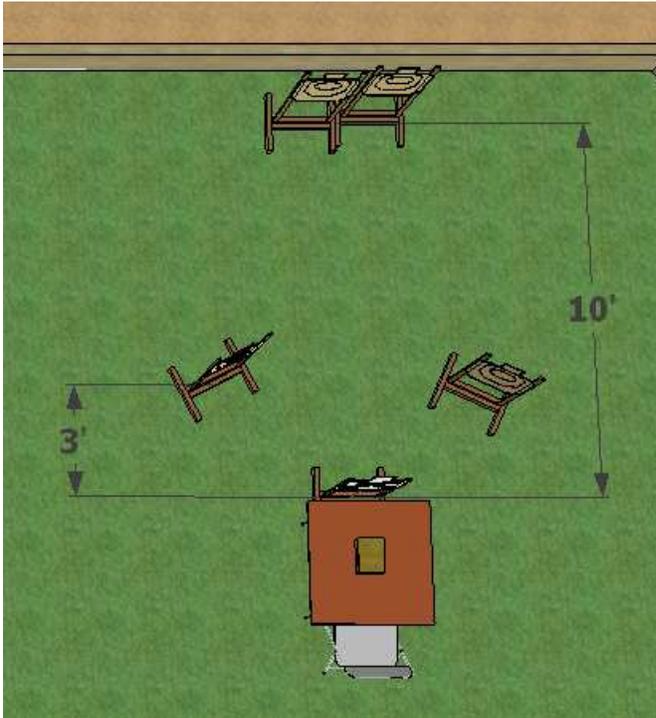


AAFG IDPA 2012 BUG Match Course of Fire

Nine stages, 80 rounds minimum, 84 rounds maximum. Concealment garment is required for all stages. IDPA rules for a BUG match apply. There is a BUG scoring division for this match. Shooters may compete and be scored in the regular IDPA divisions. However, all firearms will be loaded with 5 rounds for every stage, and there will be no reloads on the clock.

Bay 1, Right Side

Stage 1: Freestyle, Limited Vickers



Scenario

You are having a picnic with your significant other when you are interrupted by unwelcome visitors.

Procedure

String 1: Place loaded handgun in the test box on the table. On signal, retrieve gun and engage targets in tactical priority, near to far, with one round each, while seated.

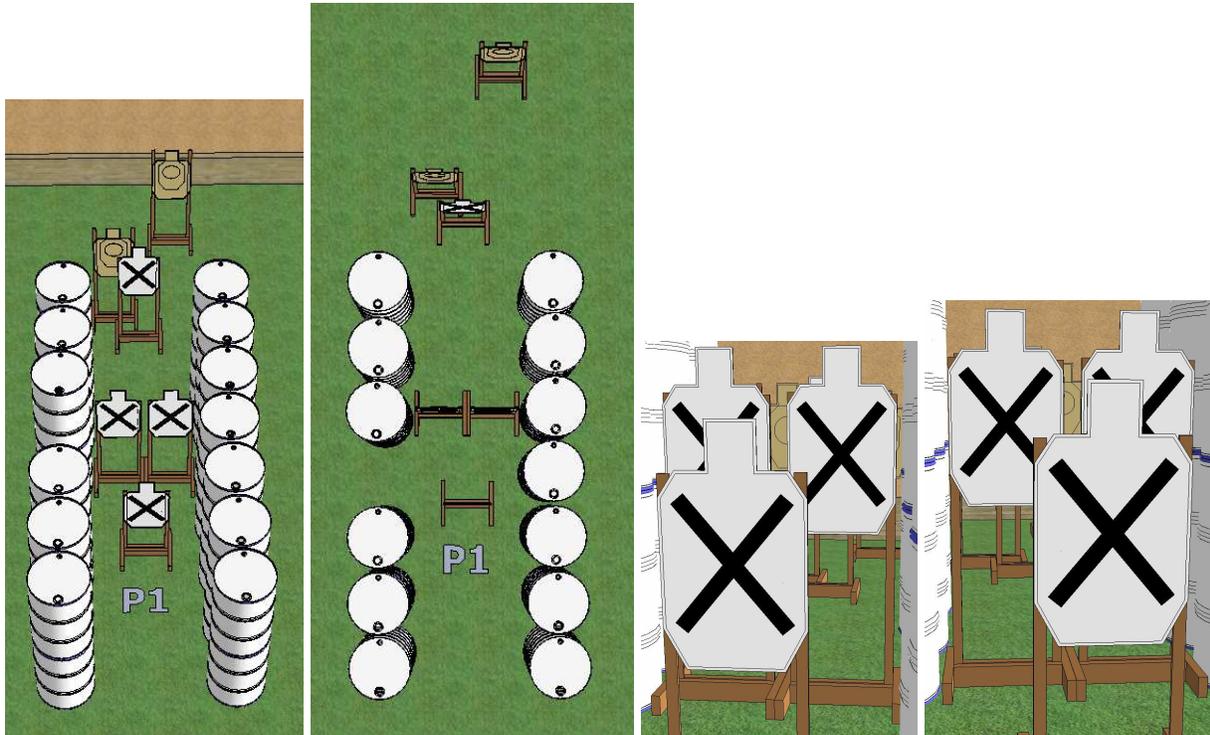
String 2: Same as above **STRONG HAND ONLY**.

String 3: Same as above **WEAK HAND ONLY**.

The Safety Officer will direct you to reload and holster. You will shoot Stage 2, then score and paste Stage 1 and Stage 2.

Bay 1, Center

Stage 2: Freestyle, Vickers



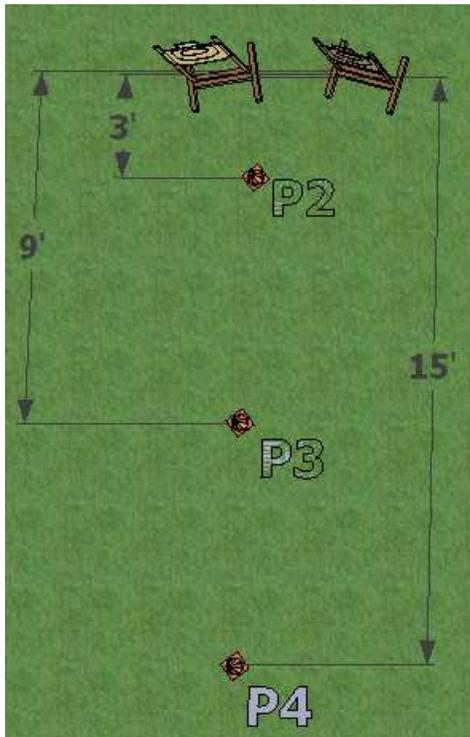
Scenario

You are at a store when armed robbers take over. As you are herded into a closet ahead of the other customers, you hear one of the robbers tell the other to "Do it!" It's now or never.

Procedure

Start at P1, facing uprange, with hands in the surrender position. On signal turn, draw and engage the two threat targets with two rounds each. Your muzzle must not reach beyond any non-threat target.

Bay 1, Left Side



Stage 3: Standards, Limited Vickers

Scenario

You are working as an armed courier when you are attacked by two armed robbers. Defend yourself and protect the valuables you have been assigned to transport.

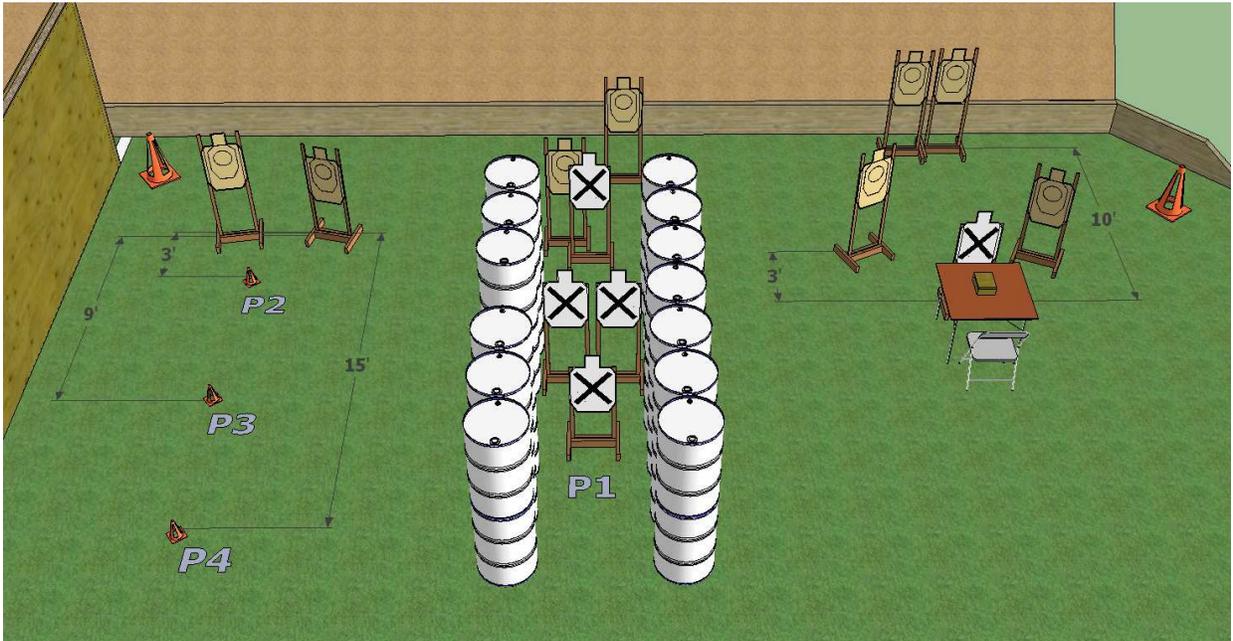
Procedure

First String: Start at P2, holding a laptop case in your weak hand. On signal draw and engage the two targets with two rounds each, from retention, while holding the laptop case in your supporting hand.

Second String: Start at P3, holding a laptop case in your strong hand, gun in weak hand, pointed at cone by P2. On signal engage the two targets with two rounds each, weak hand only, while holding the laptop case in your strong hand.

Third String: Start at P4, hands at side, holding a laptop case in your weak hand. On signal draw and engage the two targets with two rounds each, strong hand only, while holding the laptop case in your weak hand.

Bay 1 Setup and Scoring Notes



On Stage 1, place the non-threat target so that the shooter must lean around it to hit the two middle targets.

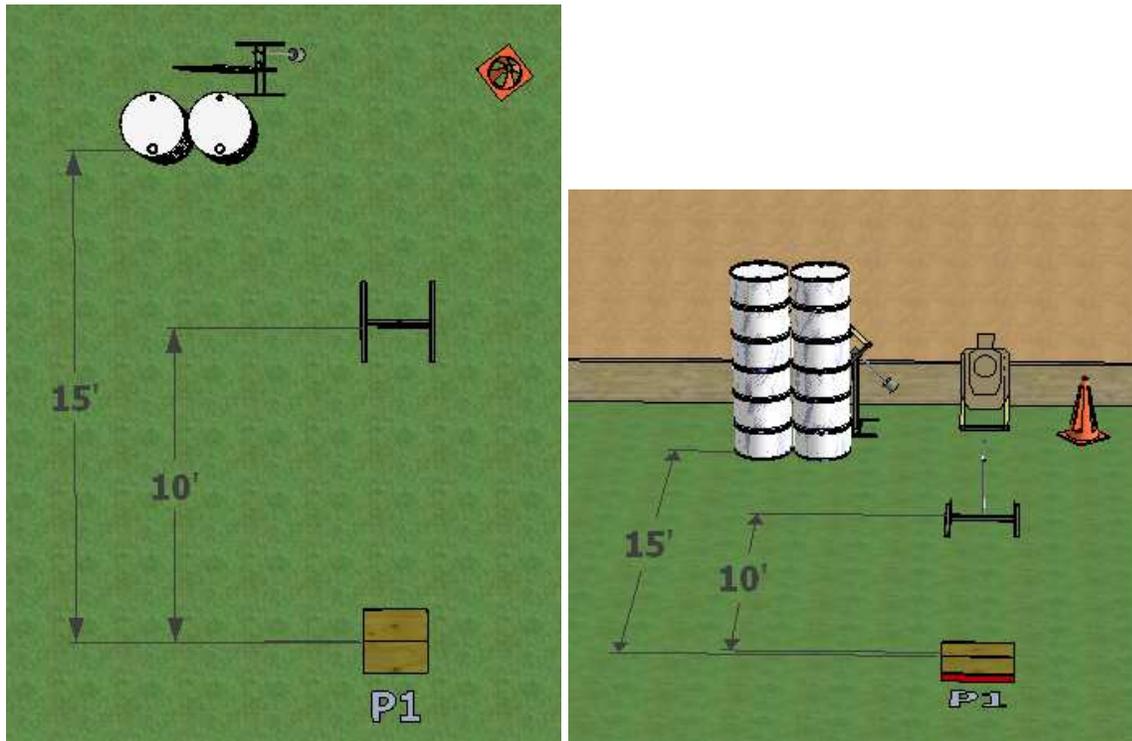
On Stage 2, position the non-threat targets so as to provide a small aperture through which to engage the threat targets. See views on preceding page. Try to make the space as confining as possible. Note the gap in the barrels on the left side, intended to provide access to paste and repair the non-threat targets.

Stages 1 and 2 should be run back-to-back by each shooter in order to save time.

Mark the firing points on Stage 3 with small safety cones.

Mark muzzle safe points with large safety cones. Set up stages so that all shots will impact the berm.

Bay 2, Right Side



Stage 4, Freestyle, Vickers

Scenario

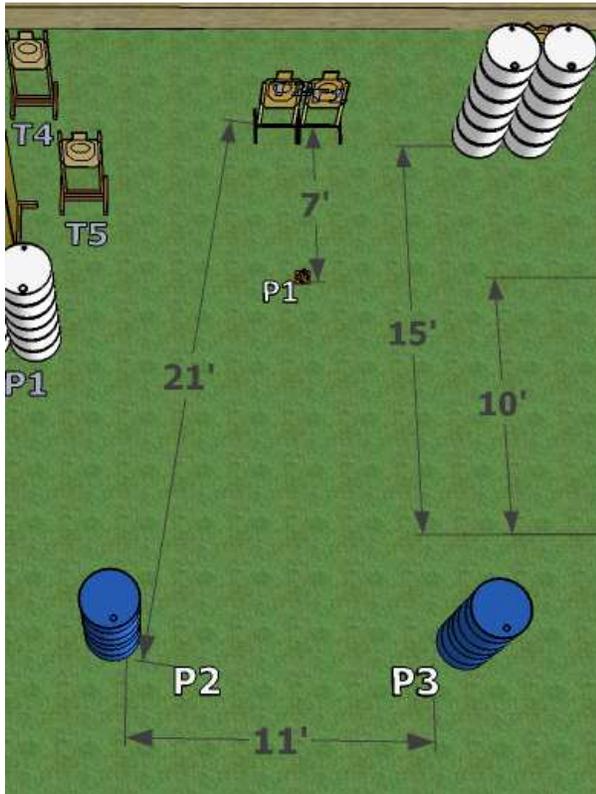
You are confronted by two armed hoodlums while waiting for a taxi. Defend yourself.

Procedure

Start at P1. On signal draw and step on the pressure plate to activate the two targets. Engage the targets with at least two shots on each.

The Safety Officer will direct you to reload and reholster. You will then shoot Stage 5

Bay 2, Middle STAGE 5



Scenario: The Best Defense, Limited Vickers

STRING 1: From Retention

Procedure: Shooter starts at P-1, On signal draw and fire at T1-T2 from retention with 2 shot each.

STRING 2: Free Style, While Moving

Procedure: Shooter starts at P-1, On signal, retreat to P2, turn, draw and fire at T1-T2 from cover with 2 shots each.

STRING 3: Free Style, While Moving

Procedure: Shooter starts at P-1, On signal, retreat to P3, turn, draw and fire at T1-T2 from cover with 2 shots each.

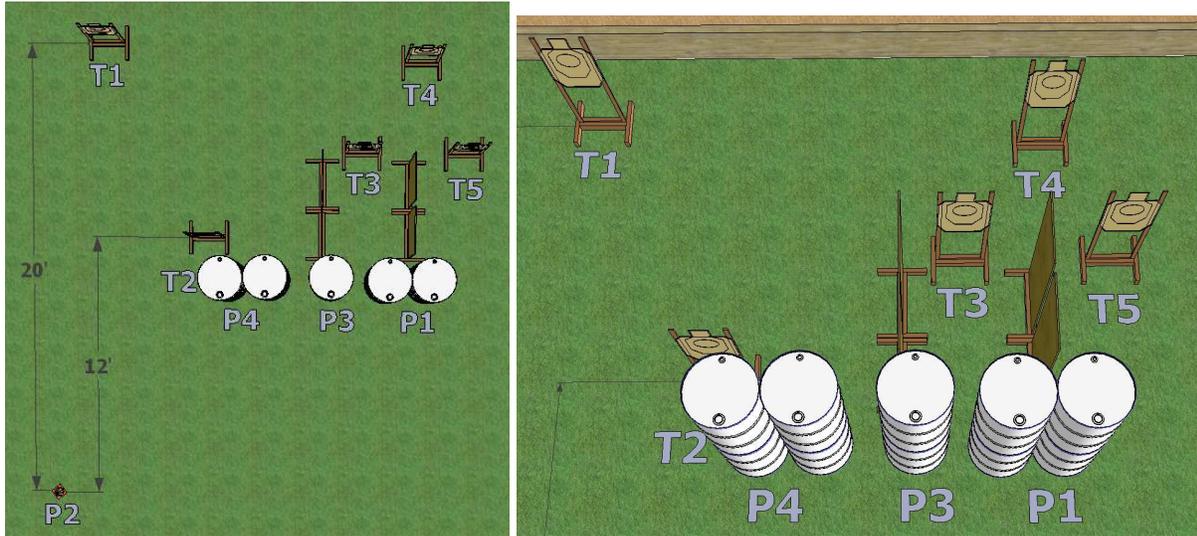
Setup notes: Put *T-Shirts on all targets.*

Target Heights:

T1 – 5 ft with T-shirt

T2 – 6 ft with T-shirt

Bay 2, Left Side



Stage 6, Freestyle, Limited Vickers

Scenario

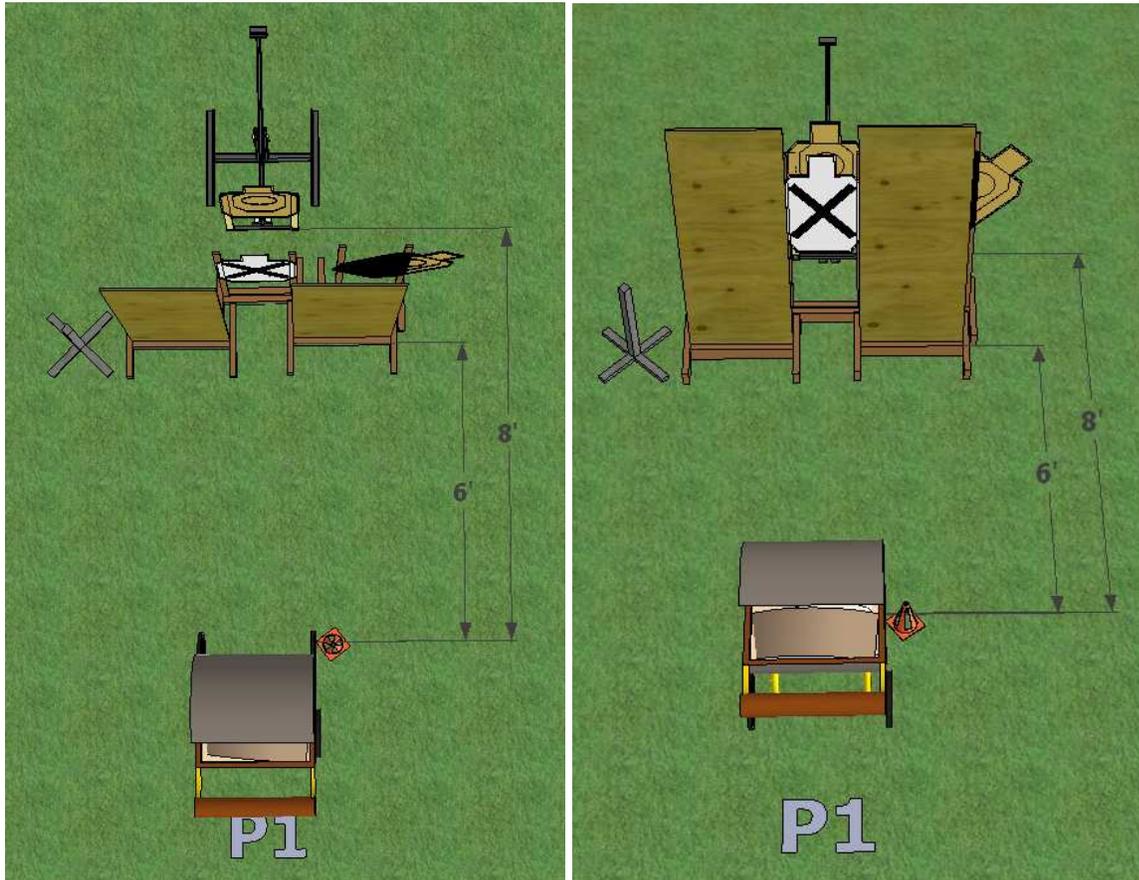
An armed gang breaks into the warehouse where you are working as a security guard.

Procedure

First String: Start at P1, facing downrange, hands on barrels. On signal draw and engage T1-T5 with one shot each, using the barrels for cover. Do not advance forward of the line of barrels.

Second String: Start at P2. On signal draw and engage T1-T2 with one shot each while advancing. Engage T3-T5 with one shot each, using the barrels for cover. Do not advance forward of the line of barrels.

Bay 3, Right Side



Stage 7, Strong Hand Only, Vickers

Scenario

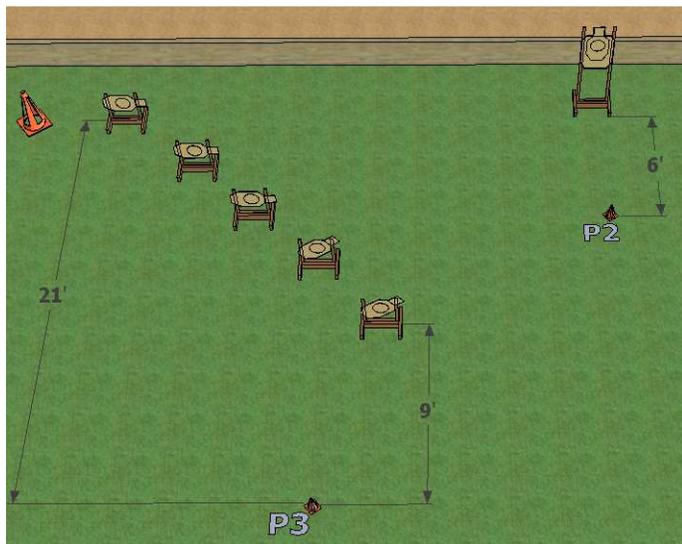
You are walking with your stroller when you are accosted by armed thugs, one of whom shouts, "Where's your baby?" Retreat and defend yourself and baby!

Procedure

Start at P1, facing downrange, both hands on the stroller. On signal, draw and retreat with stroller, engaging targets with two rounds each in tactical priority. You may draw while standing but all shots must be taken on the move.

The Safety Officer will direct you to reload and reholster. You will then shoot Stage 8

Bay 3, Middle and Left Side



Stage 8, Freestyle, Limited Vickers

Scenario

You are accosted from behind by a mugger.

Procedure

String 1: Start at P2, hands at sides, facing up range. On signal turn, draw, and engage the target with two shots while retreating. All shots must be taken while moving.

String 2: Start at P2, hands at sides, facing up range. On signal turn, draw, and engage the target with two shots while retreating, **STRONG HAND ONLY**. You must be moving for all shots.

String 3: Start at P2, gun in **WEAK HAND**, facing **DOWN RANGE**. On signal engage the target with two shots while retreating. All shots must be taken while moving.

Stage 9, Freestyle, Limited Vickers

Scenario

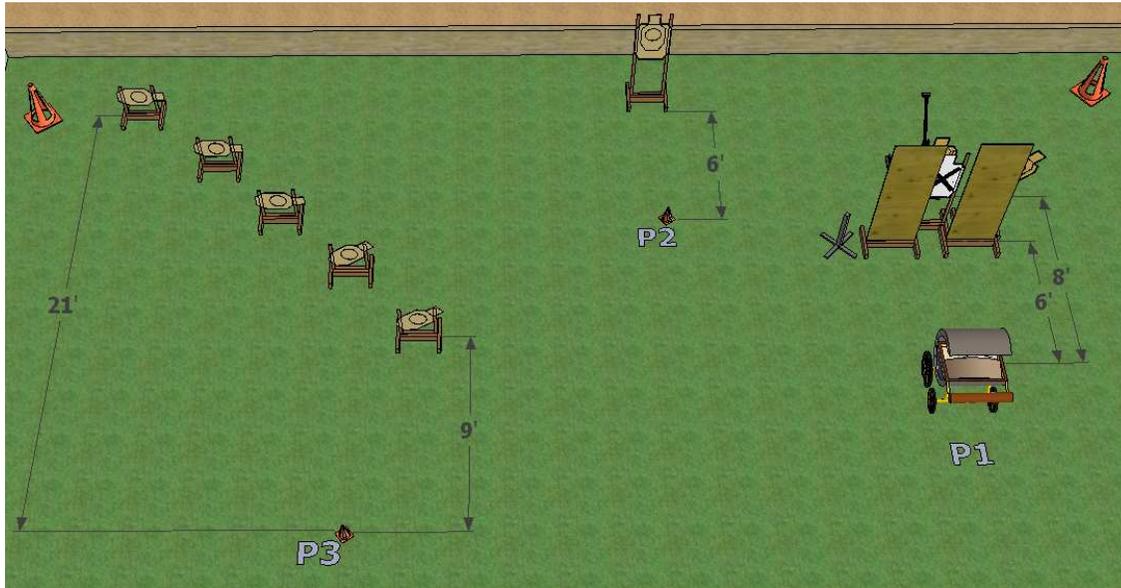
You are attacked by a rabid dog.

Procedure

First String: Start at P3, hands at sides, facing downrange. On signal draw, and engage each target far to near with one round.

Second String: Start at P3, hands at sides, facing downrange. On signal draw, and engage each target near to far with one round.

Bay 3 Setup and Scoring Notes



On Stage 7, half the down-zero zone of the partially obscured target should be visible to a left-handed shooter. The non-threat target should overlap the two Bianchi barriers. Make sure that the riser target is hidden from a 6 foot tall shooter when it is down. Get one of the stands for the small popper plate rack and set it up to the left of the Bianchi barricades as shown. Run the line from the riser target around the left side of the stand to keep it from fouling the stage props, and tie the other end to the baby carriage. Leave enough slack so that the carriage can move three feet straight back before the riser is activated. Mark P1 with a small safety cone and position the right front wheel of the carriage next to it at the start of the stage.

On Stage 8, mark P2 with a small safety cone. Cut out down zero and put t-shirt on target.

On Stage 9, mark P3 with a small safety cone and remove the down 3 zone from all five targets.

Position all targets so that shots taken on them will strike the dirt berm.

Stages 8 and 9 should be run back-to-back by each shooter in order to save time.

Mark muzzle safe points with large safety cones. Set up stages so that all shots will impact the berm.