

Course of Fire for a Rainy Day Steel Match with BUGs

Six stages, 87 rounds minimum. This is a course of fire for a steel match to be run on a day when weather and ground conditions mandate shooting from a single position and not moving downrange to reset targets. Scoring is per IDPA rules. Concealment garment is optional. All magazines loaded to six rounds, and start with 6 in the gun for all stages. You may use up to three magazines per unlimited scoring stage. Scorekeeper will call hits. Any target that is not hit as required by the course of fire is scored as a miss. A Failure to Neutralize penalty is assessed for each miss in an unlimited scoring stage but not a limited scoring stage.

Bay 1

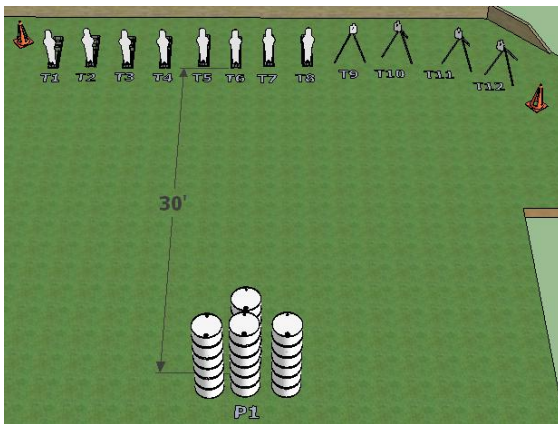
Stage 1 - Free Style

Unlimited scoring, 12 rounds minimum. Start at P1, behind middle barrel. On signal draw and engage T1-T12 through the gaps in the barrels with at least one round each.

Stage 2 - Left and Right Hand

Unlimited scoring, 12 rounds minimum. Start at P1, behind middle barrel. On signal engage T1-T12 through the gaps in the barrels with at least one round each. Take shots through the right side gap right hand only, and take shots through the left side of the gap left hand only.

Bay 1 Setup



Set up Bay 1 as shown, with 8 large poppers and four small steel IDPA targets. Adjust the large poppers so that they will not fall when hit.

Set up narrow gaps between the barrels so that T1-T7 may be seen through the left gap and T6-T12 may be seen through the right gap.

Mark muzzle safe points with large safety cones.

Bay 2

Stage 3 - Plate Rack

String 1: Limited scoring, 6 rounds. Start at P1. On signal draw and engage the plate rack. All steel must fall.

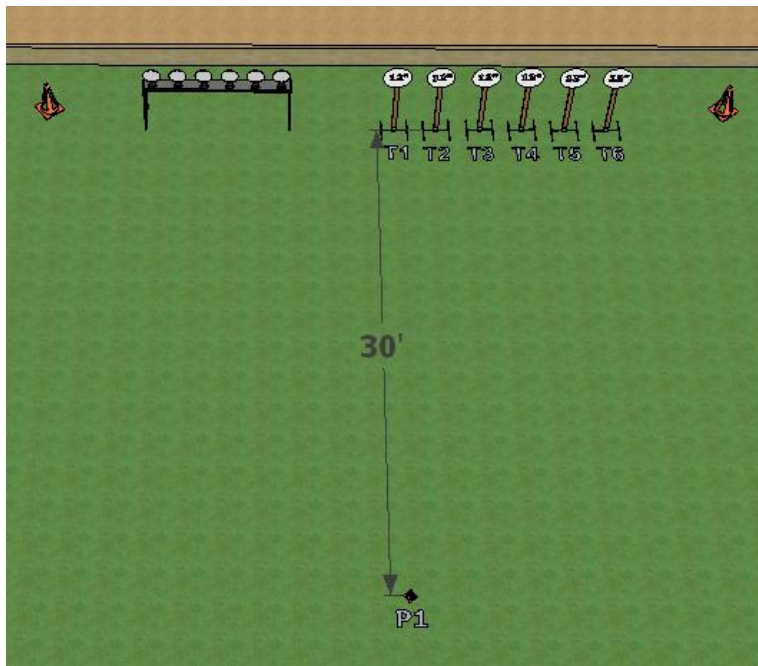
String 2: Limited scoring, 6 rounds. Start at P1 with gun at low ready, in mirror shooting position, in supporting hand with strong hand acting as supporting hand. On signal engage the plate rack. All steel must fall.

String 3: Limited scoring, 6 rounds. Start at P1. On signal draw and engage the six steel challenge plates with one round each.

Stage 4 - Clear the Bay

Unlimited scoring, 12 rounds minimum. Start at P1. On signal draw and engage all steel targets with at least one round each. Plates on the rack must fall.

Bay 2 Setup



Set up Bay 2 as shown with the plate rack and six 12" steel challenge plates. Mark P1 with a small safety cone and muzzle safe points with large safety cones.

Bay 3

Stage 5 - Steel Classifier

String 1: Limited scoring, 9 rounds. Start at P1. On signal engage each target pair with two rounds to the IDPA steel target and one to the steel challenge target.

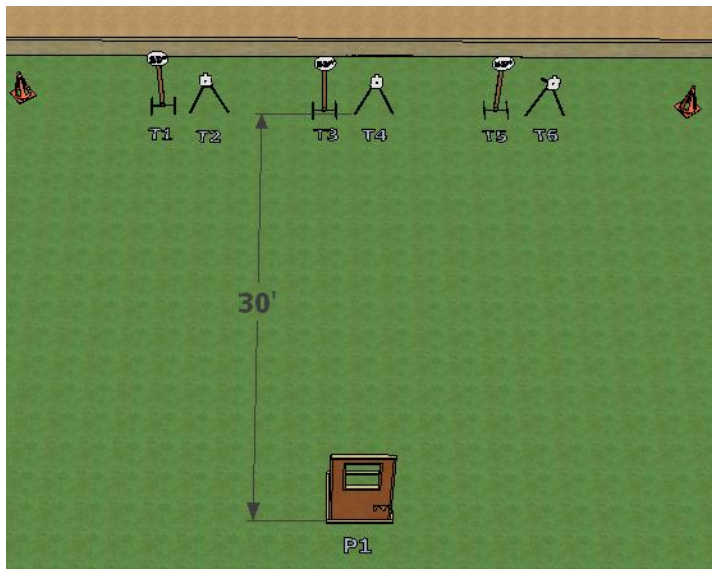
String 2: Limited scoring, 6 rounds. Start at P1. On signal engage each steel challenge target with two rounds each.

String 3: Limited scoring, 6 rounds. Start at P1. On signal engage each IDPA target with two rounds each, strong hand only.

Stage 6 - Everybody Gets Two

Unlimited scoring, 12 rounds minimum. On signal engage each target with a minimum of two rounds each. Alternate shots from the left, right and window of the Cowboy Barrier. Take one shot from each position before repeating any position, and transition to a new shooting position after each shot, even after a miss.

Bay 3 Setup



Set up Bay 3 as shown, with 10" steel challenge targets set up next to large IDPA steel targets, and the Cowboy Barrier. Mark muzzle safe points with large safety cones.