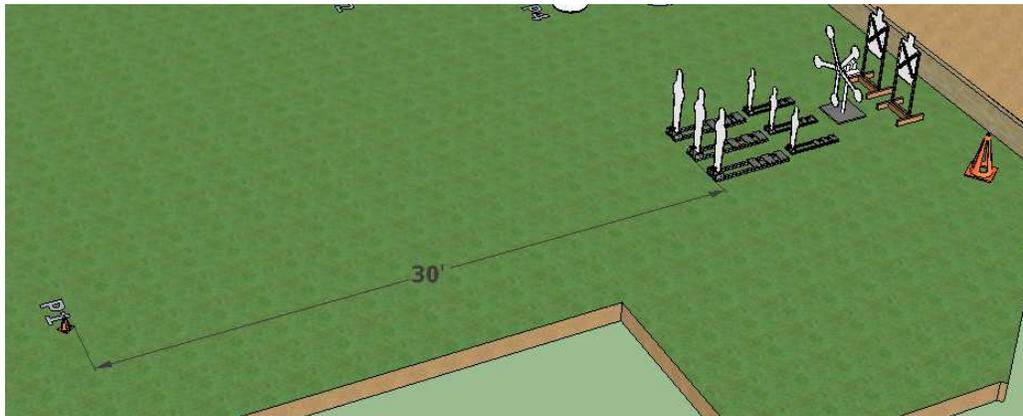


AAFG IDPA Match Course of Fire, 11/24/2012

6 stages, 80 rounds minimum. This is a revolver-friendly IDPA match. All firearms, magazines and speed loaders will be downloaded to six rounds at the buzzer for each Vickers count stage. The revolver shooters have 24 rounds and semi-auto shooters have 18 rounds to shoot Stages 1 through 5. Concealment garment is required for all stages.

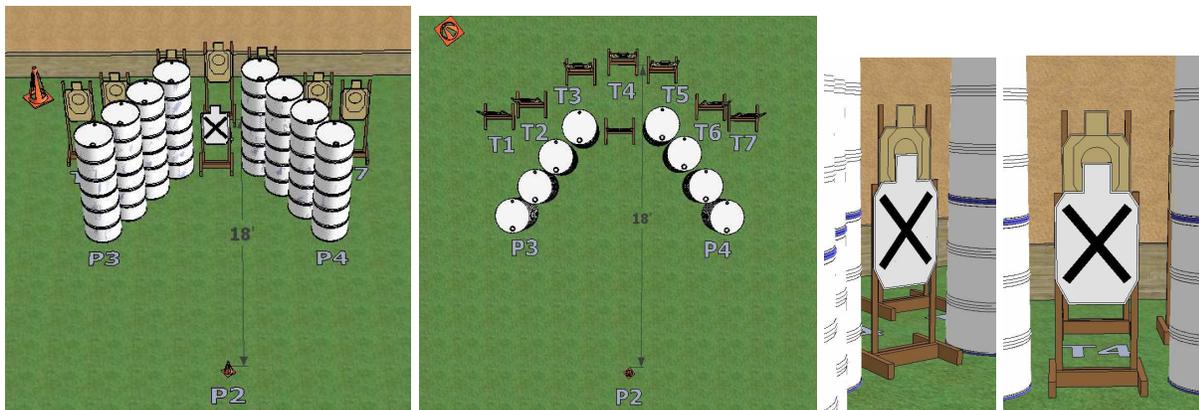
Bay 1, Right Side



Stage 1, Vickers, 11 Rounds Minimum

Start at P1, hands at sides. On signal draw and knock down the steel poppers and clear the Texas Star. All steel must fall. Stage ends when all steel is down or shooter runs out of ammo. 5 points down will be scored for each steel target remaining at the end of the stage.

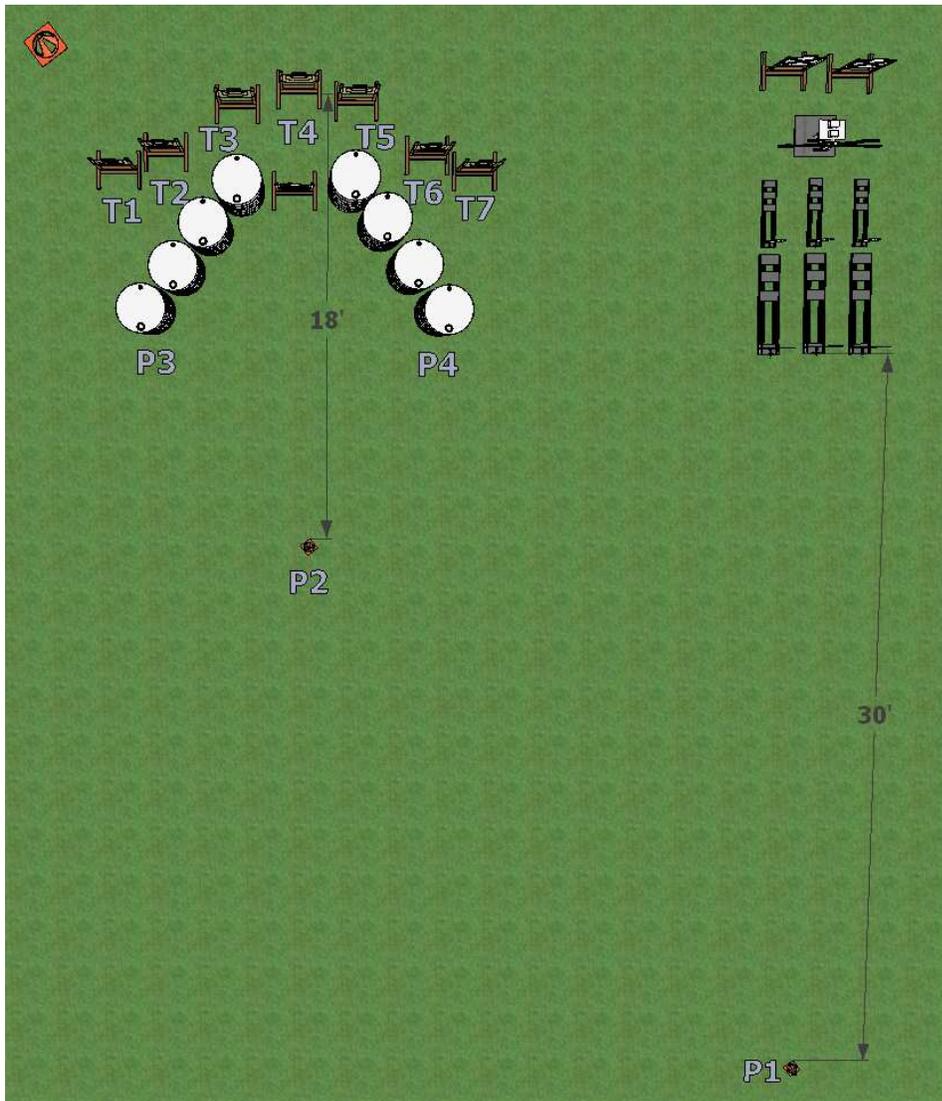
Bay 1, Left Side



Stage 2, Vickers, 14 Rounds Minimum

Start at P2, hands at sides. On signal draw and engage T4 while advancing to cover. Engage remaining targets as you see them. Engage all targets with a minimum of 2 rounds each.

Bay 1 Setup and Scoring Notes



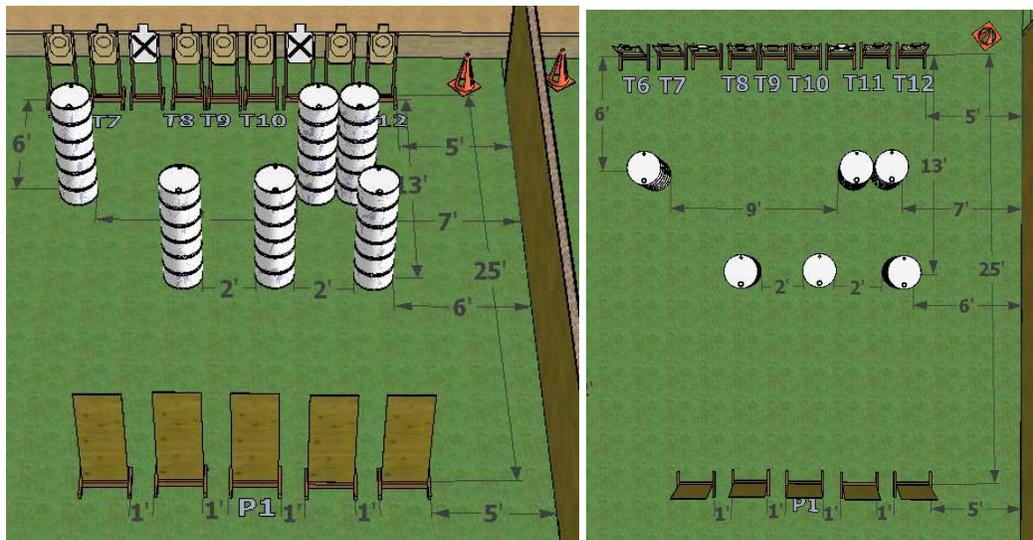
Set up Stage 2 first, then Stage 1.

On Stage 1, place 2 non-threat targets behind the poppers and Texas Star, and adjust their height so that misses will result in hits on the non-threat targets.

On Stage 2, the gap between the two rows of barrels should be roughly 2 feet. T4 should be the only target visible from P2. T1-T2 and T5 should be visible from P3. T3 and T6-T7 should be visible from P4. Set the height of T3-T5 at 5 feet, and set the height of the non-threat target so that the top of its head partially obscures the down zero zone of T4, when viewed from P2 by a 5 foot tall shooter. The non-threat target should also partially block t5 when viewed from P3 and T3 when viewed from P4.

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

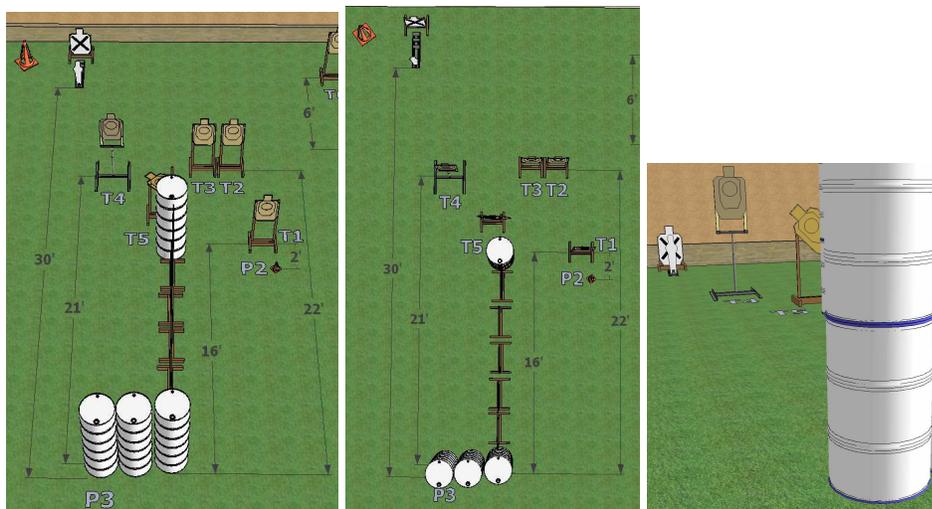
Bay 2, Right Side



Stage 3, Vickers, 14 Rounds Minimum

Start at P1, hands on the Bianchi Barricade in front of you. On signal draw and engage each target from behind cover with a minimum of two rounds each.

Bay 2, Left Side

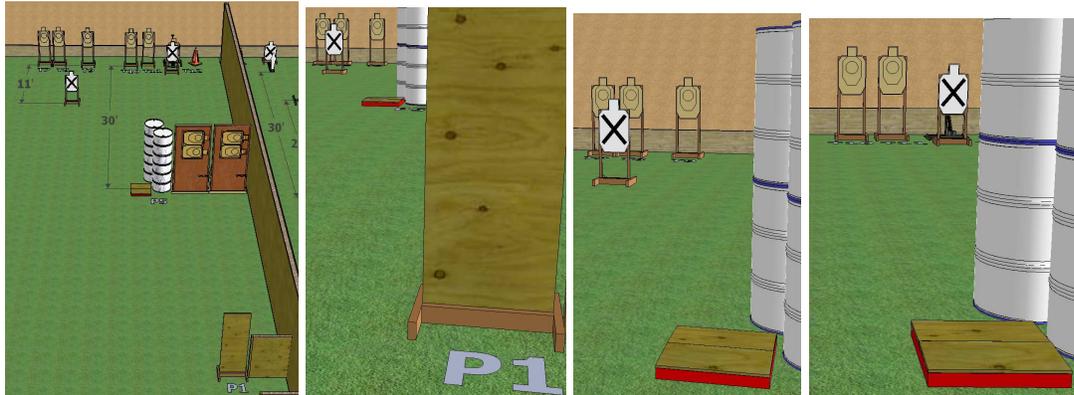


Stage 4, Vickers, 11 Rounds Minimum

Start at P2, hands at on head. On signal draw and engage T1 from retention while retreating. Keep supporting hand where the SO can see it while engaging T1. Then engage T2-T3 while retreating. You may take makeup shots on T1-T3 from behind the barrels. Then engage remaining targets as you see them with. Engage all targets with a minimum of two rounds each. Steel popper must fall to score and to activate the drop turning target.

Bay 3, Right Side

Stage 5, Vickers, 12 Rounds Minimum



Stage 5, Vickers, 12 Rounds Minimum

Start at P1, facing towards the Cowboy loading table along the wall of the bay. On signal, turn downrange, draw and engage targets T7-T12 as you see them, moving as needed, with a minimum of 2 rounds each.

Bay 3, Left Side

Stage 6, Limited Vickers, 18 Rounds

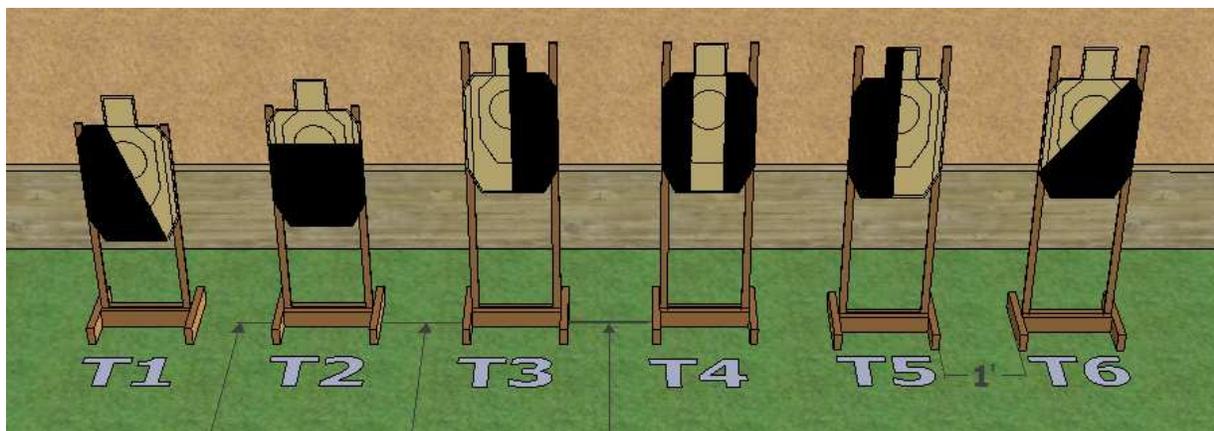
Load semi-auto pistols to design capacity in order to move things along. Reload off the clock as needed.

String 1: Start at P2. On signal, draw and engage each target with one shot to the head.

String 2: Start at P3. On signal engage each target with one shot, strong hand only.

String 4: Start at P4. On signal engage each target with one shot.

Bay 3 Setup and Scoring Notes



Set up Stage 5 first, then Stage 6. Targets T7-T9 should be visible from P1, and the remaining targets hidden. Targets T10-T12 should be visible from around the barrels at P5. Position the barrels, pressure plate and targets so that T10-T11 cannot be seen unless the shooter steps on the pressure plate. Run the rope from the rising target at T12 to the left ring on the pressure plate.

Stage 6 is Limited Vickers. Set up partially covered targets as shown above. Hits that are surrounded by black are deemed to be misses. Instruct semi-auto pistol shooters to load their guns to design capacity for this stage to move the match along.

Lower targets T1-T2 so that rounds strike low on the left corner of the bay.

Mark P2-P4 with small safety cones. Mark muzzle safe points with large safety cones.