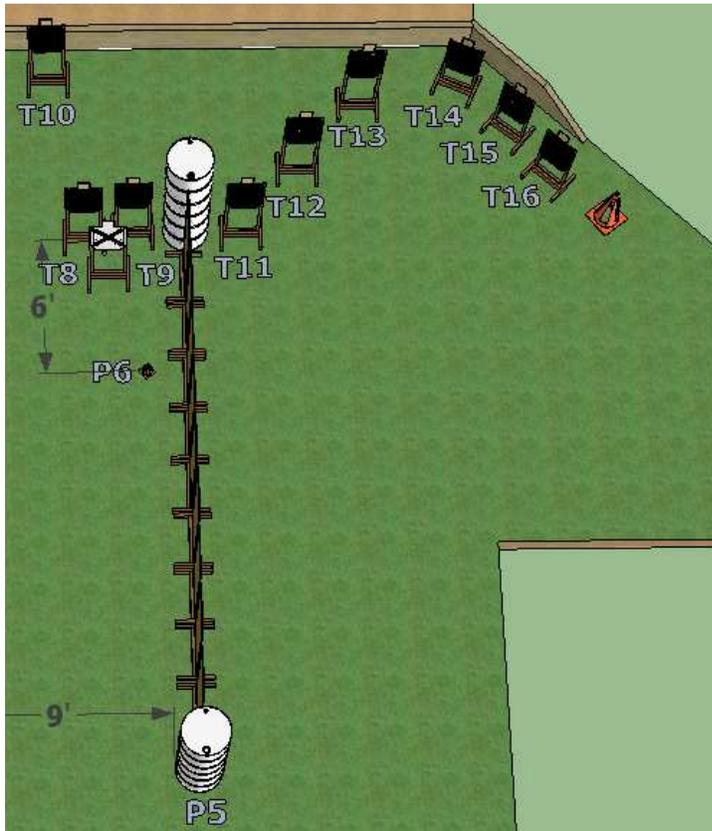


AAFG IDPA Match Course of Fire, 09/15/2012

General

This match comprises 10 stages with a minimum round count of 137. Load handguns to division capacity for all stages. Concealment garment is required for all stages. This course of fire uses the same setup as the AAFG Three Gun Match from the morning of 09/15/2012. See that match's course of fire for detailed setup instructions.

Bay 1, Right Side: Stage 1, Vickers scoring, 18 rounds minimum



Scenario

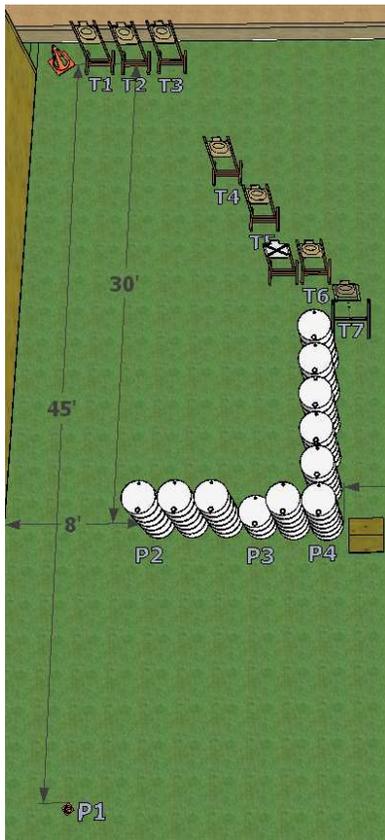
You are attacked by a gang that has invested in improvised body armor. Don't waste time on the body shots!

Procedure

Start at P6, facing downrange, hands at sides. On signal draw and engage the three armored targets in front of you with a minimum of two shots each in tactical priority while retreating to P5. From P5 engage the remaining targets with two shots each in tactical priority.

Shots that land entirely in the black part of the target are scored as misses.

Bay 1, Center and Left Side: Stage 2, Vickers scoring, 14 rounds minimum



Scenario

You are an armed security guard at a warehouse. A gang of robbers breaks in while you are out back grabbing a smoke. Get back to work!

Procedure

Start at P1, facing down range. On signal draw and engage T1-T3 while advancing to cover. Engage remaining targets from behind cover and take makeup shots as needed. All targets get a minimum of two shots each.

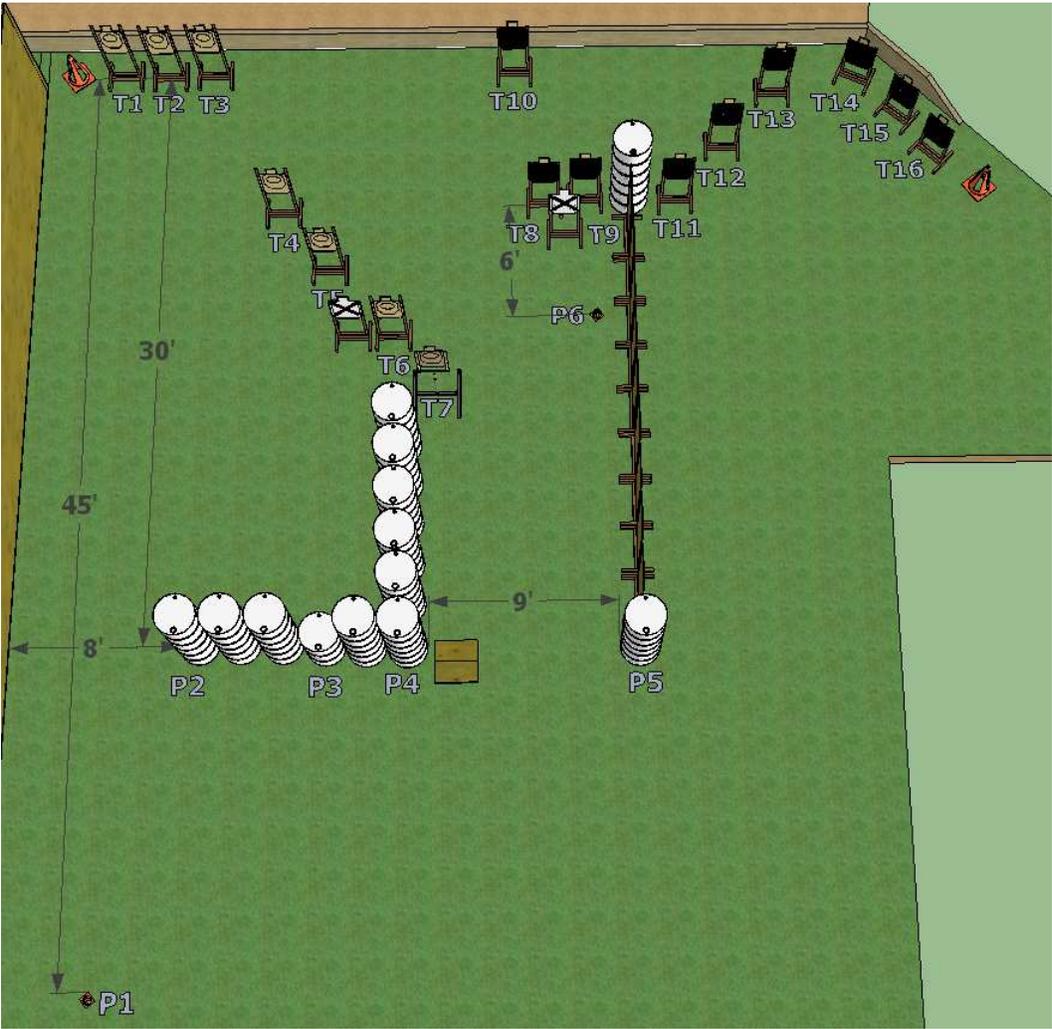
Bay 1, Far Left Side: Stage 3, Limited Vickers scoring, 18 rounds

Procedure

Start at P1, facing down range. On signal draw and engage T1-T3 with two shots each. Kneel and reengage T1-T3 with two shots each. Go prone and reengage T1-T3 with two shots each. Reload as necessary.

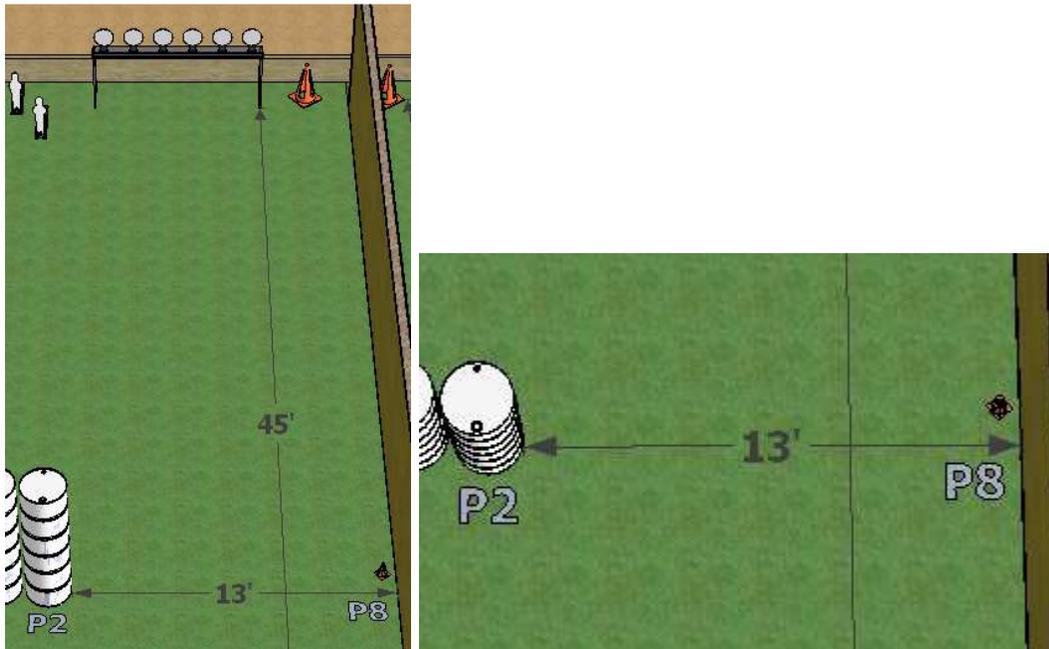
Shooters who are unable to kneel or go prone may elect to shoot the second string strong hand only and the third string weak hand only.

Bay 1 Setup Notes



Bay 1 setup is almost exactly the same as the morning's 3 gun match. All you need to do is mark P6 with a small safety cone.

Bay 2, Right Side: Stage 4, Vickers Scoring, 6 rounds minimum



Procedure

Right-handed shooters start at P8 facing P2, lefties at P2 facing P8, with handgun in strong hand, safety off, finger off trigger, pointing down range at base of plate rack. On signal draw and knock down the plates while traversing the gap that separates the wall at P8 and the barrel at P2. Reload as needed. If you reach the edge of the gap before knocking down all the plates, walk backwards across the gap. All shots must be taken on the move, strong hand only. All steel must fall. Reload as needed and watch your muzzle while reloading!

After you finish this stage, top off and shoot Stage 5.

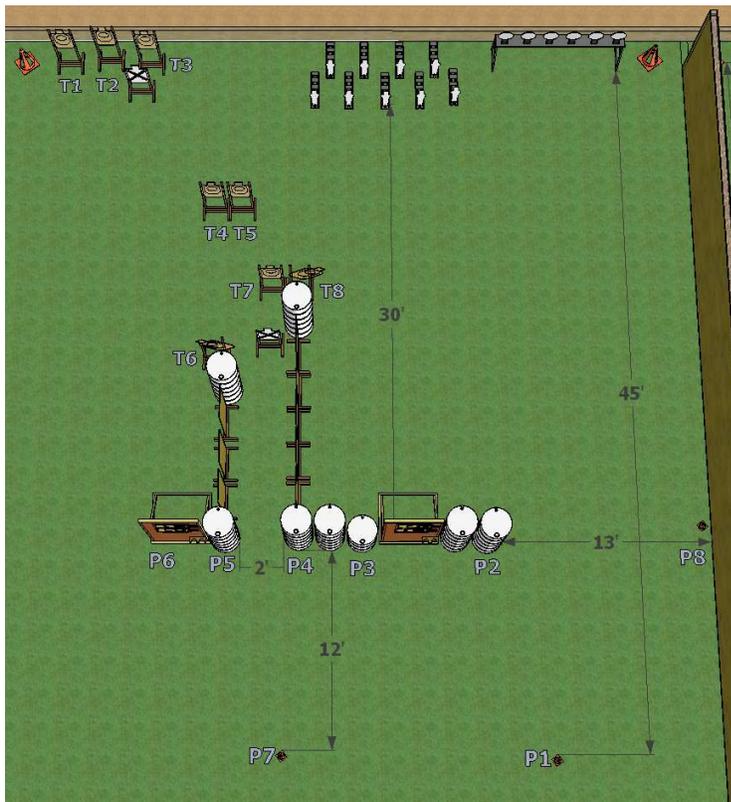
Bay 2, Right Side: Stage 5, Vickers Scoring, 6 rounds minimum

Procedure

Shoot this stage immediately after finishing Stage 4.

Right-handed shooters start at P2 facing P8, lefties at P8 facing P2, with handgun in weak hand, safety off, finger off trigger, pointing down range at base of plate rack. On signal draw and knock down the plates while traversing the gap that separates the wall at P8 and the barrel at P2. Reload as needed. If you reach the edge of the gap before knocking down all the plates, walk backwards across the gap. All shots must be taken on the move, weak hand only. All steel must fall. Reload as needed and watch your muzzle while reloading!

Bay 2, Right Side and Center: Stage 6, Vickers scoring, 15 rounds minimum



Procedure

Start at P1. On signal draw and advance towards cover while engaging the plate rack in front of you. Engage the remaining plates and poppers from cover at P2 or P3 in tactical priority. Do not engage cardboard IDPA targets and do not advance forward of the barrel barrier. All steel must fall.

Bay 2, Center: Stage 7, Vickers Scoring, 16 rounds minimum

Scenario

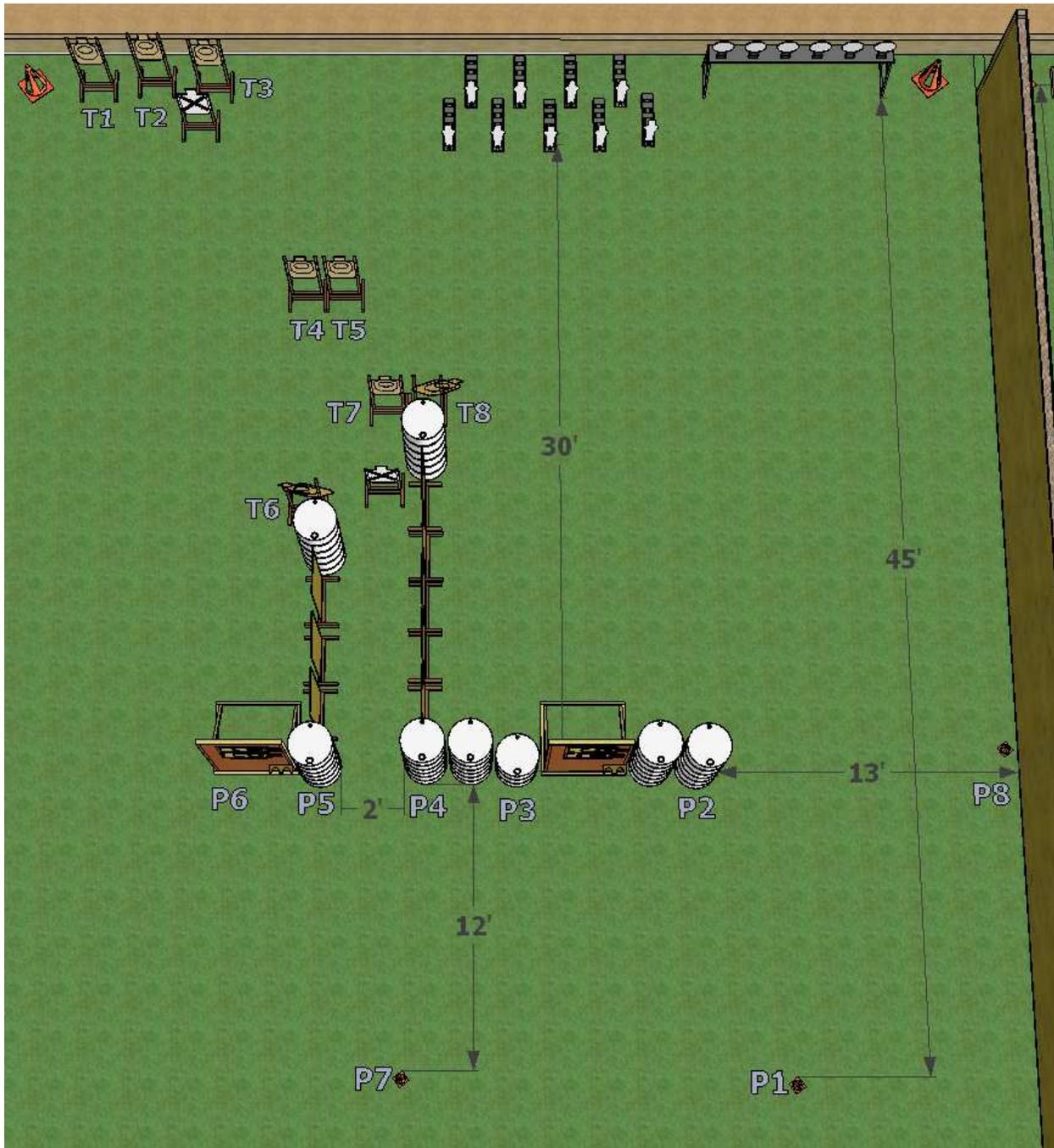
Your loved ones are attacked by an armed mob. The police (present company excepted) are minutes away!

Procedure

Start at P7. On signal draw and engage T7, visible behind the non-threat target, while advancing to cover. Engage the remaining targets in tactical priority. Engage all targets with a minimum of two rounds each.

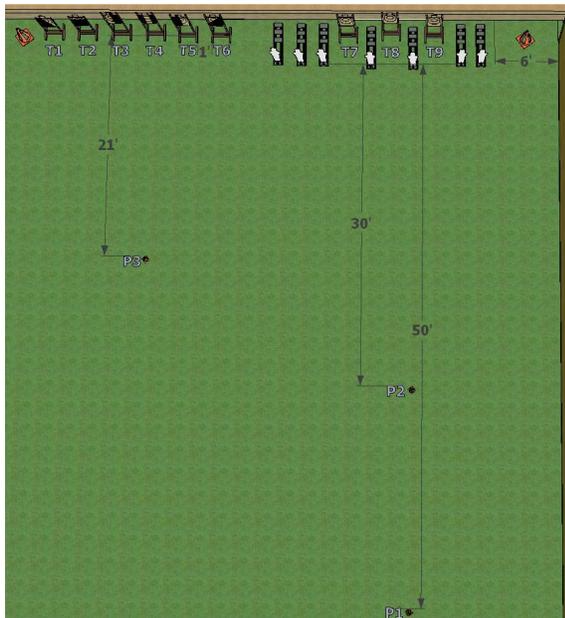
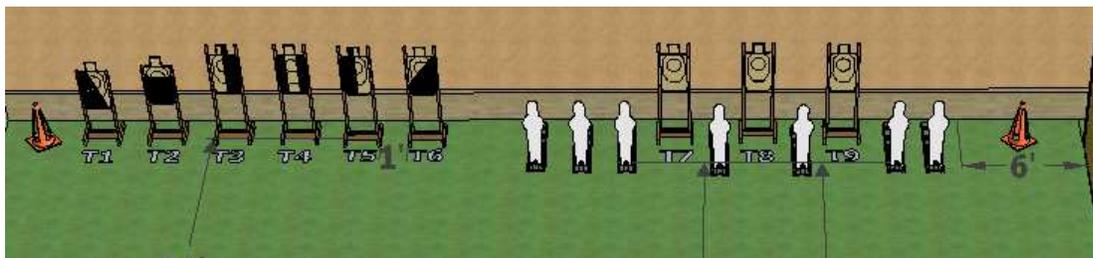
Do not advance forward of the barrels barrier. Do not engage steel targets.

Bay 2 Setup Notes



Bay 2 setup is almost exactly the same as it was during the morning's 3 gun match. All you have to do is mark P7 and P8 with small safety cones.

Bay 3, Right Side: Stage 8, Vickers scoring, 13 rounds minimum



Procedure

Start at P1. On signal, draw and engage the IDPA targets with a minimum of 2 rounds each and knock down the steel poppers.

Bay 3, Right Side: Stage 9, Vickers scoring, 13 rounds minimum

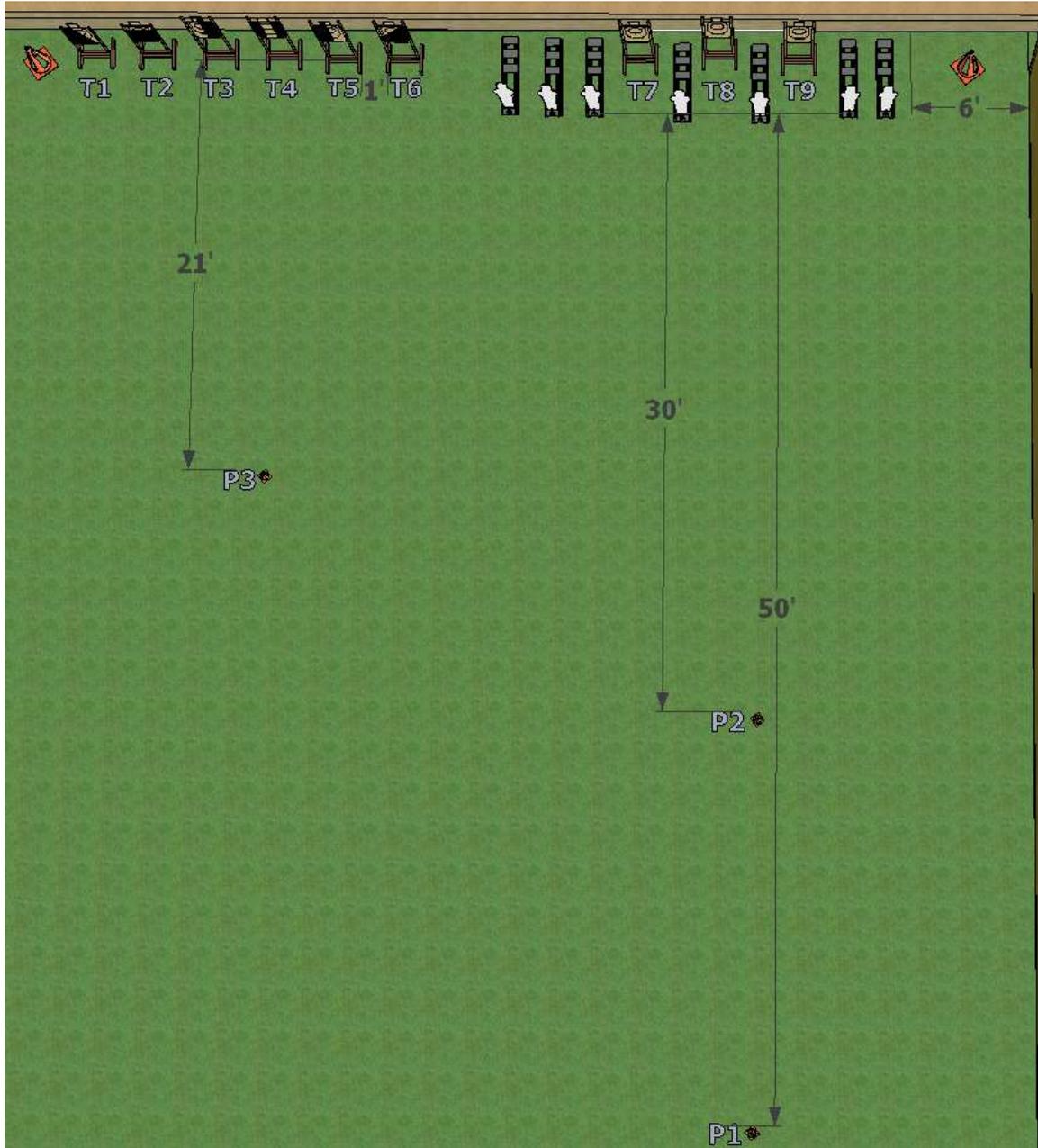
Procedure

Start at P2. On signal, draw and engage the IDPA targets with a minimum of two rounds each and knock down the steel poppers. All shots must be taken strong hand only.

Bay 3, Left Side: Stage 10, Limited Vickers scoring, 18 rounds

Start at P3. On signal draw and engage each target with one round freestyle to the head. Then engage each target with one round strong hand only to the body. Finally engage each target with one round weak hand only to the body. You may engage the targets in any order and reload as needed.

Bay 3 Setup Notes



Bay 3 setup is almost exactly the same as it was during the morning's 3 gun match. All you have to do is remove the five clay target holders. You may also remove the small safety cone 50 feet from the IDPA targets on the left side of the range.