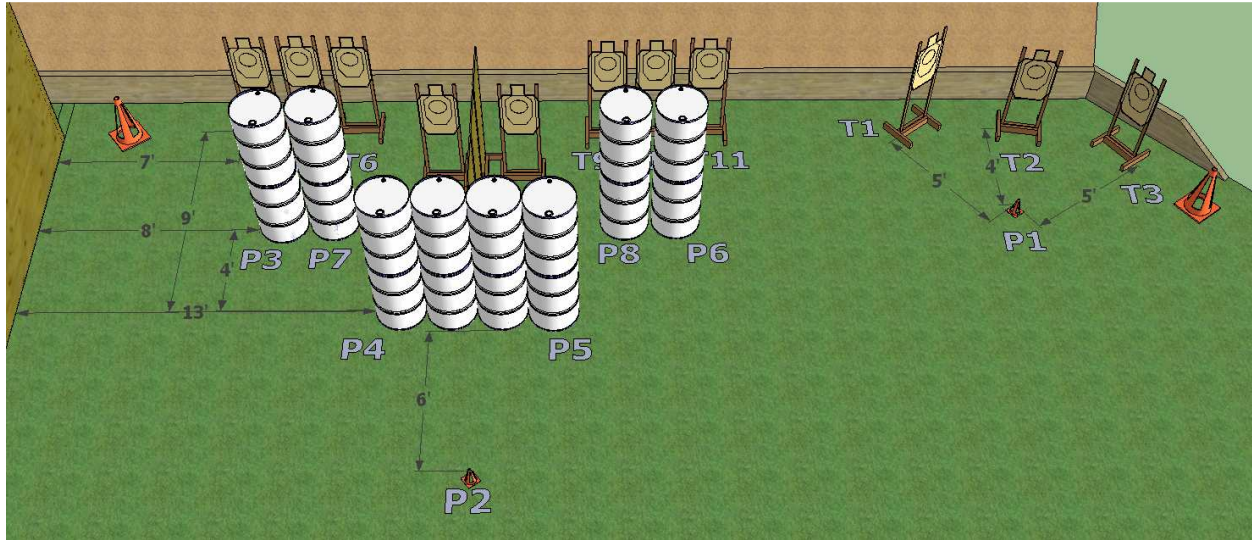


# Course of Fire 03/30/2013 IDPA Match

Six stages, 75 rounds minimum. Target distances range from 4 feet to 30 feet. This match is run and scored per IDPA rules. Concealment garment is required for all stages.

## Bay 1 Stages



### Stage 1 - Speed Rock Drill

Limited Vickers, 12 rounds. Start at P1, hands at sides, facing T2.

String 1: On signal draw and engage T1-T3 with two rounds each.

String 2: On signal draw and engage T1-T3 with two rounds each in tactical sequence.

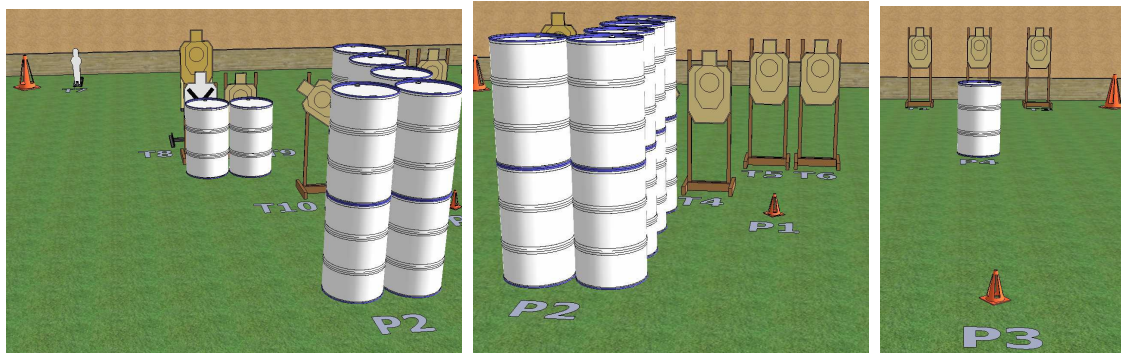
### Stage 2 - Clear the Barrels

Vickers Count, 14 rounds minimum. Start at P2. On signal engage T4-T11 with a minimum of two rounds each, using near or far cover appropriately.

One of the 8 targets will have a non-threat target clipped over the threat target. After shooting and pasting, each shooter will move the non-threat target to cover a different target, while the next shooter is facing uprange.



## Bay 2 Stages



### Stage 3 - Advancing and Retreating Drill

Limited Vickers, 12 rounds. Start at P3 with 6 rounds in the gun. Place a six round magazine or speed loader on top of the barrel at P4. On signal draw and engage T1-T3 with two rounds each while advancing. Do not advance beyond the barrel. If you reach the barrel before you have fired six shots, continue to engage while retreating.

Reload with the magazine or speed loader at P4 and engage T1-T3 with two rounds each while retreating.

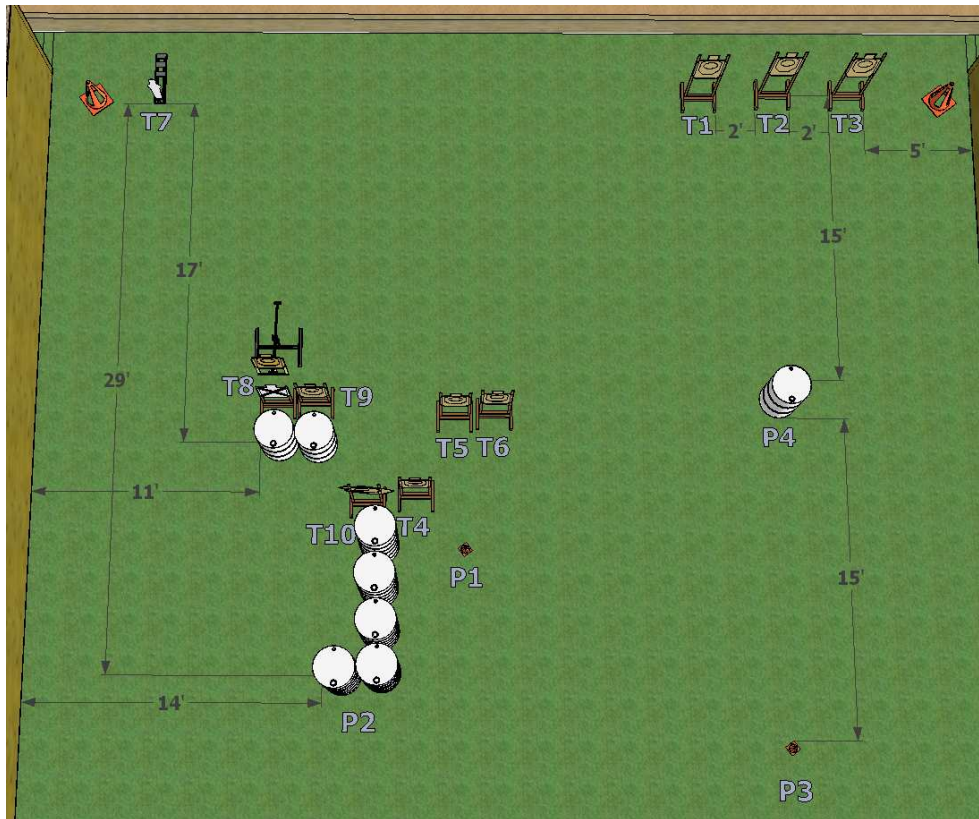
All shots must be taken while moving.

### Stage 4 - Muggers in the Alley

Vickers Count, 13 rounds minimum. Start at P1. On signal draw and engage T4-T6 with a minimum of two rounds each while retreating to cover at P2. Makeup shots may be taken on T4-T6 from behind cover.

Engage the steel popper and the remaining paper targets (T7-T10) in tactical priority from behind cover at P2 with a minimum of two rounds each. T7 activates the rising target at T8.

## Bay 2 Setup and Scoring Notes



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

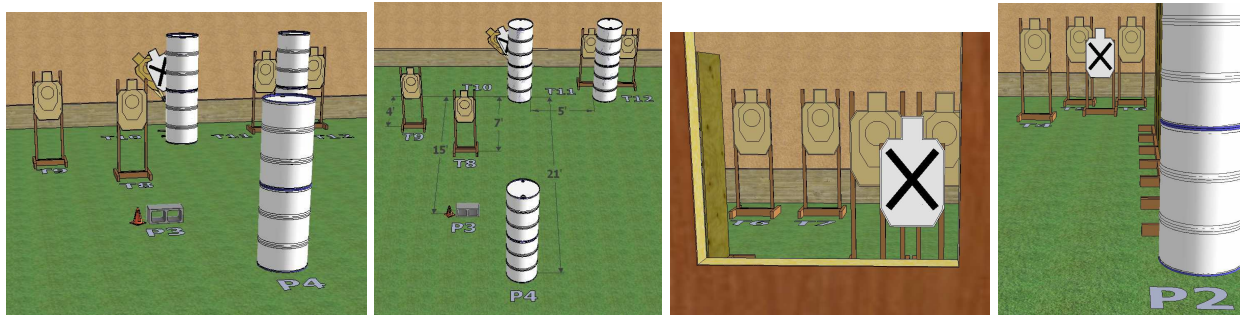
On Stage 3, make sure that T1-T3 are visible from P3 over the barrel at P4.

On Stage 4, make sure that there are no shoot-throughs from P1 or P2.

- When in the lowered position, T8 should be completely hidden behind a non-threat target when viewed from P2. When in the raised position, its entire down-zero zone should be visible above the non-threat target.
- The head and part of the down-one zone of T9 should be visible over the barrel when viewed from P2.
- The entire down-zero zone of T10 should be visible to the left of the barrels when viewed from around the left side of the barrels at P2. T10 should not be seen from around the right side of the barrels at P2.
- The steel popper should be visible and should be the first target observed when slicing the pie around the left side of the barrels at P2.

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

## Bay 3 Stages



### Stage 5 - View from the Kitchen Window

Vickers Count, 14 rounds minimum. Start seated at P1, hands on table. Place loaded gun in the IDPA Test Box and place spare magazines or speed loaders on the table. On signal retrieve gun and reloads, and engage the targets that you see through the window of the Cowboy Barrier with a minimum of two rounds each. Targets may be engaged from the right or left side of the window while standing, or from the middle of the window while squatting.

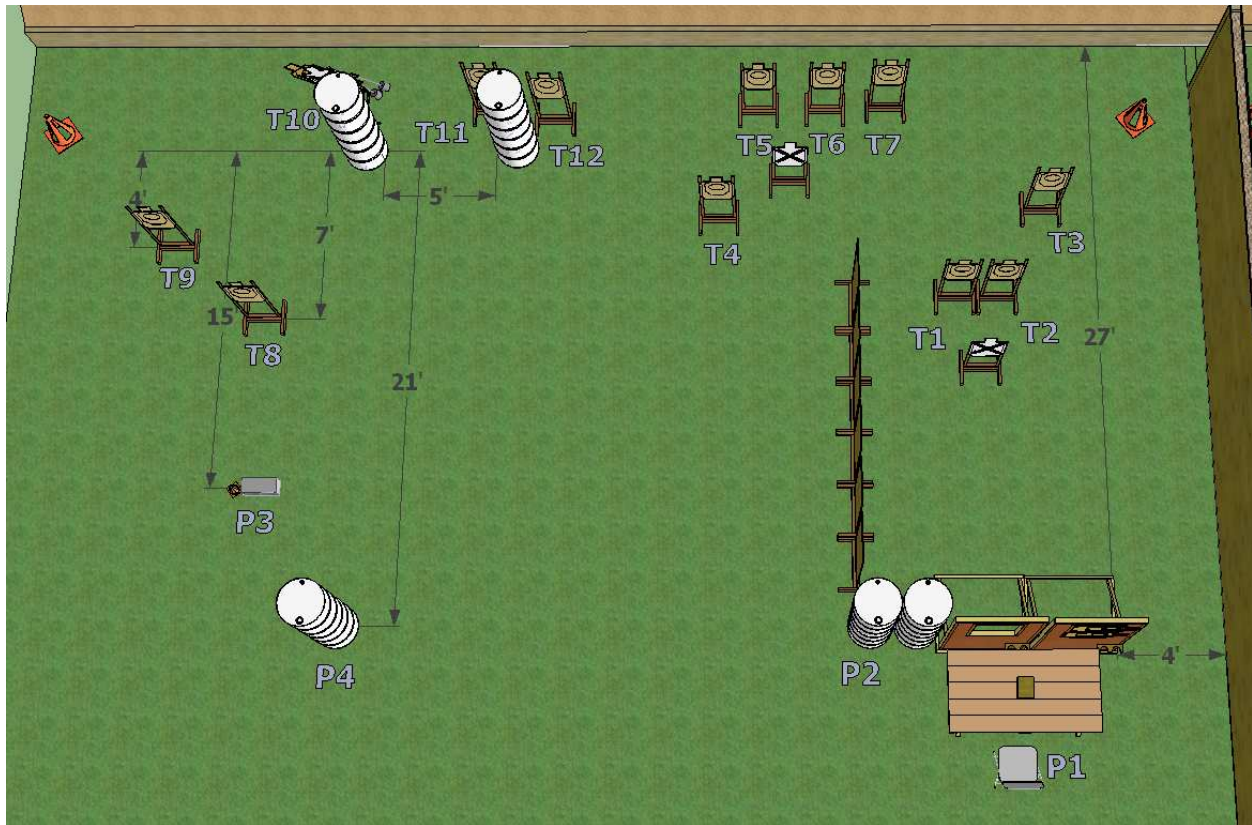
Next move to P2 and engage the remaining targets from behind cover at P2 with a minimum of two rounds each. Remember that IDPA rules now require the shooter to stow all reloads; they cannot be carried in the shooter's hands.

### Stage 6 - Mowing the Lawn

Vickers Count, 10 rounds minimum. Start at P3, one foot on the cinder block and both hands on the rope that feeds through the cinder block. On signal pull the rope to activate the dual swinging target. After pulling the rope, draw and engage T8 with a minimum of two rounds each while retreating to cover at P4. T8 must be engaged while moving. T9 may be engaged while moving or from behind cover.

From behind cover engage the remaining targets in tactical priority from either side of the barrel stack with a minimum of two rounds each.

## Bay 3 Setup and Scoring Notes



Set up the bay from the right side as shown above. First set up Stage 5 then Stage 6.

Set up the two Cowboy Barriers side by side as shown. Cover the window on the rightmost Cowboy Barrier with scrap cardboard.

On Stage 5, T6 should be visible from the window in the Cowboy Barrier and around the left side of the barrels at P2. T4 and T5 should be visible from P2 only.

On Stage 5, the shooter may not engage from around the right side of the Cowboy Barriers.

On Stage 6, all targets should be visible from either side of the barrel stack at P4. For T10 use the new dual swinging target. Place a threat target **behind** a non-threat target on the dual swinger. Run the rope that activates the dual swinging target through the middle of the cinder block at P3. The rope through the cinder block simulates an old-fashioned lawn mower. Lean the swinging targets to the right, with the weights poking out to the left, at the start of the stage.

Mark muzzle safe points with large safety cones.