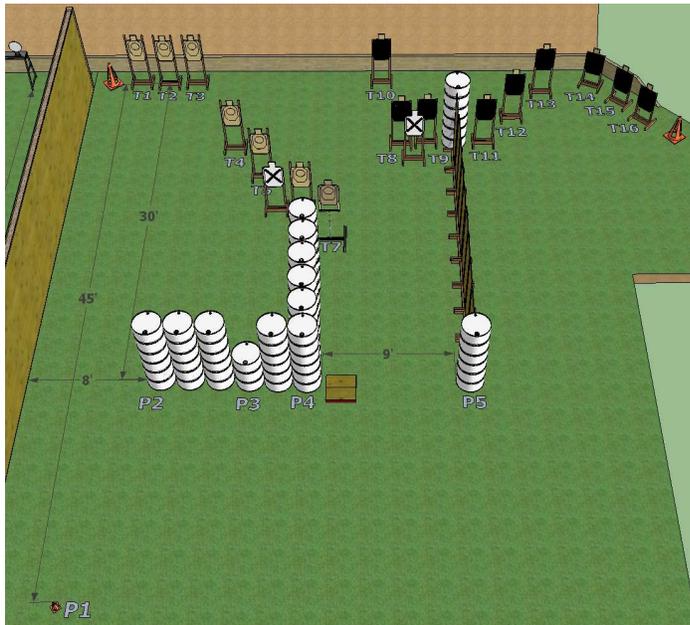


AAFG Three Gun Match Course of Fire, 09/15/2012

Four stages. Minimum round counts are 33 rifle, 27 shotgun, and 45 pistol. 80 rifle, 50 shotgun and 100 pistol rounds are recommended for the match. All stages are Vickers scoring. Concealment garment is optional for all stages. Bring 3 rifle magazines and 3 pistol magazines. For this match, load rifle magazines with 10 rounds each, pistol magazines to IDPA division capacity, and shotguns with 5 rounds. Shotguns will engage steel or clay targets only. Rifles and pistols will engage cardboard IDPA targets only. See AAFG 3 Gun Rules for other details.

Bay 1, Stage 1: Fight Your Way to Your Rifle



Procedure

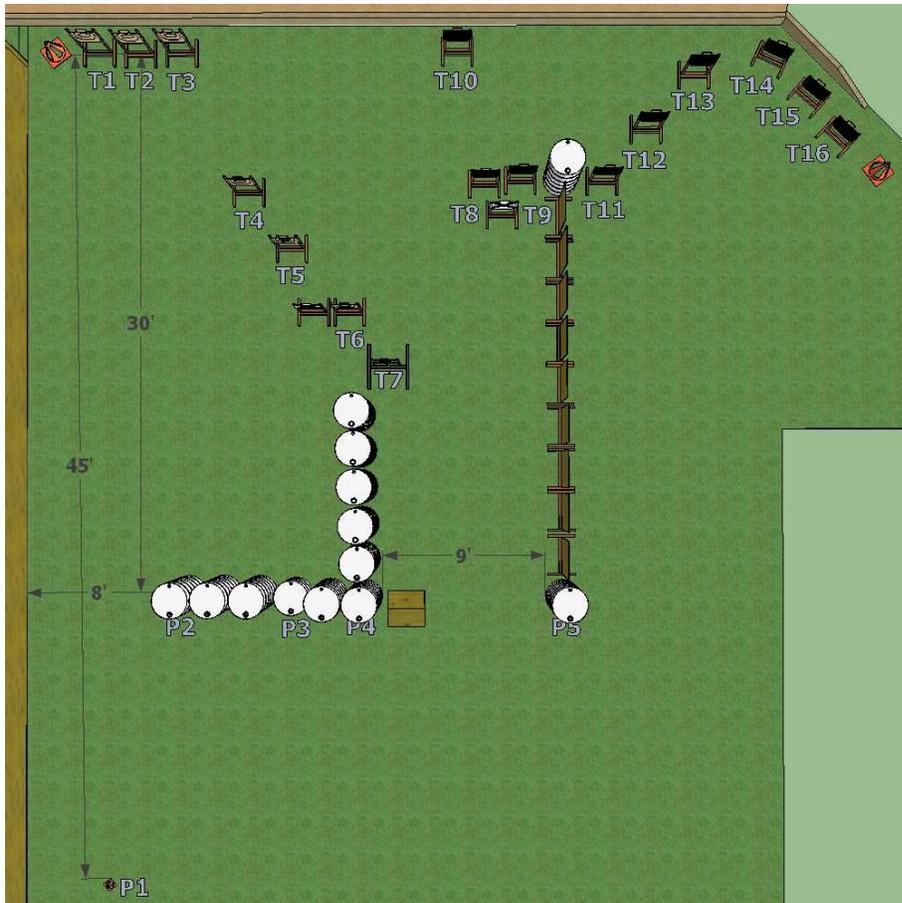
It's been stated that the purpose of a pistol is to help you fight your way to your rifle. This stage is based upon that premise. Load your rifle at P3 and place it facing downrange on the single barrel at P3. Place all rifle magazines to be used in the stage next to the rifle. Go to P1 and load your pistol to its IDPA division capacity.

Start at P1, hands at side and facing down range. On signal, draw your pistol and advance towards cover, engaging T1-T3 with at least two rounds each. From cover, engage remaining targets as you see them until your pistol is empty. Do not reload your pistol! Put it down on the barrel at P3 with the muzzle pointing down range, and pick up your rifle and spare magazines.

Engage the remaining targets as you see them with your rifle. You may use your rifle to reengage targets previously engaged with your pistol before moving from P3. You must take your rifle magazines with you when you move from P3. Do not advance forward of the barrels at P2-P5.

All targets must be engaged with a minimum of two rifle or pistol shots each.

Bay 1 Setup and Scoring Notes



Set up T1-T3 first, then the barrel arrays starting with the double stack at P2 and ending with the line at P5. Note that the barrel at P3 is not double-stacked. T14-T16 should be no more than 4 feet high.

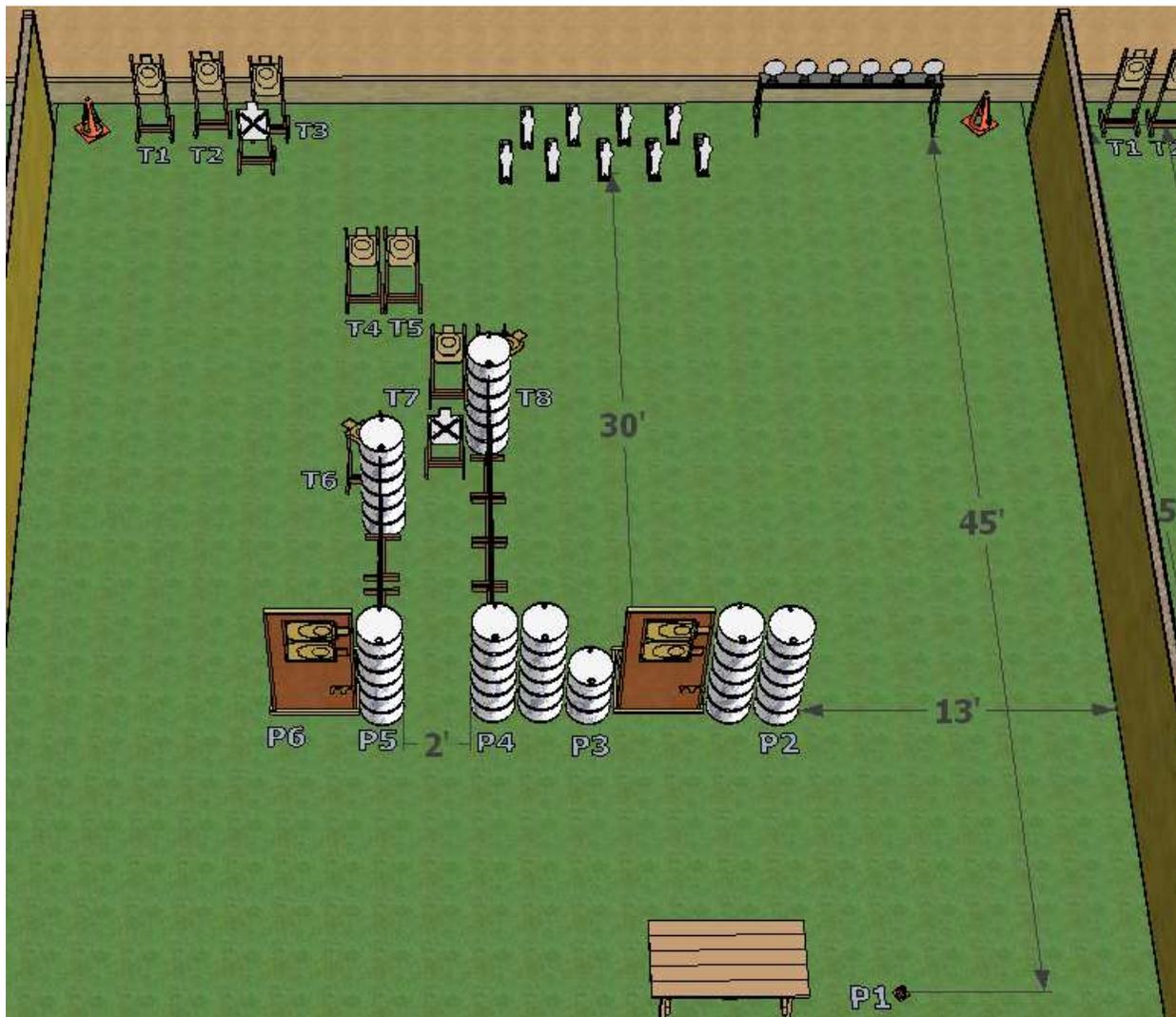
T1-T3 should be visible from P1. T1-T6 should be visible from P2 and P3. T7-T10 should be visible from P4. T8-T16 should be visible from P5. Pressure plate activates the drop turner at T7. Position the non-threat target in front of T8-T9 to permit a 5 foot tall shooter to make head shots from P4.

T8-T18 are body armored targets, with only the head exposed. Hits on the black body armor are scored as misses. All paper targets must be engaged with a minimum of two with rifle or pistol shots each. Safety officers should enforce IDPA tactical priority engagement and cover rules.

Once all targets are set up, check for visibility from each shooting point and to make sure that there are no shoot-throughs.

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

Bay 2, Stage 2: Shotgun Target-Rich Environment



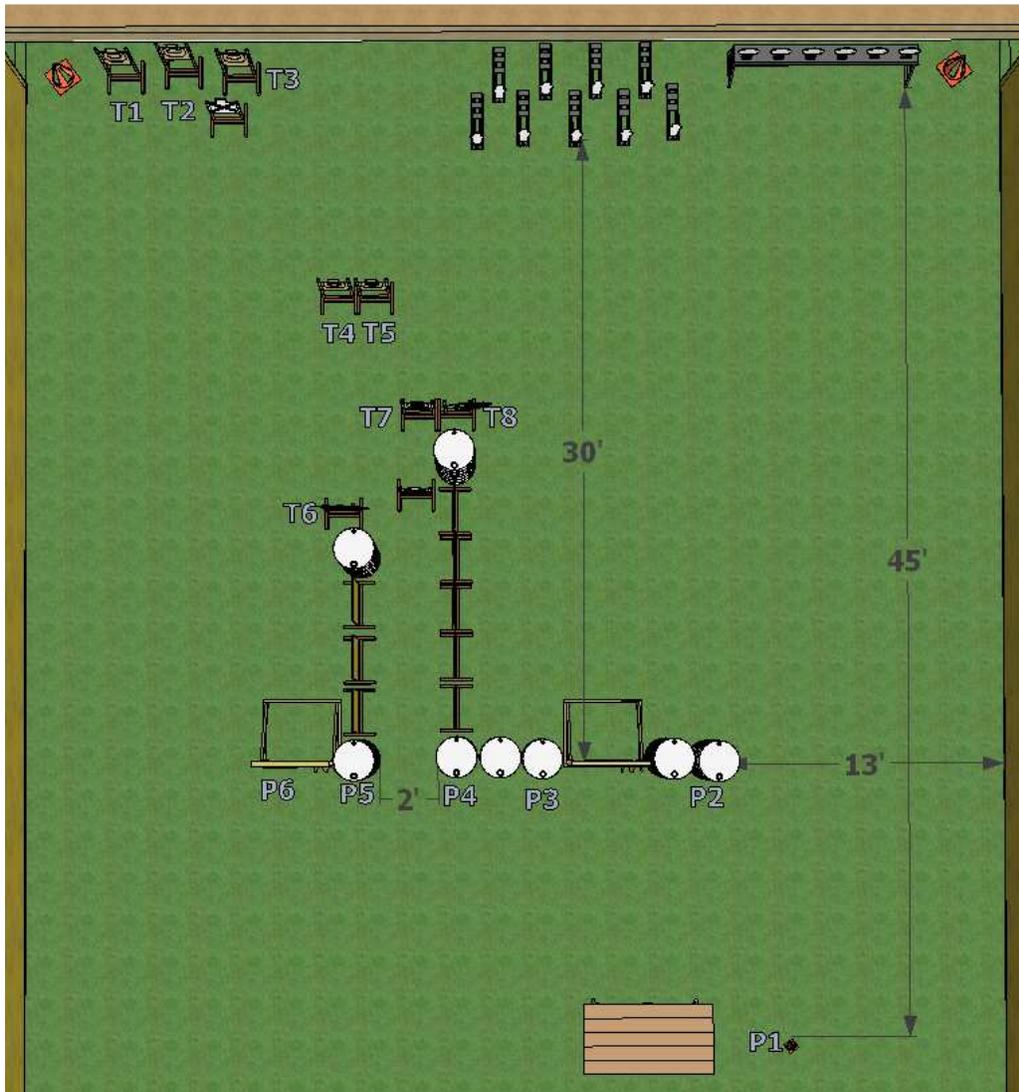
Procedure

Start at P1 with 5 rounds in your shotgun and your pistol loaded to division capacity. On signal engage the plate rack with your shotgun while advancing to cover at the barrels. You may re-engage remaining plates from cover at P2 or P3. Once all the plates are knocked down, knock down all the small poppers from cover at P2 or P3. Once all steel is down, safe your shotgun and place it on the barrel in front of P2 with muzzle pointing down range.

Next draw your pistol and engage T1-T8 as you see them with a minimum of 2 rounds each. Do not advance forward of the line of barrels and cowboy barricades at P2-P6.

Do not engage IDPA targets with your shotgun, nor steel targets with your pistol.

Bay 2 Setup and Scoring Notes



Set up the plate rack first, then the line of barrels starting at P2. Cover the windows in the Cowboy barriers with cardboard. Note that the barrel at P2, to the left of the Cowboy barrier is not double stacked.

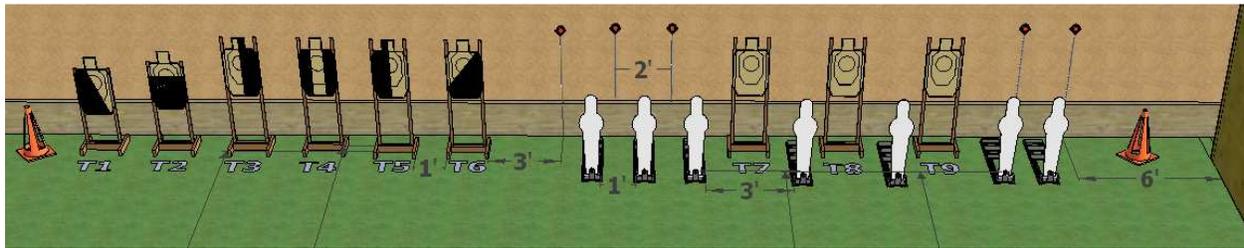
The plate rack should be visible from P1. All steel targets should be visible from P2 and P3. T8 should be visible from P3. T4, T5 and T7 should be visible from P4. T5 and T7 should be visible from P5. T1-T3 and T6 should be visible from around the Cowboy barrier at P6.

Once all targets are set up, check for visibility from each shooting point and to make sure that there are no shoot-throughs.

All paper targets must be engaged with a minimum of two pistol shots each. All steel must fall. All targets must be engaged in tactical priority, using appropriate cover.

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

Bay 3: Standards Stages



Bay 3 Right Side, Stage 3: Shotgun Advance, Pistol Retreat

Procedure

Stages 3 and 4 will be run back to back for each shooter. Place unloaded rifle on the loading table. Load shotgun with 5 rounds and pistol to division capacity. Start at P1. On signal engage the large poppers and clay targets with the shotgun while advancing to P2. You may reload while standing still but all shots must be taken on the move. If you reach P2 before you hit all the steel and clay targets you may engage them while retreating.

Once all steel is down and all clay targets destroyed, place your shotgun on the carpet at P2. Draw your pistol and engage T7-T9 with a minimum of two rounds each while retreating. Do not engage IDPA targets with your shotgun, nor steel or clay targets with your pistol.

When finished, top up your pistol to division capacity and reholster it. Unload and clear your shotgun and place it on the loading table. Load your rifle and go to P3.

Bay 3 Left Side, Stage 4: Rifle Advance, Pistol Retreat

Procedure

On signal, engage T1-T6 with a minimum of two head shots each while advancing to P4. If you reach P4 before you are finished with the head shots you may engage the paper targets while retreating.

Once all head shots have been taken, place your rifle on the carpet at P4. Draw your pistol and engage T1-T6 with two rounds to each body while retreating.

Score and reset targets after you have finished shooting both Stage 3 and Stage 4.

