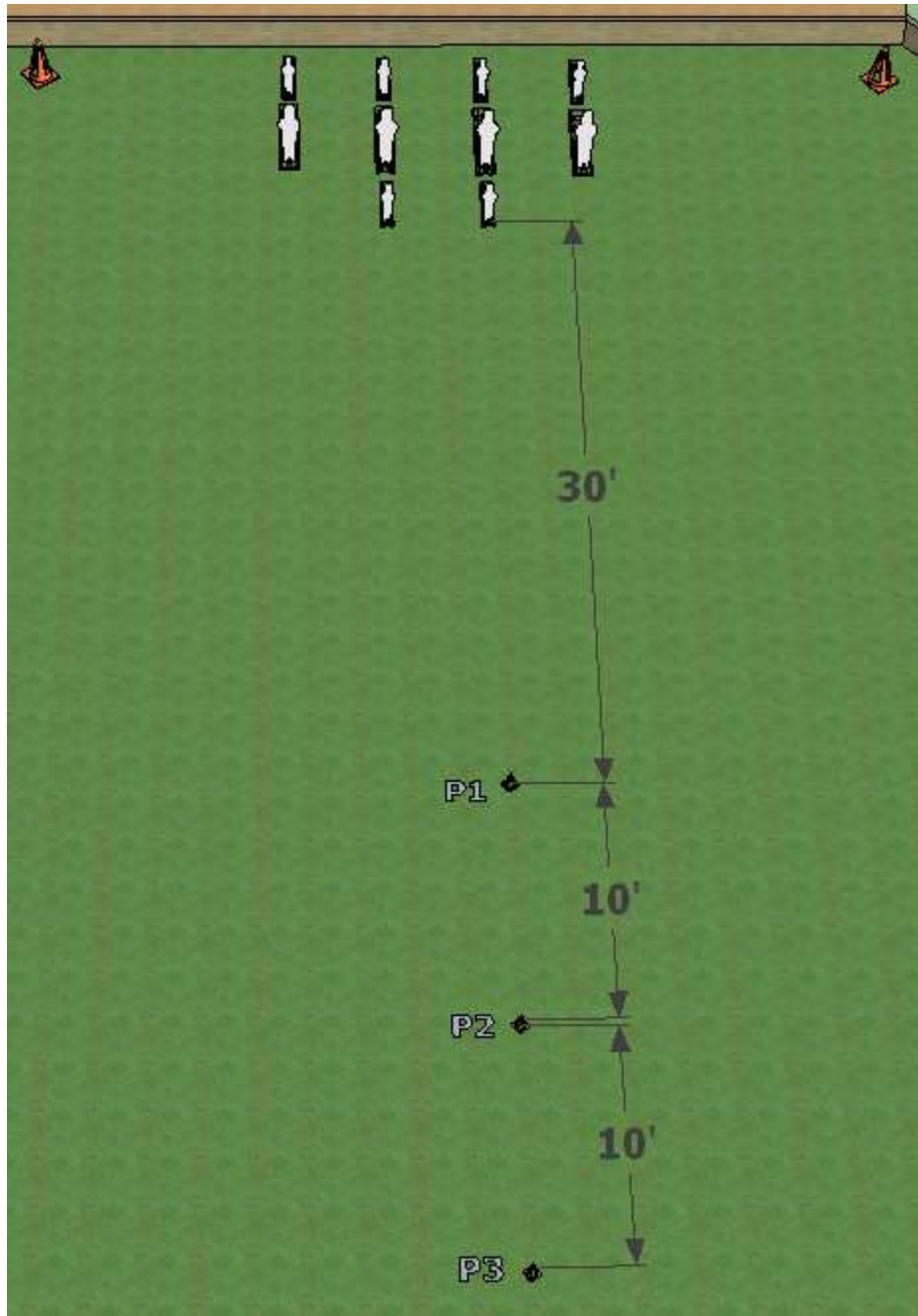


## Course of Fire for 02/11/2012 AAFG Steel Match

9 stages, 79 round minimum, 162 rounds maximum for the entire COF. Concealment garment required on all stages. Start each stage with 6 in the gun and two reloads of 6 rounds each, for a maximum of 18 rounds for each stage.

### Bay 1 Setup



## **Stage 1 Procedure**

Vickers Count, 10 rounds minimum. Start at P1, facing downrange, arms at sides, 6 rounds in the gun and magazines downloaded to 6 rounds, 18 rounds maximum on your person. On signal, draw and engage the 10 falling poppers strong hand only. All steel must fall.

## **Stage 2 Procedure**

Vickers Count, 10 rounds minimum. Start at P2, facing downrange, arms at sides, 6 rounds in the gun and magazines downloaded to 6 rounds, 18 rounds maximum on your person. On signal, draw and engage the 10 falling poppers. All steel must fall..

## **Stage 3 Procedure**

Vickers Count, 10 rounds minimum. Start at P3, facing downrange, arms at sides, 6 rounds in the gun and magazines downloaded to 6 rounds, 18 rounds maximum on your person. On signal, draw and engage the 10 falling poppers. All steel must fall..

## **Bay 1 Setup and Scoring Notes**

You will need 4 large falling poppers, 6 small falling poppers, 2 large safety cones, and 3 small safety cones.

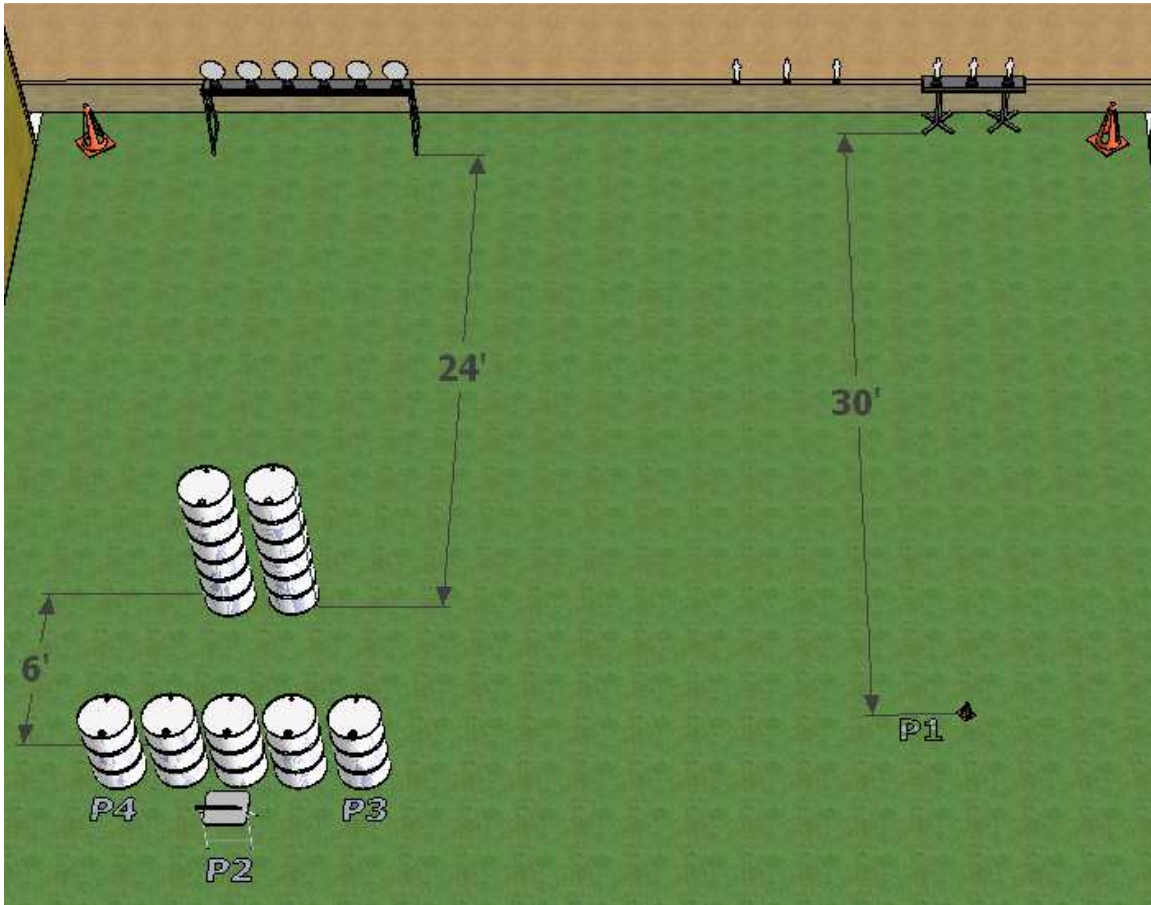
Set up the poppers as shown in the diagram.

Place all targets so that shots from P1-P3 will hit the berm. Mark muzzle safe points with large safety cones. Mark the firing points with a small safety cone.

Shooters start each stage with 6 rounds in the gun and two spare magazines or speed loaders, downloaded to 6 rounds each, for a maximum of 18 rounds.

Steel poppers must fall to score. Any unhit target is scored as down 5. If you stop firing before hitting all targets or running out of ammunition, you will be assessed a FTDR penalty.

## Bay 2 Setup



## **Stage 4 Procedure**

Vickers Count, 6 rounds minimum. Start at P1, facing downrange, arms at sides, 6 rounds in the gun and magazines downloaded to 6 rounds, 18 rounds maximum on your person. On signal, draw and engage the 3 falling poppers and 3 popper rack, strong hand only. SO will call hits.

## **Stage 5 Procedure**

Vickers Count, 6 rounds minimum. Start at P2, seated facing downrange, 6 rounds in the gun and magazines downloaded to 6 rounds, 18 rounds maximum on your person. On signal, draw and engage the 6 plates in the plate rack through the gap between the double-stacked barrels. Remain seated throughout the stage. All steel must fall.

## **Stage 6 Procedure**

Vickers Count, 6 rounds minimum. Start at P2, seated facing downrange, 6 rounds in the gun and magazines downloaded to 6 rounds, 18 rounds maximum on your person. On signal, move to P3 or P4, kneel and engage the 6 plates in the plate rack in tactical priority, using low cover behind the single-stacked barrels. Any shooter who cannot kneel for health reasons may elect to shoot this stage strong hand only while standing at P3 or P4. All steel must fall.

## **Bay 2 Setup and Scoring Notes**

You will need the large plate rack, 3 miniature resetting poppers, the rack of 3 miniature resetting poppers from the shed, 9 barrels, one folding chair, two large safety cones and one small safety cone.

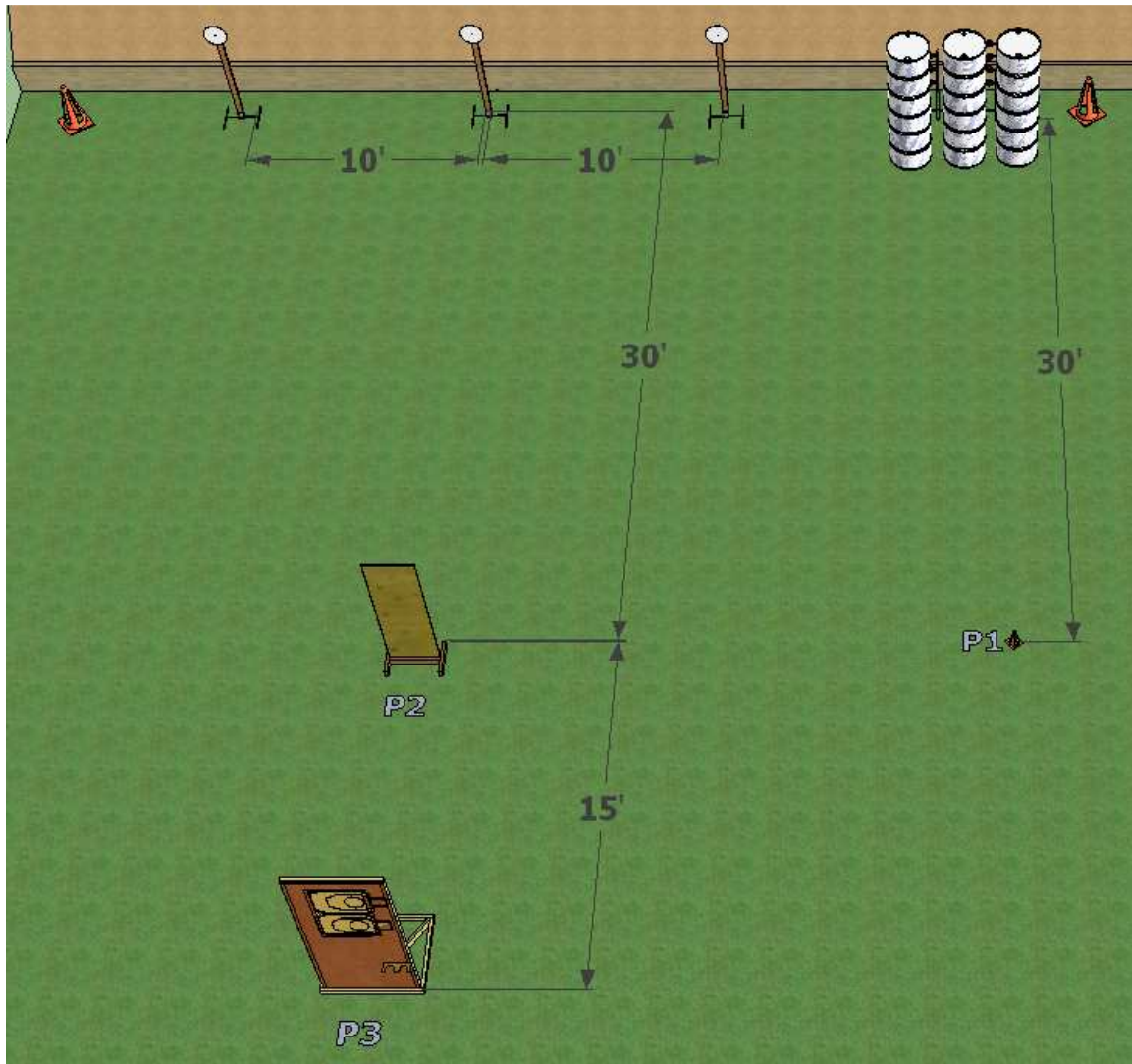
Place the 6 plate rack and the 3 popper rack near the berm. Place the 3 resetting miniature poppers on the erosion wall. Set up the double-stacked barrels with a six inch gap between them, such that each plate on the plate rack may be seen from P2 as the shooter leans to the left or right.

Place targets and shooting positions so that all shots taken from each shooting position will hit the berm. Mark muzzle safe points with large safety cones. Mark P1 with a small safety cone.

Shooters start each stage with 6 rounds in the gun and two spare magazines or speed loaders, downloaded to 6 rounds each, for a maximum of 18 rounds.

Steel plates on the plate rack must fall to score. Any unhit target is scored as down 5. If you stop firing before hitting all targets or running out of ammunition, you will be assessed a FTDR penalty.

## Bay 3 Setup



## Stage 7 Procedure

Vickers Count, 7 rounds minimum. Start at P1, facing downrange, arms at sides, 6 rounds in the gun and magazines downloaded to 6 rounds, 18 rounds maximum on your person. On signal draw and engage the disk targets on the two dueling trees. As the plates are hit, they will swing around on the tree and be hidden by the barrels. Keep shooting until you can no longer see any plates.

## **Stage 8 Procedure**

Vickers Count, 12 rounds minimum. Start at P2, facing downrange, hands on Bianchi Barricade, 6 rounds in the gun and magazines downloaded to 6 rounds, 18 rounds maximum on your person. On signal draw and engage the 3 lollipop steel targets from one side of the barrier strong hand only with 2 rounds each, then re-engage these targets weak hand only with 2 rounds each from the other side of the barrier. Engage the targets as you see them, slicing the pie. SO will call hits.

## **Stage 9 Procedure**

Vickers Count, 12 rounds minimum. Start at P3, facing downrange, hands on the Cowboy Barricade, 6 rounds in the gun and magazines downloaded to 6 rounds, 18 rounds maximum on your person. On signal draw and engage the 3 lollipop steel targets from one side of the barrier with 2 rounds each, then re-engage these targets with 2 rounds each from the other side of the barrier. Engage the targets as you see them, slicing the pie. SO will call hits.

## **Bay 3 Setup and Scoring Notes**

You will need the 2 dueling trees and the 3 lollipop plates from the shed, 6 barrels, one Bianchi Barricade, the Cowboy Barrier, two large safety cones, and one small safety cone. Cover the opening in the Cowboy Barrier with used targets or other cardboard.

Place the dueling trees and 3 lollipop steel plates near the berm as shown in the diagram.

Place targets and shooting positions so that all shots taken from the 3 shooting positions will hit the berm. Mark muzzle safe points with large safety cones. Mark shooting position P1 with the small safety cone.

There should be 6 inch gaps between the three sets of double-stacked barrels. From P1, the shooter should be able to see the disks on the dueling trees through the gaps between the barrels.

Make sure that the shooter can see all three lollipop steel plates from both sides of the barriers at P2 and P3.

Shooters start each stage with 6 rounds in the gun and two spare magazines or speed loaders, downloaded to 6 rounds each, for a maximum of 18 rounds.

Dueling tree target must move to score. SO will call hits on the lollipop targets.

Any unhit target is scored as down 5. If you stop firing before hitting all targets or running out of ammunition, you will be assessed a FTDR penalty.