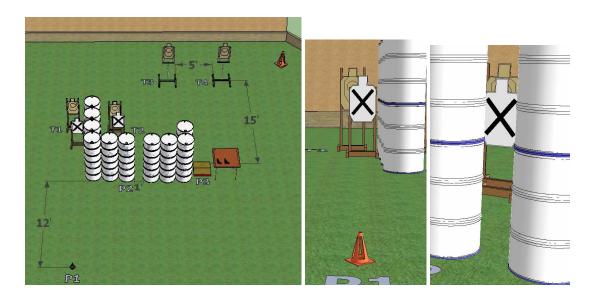
AAFG IDPA Moving Targets BUG Match

12 stages, 49 rounds minimum, 60 rounds maximum.

Bay 1



Stage 1 - Vickers, 4 rounds minimum

Start at P3. On signal, draw and step on pressure plate, activating targets T3 and T4. Engage T3 and T4 with a minimum of 2 rounds each.

Stage 2 - Vickers, 4 rounds minimum

Start at P1. On signal, draw and engage T1 with a minimum of 2 rounds while advancing to cover. Then engage T2 with a minimum of two rounds.

Stage 3 - Vickers, 4 rounds minimum

Start at P1. On signal, draw and engage T1 while advancing to cover. Engage remaining targets as you see them. All targets must be neutralized.

Bay 1Setup Notes

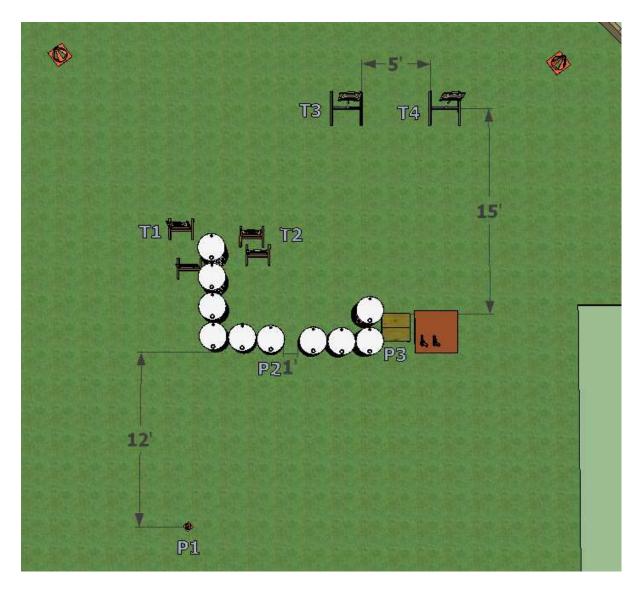
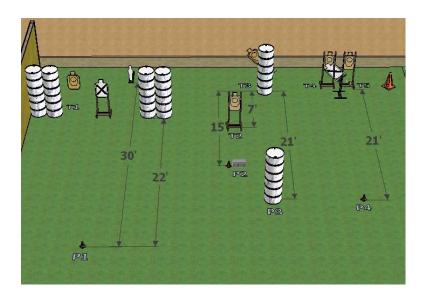


Table is used for Ernie Clark match. Ignore for this match. Mark muzzle safe points with large cones.

Position non-threat targets in front of T1 and T2 so as to partially block the down 9 zones of the threat targets.

Bay 2



Stage 4 - Vickers, 4 rounds minimum

Start at P4, rope in strong hand. On signal pull rope to activate swinging target. Then draw and engage T4 and T5 with a minimum of 2 rounds each.

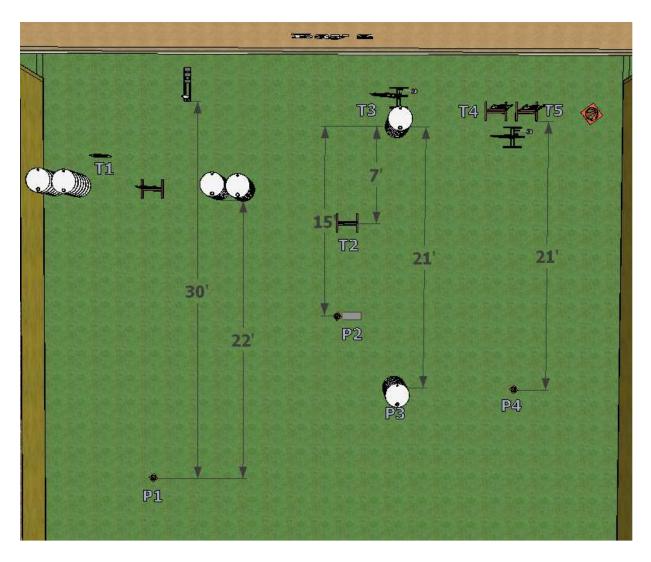
Stage 5 - Vickers, 4 rounds minimum

Start at P2, rope in strong hand, weak side foot on cinder block. On signal pull rope to activate swinging target. Then draw and engage T3 while retreating to cover at P3. Then engage T3. Engage T2 and T3 with a minimum of 2 rounds each.

Stage 6 - Vickers, 3 rounds minimum

Start at P1. On signal draw and knock down the popper to activate laterally moving target T1. Engage T1 with a minimum of 2 rounds.

Bay 2 Setup Notes

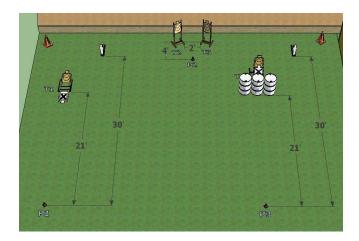


Mark right muzzle safe point with a large safety cone.

Run rope on Stage 5 through the cinder block to simulate starting cable for a lawn mower.

Barrels on Stage 6 should obscure T1 before it starts moving and after it stops moving.

Bay 3



Stage 7 - Vickers, 3 rounds minimum

Start at P3. On signal draw and knock down popper to activate rising target T4. Engage T4 with a minimum of 2 rounds.

Stage 8- Limited Vickers, 4 rounds

Start at P2. On signal draw and engage T2 and T3 with two rounds each, firing from retention. Then reload and run Stage 9.

Stage 9 - Limited Vickers, 4 rounds

Start at P2. On signal draw and engage T2 and T3 with two rounds each, strong hand only, while retreating. Then reload and run Stage 10.

Stage 10 - Limited Vickers, 4 rounds

Start at P2 with gun in weak hand, pointed down range between T2 and T3, finger off trigger, manual safety disengaged (if applicable). On signal engage T2 and T3 with two rounds each, weak hand only, while retreating. Then reload and run Stage 11.

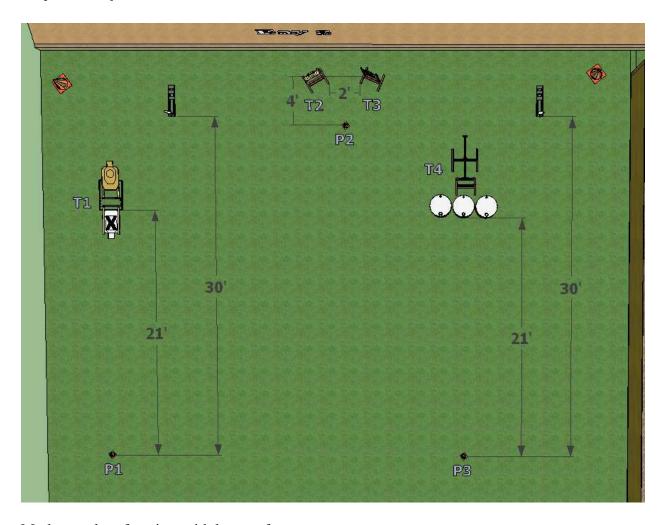
Stage 11 - Limited Vickers, 4 rounds

Start at P2. On signal draw and engage T2 and T3 with two rounds each, head shots only, while retreating.

Stage 12 - Vickers, 3 rounds minimum

Start at P1. On signal draw and knock down popper to activate clamshell target T1. Engage T1 with a minimum of 2 rounds.

Bay 3 Setup Notes



Mark muzzle safe points with large safety cones.

Position non-threat target on Stage 7 so that the top of its head reaches the bottom of the down zero zone on T4 when T4 has risen as far as it will go.

Stages 8 through 11 are to be run back to back to speed things up.