

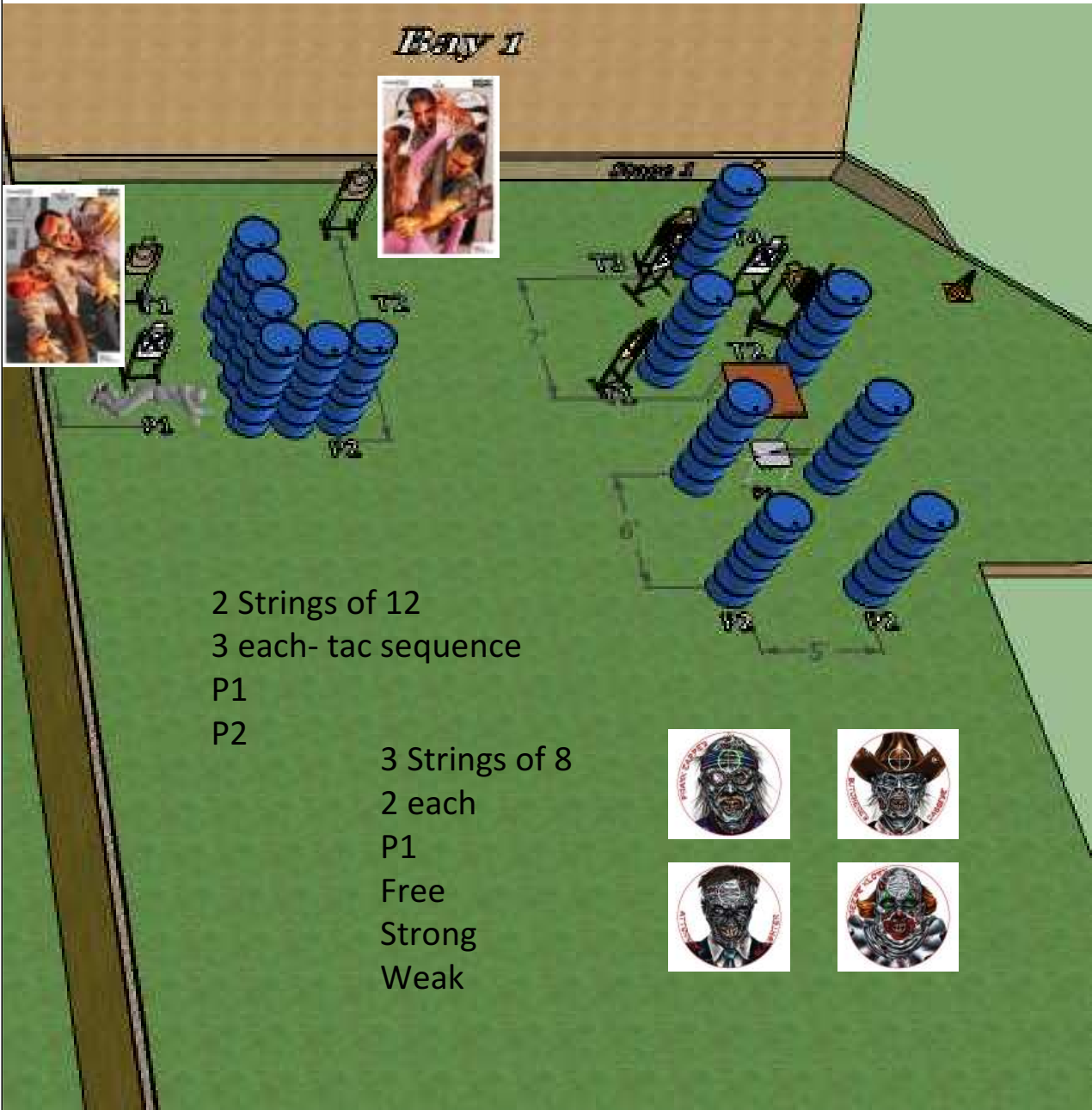
# **AAF&G IDPA Course Of Fire**

**2 November 2012**

8 Stages with 15 strings with a round count of 128



# Bay 1



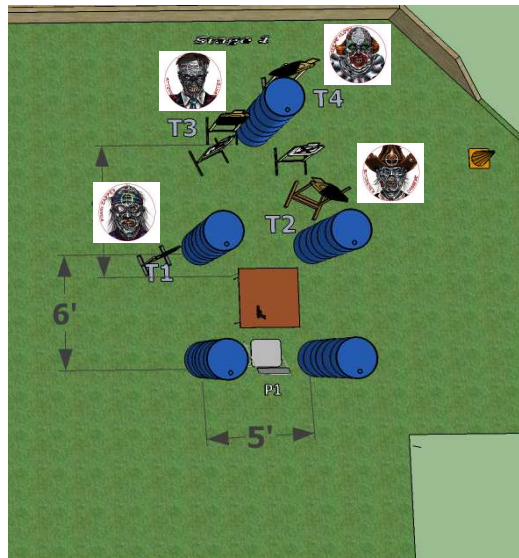
2 Strings of 12  
3 each- tac sequence  
P1  
P2

3 Strings of 8  
2 each  
P1  
Free  
Strong  
Weak



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## Stage 1 Sitting In the Warehouse



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### Bay 1 Right

#### STAGE 1: Limited Vickers, 8 rounds

**Scenario:** While at the warehouse with other employees, you are attacked by 4 zombies. **Defend yourself.**

#### String 1: Free Style, Limited Vickers

**Procedure:** Shooter starts seated at P-1, hands on table, gun loaded on table. On signal fire at T1- T4 with 2 head shots each.

#### String 2: Strong Hand Only, Limited Vickers

**Procedure:** Same as above except Strong Hand Only

#### String 3: Weak Hand Only, Limited Vickers

**Procedure:** Same as above except Weak Hand Only

#### Target Heights:

T1 – 5 ft

T2 – 4 ft

T3 – 5 ft

T4 – 6 ft

**SCORING:** Limited Vickers, 8 rounds max per string.

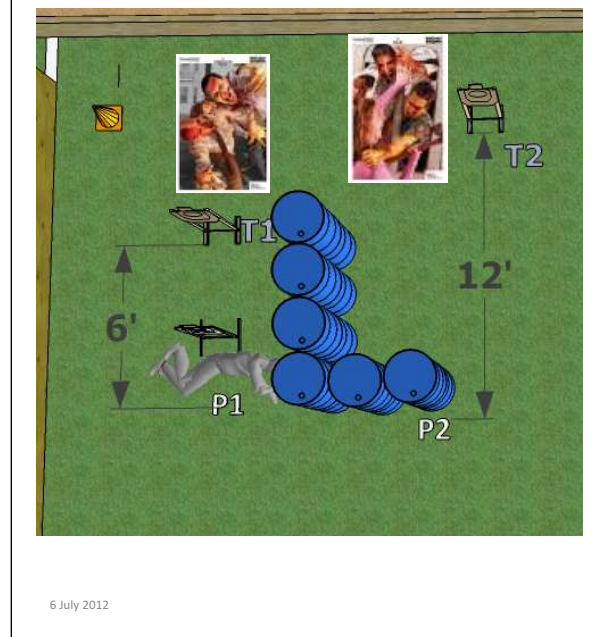
**TARGETS:** 4 IDPA, 2 No-Shoot

**SCORED HITS:** Limited Vickers, 6 each Zombie

**START-STOP:** Audible - Last shot

**CONCEALMENT REQUIRED:** No

## Stage 2 Helping the EMT



### Bay 1 Left

#### Stage 2: Limited Vickers, 12 shots each string

**Scenario:** You are assisting the EMT with an injured person in an alley when the zombies attack again.

#### String 1: Free Style, Limited Vickers

**Procedure:** Start at P1, crouching with hands on the injured person. On signal stand, draw and engage the two zombies in tactical sequence with 3 rounds each, while **retreating** to cover. Then move to P2 and engage the two zombies in tactical sequence with 3 rounds each.

#### String 2: Free Style, Limited Vickers

**Procedure:** Start at P2, hands on the barrels. On signal, draw and engage the two zombies in tactical sequence with 3 rounds each, from behind cover. Then move to toward P1 and engage the two zombies in tactical sequence with 3 rounds each.

#### Target Heights:

T1 – 5 ft

T2 – 6 ft

**SCORING:** Limited Vickers, 12 rounds max per string

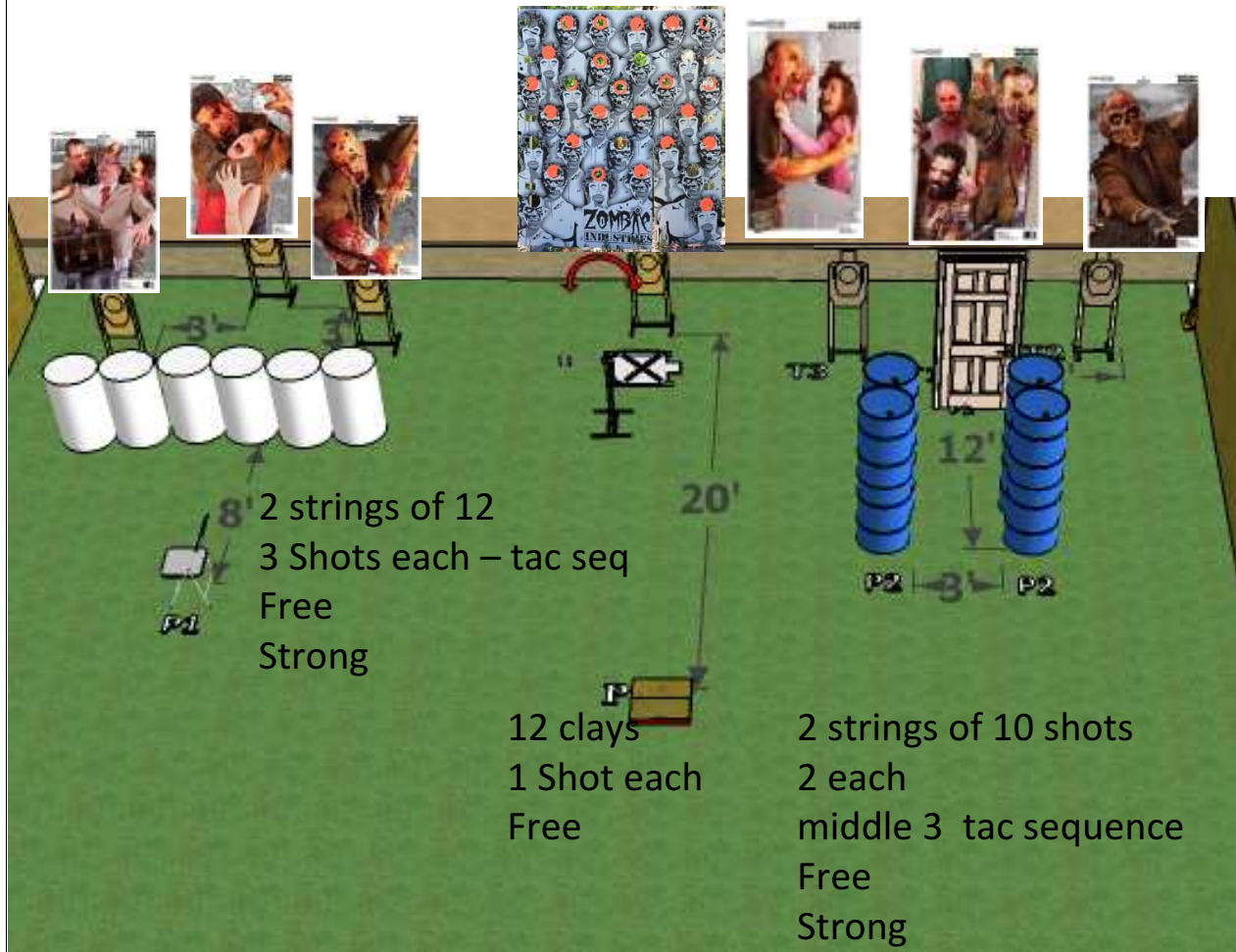
**TARGETS:** 2 IDPA

**SCORED HITS:** Limited Vickers, 6 on each Zombie

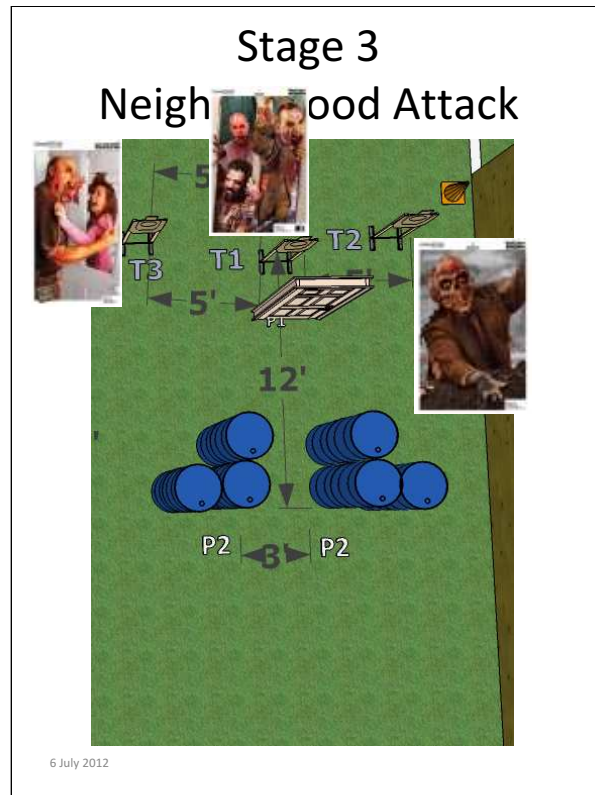
**START-STOP:** Audible - Last shot

**CONCEALMENT REQUIRED:** YES

# Bay 2



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#### Bay 2 Right

#### STAGE 3: Limited Vickers, 10 rounds each string

**Scenario:** You here screams outside your front door. You go to the front door to investigate.

#### String 1: Free Style, Limited Vickers

**Procedure:** Start at P1, with strong hand on the door knob, at the signal, open the door, draw and engage the 3 zombies with 2 rounds each in tactical sequence, while retreating to P2. From P2 engage the remaining Zombies from between the barrels (the hallway) with 2 shots each. You may move down the hallway if necessary to engage the remaining zombies.

#### String 1: Strong Hand Only, Limited Vickers

**Procedure:** Same as above except Strong Hand Only.

#### Target Heights

T1 – 6 ft

T2 – 4 ft

T3 – 6 ft

**SCORING:** Limited Vickers, 10 rounds each string.

**TARGETS:** 3 IDPA

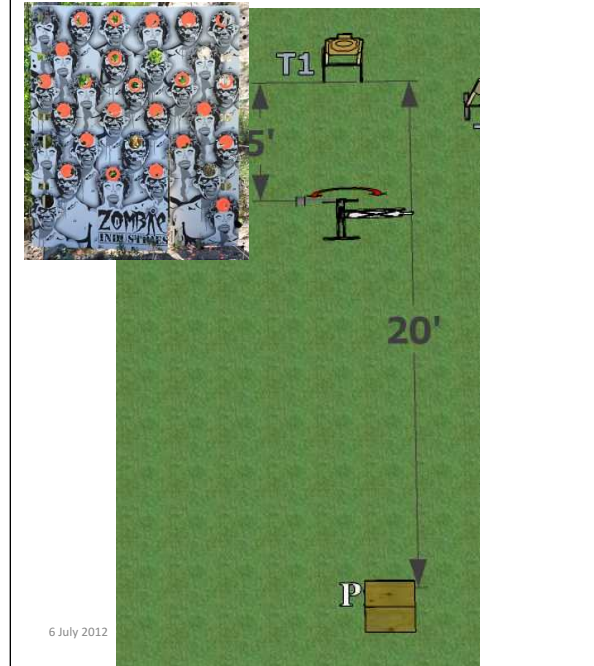
**SCORED HITS:** 4 on target

**START-STOP:** Audible - Last shot

**CONCEALMENT REQUIRED:** YES



## Stage 4 Zombie Horde



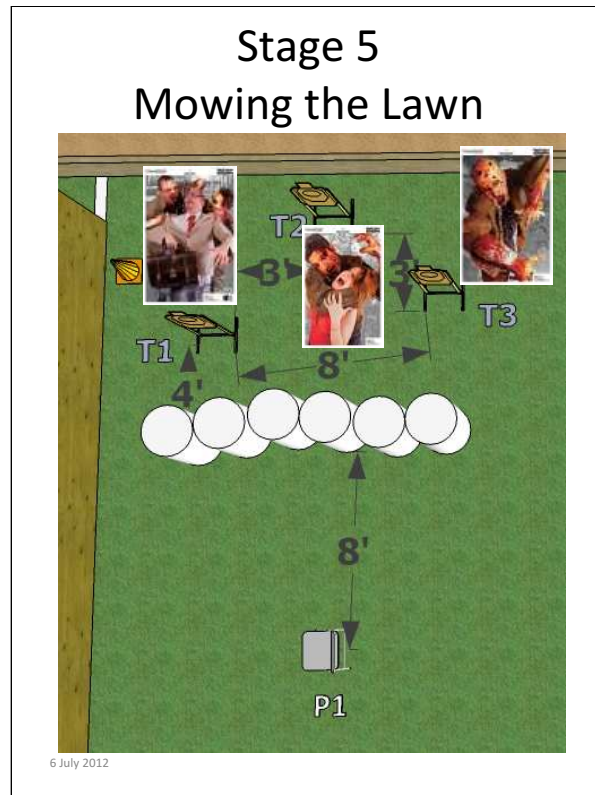
### Bay 2 Center Stage 4: Freestyle, Limited Vickers, 12

**Scenario:** An Zombie Horde starts to attacks a frantic person and you.

**Procedure:** Start at P1. On signal draw, step on the stomp box and engage 12 Zombies with one shot each..

**Target Heights**  
**Populate Top Twelve Zombies with a clay**

**SCORING:** Limited Vickers, 12 rounds max.  
**TARGETS:** Zombie Horde  
**SCORED HITS:** Limited Vickers, 1 on target  
**START-STOP:** Audible - Last shot  
**CONCEALMENT REQUIRED:** YES



#### Bay 2 Left

#### Stage 5: Limited Vickers, 12 rounds per string

**Scenario:** While out in the yard on your lawn tractor mowing the Lawn, a group of Zombies rushes your neighbors and you along the hedge row.

#### STRING 1: Free Style, Limited Vickers, 12 rounds max

**Procedure:** Shooter starts at P-1, sitting with strong side facing the hedge row. On signal draw and fire at the 4 Zombies with 3 shot each in tactical sequence.

#### STRING 2: Strong Hand Only, Limited Vickers, 12 rounds max

**Procedure:** Same as above except Strong Hand Only

#### Setup notes:

#### Target Heights:

T1 – 5 ft

T2 – 6 ft

T3- 4.5 ft

**SCORING:** Limited Vickers, 12 rounds max.

**TARGETS:** 3 IDPA

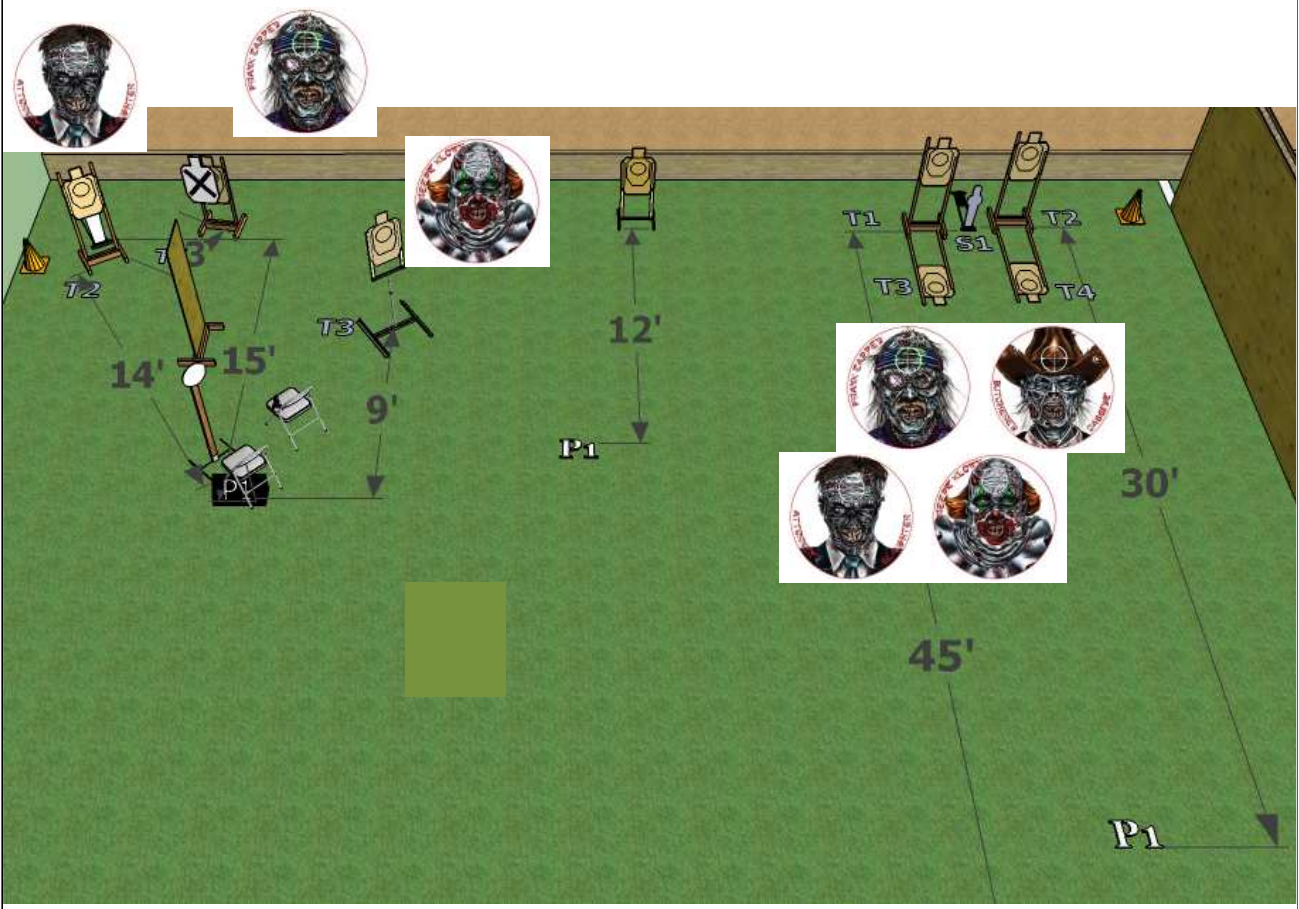
**SCORED HITS:** Limited Vickers, 6 on Target

**START-STOP:** Audible - Last shot

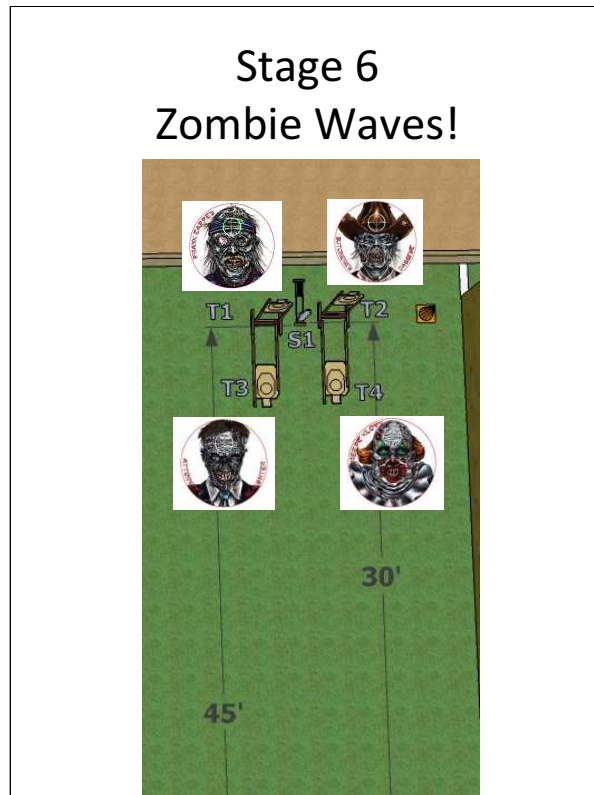
**CONCEALMENT REQUIRED:** YES



# Bay 3



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### Bay 3 Right

#### STAGE 6: Free Style, Limited Vickers, 12 rounds per string on Zombies

**Scenario:** You are walking to your car at your local Wally World when you are attacked by two waves of zombies.

#### String 1: Free Style, Limited Vickers, 12 rounds on Zombies

**Procedure:** Starting at P1, on the signal, draw and engage the first Zombie wave with 3 shots each in tactical sequence. Engage S1 to start the second Zombie wave. Once S1 is engaged, you can advance toward the second Zombie wave. Engage the second Zombie wave with 3 shots each in tactical sequence.

#### String 2: Strong Hand Only, Limited Vickers, 12 rounds on Zombies

**Procedure:** Same as above except Strong Hand Only

**Setup notes:** None

#### Target Heights

T1 – 5 ft

T2 – 6 ft

T3 – 4 ft

T4 – 4 ft

**SCORING:** Vickers, 12 rounds on Zombies per string.

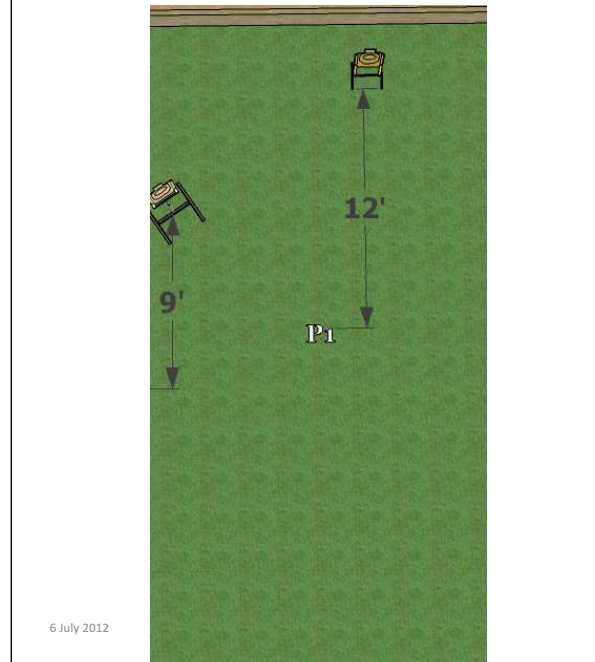
**TARGETS:** 4 IDPA, 1 Steel,

**SCORED HITS:** 6 on all Zombies.

**START-STOP:** Audible - Last shot

**CONCEALMENT REQUIRED:** YES

## Stage 7 Quick Draw



### Bay 3 Center Stage 4: Freestyle, Limited Vickers, 2

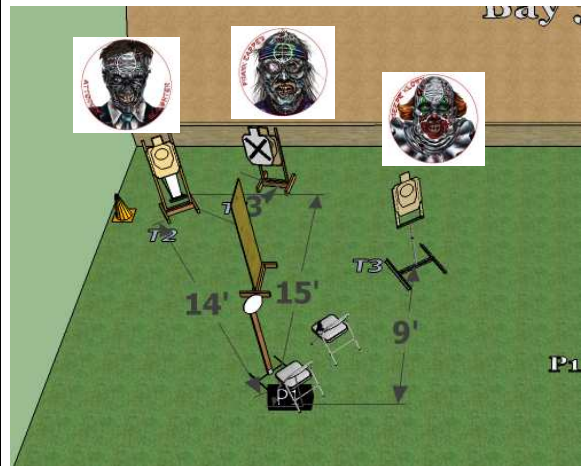
**Scenario:** You are attacked by a lone Zombie at close range.

**Procedure:** Start at P1. On signal draw, and engage the Zombie with two shots.

**Target Heights**  
T1 – 5 ft

**SCORING:** Limited Vickers, 2 rounds max.  
**TARGETS:** 1 IDPA  
**SCORED HITS:** Limited Vickers, 2 on target  
**START-STOP:** Audible - Last shot  
**CONCEALMENT REQUIRED:** YES

## Stage 8 Bank Deposit



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### Bay 3 Left

#### Stage 8, Limited Vickers, 6 round per string on Zombies

**Scenario:** You are headed to the bank with the day's receipts. A disabled vehicle blocks the road. Three Zombies surround your vehicle with a victim.

#### String 1: Free Style, Limited Vickers, 6 rounds on Zombies max.

**Procedure:** Shooter starts seated in car facing steering wheel, hands on knees, gun on seat. On the buzzer retrieve gun and engage T-2 Zombie with 2 rounds. Popper behind T-2 must fall before engaging other Zombies. Engage remaining two Zombies with a of 2 rounds in any order. Popper will active T-3 which is a drop turner. Shooter must remain in vehicle (stay seated) while shooting.

#### String 2: Strong Hand Only, Limited Vickers, 6 rounds on Zombies max.

**Procedure:** Same as above except Strong Hand Only.

**Setup notes:** Position barrier so driver cannot see target T-2 while seated normally. Driver must lean to see and engage this target. No shoot head aligns with head of Zombie.

#### Target Heights: Target Heights

T1 – 6 ft

T2 – 4 ft

T3 – Drop Turner

#### SCORING:

Limited Vickers, 12 rounds max.

TARGETS: 3 IDPA, 1 non threat

SCORED HITS: 4 on target

START-STOP: Audible - Last shot

CONCEALMENT REQUIRED: YES