

AAFG IDPA Match Course of Fire

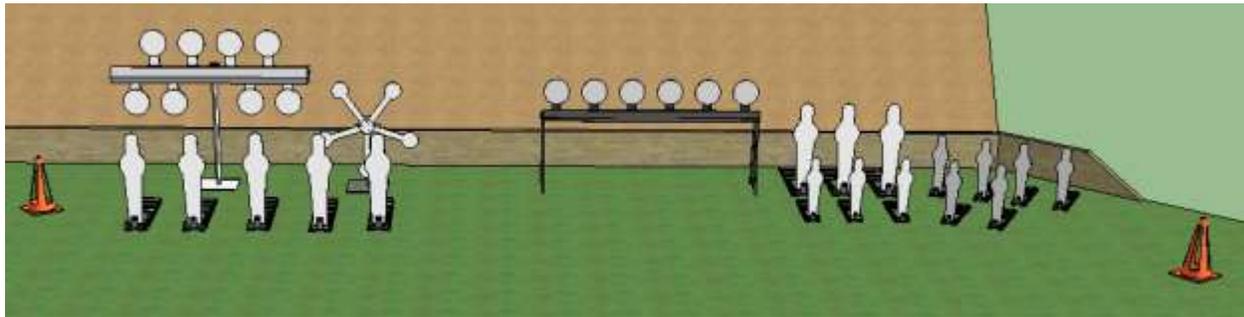
July 4-5, 2014

Six stages, 108 rounds minimum. All IDPA rules apply on Stages 3 through 6. Stages 1 and 2 are not IDPA-legal stages, but will be scored per IDPA rules. Concealment garment is required for all stages. Load all magazines to division capacity for all stages.

Bay 1

Stage 2

Stage 1



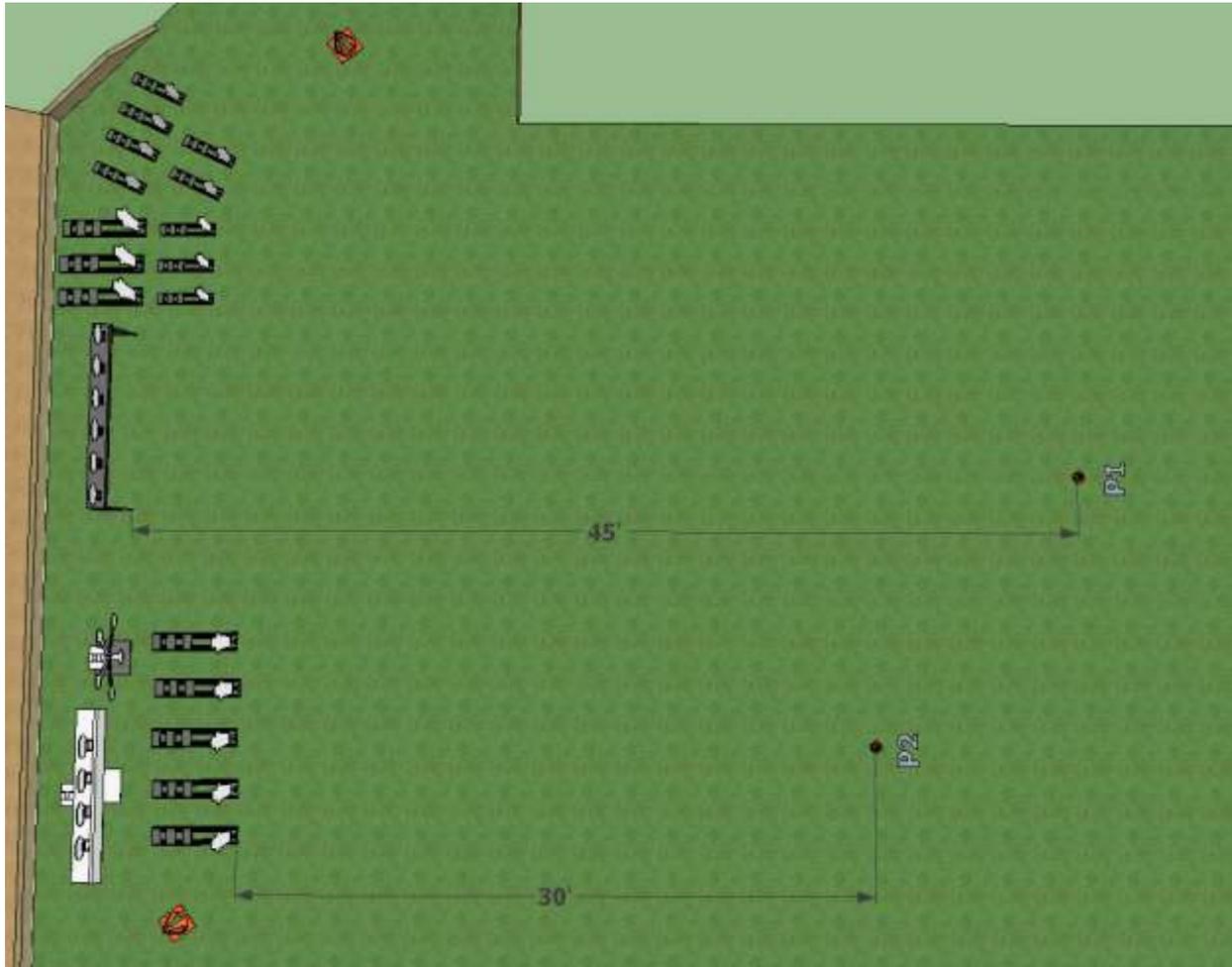
Stage 1 - Right Side - Poppers and Plates

Vickers Scoring, 18 rounds minimum. Start at P1. On signal draw and engage the plate rack and steel poppers to the right of the plate rack in any order. All steel must fall. Steel targets left standing are scored down 5 plus a FTN penalty. Do not move from P1.

Stage 2 - Left Side - Poppers and Moving Plates

Vickers Scoring, 18 rounds minimum. Start at P2. On signal draw and engage the Polish Plate Rack, Texas Star and the five large steel poppers in front of them in any order. All steel must fall. Steel targets left standing are scored down 5 plus a FTN penalty. Do not move from P2.

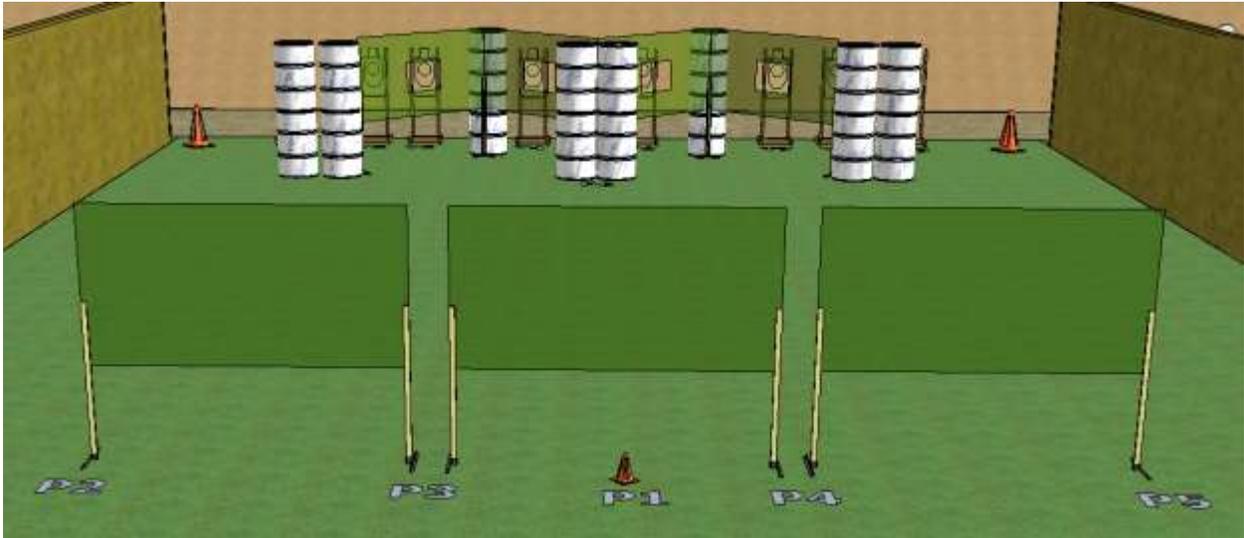
Bay 1 Setup and Scoring Notes



Set up Bay 1 as shown. Align P1 with the left edge of the plate rack as shown in order to provide a clear line of sight to the small steel poppers on the far right corner of the bay. Position P2 to the center of the Stage 2 array as shown.

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

Bay 2



Stage 3 - Long Range

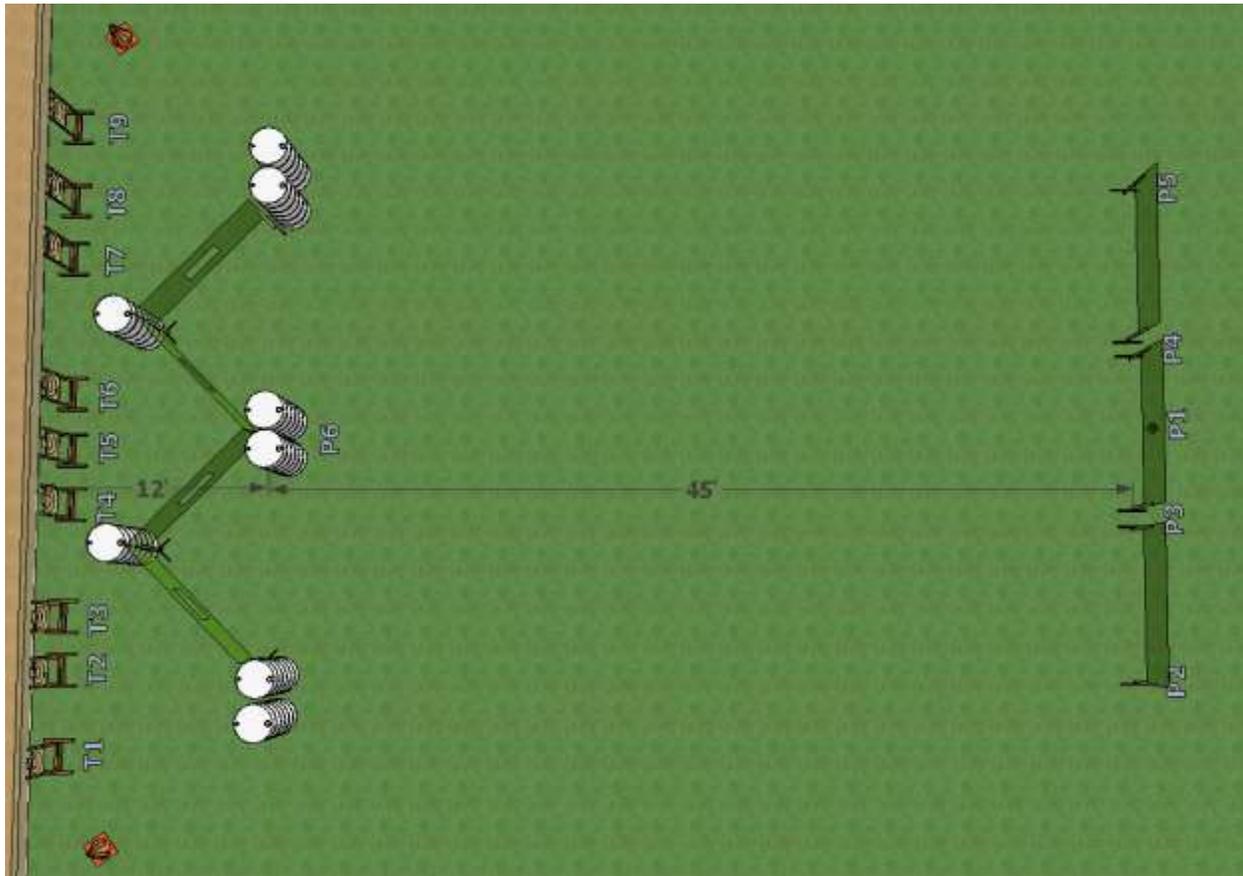
Vickers scoring, 18 rounds minimum. Start at P1, facing downrange. On signal draw and engage the nine targets each from the gaps in the barriers and the ends of the barriers, using appropriate cover. Engage each target with a minimum of two rounds each. Do not advance forward of the three cloth barriers.



Stage 4 - Short Range

Vickers scoring, 18 rounds minimum. Start at P6, facing downrange. On signal draw and engage the nine targets using appropriate cover. Engage each target with a minimum of two rounds each. Do not advance forward of the cloth barriers.

Bay 2 Setup and Scoring Notes



Set up Bay 2 as shown. First set up the four cloth barriers close to the berm, starting with the corner by P6. This corner should be 12 feet uprange of the berm and centered in the bay. Set up the cloth barriers, then the barrels, then the targets. Targets should be right up against the erosion barrier. Cut windows in the four downrange cloth barriers, but not the uprange barriers..

Next set up three solid cloth barriers 45 feet uprange of P6, centered in the bay. Leave a one foot gap between these barriers.

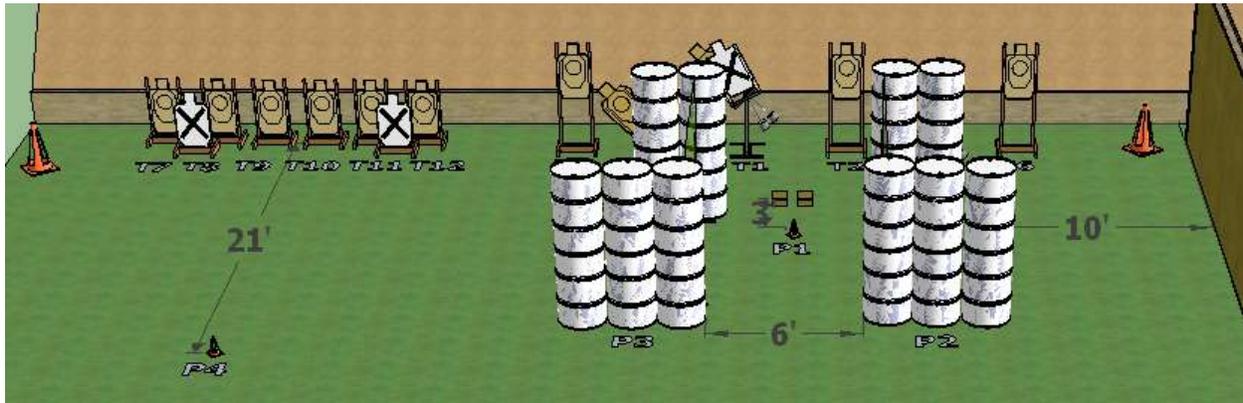
Mark P1 and P6 with small safety cones and muzzle safe points with large safety cones.

Note: Carefully position the targets so that each target may be seen from at least one Stage 3 firing position in the uprange line of cloth barriers. Have shooters stand at P2, P3, P4 and P5, and have another shooter put his hand on each target in turn, moving it until one of the uprange shooters can see it. Once this is done, check the targets from the short range shooting positions on Stage 4, and make sure that any shot fired at a target from a Stage 4 close range firing position will strike the berm and not come near the bay wall.

Bay 3

Stage 6

Stage 5



Stage 5 - Right Side - Swingers

Vickers scoring, 12 rounds minimum. Start at P1, grasping a rope in strong hand. On signal pull the rope to activate three swinging targets. Draw and engage T1 and T2 while retreating to cover. You may take makeup shots from behind cover. Engage the remaining targets from P2 and P3 using appropriate cover. Engage all targets with a minimum of two rounds each.

Stage 6 - Left Side - Prone Standards

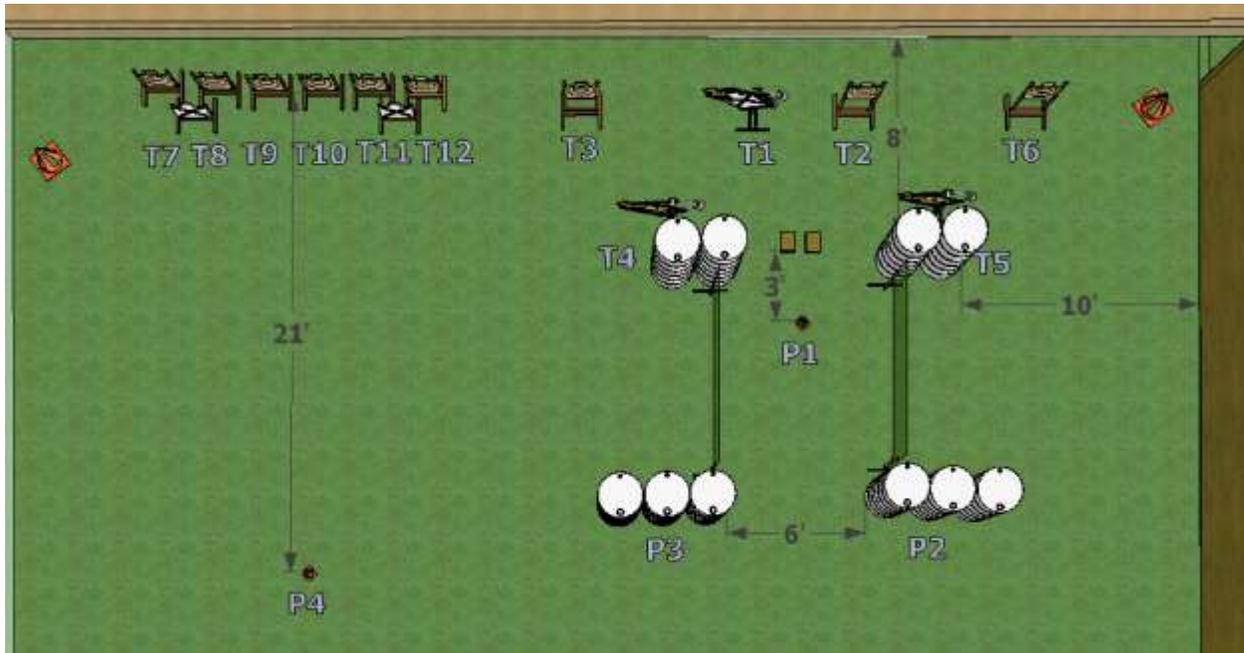
Limited Vickers, 24 rounds. For each string, start at P4, laying on your back, head towards the berm, loaded gun downrange and pointed towards the berm. Store spare ammunition on your person per IDPA rules.

String 1: On signal roll onto your left side and engage targets T7-T12 with one shot each, right hand only. A procedural penalty will be assessed if your left shoulder does not touch the ground while you are firing. When finished, top off and position your gun for String 2.

String 2: Manual safeties may be disengaged at the start of this string. On signal roll onto your right side and engage targets T7-T12 with one shot each, left hand only. A procedural penalty will be assessed if your right shoulder does not touch the ground while you are firing. When finished, top off and position your gun for String 3.

String 3: On signal roll over and engage targets T7-T12 in tactical sequence with a minimum of two rounds each. Use any IDPA-legal reload as needed.

Bay 3 Setup and Scoring Notes



Set up Bay 3 as shown. First set up the barrels and barriers on Stage 5, then the targets on Stage 5, and then the targets on Stage 6.

From P1 the shooter must be able to see T1 and T2, and there must be no possibility of a shoot-through. T5 and T6 must be visible from the right side of the barrels at P2. T3 and T4 must be visible from the left side of the barrels at P3. Run the lines from T1, T4 and T5 through cinder blocks in front of P1. The shooter should be able to grasp all three lines and pull them to activate all three swinging targets at the start of the stage.

Note that the targets in Stage 6 must be placed low to the ground to accommodate prone shooters.

Mark P1 and P4 with small safety cones and muzzle safe points with large safety cones.

Put a clean carpet down behind P4.