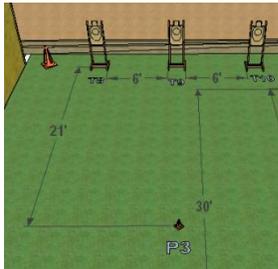


AAFG IDPA Course of Fire, 03/28/15

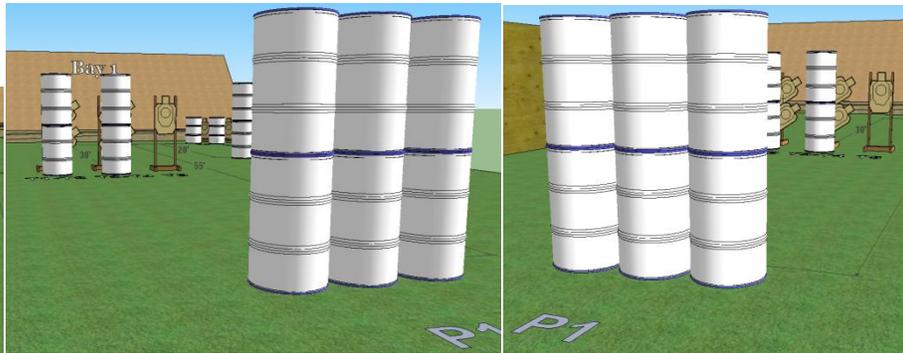
Six stages, 84 rounds minimum. All IDPA rules apply. Load all magazines to division capacity except for Stage 2.

Bay 1

Stage 2



Stage 1



Stage 1 - Right Side - They Are Mostly Behind Cover

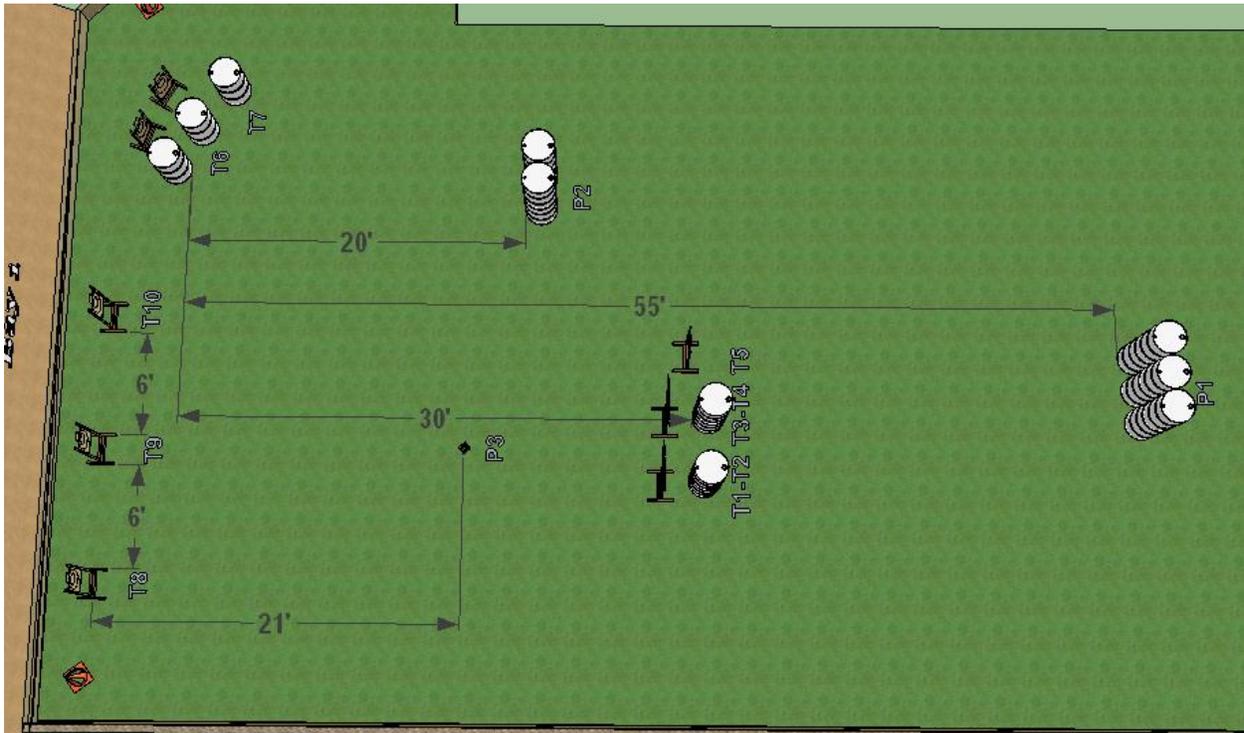
Vickers scoring, 14 rounds minimum. Start at P1, both hands touching the middle barrel stack. On signal draw and engage targets T1-T7 as you see them with a minimum of two rounds each. You may advance downrange to engage T6 and T7 using available cover.

When shooting Stage 1, lay the Stage 2 targets (T8-T10) down to avoid a shoot-through.

Stage 2 - Left Side - Twisted Transition Drill

Limited Vickers, 18 rounds. Download three magazines to six rounds each. Start at P3, facing downrange, hands at sides, with six rounds in the gun. On signal draw and engage the three targets in front of you with two rounds to the head and four to the body. Start with two rounds to the head of any target, then transition to four rounds to the body of a different target, then two rounds to the head of a different target, and so on. You must transition from head to body to head and engage a different target every time you transition. Reload as needed. A procedural penalty will be assessed for each time you transition from head to body on the same target, and for each time you transition from head zone on one target to head zone on another target.

Bay 1 Setup and Scoring Notes



Set up Bay 1 as shown. First set up the three barrels in front of T6 and T7, then the barrels at P2, then the barrels at P1. Make sure that T6 and T7 can't be seen from the right side of the barrels at P1, and their down zero zones are visible from around the left side of the barrels at P1. Next set up the barrels and targets in front of P1. Make sure that the five targets may be seen and engaged from both sides of the barrels at P1 without any danger of a muzzle violation.

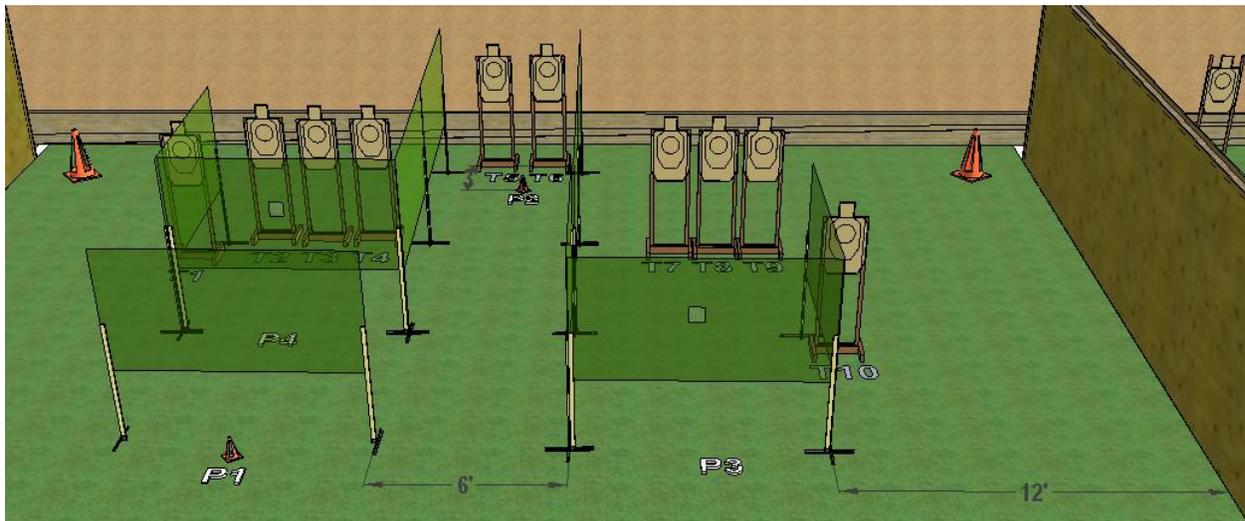
Set up the targets T8 - T10 as shown for Stage 2. T8 should be 6 feet high, T9 should be 4 Feet high, and T10 should be 5 feet high. Lay the three Stage 2 targets on the ground when shooting Stage 1.

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

Bay 2

Stage 3

Stage 4



Stage 3 - Bay 2 Right Side - Home Invasion, You're in the Bedroom

Vickers Scoring, 16 rounds minimum. Start at P1, facing uprange. SO or assistant will then go downrange and clip non-threat targets over two of the threat targets, making sure that they are located in different places for each shooter.

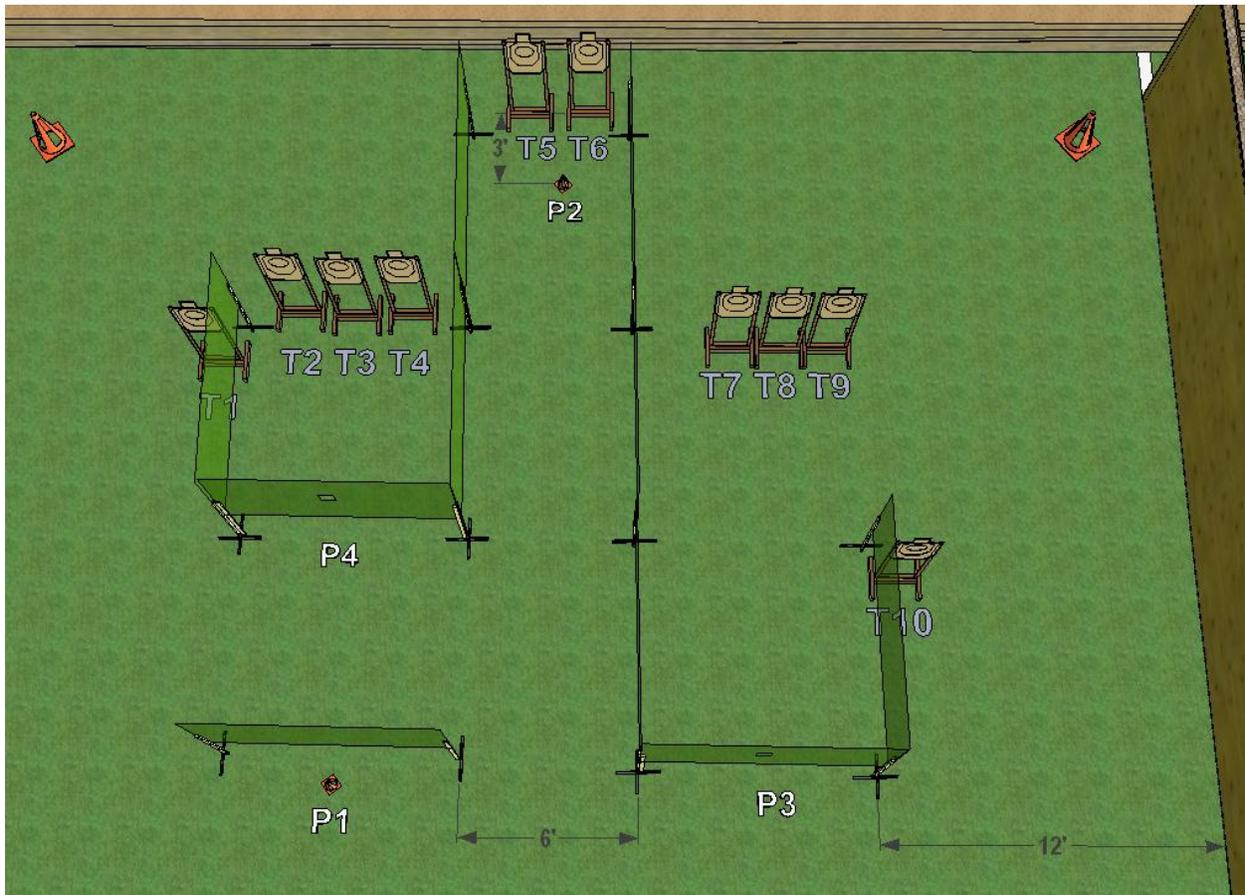
On signal turn, draw and engage each of eight threat targets from cover with a minimum of two rounds each.

Stage 4 - Bay 2 Left Side - Home Invasion, You're at the Front Door

Vickers Scoring, 16 rounds minimum. Start at P2, facing downrange, holding a folded newspaper in your supporting hand high enough that the SO can see it over your shoulder. SO or assistant will then go uprange and clip non-threat targets over two of the threat targets, making sure that they are located in different places for each shooter. T5 and T6 may not be covered with non-threat targets.

On signal draw and engage T4 and T5 with a minimum of two rounds each from retention in tactical sequence. You may take makeup shots on T4 and T5 from retention or while retreating. Engage remaining threat targets from cover with a minimum of two rounds each.

Bay 2 Setup and Scoring Notes



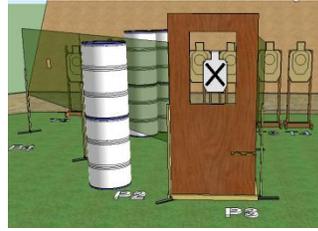
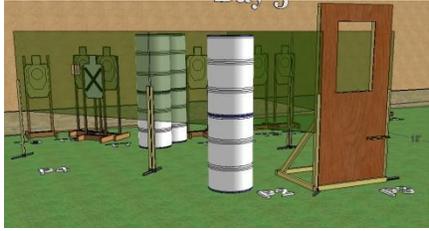
Set up Bay 2 as shown above, starting with the cloth barriers. Set up from the right side of the bay. Next set up the 10 threat targets. Then cut apertures in the cloth barriers at P3 and P4. The apertures should be 6 x 6 inches, and centered 5 feet high.

Have on hand two non-threat targets with binder clips so that they may be fastened over the threat targets. Also have on hand one rolled up newspaper for use as a prop in Stage 4.

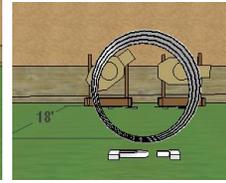
Mark P1 and P2 with small safety cones and muzzle safe points with large safety cones.

Bay 3

Stage 6



Stage 5



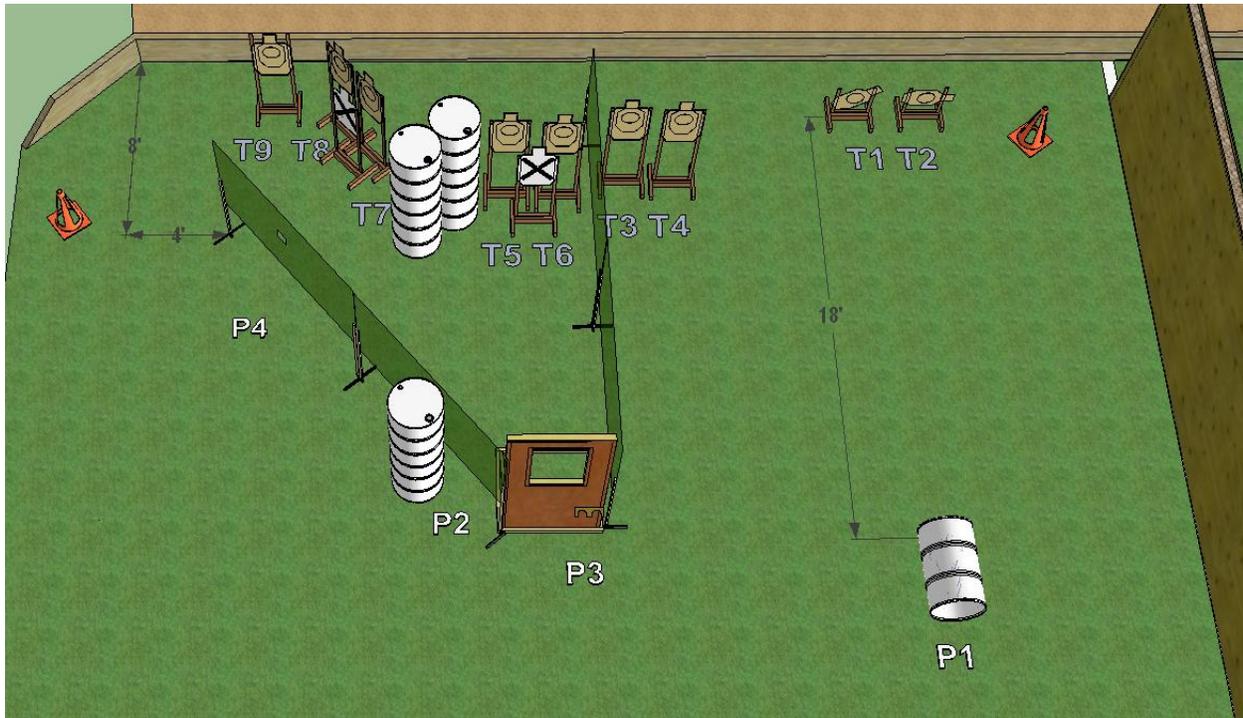
Stage 5 - Right Side - Shelter from the Storm

Vickers scoring, 6 rounds minimum. Place loaded handgun in the hollow barrel. Start lying on your back, parallel to the berm with your weak hand side downrange, holding the stuffed animal on your chest with both hands. On signal engage the threat targets weak hand only with a minimum of three rounds each while holding the stuffed animal with your strong hand. Take all shots through the hollow barrel.

Stage 6 - Left Side - Corner Coffee Shop Robbery

Vickers scoring, 14 rounds minimum. Start at P2, hands touching the barrel, facing downrange. On signal draw and engage the seven threat targets as you see them with a minimum of two rounds each.

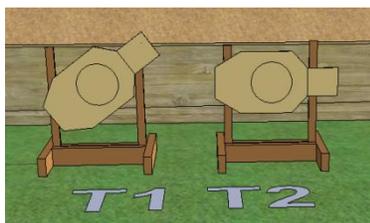
Bay 3 Setup and Scoring Notes



Set up Bay 3 as shown. Start from the left side of the bay, setting up the cloth barriers and Cowboy Barrier first. Next set up the barrels and then the threat targets. Finally set up the non-threat targets.

Cut at 6 x 6 inch aperture in the cloth barrier by P4, centered 5 feet high. T7 - T9 should be visible through the aperture. T9 should be fully exposed when viewed through the window in the Cowboy Barrier. T7 and T8 should not be visible from the Cowboy Barrier. T5 and T6 should be visible when viewed through the window in the Cowboy Barrier, but not visible from the aperture at P4. T3 and T4 should be visible only from the corner by P3.

Set up Stage 5 on the right side of the bay as shown. Make sure the shooter can see the two targets through the hollow barrel. Remove the down three zone from targets T1 and T2 as shown below:



Mark muzzle safe points with large safety cones.