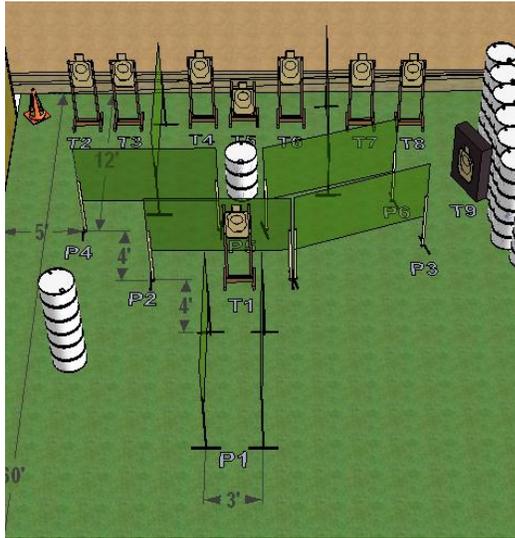


# AAFG IDPA Match Course of Fire, 11/28/2015

Six stages, 94 rounds minimum. All IDPA rules apply. Concealment garment is required for all stages. Load all magazines to division capacity for all stages.

## Bay 1



### Stage 1 - Downrange - Short Range Room Clearing

Unlimited Scoring, 18 round minimum.

Start at P7, hands at sides, facing uprange. On signal turn draw and engage T1 with two rounds minimum. Engage T2 - T9 as you see them with two rounds minimum. Do not re-engage T1 after moving from P1.



### Stage 2 - Uprange - Long Range from Cover

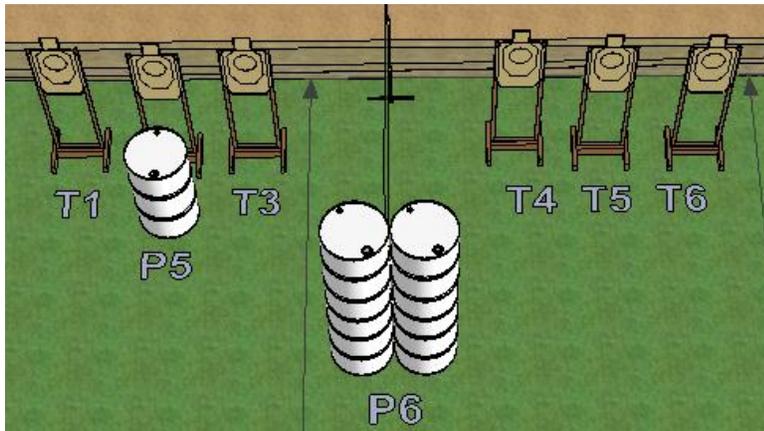
Unlimited Scoring, 16 round minimum.

Starts at P7, hands at sides, facing downrange. On signal draw and engage T2, T1, T9, and T10 - T14 as you see them with a minimum of two rounds each.

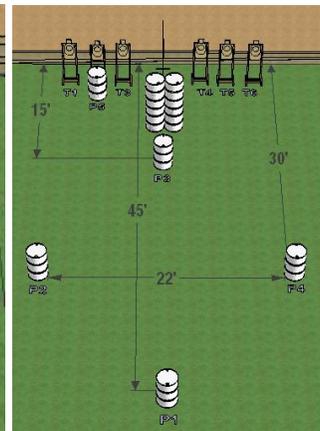


## Bay 2

### Stage 4



### Stage 3



### Stage 3 - Uprange - Movement Drill

Limited Scoring, 18 rounds.

Place magazines on three of four barrels at P1 - P4. Place unloaded gun on the fourth barrel. Stand behind loaded gun. On signal pick up gun, move to an adjacent barrel, load gun and engage T1 - T6 with one round each while moving to another barrel with a magazine. Reload and move to an adjacent barrel and re-engage each target with one round while moving. Reload and return to where you started, re-engaging each target with one round each. Take all shots while moving.

### Stage 4 - Downrange - Oops!

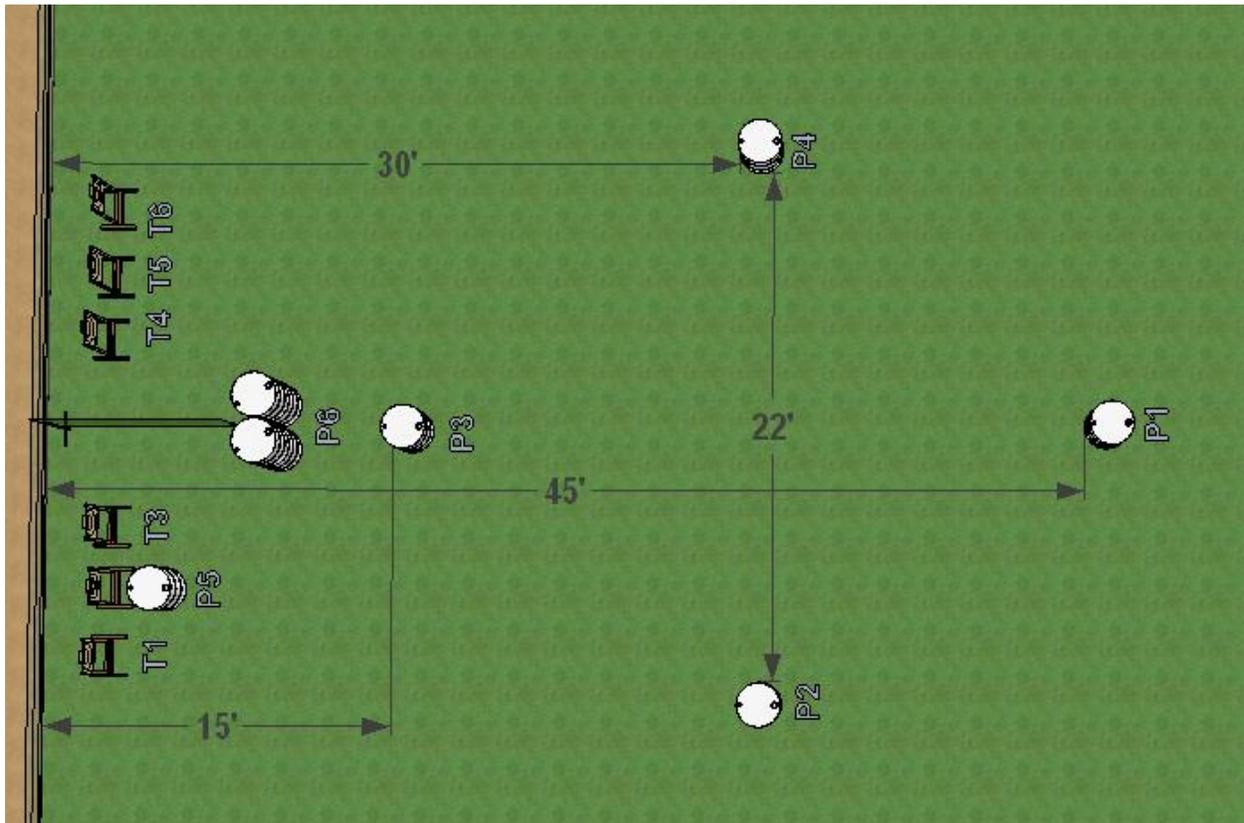
Unlimited Scoring, 12 rounds minimum.

Start at P5 uprange of barrel, gun set up with a double feed and pointed at T2. On signal pull the trigger, clear the jam and engage T1 - T3 with at least two rounds each while retreating to P6. Take any makeup shots on T1 - T3 from cover and engage T4 - T6 with at least two rounds each. Watch your muzzle while clearing the jam!

### Procedure to set up a double feed (watch your muzzle!):

1. Shooter locks back slide on empty pistol and puts it on the barrel with one magazine and a spare round.
2. SO inserts the magazine in the gun.
3. SO inserts the spare round half-way into the chamber.
4. SO releases slide and slowly moves it forward, pushing a round from the magazine forward to jam into the round sticking out of the chamber.
5. SO puts jammed pistol on the barrel and shooter picks it up.
6. Shooter aims at T2 and stands by to start the stage.

## Bay 2 Setup and Scoring Notes

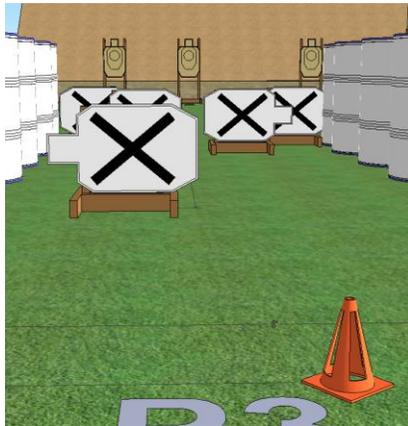


Set up Bay 2 as shown. T4 should not be visible from P2. T3 should not be visible from P4.

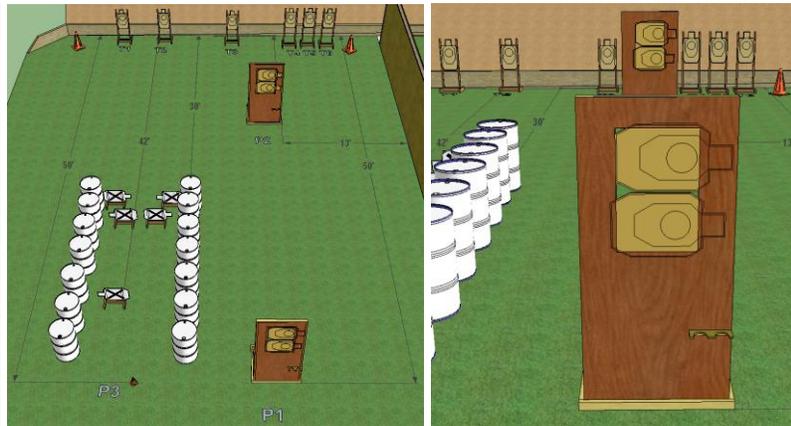
Mark muzzle safe points with large safety cones.

## Bay 3

### Stage 6



### Stage 5



### Stage 5 - Right Side - Mirror Shooting Drill

Limited Scoring, 18 rounds.

Start at P1, hands touching Cowboy Barrier. On signal draw and engage three targets with two rounds each from one side of the barrier, then engage the other three targets with two rounds each from the other side of the barricade. Advance to P2 and engage three targets with one head shot from one side of the barrier, then engage the other three targets with one head shot each from the other side of the barrier. Take all shots from the right side of the barrier with the gun in your right hand, using your left hand for support. Take all shots from the left side of the barrier with the gun in your left hand using your right hand for support.

### Stage 6 - Left Side - At the Eagles of Death Metal Concert

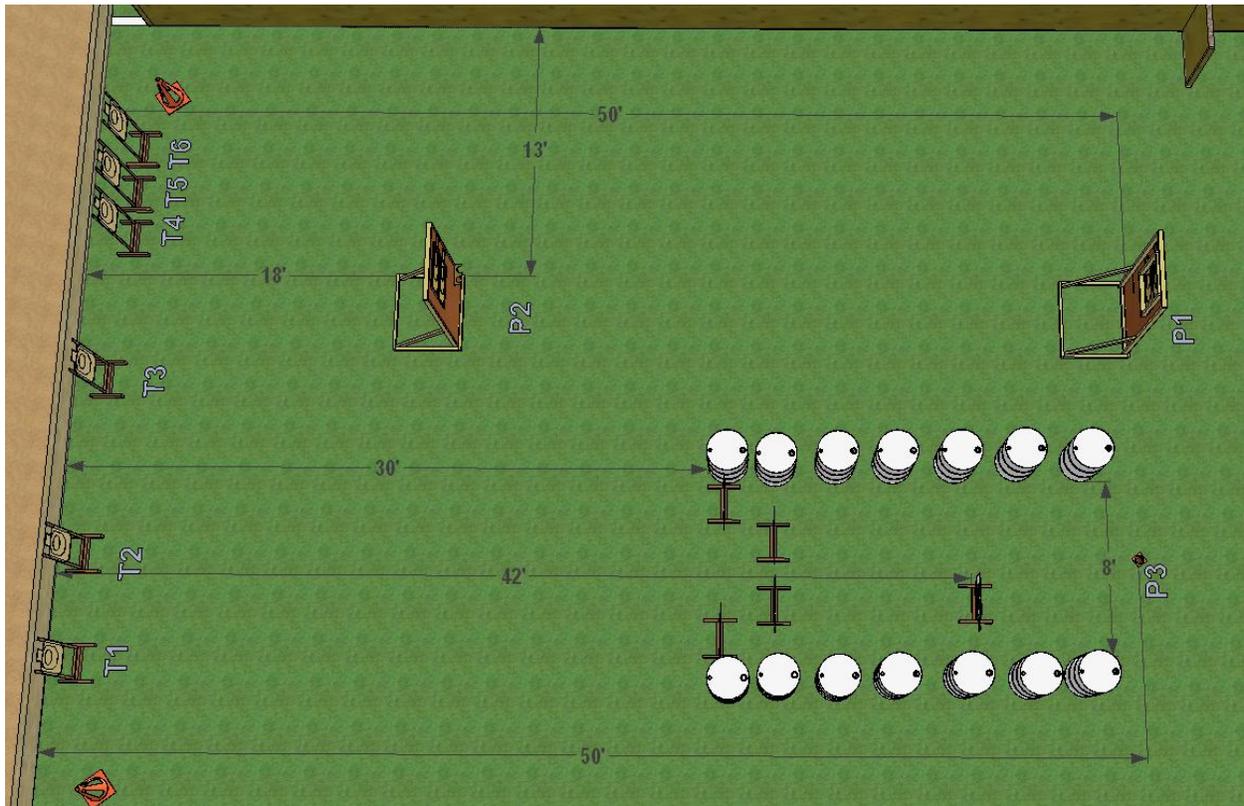
Unlimited Scoring, 12 rounds minimum.

You are heading towards your seat in a concert hall when gunfire erupts from behind you. You and everyone around you immediately drop to the ground. A nearby policeman is down and badly wounded. Take his gun and defend yourself.

Place your loaded gun and magazines staged on the ground to the immediate right of the nearest non-threat target. Start at P3, facing uprange. On signal turn, drop to the prone position and remain prone for the entire stage. Retrieve handgun and engage T1 - T3 with a minimum of four shots each. You may crawl around in the zone between the barrels but must not move the non-threat targets. Take all shots from the prone position, your stomach or shoulder touching the ground, firing around and between the non-threat targets.

A shooter who is physically unable to shoot this course of fire may elect to turn, draw from holster and engage the targets while standing at P3. The shooter will be assessed three procedural penalties in addition to any other penalties earned in this stage.

## Bay 3 Setup and Scoring Notes



Set up Bay 3 as shown. First set up the Cowboy barriers, and block their windows with scrap cardboard. Next set up two rows of barrels as shown. Place a carpet on the ground between the rows of barrels if needed. Then set up the targets.

T1 - T3 should be just high enough to clear the erosion barrier, probably 3 or 4 feet high.

On Stage 5, T1 - T3 must be visible from the left side of either barricade, and T4 - T6 must be visible from the right side of either barricade.

On Stage 6, arrange the non-threats so that the shooter must move around to engage them.

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