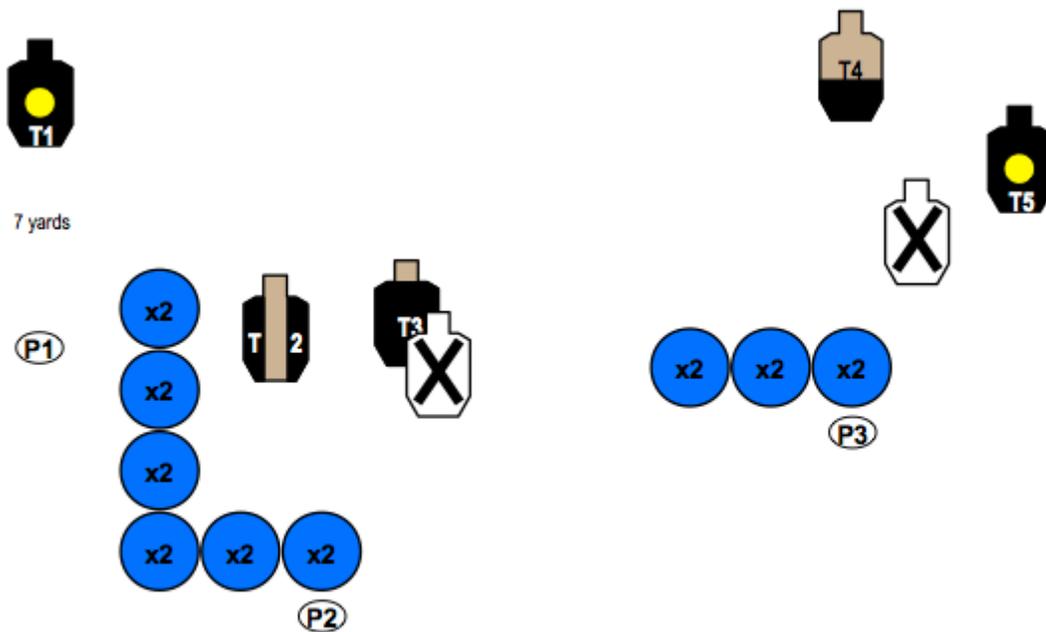


AAFG IDPA Match Course of Fire, 05/12/2012

BAY 1 Right Stage 1 Movin' On



STAGE PROCEDURE: 12 round count

STAGE SET UP -

T-1 is	21' from P-1
T- 2 & 3	6' from P2
T-4 is	10' from P3
No Shoot	6' from P3
T-5 is	8' from P3

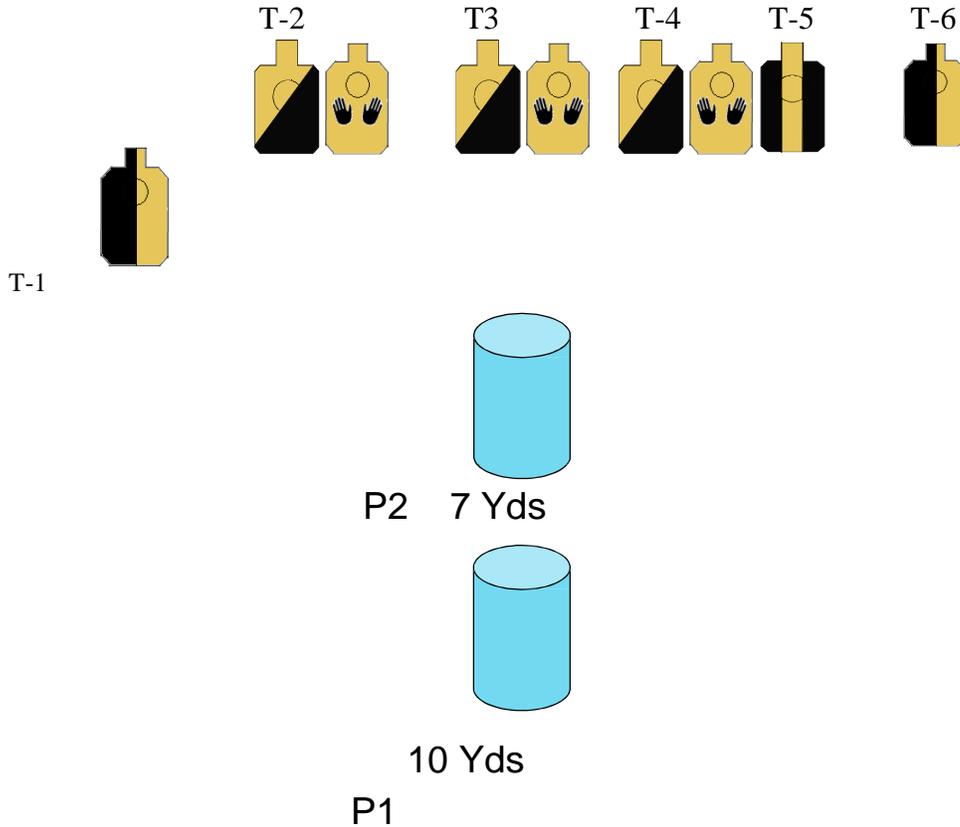
Start standing at P1 with hands in the air

At the signal, draw and engage T1 with 4 shots while retreating to P2

At P2 engage T2 T3 with 2 shots each

At P3 engage T4 and T5 with 2 shots each

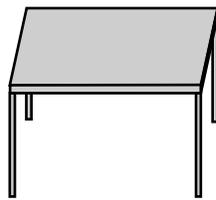
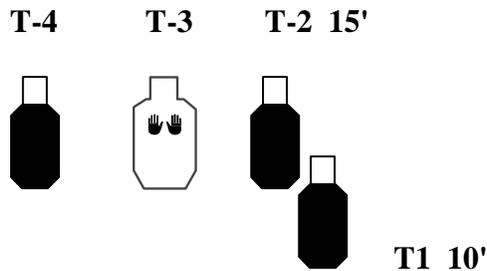
BAY 1 Left Side Stage 2 Gallery



STAGE PROCEDURE: 18 round count LIMITED VICKERS

Start at P-1, standing facing down range with 3 magazines with six rounds each. At the signal, shooter draws, takes cover behind barrel and engages T1-T6 in any order with two rounds each, then from cover at P2, engage T1-T6 with one round each. Shooter must use P1 and P2 as cover, shooting over the barrels will result in a procedural penalty.

Bay 2 Right Stage 3 Part Time at the Liquor Store



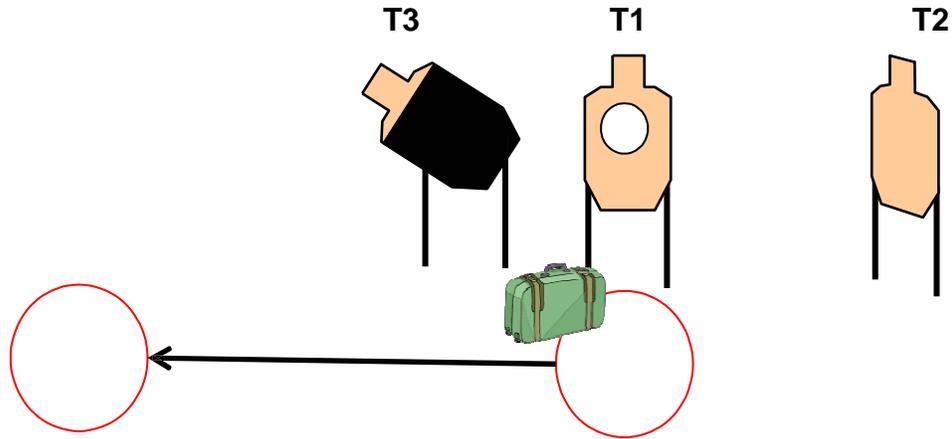
P1

Scenario: You are standing at the counter of your store when 3 men enter and approach the counter, pulling their guns. It is obvious they are wearing body armor. They start screaming at you to give them the money or they are going to start killing people

Start: Standing at P1, facing downrange, with handgun loaded to division capacity and in the IDPA box, which is located on top of table, hands flat on the table on either side of box.. At the signal, remove handgun from box and engage each target strong hand only, tactical sequence, 2 shots each to the head box only.

Scoring: Vickers. Only head box shots count for score. Must have 2 shots to head box. Any shot to the torso counts as a miss. Minimum 6 rounds.

Bay 2 Left Stage 4 Movie Scene - Collateral



Limited Vickers 6 rounds

Setup notes:

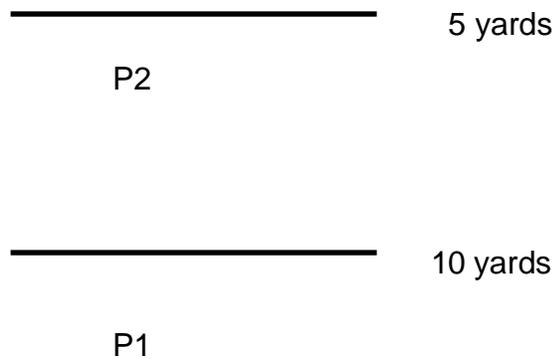
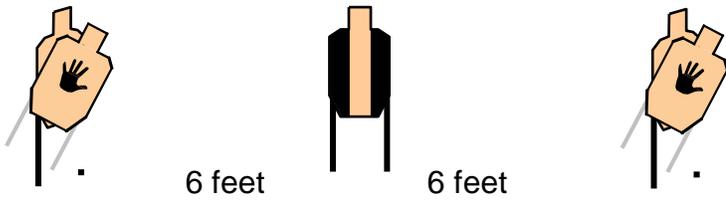
1. Position 1 is arms length from T1 and 5-7 yards from T2.
2. Set up T3 to be 2+ yards behind and 1+ yard to the left of T1 – make sure angle of shots strike berm.
3. Cut out -0 zone of T1.

Scenario Adaptation of a scene from *Collateral*

Handgun loaded to division capacity and holstered. Shooter standing at P1 facing T1. Both hands above shoulders in surrender position. Cover garment is required.

Stage Procedure: At the buzzer, draw and engage T1 with 2 shots from retention position. Engage T2 with 2 shots to body and 1 to head. Then *pick up briefcase and while moving* to P2, engage T3 with 1 shot to head using strong hand only.

Bay 3 Right Stage 5 LIMITED VICKERS Drill



STAGE PROCEDURE: 12 round count Limited Vickers All targets are equal distant

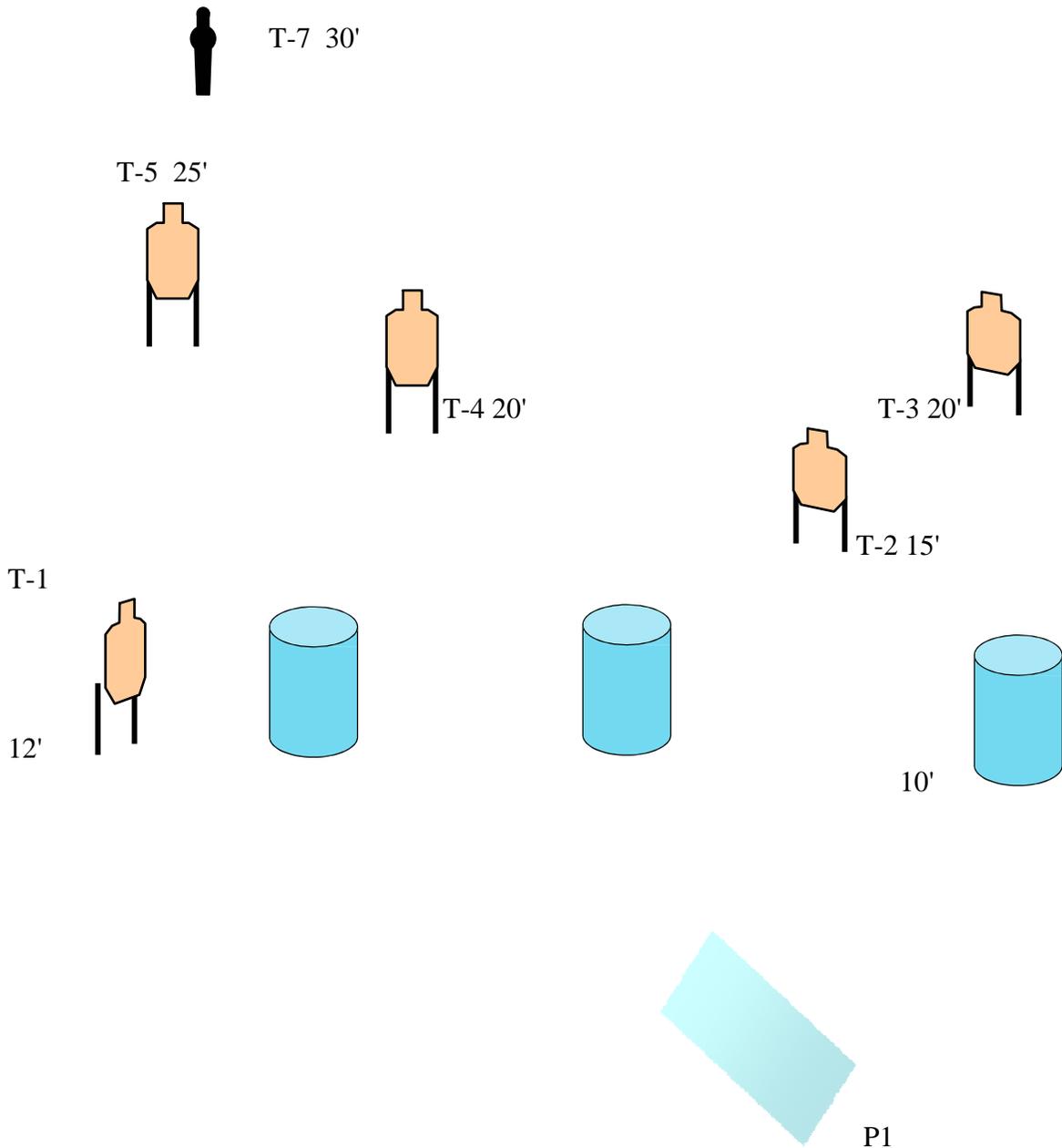
START POSITION: String 1 & 2: Loaded to division capacity. String 1 SO will instruct you to draw and transfer firearm to your weak hand. Then await the signal.

String 1 – At P1 Transfer your firearm to you weak hand.

At the signal, fire 2 shots at each target while advancing (do not pass the 5 yd line). If you arrive at the 5 yard line and are not finished, then move backward. You may stop to reload.

String 2 – From P2 At the signal, draw and fire 2 shots at each target while retreating, strong hand only. If you arrive at the 10 yard line and are not finished, then move forward. You may stop to reload.

Bay 3 Left Side Stage 6 Sleeping Beauty



11 rounds min, Vickers

SCENARIO: While enjoying the peaceful tranquil nature, camping in the woods, you are accosted by five tree huggers intent on evicting you from your nights sleep

START POSITION: Laying on your back with head downrange, gun pointed downrange on mat at the head of the sleeping bag,=. Firearm is loaded to division capacity with all safeties engaged. 2 mags next to gun.

STAGE PROCEDURE: On signal, roll over and engage threats in tactical priority (near or far) from the prone position. Paper gets 2 rounds.