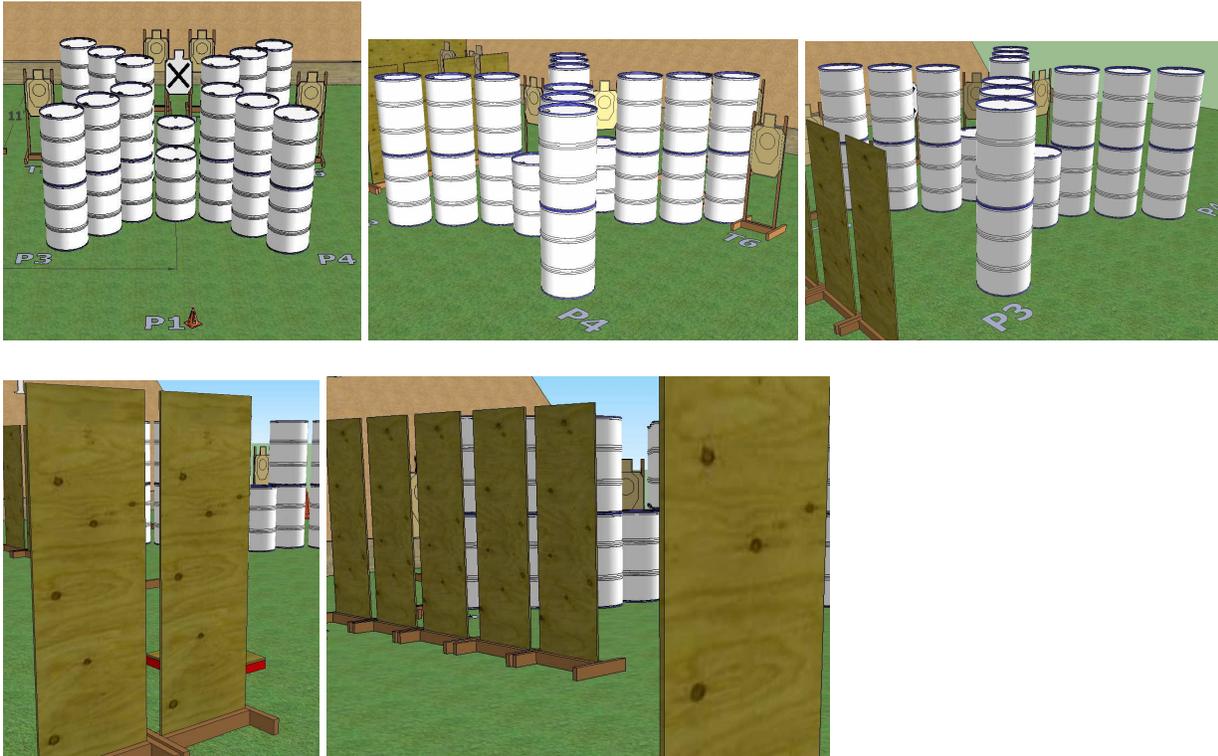


Course of Fire 04/13/2013 IDPA Match

Six stages, 96 rounds minimum. This match is run and scored per IDPA rules. Concealment garment is required for all stages.

Bay 1 Stages



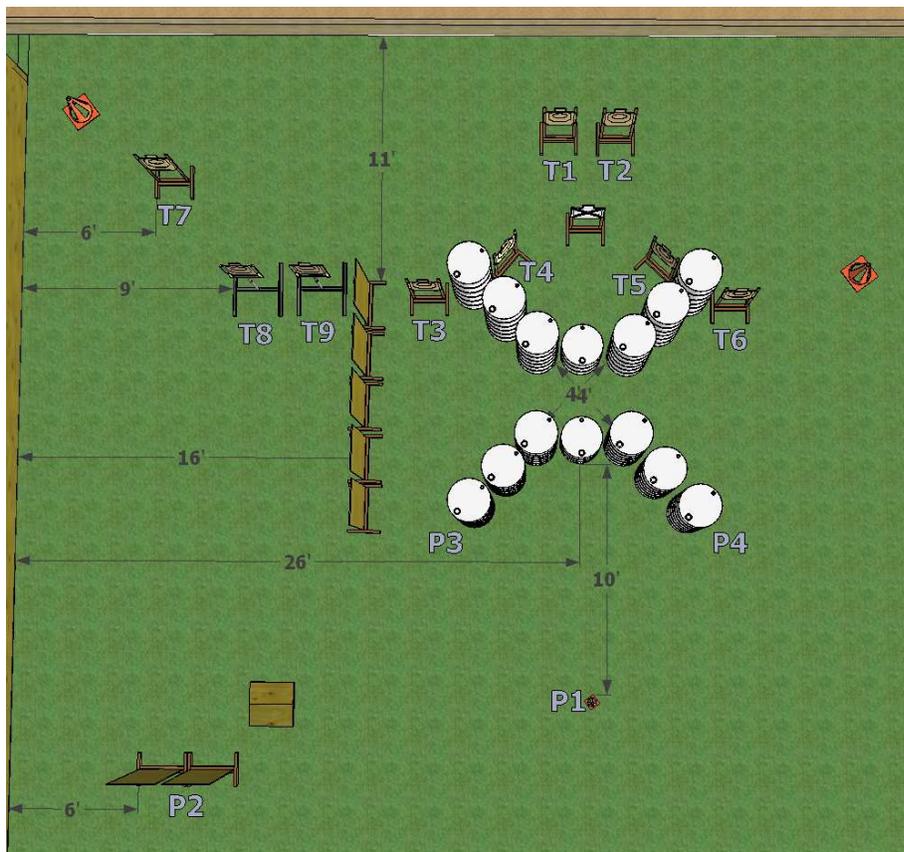
Stage 1

Vickers Count, 12 rounds minimum. Start at P1. On signal engage T1-T6 with a minimum of two rounds each. You may engage T1 and T2 while advancing, otherwise move to cover before engaging. Engage all other targets as you see them, using appropriate cover. Ignore the three targets to the left of the Bianchi barricades. Do not advance forward of T3 or T6.

Stage 2

Vickers Count, 18 rounds minimum. Start at P2. On signal engage T1-T9 with a minimum of two rounds each. You must engage drop turning targets T8 and T9 while moving. Use cover appropriately. Do not advance forward of T3, T6, or T8-T9.

Bay 1 Setup and Scoring Notes



Set up Bay 1 from left to right. First set up the four Bianchi Barricades, then the barrel arrays, and finally the targets and remaining props. The barricades at P2 should line up with the barrels along the axis terminated by P3. Place the large pressure plate so that the shooter must move out from cover to activate it, and will be exposed to T5, T6 and T7 while doing so. Pressure plate activates drop turning targets T8 and T9.

From P1, T1 and T2 should be visible. The non-threat target should partially obscure T1 and T2, leaving clear head shots for a 5 foot tall shooter standing at P1.

From P3, T5 and T6 are visible on different sides of the barrels.

From P4, T3 and T4 are visible on different sides of the barrels.

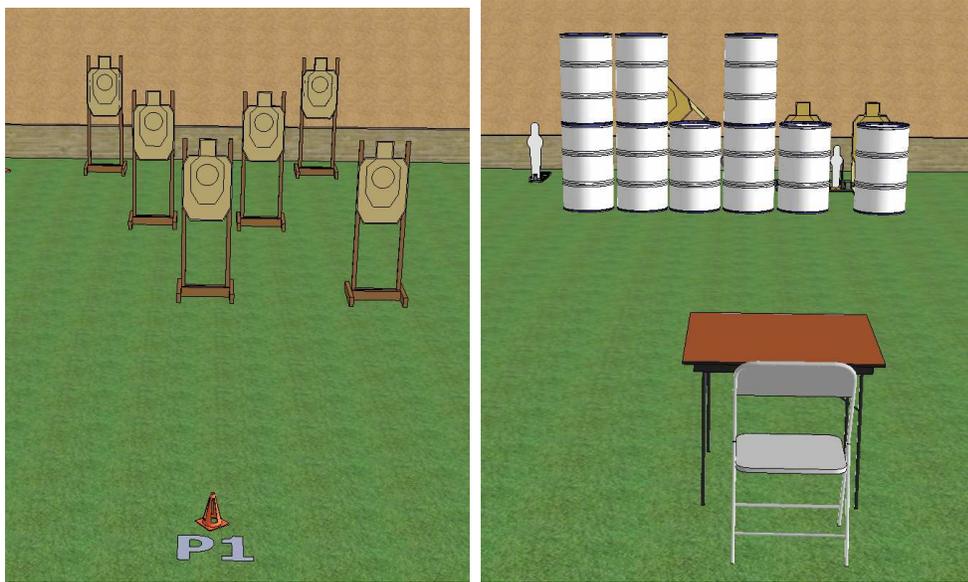
From the right side of the barriers at P2, T6 and T7 are visible.

From the left side of the barriers at P2, T5 and T7 are visible.

Check each position carefully to ensure that there are no shoot-throughs and that all shots on visible targets will impact the berm.

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

Bay 2 Stages



Stage 3

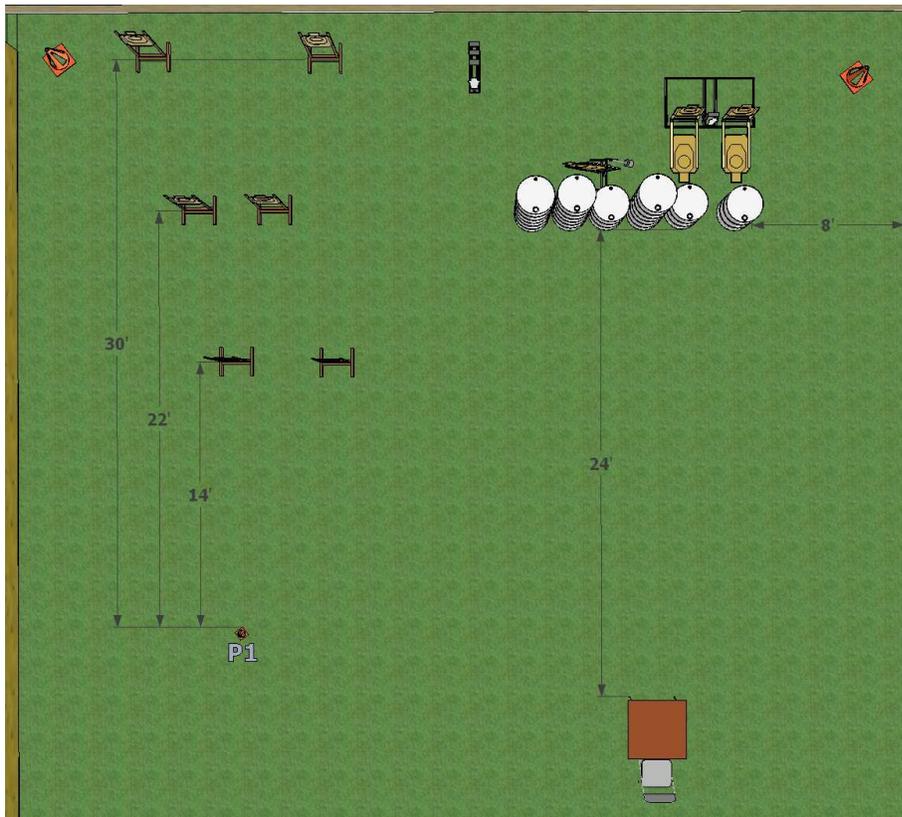
Vickers count, 12 rounds minimum. Start seated with hands on table. On signal draw and engage the steel and paper targets in front of you while remaining seated. All steel must fall and all paper targets must be engaged with a minimum of two rounds each.

The paper targets are not deemed to be disappearing targets. Failure to Neutralize penalties will be assessed as appropriate.

Stage 4

Vickers count, 18 rounds minimum. Start at P1, facing uprange, hands at sides. On signal turn, draw and engage the six targets in front of you with a minimum of two rounds each in tactical sequence and tactical priority. Then reengage each target with a minimum of one shot to each head.

Bay 2 Setup and Scoring Notes



Set up the target array on the right side of the bay first.

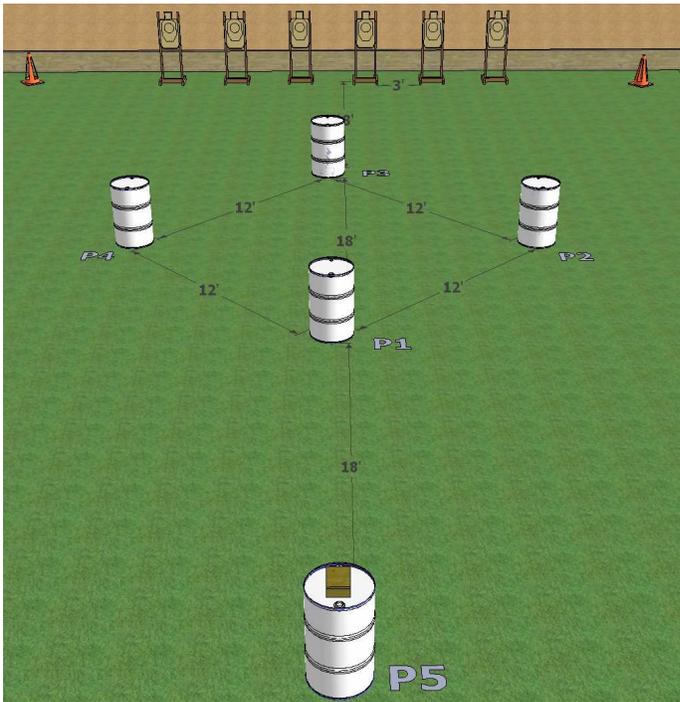
Set up falling target array as shown above and on previous page. Set target height so that heads are clearly visible above the barrels to the seated shooter. Adjust barrels so that the steel popper is clearly to the seated shooter.

Position the swinging target so that it is visible to the seated shooter at the top of its arc, but not when at the ends of its arc. Position the small popper to the left of the barrels where it can be seen by the seated shooter.

Use the card table from the shed and one of the steel folding chairs on Stage 3.

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

Bay 3 Stages



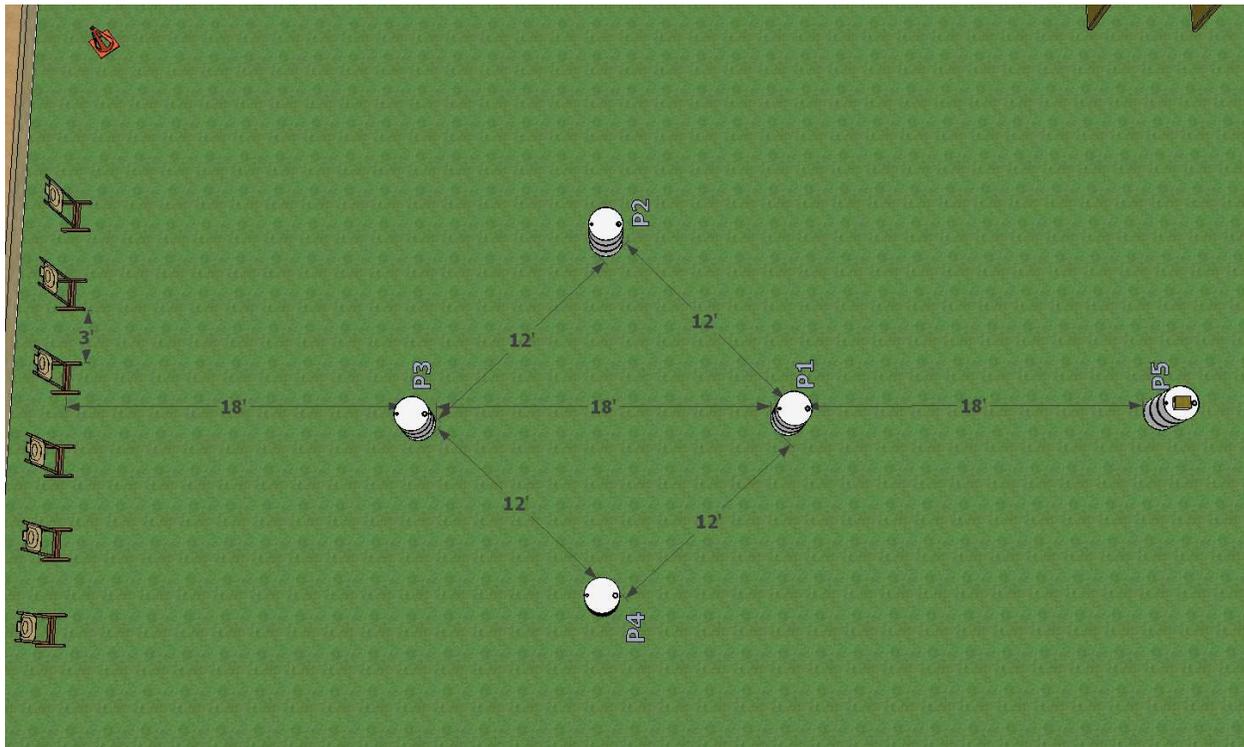
Stage 5

Limited Vickers, 18 rounds. Download three magazines or speed loaders to six rounds. Place unloaded gun on top of barrel at P1 and one magazine or speed loader on each barrel at P2, P3 and P4. Start behind barrel at P1, facing uprange, arms at sides. On signal turn, retrieve gun and move to either P2 or P4. Work your way clockwise or counter-clockwise around the diamond formed by the barrels, shooting as you go. Engage each target with one shot while moving between the barrels on one side of the diamond. All shots must be taken while moving.

Stage 6

Limited Vickers, 18 rounds. Download three magazines or speed loaders to six rounds. Place unloaded gun and one magazine or speed loader in the IDPA test box on top of the barrel at P5. Place one magazine or speed loader on top of the barrels at P1 and P3. Start behind the barrel at P5, facing downrange, hands at sides. On signal retrieve gun, load it and engage each target with one round while advancing. Reload at P1 and re-engage each target with one round while advancing. Reload at P3 and re-engage each target with one round while retreating. All shots must be taken while moving.

Bay 3 Setup and Scoring Notes



Set up targets and barrels as shown above. Place targets 3 feet apart.

Use the IDPA Test Box from the shed.

Mark muzzle safe points with large safety cones.