

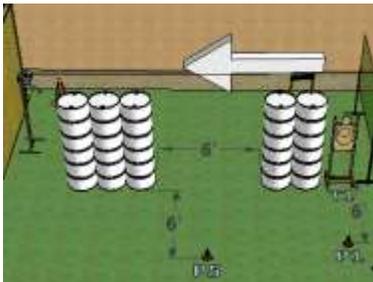
# AAFG IDPA Big BUG Match Course of Fire

September 21, 2014

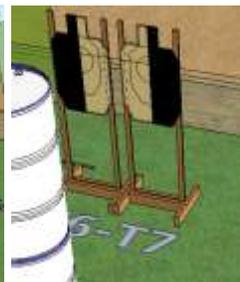
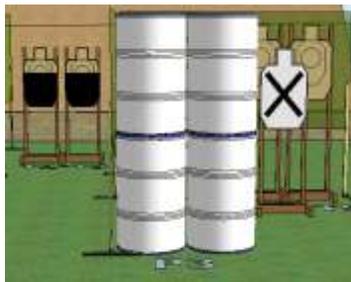
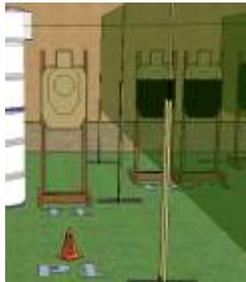
Six stages, 19 strings, 86 rounds minimum and 95 rounds maximum (unless there's a reshoot). All IDPA rules apply. Concealment garment is required for all stages. Load all guns and all magazines to 5 rounds for all stages. Reload as directed between strings.

## Bay 1

Stage 2



Stage 1



### Stage 1 - Right Side - House Clearing in Fits and Starts

Vickers scoring, 17 rounds minimum.

**String 1:** Start at P1. On signal draw and engage T1 with 5 rounds while retreating.

**String 2:** Start at P2, gun at low ready. On signal engage T2 and T3 with a minimum of two rounds each.

**String 3:** Start at P2, gun at low ready. On signal move to P3 and engage T4 and T5 with a minimum of two rounds each.

**String 4:** Start at P3, gun at low ready. On signal move to P4 and engage T6 and T7 with a minimum of two rounds each.

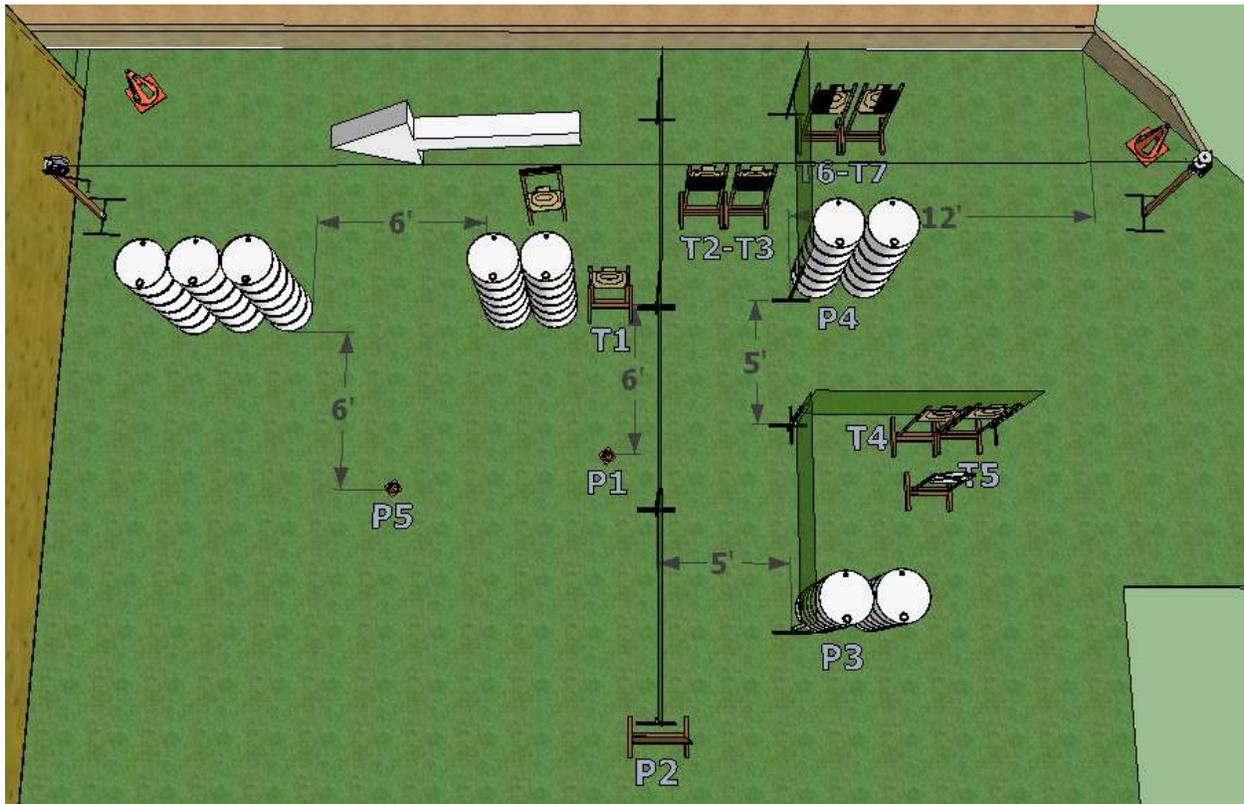
### Stage 2 - Left Side - Electric Mover

Limited Vickers, 10 rounds.

**String 1:** Start at P5. On signal engage draw and engage lateral moving target with 5 rounds as it moves left to right. SO's assistant will start the target moving when the buzzer sounds.

**String 2:** Start at P5, gun at low ready. On signal draw and engage lateral moving target with 5 rounds as it moves right to left. SO's assistant will start the target moving when the buzzer sounds.

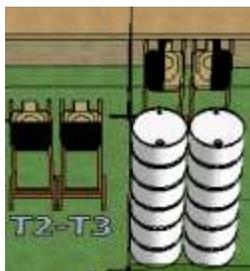
## Bay 1 Setup and Scoring Notes



Set up the cloth barriers for Stage 1 first, then the barrels at P3 and P4. Next set up the lateral moving target rig as shown. Set up the double stacks of barrels uprange of the laterally moving target.

Paint partial targets for Stage 1 as shown below. The non-threat target in front of T4 and T5 should partially obscure both targets but present clear head shots to a 5 foot tall shooter standing at P3.

Mark P1 and P5 with small safety cones and muzzle safe points with large safety cones.

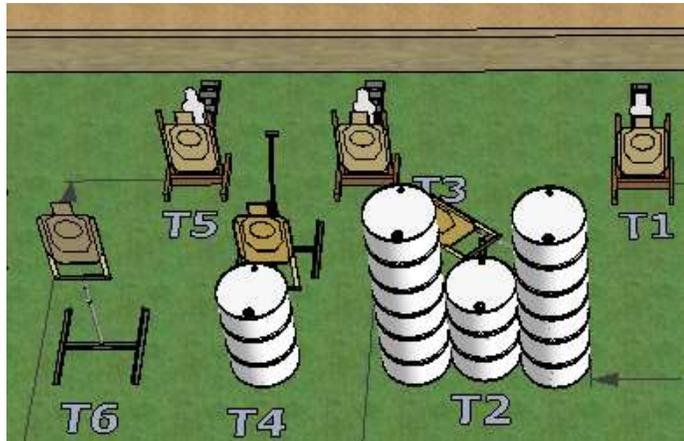


## Bay 2

### Stage 4



### Stage 3



### Stage 3 - Movers and Poppers

Vickers scoring, 12 rounds minimum.

**String 1:** Start at P1. On signal draw and engage T1 and T2 with a minimum of two rounds each. Steel popper behind T1 activates swinging target T2, which is not a disappearing target.

**String 2:** Start at P2. On signal draw and engage T3 and T4 with a minimum of two rounds each. Steel popper behind T3 activates rising target T4.

**String 3:** Start at P3. On signal draw and engage T5 and T6 with a minimum of two rounds each. Steel popper behind T5 activates drop turning target T6.

### Stage 4 - Barrels and Bandits

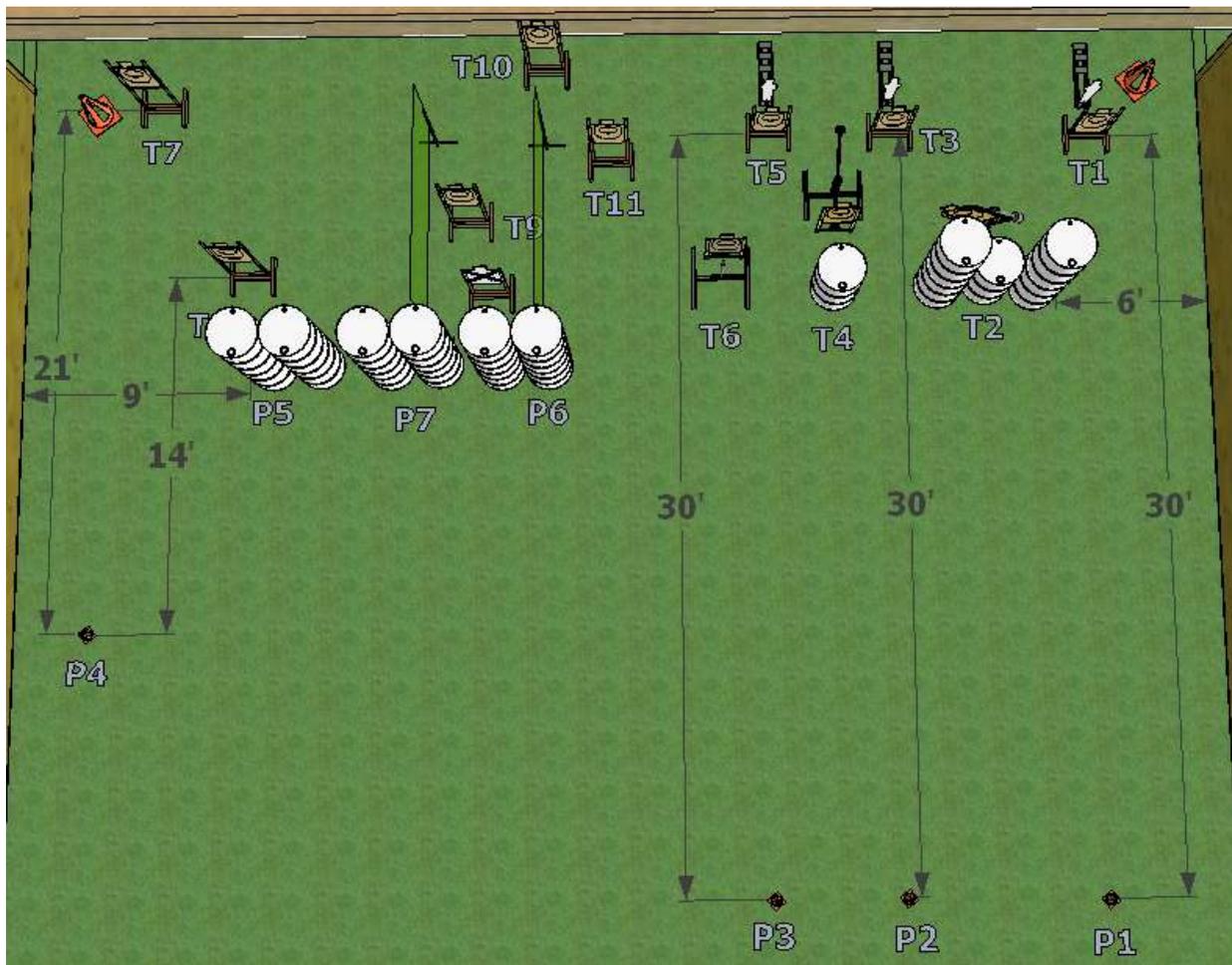
Limited Vickers, 15 rounds. *Note: If one of the poppers or moving targets malfunctions, reshoot the string but not the entire stage.*

**String 1:** Start at P4. On signal draw and engage T7 while advancing to cover. You may optionally engage T8 while advancing to cover. Engage T7-T11 with one round each.

**String 2:** Start at P6, touching the two rightmost barrels. On signal draw and engage T7-T11 with one round each.

**String 3:** Start at P7, touching the two center barrels. On signal, draw and engage T7-T11 with one round each.

## Bay 2 Setup and Scoring Notes



Set up Stage 3 first. T1, T3 and T5 should be set up on the ground so that their down zero zones are directly in front of small poppers. The falling poppers will activate the moving targets.

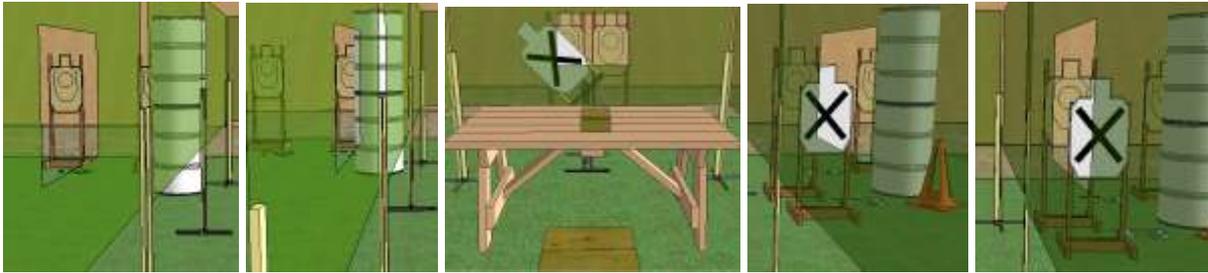
Next set up the barrels and cloth barriers for Stage 4. The two gaps in the row of barrels should be about 6 inches wide. T7 should be visible from P4 and through the gap in the barrels to the left of P7. T8 should be visible from P5 but not P4. T9 and T10 should be visible through the gap in the barrels to the right of P7. T10 and T11 should be visible from P6.

Set the non-threat target so that it partially obscures T9 and T10 when viewed through the gap to the right of P7. A 5 foot tall shooter should have a clear head shot at both T9 and T10 when looking through the gap.

If the stages crowd each other, take down T11 while shooting Stage 3.

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

## Bay 3



### Stage 5 - Right Side - Phased Retreat

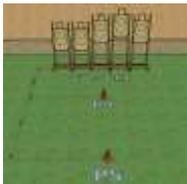
Vickers scoring, 12 rounds minimum.

**String 1:** Start at P1, loaded BUG in IDPA test box. On signal step on pressure plate to activate swinging non-threat target, retrieve gun from test box, and engage T1 and T2 with a minimum of 2 rounds each through the window in the cloth barrier.

**String 2:** Start at P1, gun at low ready. On signal move to P2 and engage T3 and T4 with a minimum of 2 rounds each through the window in the cloth barrier.

**String 3:** Start at P2, gun at low ready. On signal move to P3 and engage T5 and T6 with a minimum of 2 rounds each through the window in the cloth barrier.

### Stage 6 - Left Side - BUG Standards



Limited Vickers, 20 rounds.

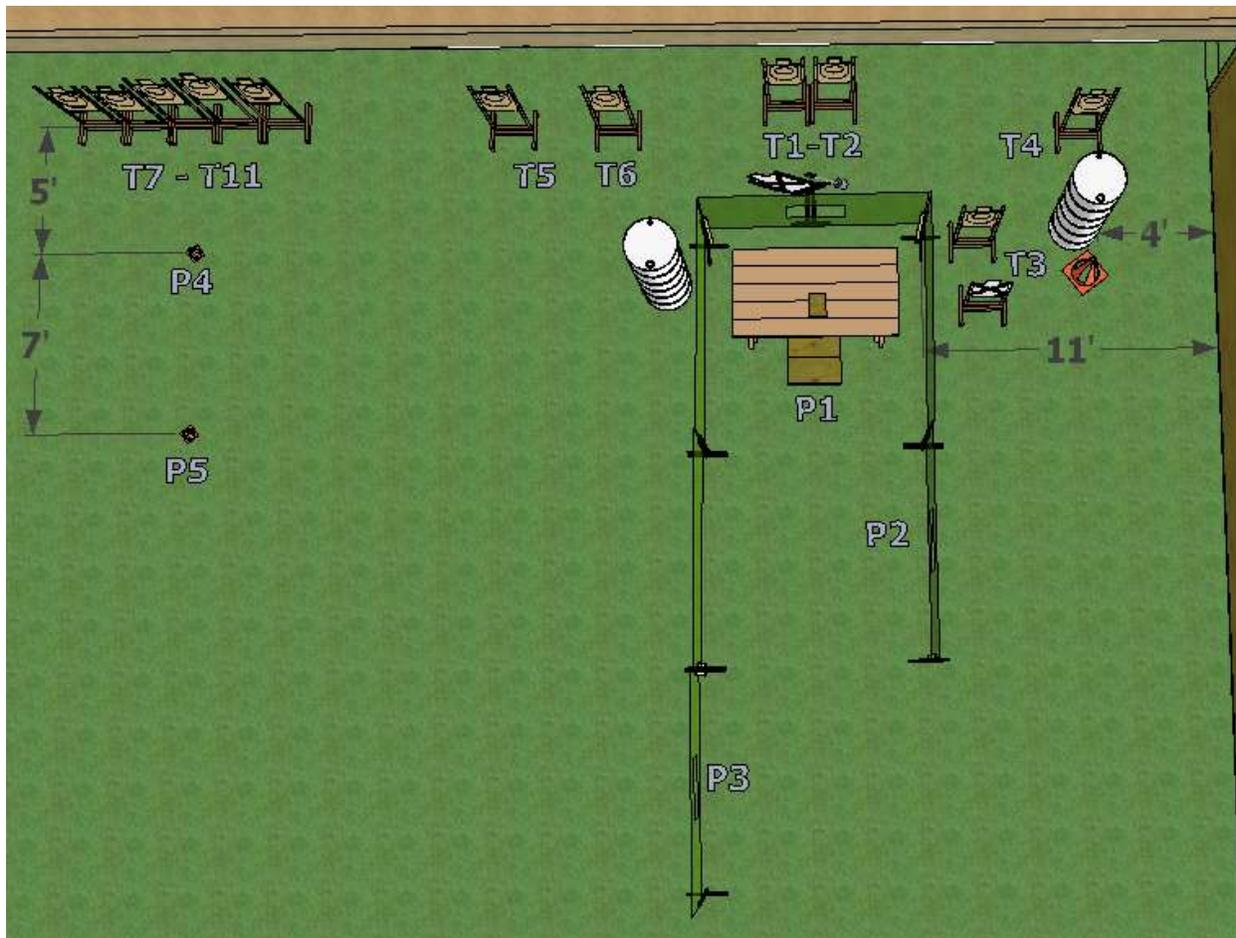
**String 1:** Start at P4, holding briefcase in supporting hand. On signal draw and engage T7-T11 with one round each, strong hand only, from retention. Retain the briefcase during this string.

**String 2:** Start at P4, gun at low ready in weak hand, safety off, finger off trigger, briefcase in strong hand. On signal engage T7-T11 with one round each, weak hand only, from retention. Retain the briefcase during this string.

**String 3:** Start at P4, holding briefcase in supporting hand. On signal draw and engage T7-T11 with one round each, strong hand only, while retreating. Take all shots while moving. Retain the briefcase during this string.

**String 4:** Start at P5, holding briefcase in supporting hand. On signal draw and engage T7-T11 with one round each freestyle, to the head. You may drop the briefcase for this string.

## Bay 3 Setup and Scoring Notes



Set up cloth barriers for Stage 5 first, then the barrels and then the targets. Cut 12 inches wide by 18 inches high "windows" in the cloth barriers at P1, P2 and P3. **Do not make the holes cuts too wide!** The pressure plate at P1 activates a swinging non-threat target which should sweep T1 and T2 when viewed through the window at P1.

Make sure T3 and T4 can be viewed through the window at P2. Non-threat target should partially obscure T3 and T4 when viewed from P2. The barrel stack should obscure the left side of T4 when viewed from P2 and should encourage shooters to aim away from the wall on the right side of the Bay.

Make sure T5 and T6 can be viewed through the window at P3. The barrel stack should obscure the right side of T6 when viewed from P3.

Set T7 - T11 at varying heights, but set the two leftmost targets to about 4 feet high.

Mark P4 and P5 with small safety cones and muzzle safe points with large safety cones.