

AAFG IDPA Match Course of Fire, 10/10/2015

Six stages, 89 rounds minimum. All IDPA rules apply. Concealment garment required for all stages. Load all guns and magazines to division capacity for all stages.

Bay 1

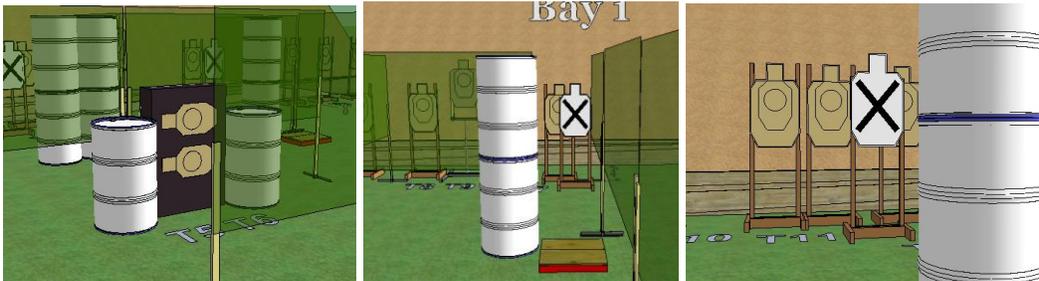
Stage 1 - Dinner Gone Wrong



Unlimited scoring, 12 rounds minimum.

Start seated, with loaded gun and spare magazines in test box, hands touching knees. On signal retrieve gun and engage T1-T4 with a minimum of three rounds each in tactical sequence, while seated.

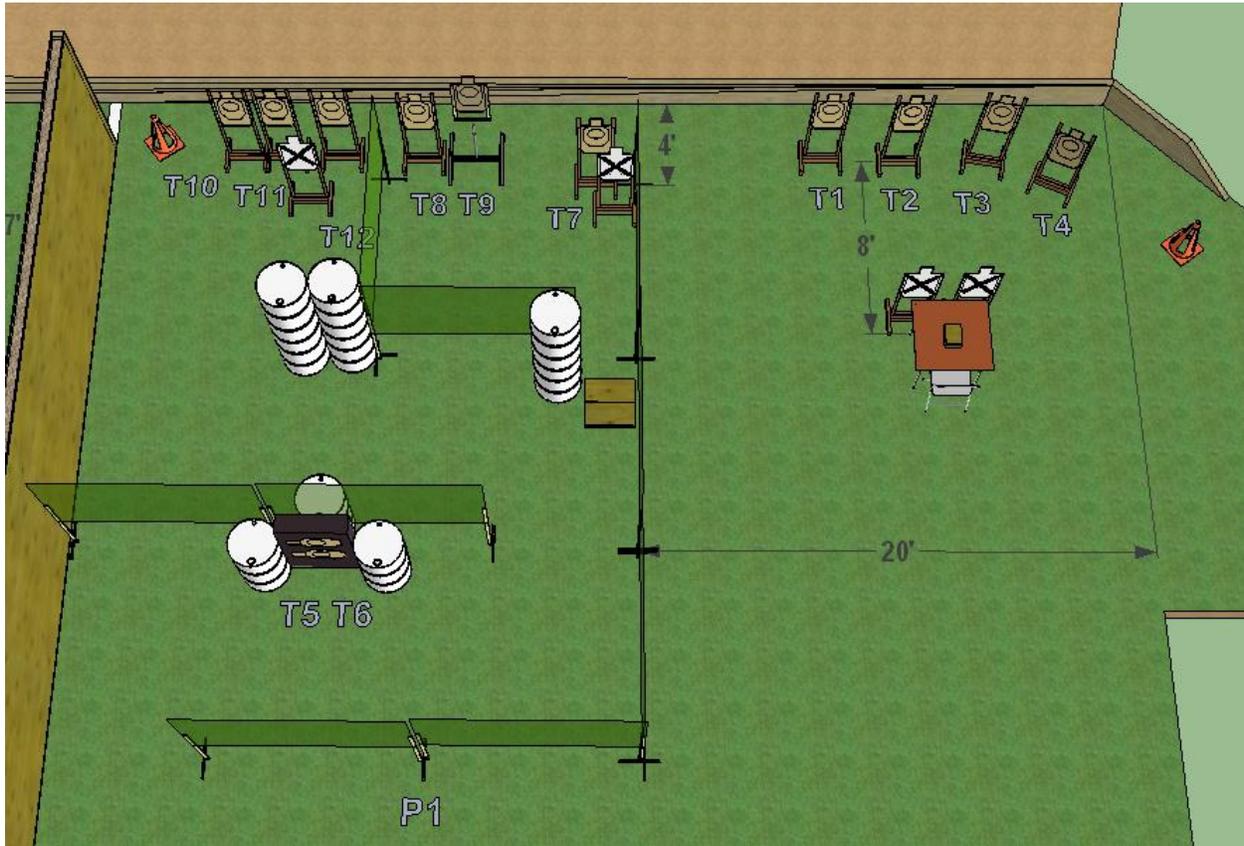
Stage 2 - House Cleaning, After a Fashion



Unlimited scoring, 16 rounds minimum.

Start at P1, the juncture of two uprange cloth barricades, facing downrange, hands touching barricades. On signal engage each target with a minimum of two rounds each. Pressure plate activates drop turning target T9.

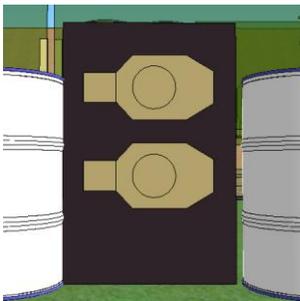
Bay 1 Setup and Scoring Notes



Set up Bay 1 as shown. First set up the three cloth barriers that divide the bay, then the rest of the cloth barriers, then the barrels, then the targets. Use the slower of our two drop turning targets and the red pressure plate. T4 should be 4 feet high.

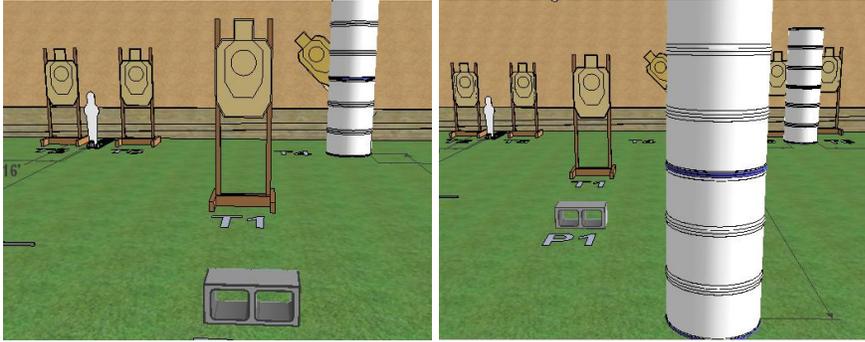
Mark muzzle safe points with large safety cones.

Remove down 3 zones from T5 and T6 and attach them to the bullet proof rubber blocks as shown below.



Bay 2

Stage 3 - Lawn Mowing

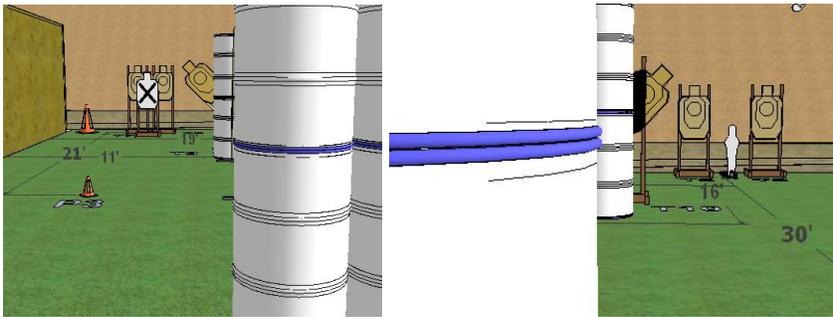


Unlimited scoring, 14 rounds minimum.

Start at P1, holding rope and with one foot on the cinder block. On signal pull rope to activate swinging target T4. Draw and engage T1 with at least two rounds while retreating to cover at P2. You may also engage T2 - T4 while retreating to cover. Take makeup shots and engage remaining targets from cover with at least two rounds.

Lay down the steel popper between T2 and T3 for this stage.

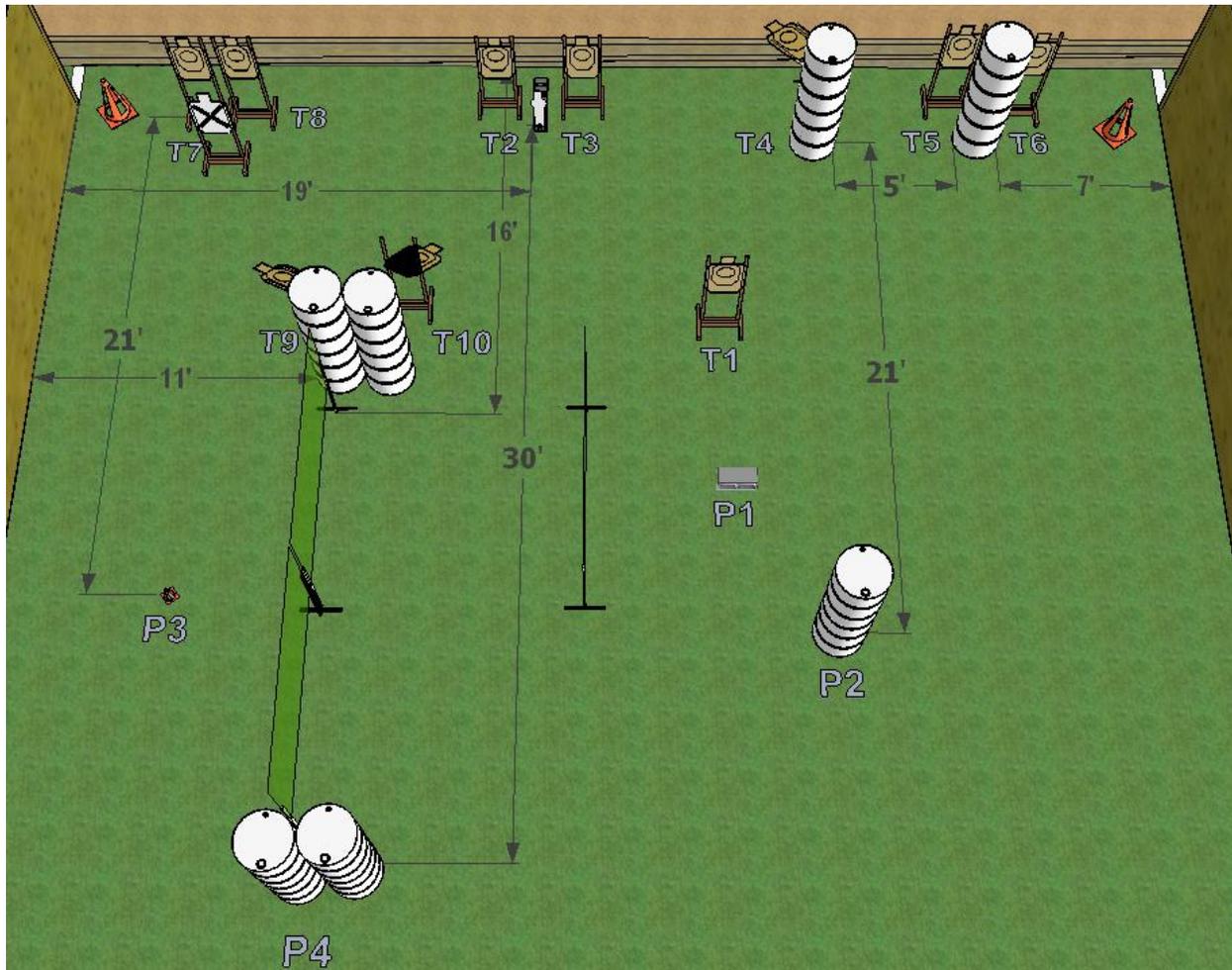
Stage 4 - Retreat to Cover



Unlimited scoring, 13 rounds.

Start at P3, facing downrange, hands at sides. On signal draw and engage T7 and T8 with a minimum of two rounds each while retreating to cover at P4. Take makeup shots and engage remaining targets from cover with at least two rounds each. Steel popper activates swinging target T9.

Bay 2 Setup and Scoring Notes



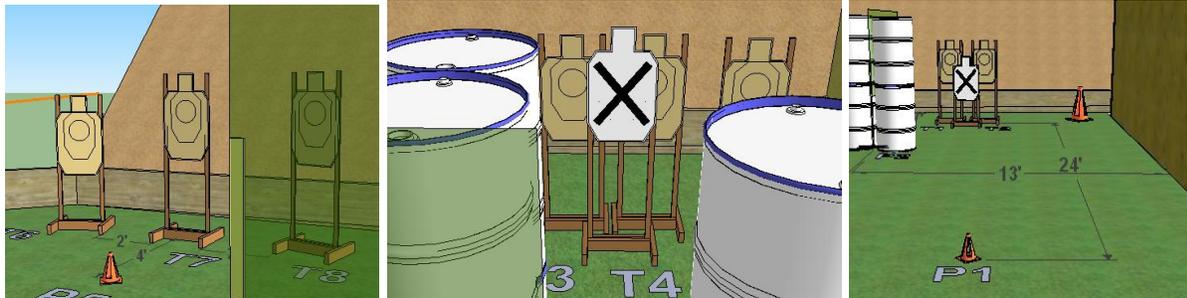
Set up Stage 3 from the right barrier and Stage 4 from the left barrier. The cloth barrier in the middle of the bay blocks shooter at P2 from seeing T10 and the shooter from P4 from seeing T1.

Use a rope to activate T4 and some string from the shed to activate T9.

Mark P3 with a small safety cone and muzzle safe points with large safety cones.

Bay 3

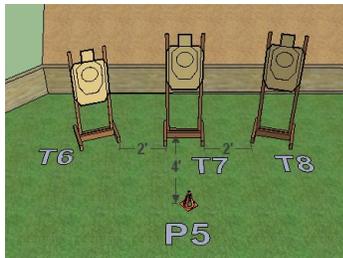
Stage 5 - Advancing to Cover



Unlimited Scoring, 16 rounds minimum.

Start at P1. On signal draw and engage T1 and T2 with a minimum of two rounds each while advancing to cover at P2. Take makeup shots as desired and engage remaining targets from cover with a minimum of two rounds each.

Stage 6 - Old Skool Standards



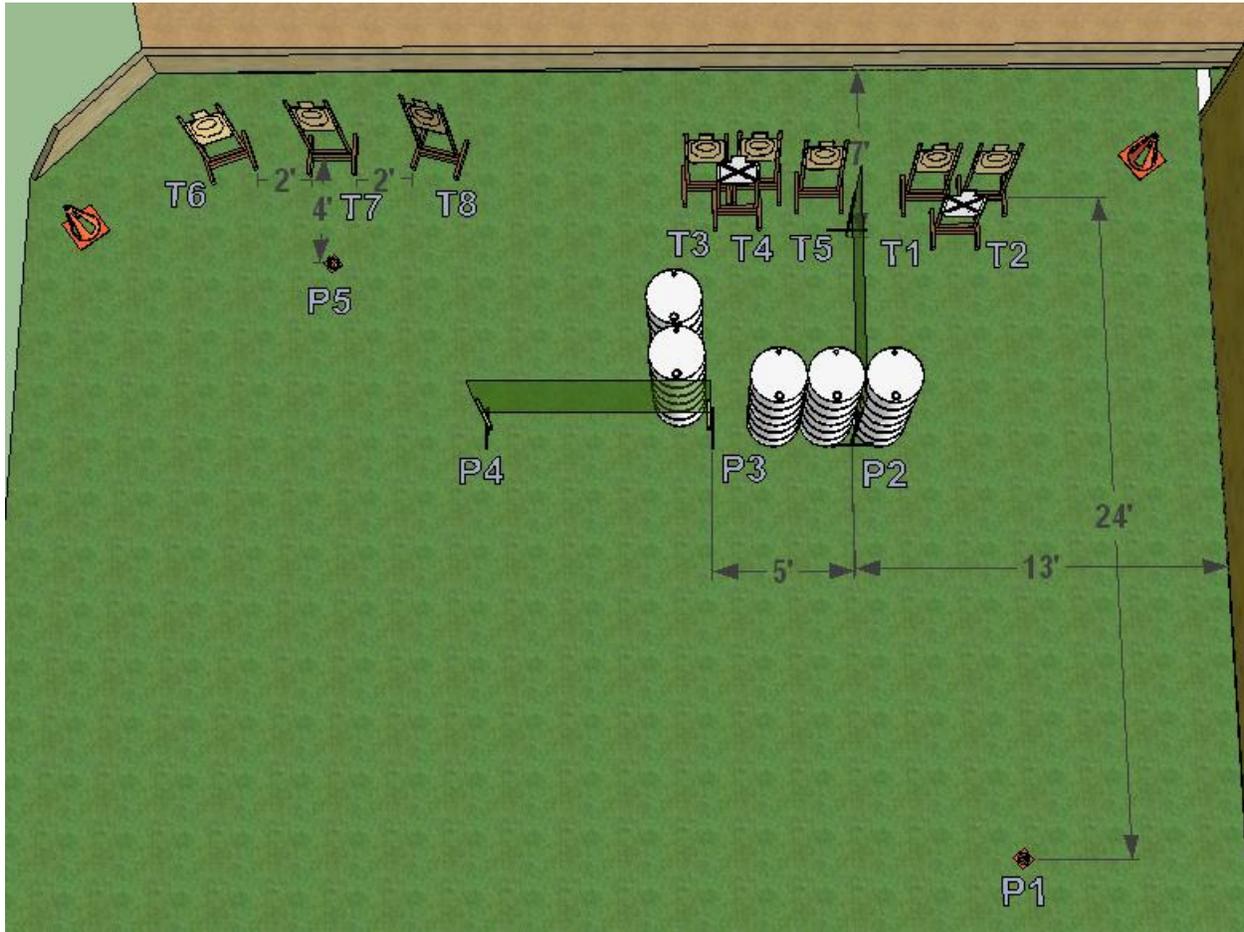
Limited Scoring, 18 rounds.

String 1: Start at P5, holding briefcase in supporting hand. On signal draw and engage T6 - T8 with 2 rounds each while holding the briefcase.

String 2: Start at P5, holding briefcase in supporting hand. On signal engage T6 - T8 with 2 rounds each from retention while holding the briefcase.

String 3: Start at P5, holding briefcase in supporting hand. On signal engage T6 - T8 with 2 rounds each while retreating and holding the briefcase.

Bay 3 Setup and Scoring Notes



Set up Stage 5 first. Set up the cloth barriers and barrels, then the targets. T6 - T9 are part of both Stage 5 and Stage 6.

Note that T6 and T7 should be 4 feet high.

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