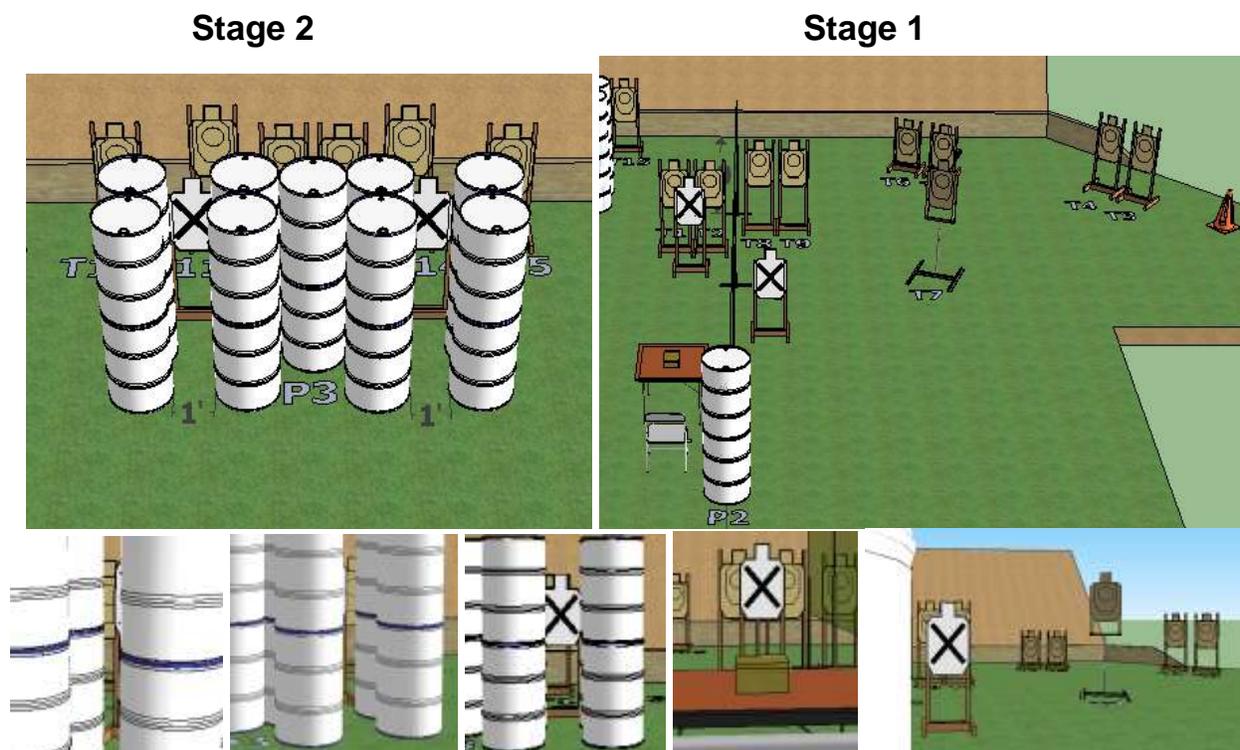


AAFG IDPA Match Course of Fire

August 1-2, 2014

Six stages, 100 rounds minimum. All IDPA rules apply. Concealment garment is required for all stages. Load all magazines to division capacity for all stages except for Stage 5.

Bay 1



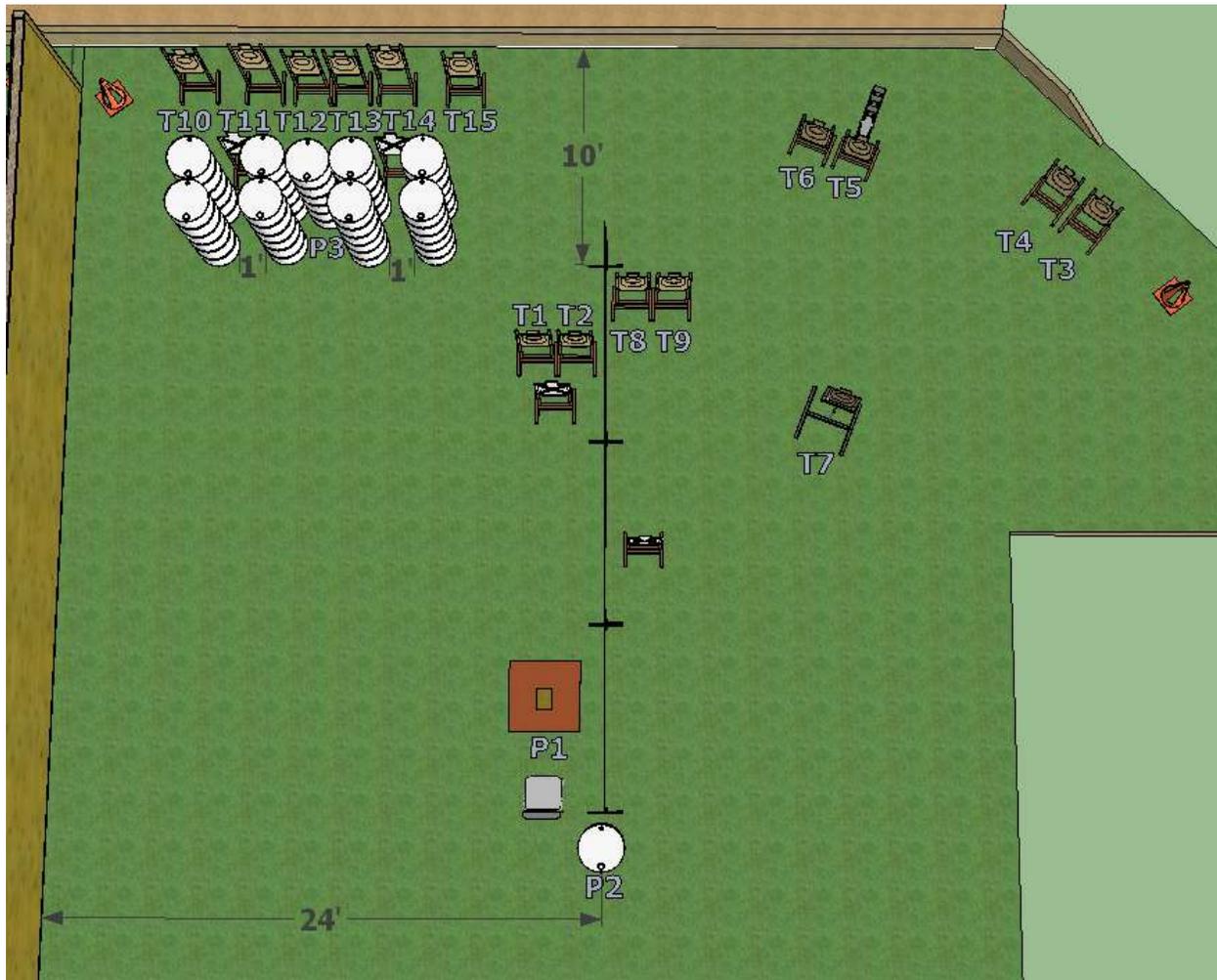
Stage 1 - Right Side - A Hostile Work Environment

Vickers scoring, 18 rounds minimum. Start seated at P1, unloaded gun in IDPA test box, ammunition on table. On signal retrieve gun and ammo and engage T1 and T2 while seated. Next retreat to P2 and engage T3-T8 as you see them. Non-scoring popper behind T5 activates drop turning target T7. Engage all paper targets with a minimum of two rounds each. Do not advance beyond P2.

Stage 2 - Left Side - Aim Small Miss Small

Vickers scoring, 12 rounds minimum. Start standing at P3, between two barrels, toes touching the center barrel in the array. On signal draw and engage T10-T15 with a minimum of two rounds each. Do not advance forward of the barrels.

Bay 1 Setup and Scoring Notes



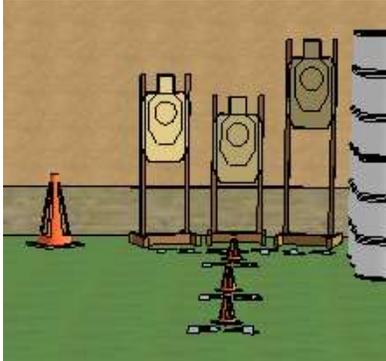
Set up the three cloth barriers first, measuring from the berm and left bay wall. Then set up the targets for Stage 1. Use the slower of our two drop turners for T7. Place a small popper behind T5 so that a down zero hit on T5 from P2 will knock down the popper and activate the drop turner. Make sure that there are no shoot throughs from T3 to T9. Position the two non-threat targets to partially obscure the down zero zones of T1-T2 and T8-T9.

Next set up the barrel array for Stage 2, making sure that it will not interfere with Stage 1. The idea is to leave narrow gaps between barrels and non-threat targets, through which may be seen the down zero zones of T10, T12, T13 and T15. These targets should be lower than the non-threat targets so that the only way to engage them is by shooting between the non-threat targets and the barrels. T11 and T13 should be behind non-threat targets, and at the same height, but offset slightly so that most of the head appears to one side of the head of the non-threat target.

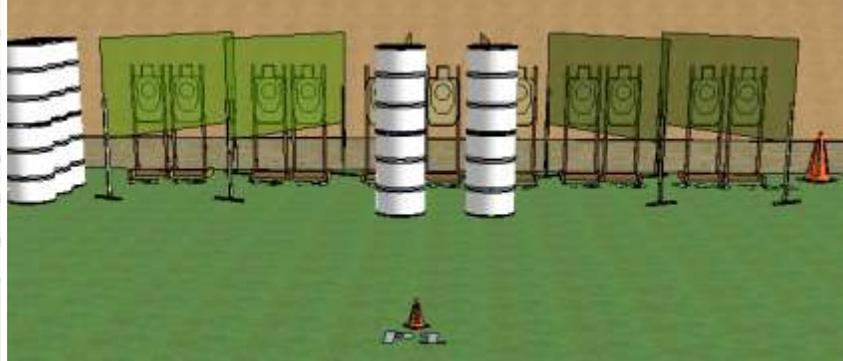
Mark P1 muzzle safe points with large safety cones.

Bay 2

Stage 4



Stage 3



Stage 3 - Diagonal Barriers

Vickers scoring, 18 rounds minimum. Face uprange while other shooters clip non-threat targets over any two targets except T5, T6 or T7. Start at P1, facing downrange. On signal advance and engage targets as you see them with a minimum of two rounds each. You must engage T6, the center target, while advancing to cover. You may engage T5 and T7, which are partially visible from P1, while advancing to cover.

Stage 4 - Weak Hand Only Standards

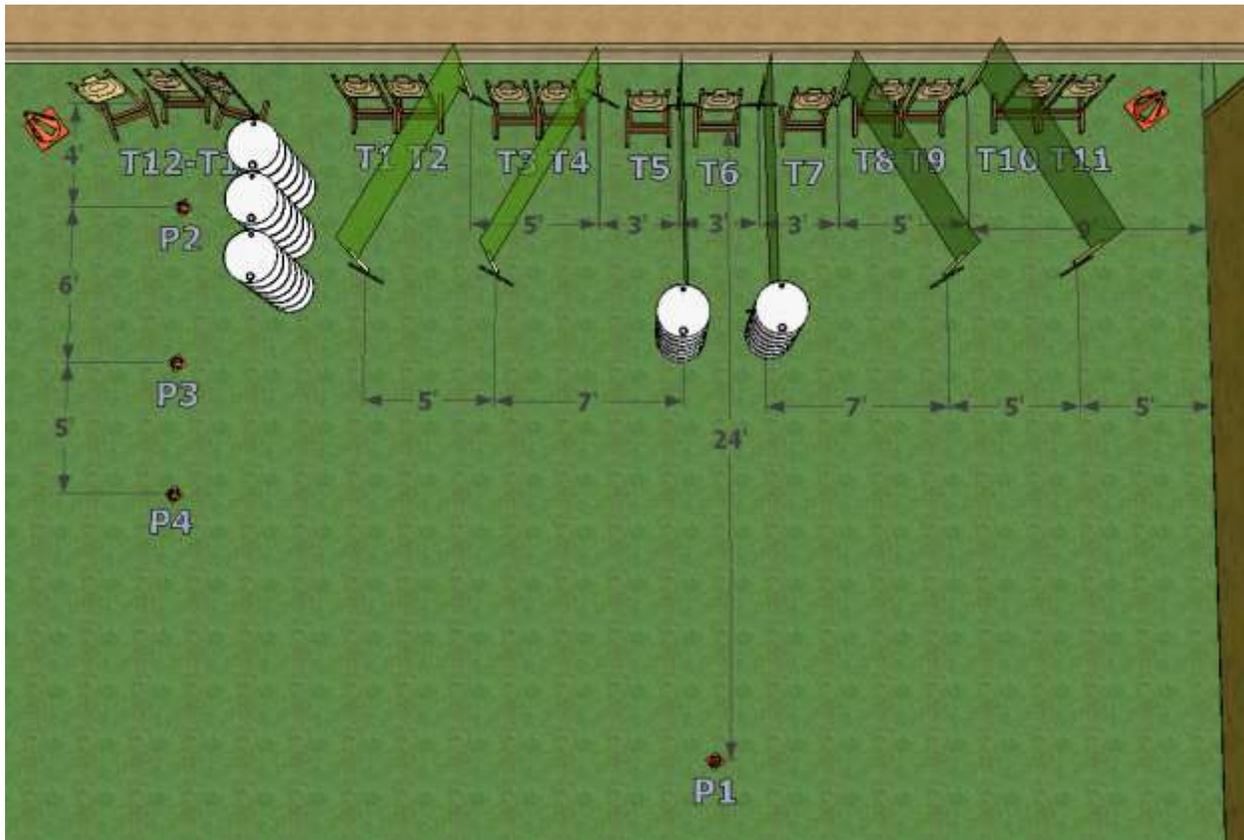
Limited Vickers, 18 rounds. Guns may be loaded to design capacity for this stage to move it along.

String 1: Start at P2, briefcase in strong hand, gun in weak hand at low ready, mechanical safeties off, finger off trigger. On signal engage T12-T14 with two rounds each from retention weak hand only. Top off if necessary and safely move back to P3, keeping your muzzle pointed downrange.

String 2: Start at P3, briefcase in strong hand, gun in weak hand at low ready, mechanical safeties off, finger off trigger. On signal engage T12-T14 with two rounds each while retreating. Top off if necessary and safely move back to P4, keeping your muzzle pointed downrange.

String 3: Start at P4, briefcase in strong hand, gun in weak hand at low ready, mechanical safeties off, finger off trigger. On signal engage T12-T14 with two head shots each.

Bay 2 Setup and Scoring Notes



Set up Stage 3 first, from the right side of the bay. Set up cloth barriers using the measurements shown above. Then set up barrels, then targets. The three stacks of barrels on the left are intended to mark the boundary of the stage. Make sure that T5, T6 and T7 are visible from P1, and the other targets are not visible from P1.

Before each run, have the shooter face up-range and clip non-threat targets over two of the targets that cannot be seen from P1. Shift the non-threat targets for each shooter.

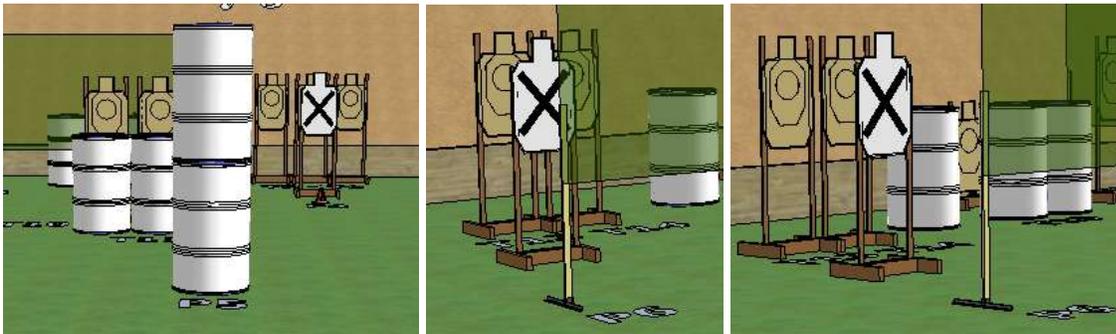
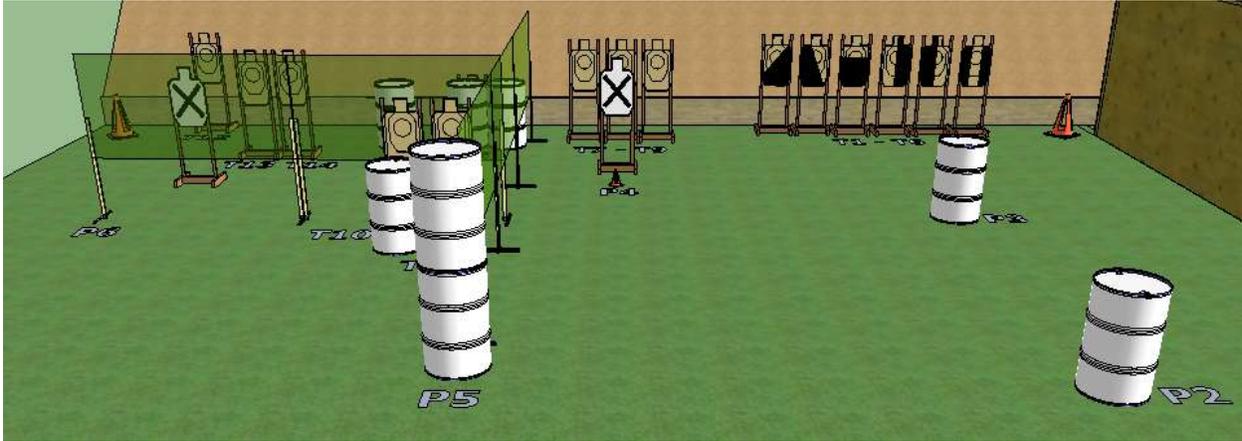
Set up Stage 4 targets as shown, with target heights of 5', 4' and 6' from left to right.

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

Bay 3

Stage 6

Stage 5



Stage 5 - Right Side - The Yo-Yo

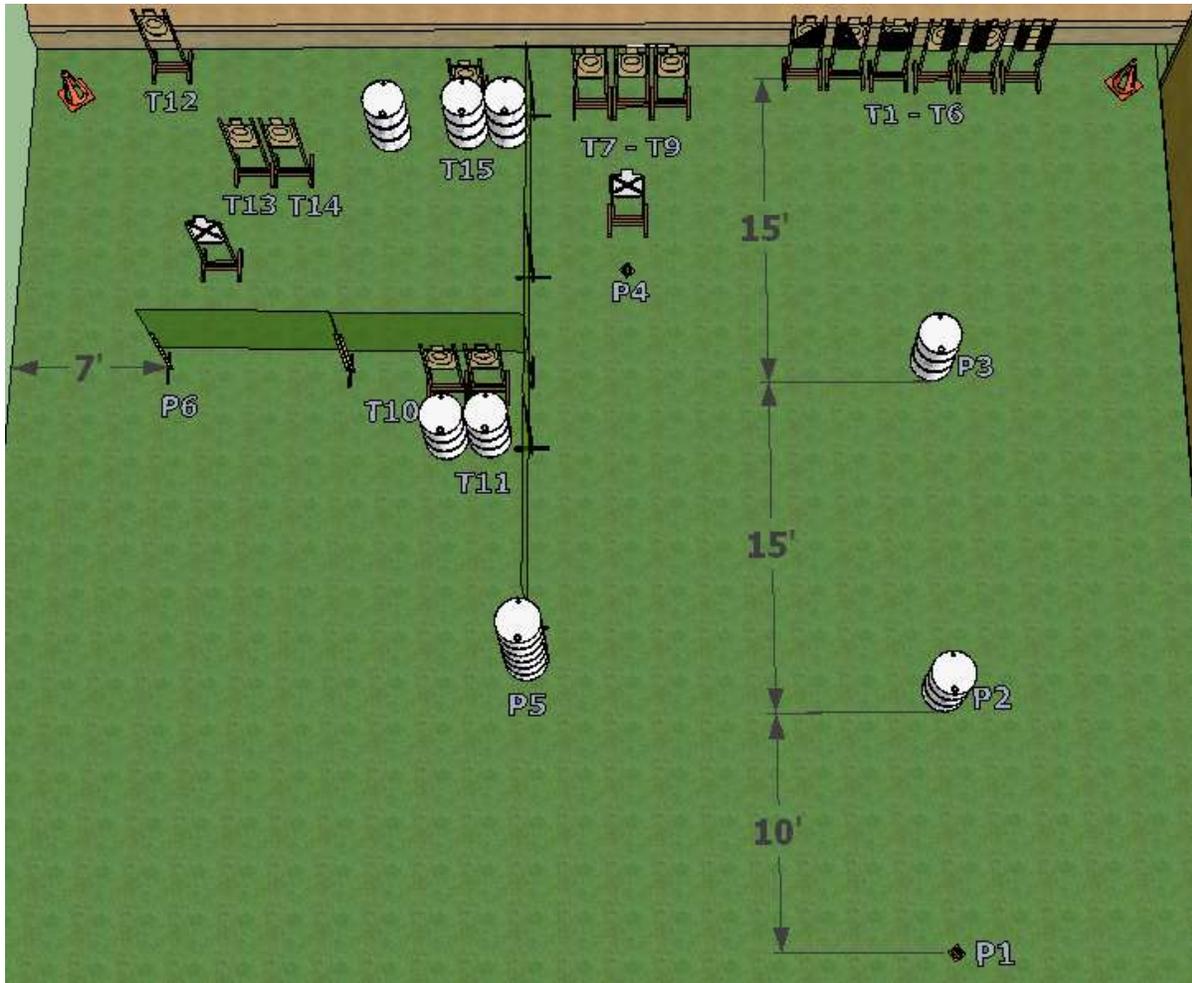
Limited Vickers, 18 rounds. Download three magazines to 6 rounds for this stage. Set two magazines on the barrel at P2 and one on the barrel at P3.

Start at P1 with an unloaded gun in your holster. On signal draw and advance to P2, load one magazine and engage T1-T6 with one round each while advancing to P3. At P3 reload from slide lock and engage T1-T6 with one round each while retreating to P2. At P2 reload from slide lock and engage T1-T6 with one round each while advancing. Do not advance beyond P3 and take all shots on the move.

Stage 6 - Left Side - Trouble in the Warehouse

Vickers scoring, 18 rounds minimum. On signal draw and engage T7-T9 while retreating to cover at P5. Engage remaining targets at you see them from P5 and P6. Do not advance forward of P6. Engage all targets with a minimum of two rounds each.

Bay 3 Setup and Scoring Notes



Set up Stage 6 first. First set up cloth barriers as shown, measuring from the left side of the bay. Then set up barrels and finally targets. Set up T10 and T11 so that hits on them will pass through the cloth barrier. The barrels should cover the bottom part of their down three zones and protect the lower frame of the cloth barrier. T15 should be right on the ground, so that shots on T10 and T11 pass over it. T15 should be visible between but not over the barrels at the back of the bay, as shown on page 5. Position a non-threat target so that it obscures part of the down zero zones of T13 and T14. Set up T12 four feet high. Position a non-threat target 3 feet downrange of T7-T9 and at the same height, so that it completely obscures T8 from P4.

For Stage 5, prepare special targets as shown below. Set these targets up at a height of 5 feet.

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

