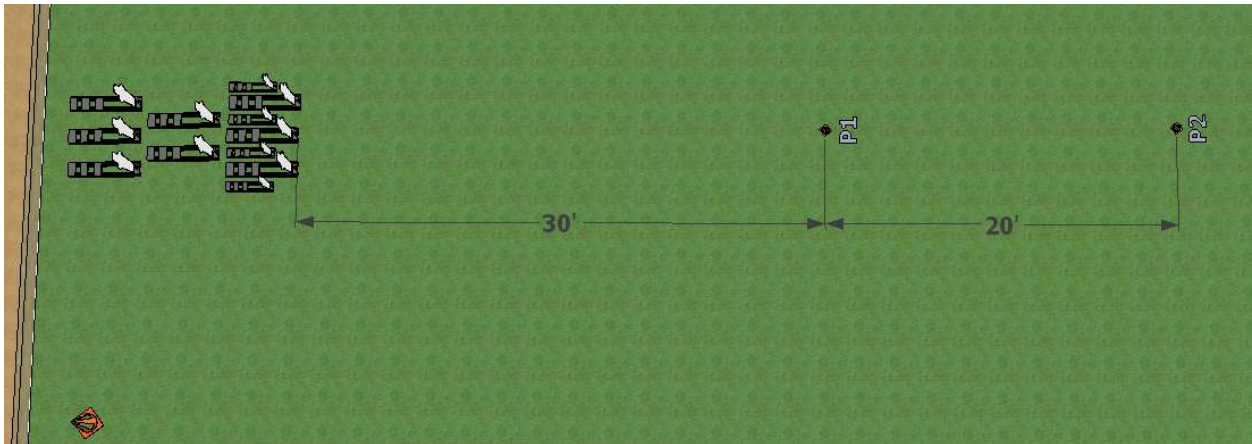


# AAFG "All Steel Must Fall" Shotgun Match Course of Fire

Six stages, 51 rounds minimum, 90 rounds maximum. This match is run by AAFG Action Shotgun Match rules. All stages are Vickers scoring, guns loaded to division capacity, and all steel must fall. There is no movement in this match.

*Unless otherwise specified, any steel plates or poppers that are left standing at the end of the stage or string are scored as a miss plus a Failure to Neutralize Penalty.*

## Bay 1 Stages



### Stage 1 - Large Poppers Only

Vickers scoring, 8 rounds minimum, 15 rounds maximum. Start at P1 with gun at ready. On signal engage the large steel poppers, four from strong side shoulder and four from weak side shoulder. An HNT Penalty will be assessed for each small steel popper that is knocked down. All large steel must fall.

### Stage 2 - Blast the Poppers

Vickers scoring, 12 rounds minimum, 15 rounds maximum. Start at P2, gun shouldered at the ready. On signal engage the steel poppers in any order. All steel must fall.

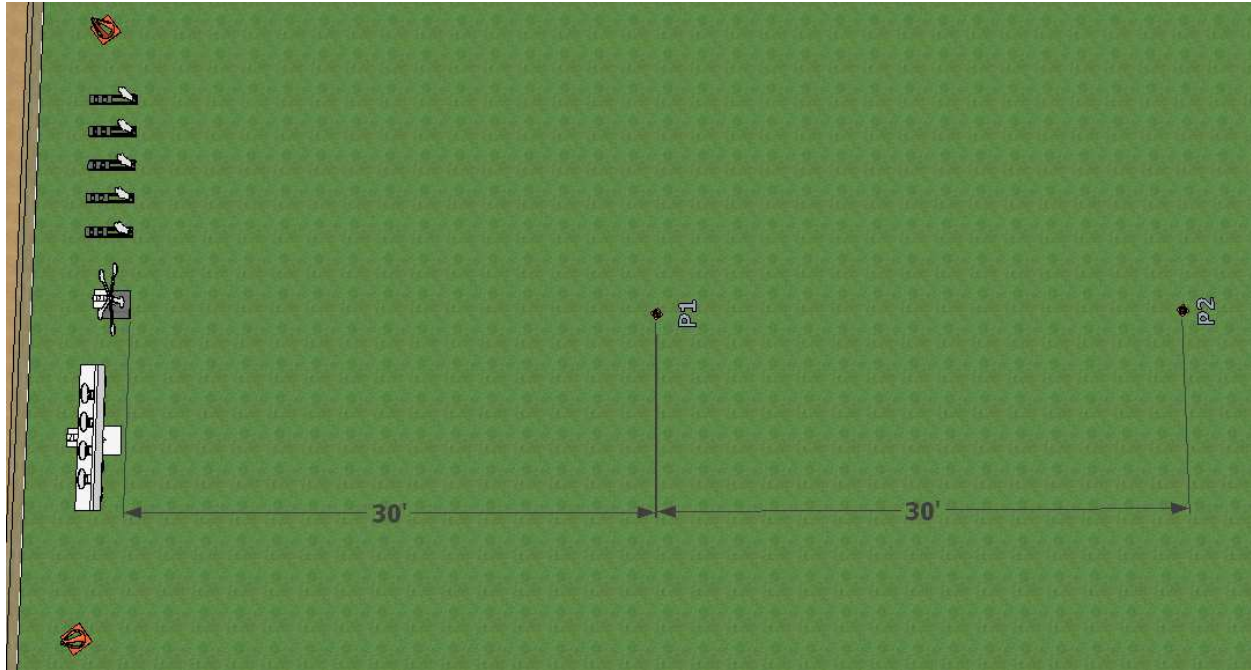
### Bay 1 Setup Notes

Set up Bay 1 as shown.

Mark P1 and P2 with small safety cones and muzzle safe points with large safety cones.

## Bay 2 Stages

*Unless otherwise specified, any steel plates or poppers that are left standing at the end of the stage or string are scored as a miss plus a Failure to Neutralize Penalty.*



### Stage 3 - Texas Star and Small Poppers

Vickers scoring, 5 rounds minimum, 15 rounds maximum. Start at P1 with gun at the low ready. On signal engage the Texas Star target and small poppers in alternating order. A procedural penalty will be assessed for each target knocked down out of order. For example, if the shooter knocks down two steel poppers then two plates off the Texas Star, two procedural penalties will be assessed. All steel must fall.

### Stage 4 - Former Com-Block Plate Rack

Vickers scoring, 8 rounds minimum, 15 rounds maximum.

Start at P2, with gun at the low ready. On signal engage the plates on the Former Com-Block Plate Rack. All steel must fall.

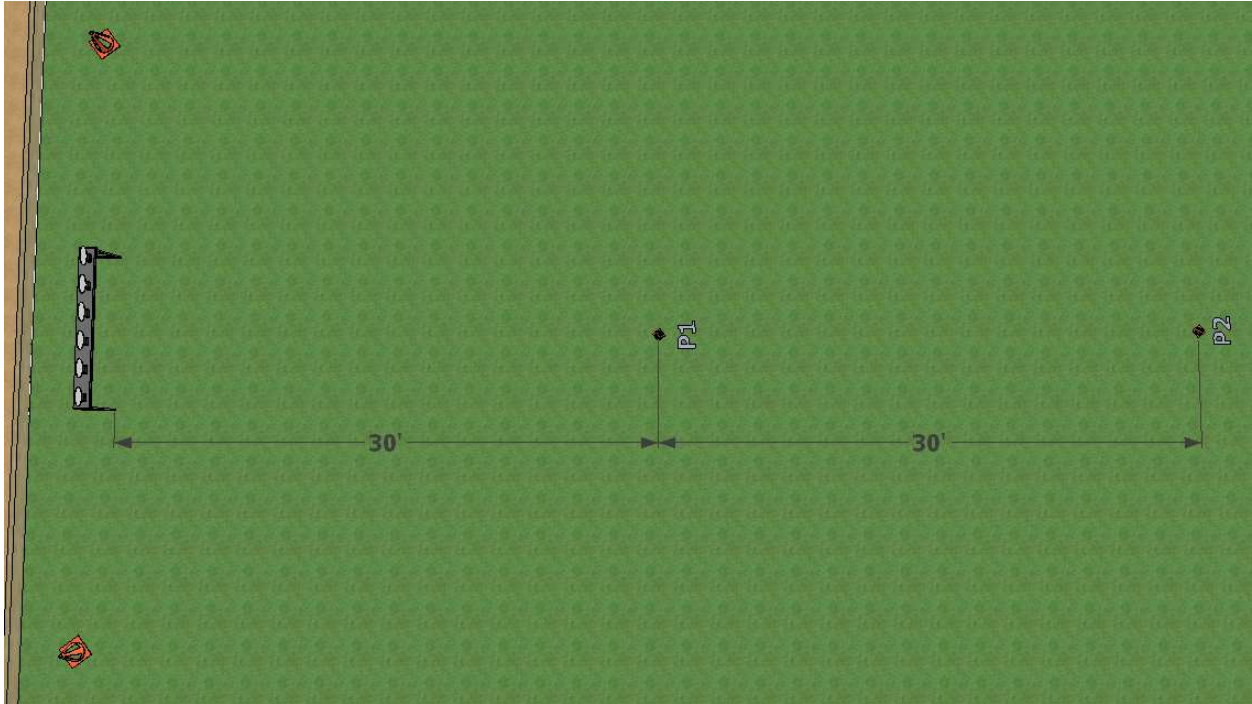
### Bay 2 Setup Notes

Set up Bay 2 as shown.

Mark P1 and P2 with small safety cones and muzzle safe points with large safety cones.

## Bay 3 Stages

*Unless otherwise specified, any steel plates or poppers that are left standing at the end of the stage or string are scored as a miss plus a Failure to Neutralize Penalty.*



### Stage 5 - Plate Rack Shotgun Loading Contest

Vickers scoring, 6 rounds minimum, 15 rounds maximum. Start with one round in the gun, gun at the ready. On signal engage the plate rack. The gun may not have more than one round in it at any time. All steel must fall.

### Stage 6 - More Plate Rack

Vickers scoring, 12 rounds minimum, 15 rounds maximum. Start at P2, facing downrange, with gun at the ready.

**String 1:** Engage the poppers from the strong side shoulder. All steel must fall. Top off prepare for string 2.

**String 2:** Engage the poppers from the weak side shoulder. All steel must fall.

### Bay 3 Setup Notes

Set up Bay 3 as shown.

Mark P1 and P2 with a small safety cone and muzzle safe points with large safety cones.