2.

### Stage 4 - Left Side - Retreating to Cover

Vickers scoring, 12 rounds minimum.

Start at P3. On signal draw and engage T10-T11 while retreating to cover at P4. From P4 take makeup shots and engage remaining targets per IDPA rules. Engage all cardboard targets with a minimum of two rounds each. Steel target behind T7 does not score but activates swinging target T12.

## Bay 2 Setup and Scoring Notes



Set up Bay 2 as shown.

Set up Stage 4 first. Start with the small popper behind T7. Next set up the barrels at P4, then the barrier wall and remaining barrels. Then set up the remaining stage 4 targets. Only T10 and T11 should be visible from P3. Position the non-threat target in front of T10 and T11 so that their down zero zones are visible to a 5 foot tall shooter standing at P3.

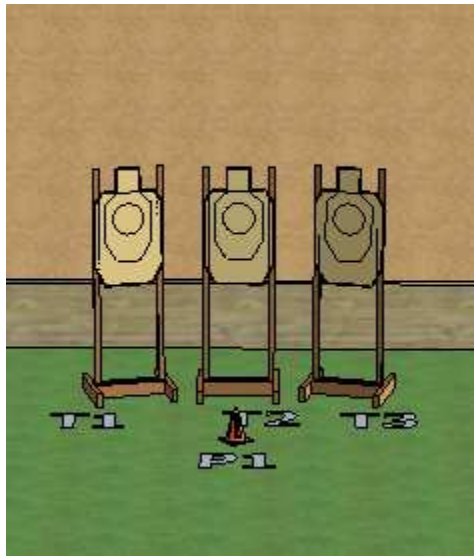
Set up the left barrier wall on Stage 3 first, then the remaining walls and barrels, then the targets. No stage 3 targets should be visible from P1.

Lay down carpets between P1 and P2, and between P3 and P4.

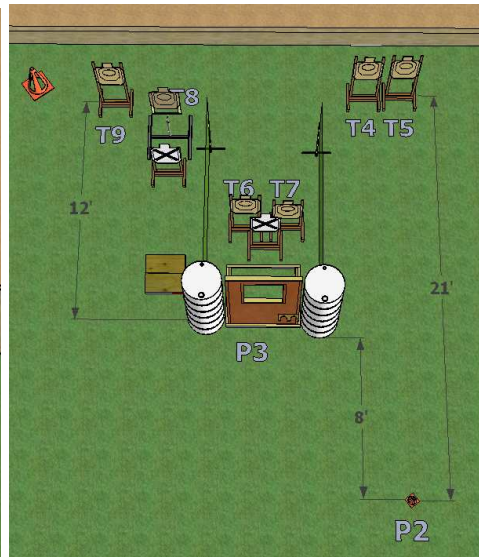
Mark P1 and P3 with small safety cones and muzzle safe points with large safety cones.

## Bay 3

### Stage 5



### Stage 6



### Stage 5 - Protect the Jewelry Shipment!

Limited Vickers, 12 rounds. You are you're an armed jewelry courier. You are attacked on the street by three armed men. Defend yourself and hang on to your shipment!

Start at P1. Hold on to a briefcase with your supporting hand.

**String 1:** On signal, draw and engage T1-T3 with two shots each from retention. Hang on to the briefcase with your supporting hand, and keep it behind you. Top off and reholster for string 2.

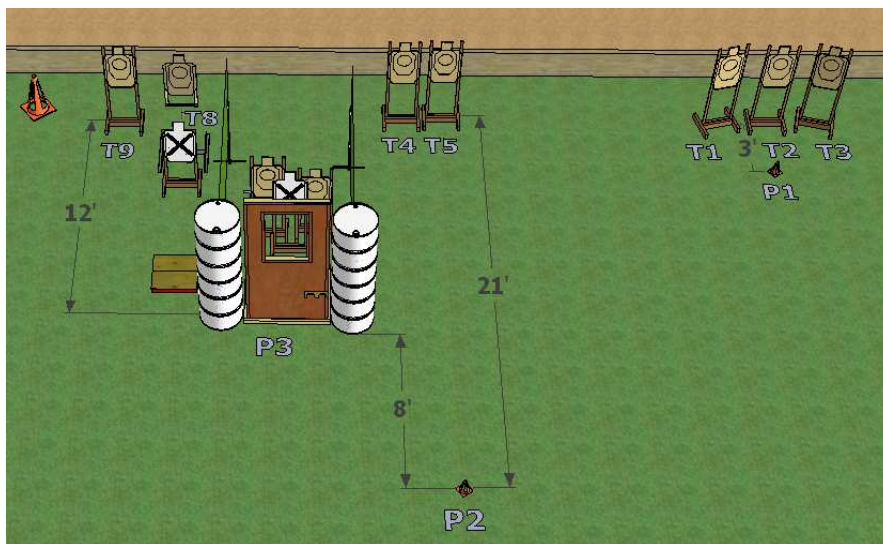
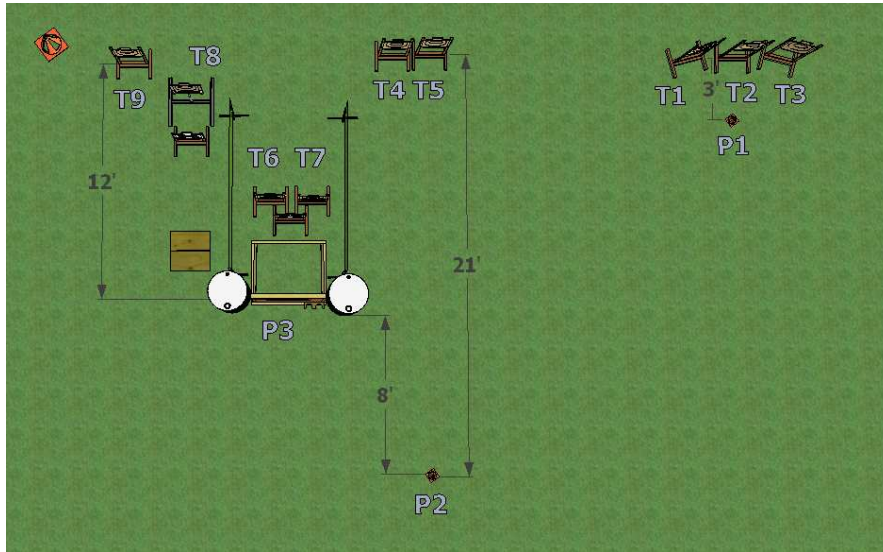
**String 2:** On signal, draw and engage T1-T3 with two shots each while retreating. Hang on to the briefcase with your supporting hand, and keep it behind you as you retreat.

### Stage 6 - Left Side - Home Invasion

Vickers count, 12 rounds minimum.

Start at P2. On signal draw and engage T4-T5 while advancing to cover at P3. You may take makeup shots on T4-T5 from behind cover. Engage remaining targets per IDPA rules. Engage all targets with a minimum of two rounds each. Pressure plate activates drop turner T8.

## Bay 3 Setup and Scoring Notes



Set up Stage 6 first, then Stage 5.

Position the non-threat target in front of T8 so that the entire down zero zone is exposed when it turns. Position the non-threat target in front of T6 and T7 so that the heads are exposed to a 5 foot tall shooter looking through the window of the cowboy barrier.

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