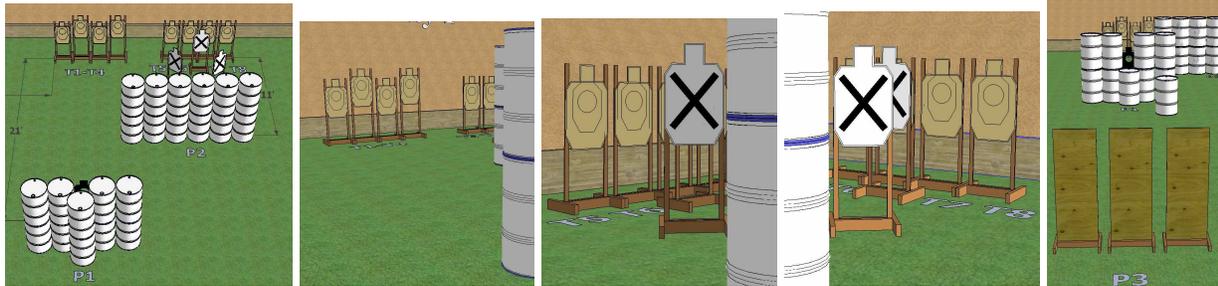


# AAFG IDPA Match Course of Fire, 08/10/2013

Six stages, 84 rounds minimum. All IDPA rules apply. Concealment garment is required for all stages. All stages are scored Vickers count.

## Bay 1



### Stage 1 - Home Hostage Rescue

Vickers scoring, 18 rounds minimum. You finish parking your car in the detached garage in back of your house. You hear a commotion and realize that a gang has invaded your house and taken your family hostage.

The steel target with the open down zero zone is not part of this stage. Make sure it is obscured by a double stack of barrels. See leftmost diagram above.

Start at P1, hands at sides. On signal engage targets T1-T9 in tactical priority with a minimum of two rounds each.

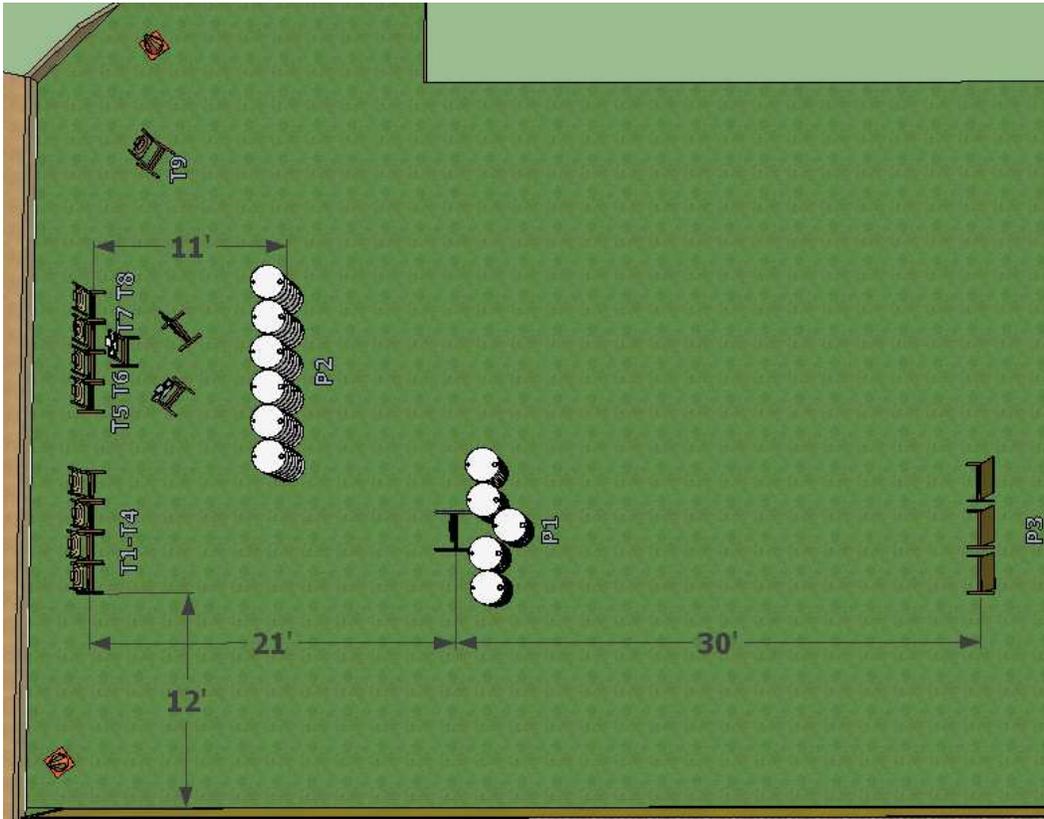
### Stage 2 - Angle of the Dangle, an Application of Euclidean Geometry

Vickers scoring, 12 rounds minimum. Let's see how comfortable we are firing at targets that are well beyond a small, far-away aperture!

Set the top barrel in front of P1 aside to expose the steel target with the open down zero zone. See rightmost diagram above.

Start at P3, hands at sides. On signal engage T1-T4 from the barriers, firing through the down zero zone in the steel target. Get the angle of the dangle right and hit the down zero zones of the cardboard targets!

## Bay 1 Setup and Scoring Notes



Set up from the left side of the bay, starting with T1-T4. Set these at different heights from 5 to 6 feet. Next set up the steel IDPA target with the open down zero zone, centering it on T1-T4. Then set up the barrels in front of the steel IDPA target, so that no shots can be taken around the target from P3. Then set up the Bianchi barricades by P3. Adjust the gaps between the barricades and position the barricades so that each target in the array T1-T4 may be engaged through the steel target from a different firing position.

Then set up the barrels at P2 such that T4 may not be seen from around the right side of the barrels at P1.

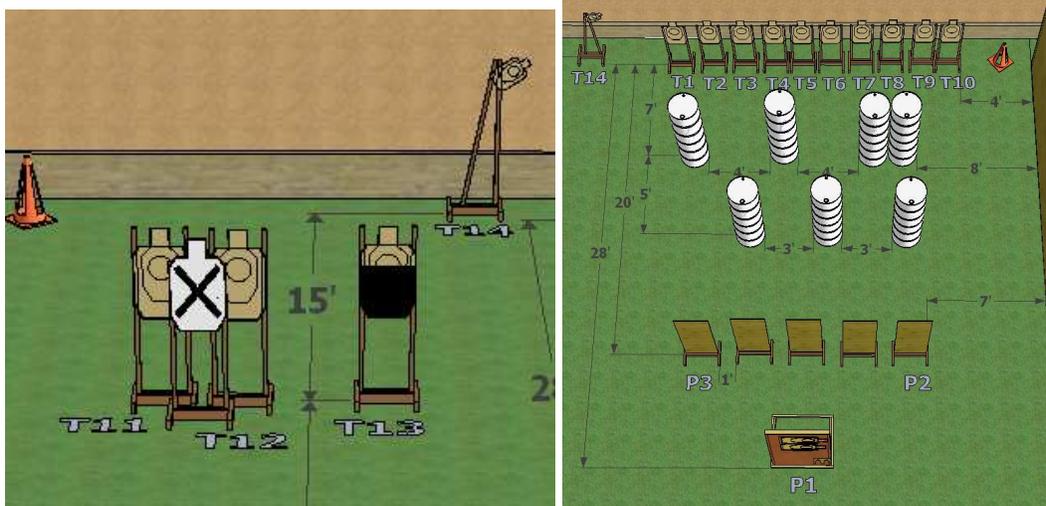
Set up targets T5-T8 so that T5 and T6 may be seen from around the left side of the barrels at P1. Set up the non-threat targets so that T5-T6 are obscured from the right side of the barrels at P2, and T7-T8 are obscured from the left side of the barrels at P2. Set up T9 so that the down zero zone is visible, and the left side is covered, when viewed from the right side of the barrels at P1.

For Stage 1, cover the steel IDPA target at P1 with a double stack of barrels. For Stage 2, remove the upper barrel to expose the steel IDPA target so that it may be engaged from P3.

Make sure that shots taken from around the barrels at P1 and P2 impact the berm.

Mark muzzle safe points with large safety cones.

## Bay 2



### Stage 3 - Walking Dead - At the Prison Walls

Vickers scoring, 16 rounds minimum. You are holed up in that ratty old prison when a mob of zombies approach, chasing two people, mindlessly craving their brains for sustenance! Engage the zombies from behind cover inside the walls.

Start at P1, hands at sides, facing uprange. The SO will clip non-threat targets over two threat targets that can not be seen from either side of the Cowboy Barrier.

On signal, turn and draw, then engage each threat target with a minimum of two head shots. Only head shots count against these mindless revenants!

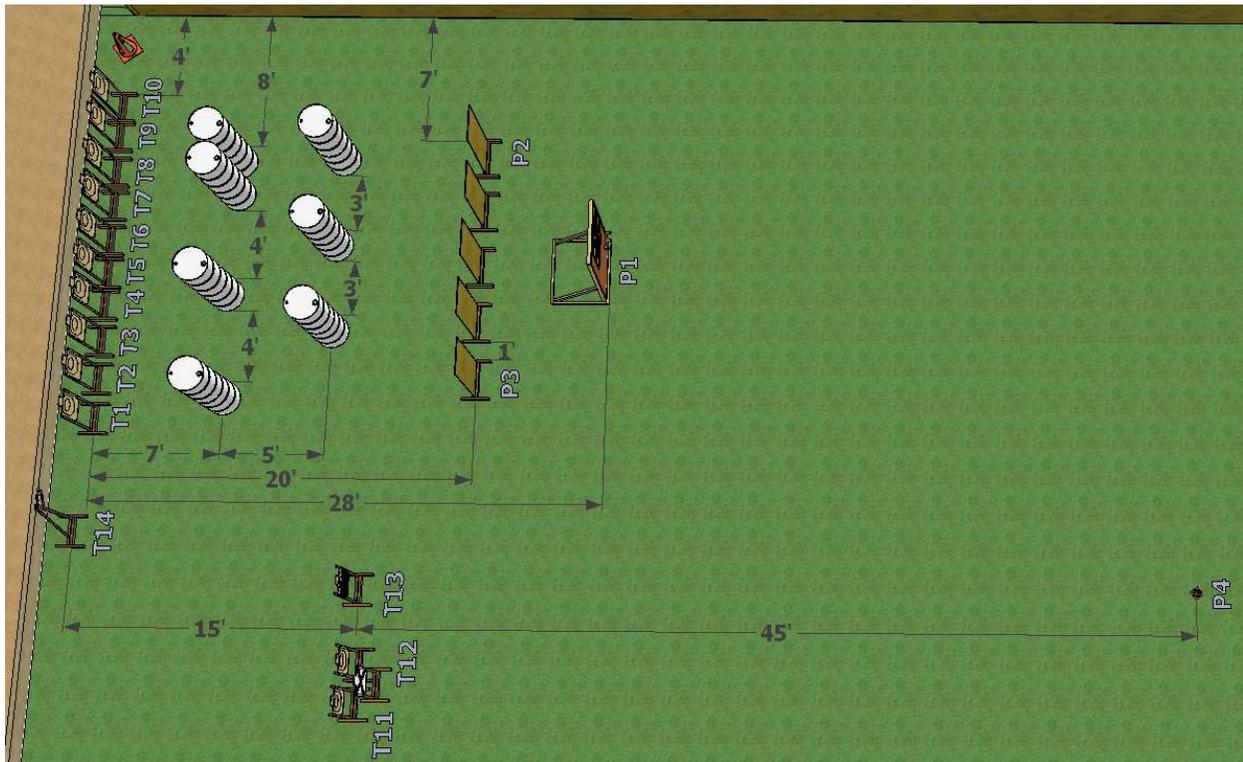
### Stage 4 - Cop Gunfight Mashup: Jim Cirillo and Mac Scott

Vickers scoring, 8 rounds minimum. Based on two police officer gunfights:

1. Jim Cirillo, NYPD Stakeout Squad, 1970's but can't find exact date. He shot three armed robbers with two rounds each, obtaining six hits of six shots fired at a range of 50 feet.
2. Andrew Brown, USAF Security Police, Fairchild AFB, 06/20/1994. He shot an assailant armed with an AK-47, obtaining two hits of four shots fired at a range of 75 yards.

Start at P4, hands at sides. On signal draw and engage each target with at least two rounds while standing still. Do not move from P4.

## Bay 2 Setup and Scoring Notes

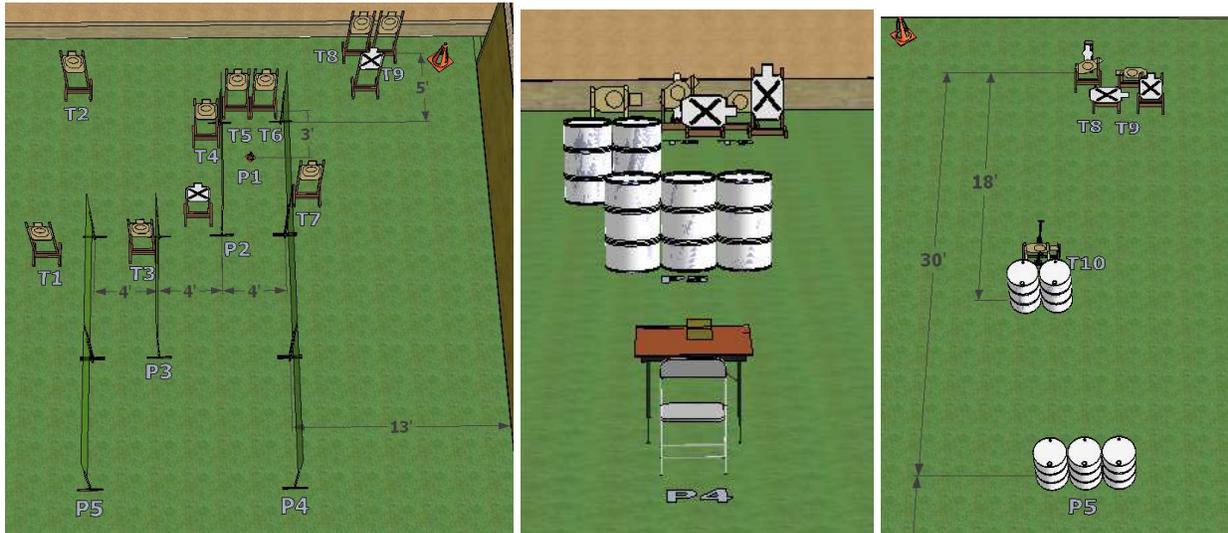


Set up the right side of the bay first, starting with the row of ten targets. Next set up the barrels, then the Bianchi Barricades, then the Cowboy Barrier. Cover the window in the Cowboy Barrier with scrap cardboard. Lastly place the barrels as shown above. Make sure that the rightmost target cannot be seen from the left side of the barricade at P3.

Next set up the left side of the bay. Use a miniature USPSA target to simulate a long range target for T14. Paint the bottom half of T13 black (exposing the upper half of the down zero zone) to simulate hard cover.

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

## Bay 3



### Stage 5 - Warehouse Invasion

Vickers scoring, 18 rounds minimum. You are working as a security guard in a warehouse when the place is attacked by an armed gang. Get your co-workers and fight your way out!

Start at P1, facing downrange, hands at sides. On signal draw and engage T5 and T6 while retreating. Engage other targets as you see them, using available cover. Engage all targets with a minimum of two rounds each.

### Stage 6 - Bad Dogs in the News (inspired by recent events in DC)

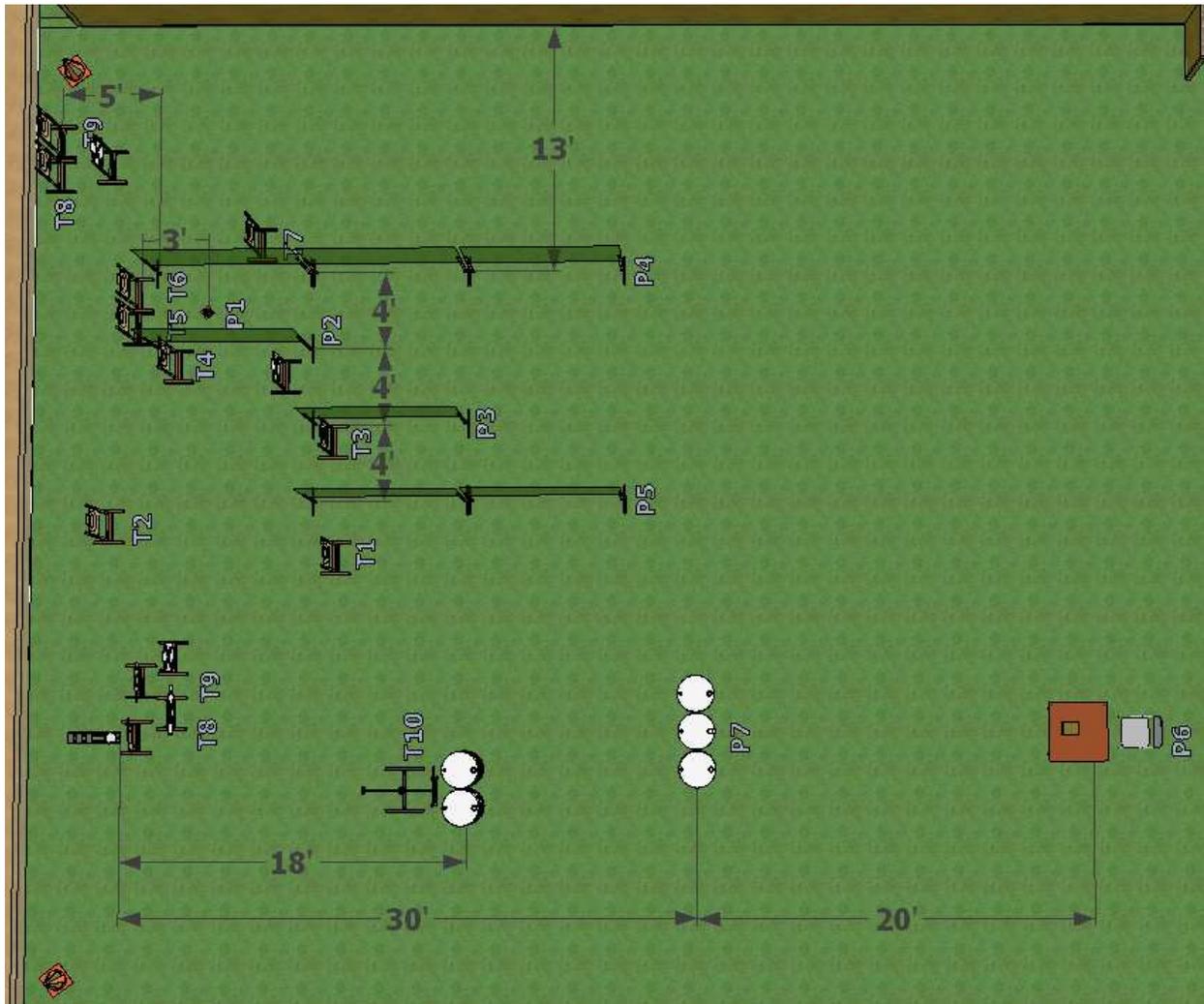
Vickers scoring, 12 rounds minimum. You are seated at a table in your kitchen when a neighbor is attacked by a pack of out-of-control Pit Bully dogs! Rescue your neighbor without harming him or the idiot owner. These dogs are hard to stop, and they can jump at you unexpectedly. The good news is, your gun is legal so you won't be charged for coming to the rescue.

Start at P6, seated at the table, unloaded gun in the IDPA test box, ammunition on the table. On signal load your gun and engage the threat targets with a minimum of four rounds each. Knock down the steel popper behind T8 to activate the rising target T10.

The row of barrels at P7 simulates your backyard fence. Do not advance beyond them nor go around them.

In this stage, you are not required to engage the targets from behind cover.

## Bay 3 Setup and Scoring Notes



Set up the bay as shown. First set up the right side of the bay, then the left side.

On Stage 8, first set up T8-T9, then the barriers, then the remaining threat targets, then the non-threat targets. Position T2 so that it may be seen from P2, P3 and P5. Position the targets to ensure that all shots from all positions will hit the berm and that there are no shoot-throughs.

On stage 6, position the small steel popper and T8 so that the popper's calibration zone is directly behind the down zero zone of T8. The steel popper doesn't score; it just activates T10. P6 and P7 should be directly lined up with the reclining non-threat target. Remove the down three zone from T8, T9 and T10 to simulate dogs.

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