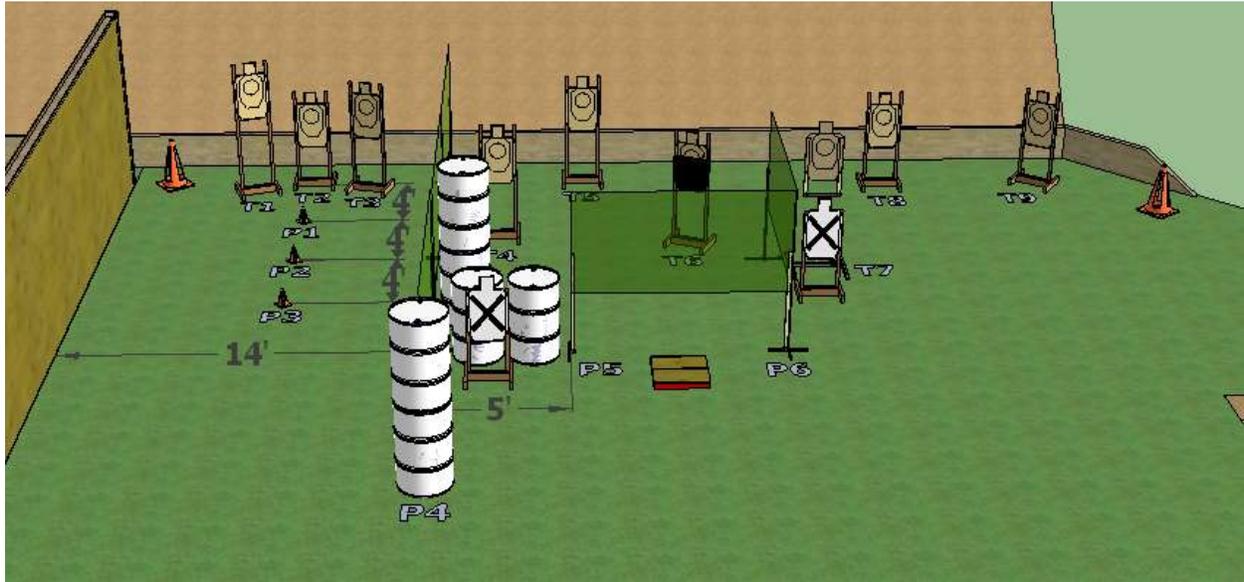


# AAFG IDPA Match Course of Fire, 05/24/2014

Six stages, 92 rounds minimum. All IDPA rules apply. Concealment garment is required for all stages. Load all magazines to division capacity for all stages except Stage 1.

## Bay 1



### Stage 1 - Left Side - Short Range Standards

Limited Vickers, 18 rounds. Top off, reholster and move to the next firing position off the clock between strings. Magazines may be loaded to greater than division capacity in order to more efficiently run this stage.

**String 1:** Start at P1. On signal draw and engage T1-T3 with two rounds each from retention.

**String 2:** Start at P2. On signal draw and engage T1-T3 with two rounds each.

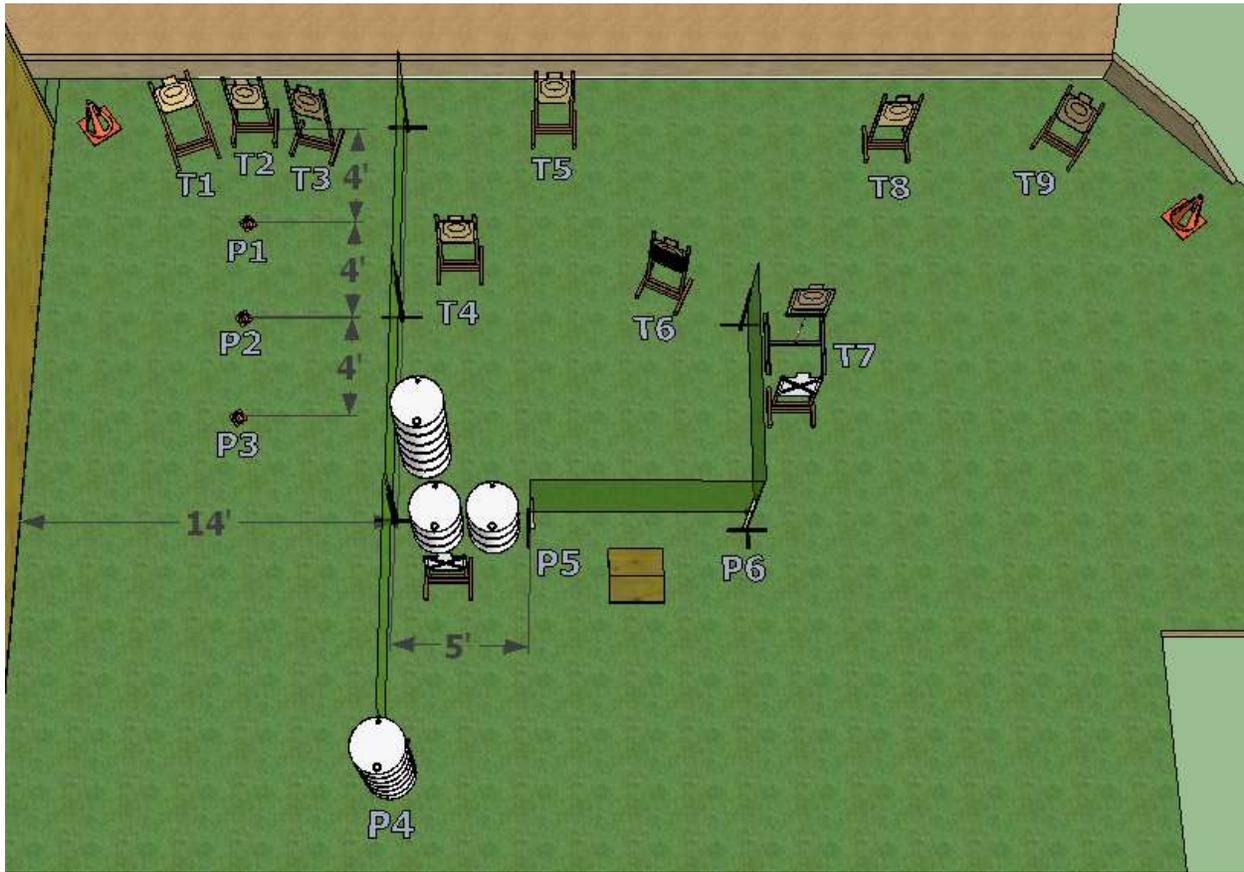
**String 3:** Start at P3. On signal draw and engage T1-T3 with two rounds each to the head.

### Stage 2 - Right Side - Neutralize the Threads (Adapted from the MD State Match)

Vickers scoring, 18 rounds minimum.

Start at P3. On signal draw and engage T1-T3 in tactical sequence with a minimum of two rounds each, while retreating to cover at P4. Makeup shots are permitted from cover. Engage the remaining targets as you see them with a minimum of two rounds each. The pressure plate activates drop turning target T7.

## Bay 1 Setup and Scoring Notes



First set up the three cloth barriers in line parallel to the left wall of the bay, then the barrels, then the remaining two cloth barriers, and finally the targets. Use the slower of our two drop turners for T7. Paint the lower half of T6 black, obscuring half the down zero zone, to simulate hard cover.

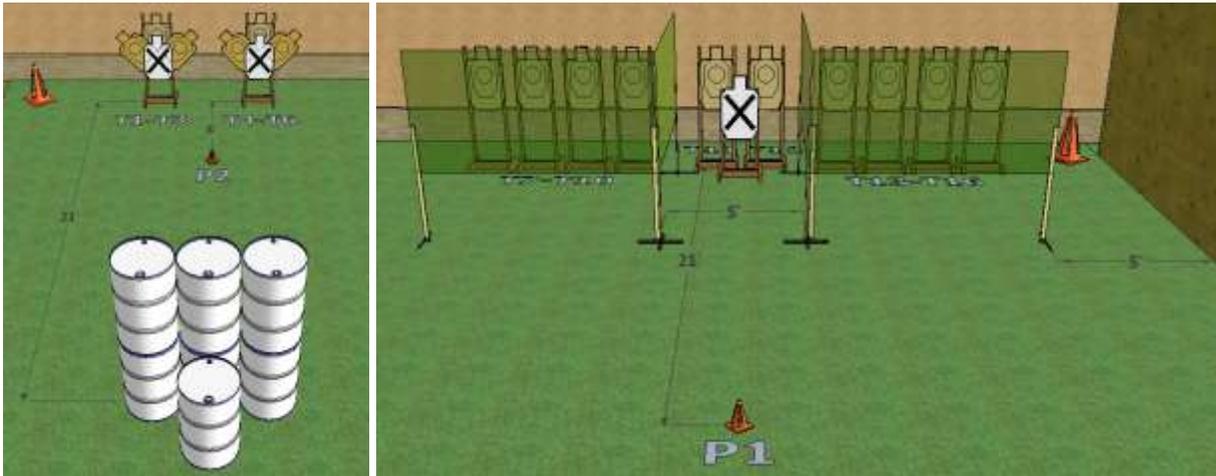
T1-T3 and T5 should be visible from P4. T4 should be obscured by the barrel stack, requiring the shooter to move to the right of P4 to engage it. T4-T7 and T8 should be visible from P5 when looking around the left side of the cloth barrier. T7-T9 should be visible from P6 when looking around the corner of the cloth barriers.

Position the red pressure plate midway along the cloth barrier between P5 and P6, far enough away from P6 to force the shooter to take at least one full step, moving both feet, to get into shooting position after stepping on the plate.

T1-T3 will be replaced by Squad 1 and 2 after they finish shooting in Bay 1, or more frequently if necessary.

Mark P1, P2 and P3 with small safety cones and muzzle safe points with large safety cones.

## Bay 2



### Stage 3 - Right Side - Where are the Non-Threats?

Vickers scoring, 16 rounds minimum.

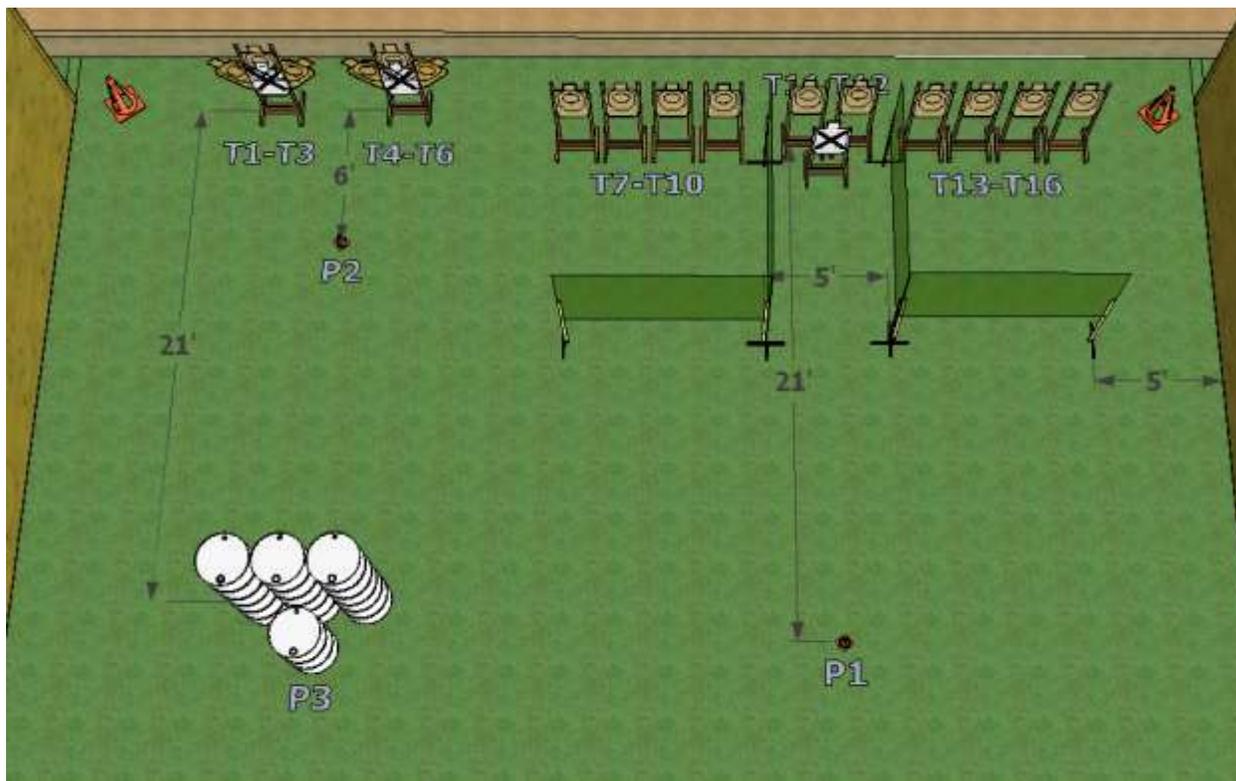
Start at P1 facing uprange. Another shooter will clip non-threat targets over any two targets at random, *except* T11 or T12. On signal turn, draw and engage T11 and T12 while advancing to cover at the cloth barriers. Engage the remaining targets as you see them. All targets receive a minimum of two shots each.

### Stage 4 - Left Side - Protect Baby (Adapted from the MD State Match)

Vickers scoring, 18 rounds minimum.

Start at P2 holding the stuffed animal (baby) in your weak hand. On signal draw and engage T1-T6 with a minimum of two shots each while retreating to cover at P3. When you get to cover place baby on the barrel. A procedural penalty will be assessed if baby falls off the barrel. Reload and take any necessary makeup shots from behind cover, then engage T1-T6 with at least one shot each to the head.

## Bay 2 Setup and Scoring Notes

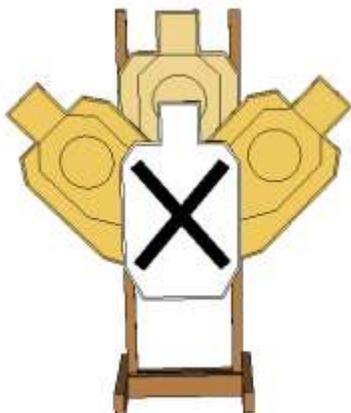


Set up the cloth barriers on the right edge of the bay first, then the second set of two cloth barriers, and then the targets for Stage 3. Next set up Stage 4 as shown.

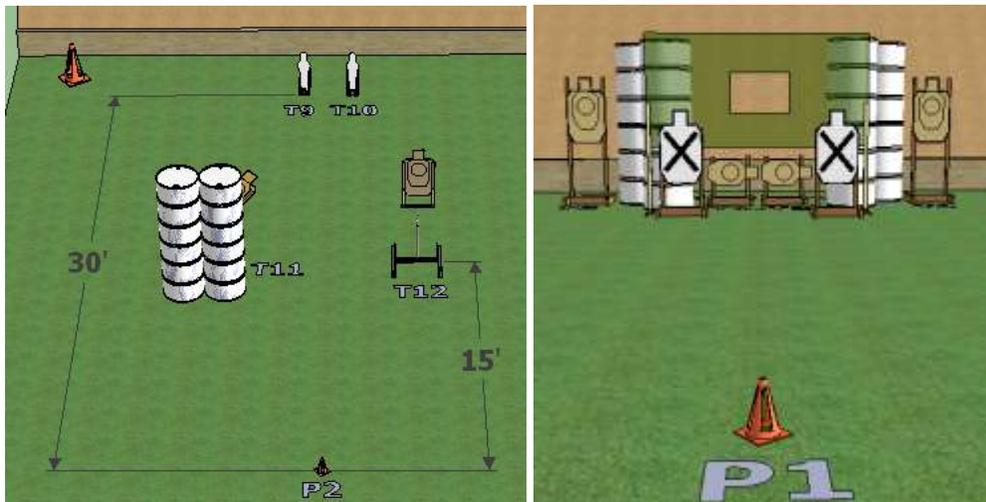
Targets T7-T10 and T13-T16 should not be visible from P1. T11 and T12 should be visible from P1.

For Stage 4 set up two target arrays as shown below. Make sure that the down zero zones of the Stage 4 targets do not cover a supporting stake.

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



## Bay 3



### Stage 5 - Right Side - No Low Cover

Vickers scoring, 16 rounds minimum.

Start at P1. On signal draw and engage T1-T4 with a minimum of two rounds each while advancing to the cloth barrier. Engage T5-T8 through the window in the cloth barrier with a minimum of two rounds each.

You may take makeup shots on T1 or T2 through the window in the cloth barrier. You may take makeup shots on T3 and T4 using the barrels as cover.

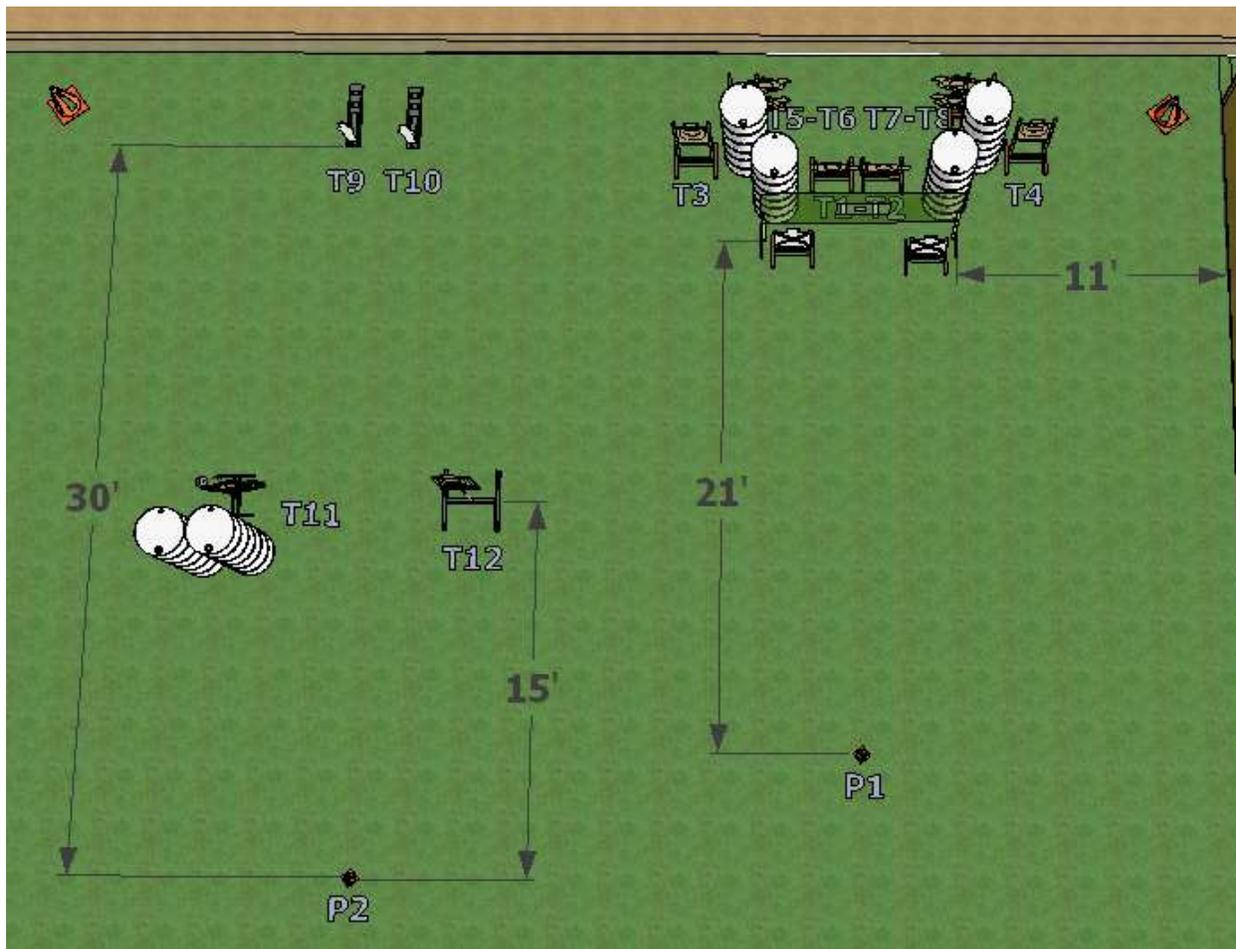
### Stage 6 - Left Side - Master Trap 2

Vickers scoring, 6 rounds minimum.

Last month's Master Trap 1 stage was a piece of cake! It was way too easy, so we've kicked it up a notch. Go for it! Run it like a Master! You did it last time. You know you want to do it again!

Start at P2. On signal draw and engage T9-T12. Steel popper T9 activates leaning target T11. Steel popper T10 activates T12, the faster of our two drop turning targets. Engage paper targets T1 and T12 with a minimum of two rounds each. The steel poppers must fall.

## Bay 3 Setup and Scoring Notes



Set up Stage 5 first. Start with the cloth barrier, then the barrels, then the Stage 5 targets.

From P1, T1-T4 should be visible. T1 and T2 should be visible from under the lower edge of the cloth barrier. T5-T8 should not be visible from P1. Cut the window in the cloth barrier so that a five foot tall shooter can engage T1-T2 and T5-T8 through it.

Use the faster of our two drop turning targets on Stage 6. Place T9 and T10 so that a shooter firing from P2 will hit the poppers behind them when getting hits to their down zero zones.

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

Set up T1 and T2 as shown below, with the down 3 zone removed:

