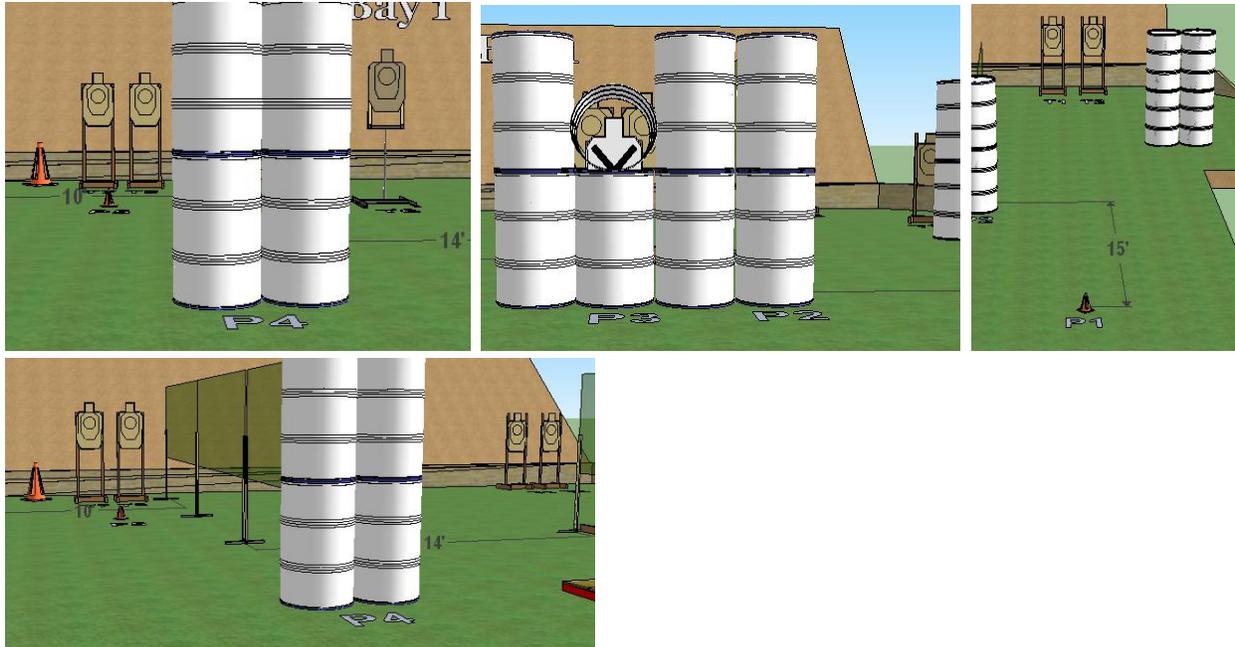


# AAFG IDPA Match Course of Fire, 12/12/2015

Six stages, 88 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 - Right Side - Advancing to Cover

Unlimited Scoring, 16 rounds minimum.

Start at P1. On signal draw and engage T1 and T2 while advancing to cover at P2. Take makeup shots as needed and engage remaining targets as you see them. Pressure plate activates drop turner T6, which you must engage while moving. Engage all targets with a minimum of two rounds each. You must shoot through the hollow barrel at P3 to engage targets T4 and T5.

### Stage 2 - Left Side - Retreating to Cover

Unlimited Scoring, 16 rounds minimum.

Start at P5. On signal draw and engage T7 and T8 while retreating to cover at P4. Take makeup shots as needed and engage remaining targets as you see them. Pressure plate activates drop turner T6, which you must engage while moving. Engage all targets with a minimum of two rounds each. You must shoot through the hollow barrel at P3 to engage targets T4 and T5.

## Bay 1 Setup and Scoring Notes

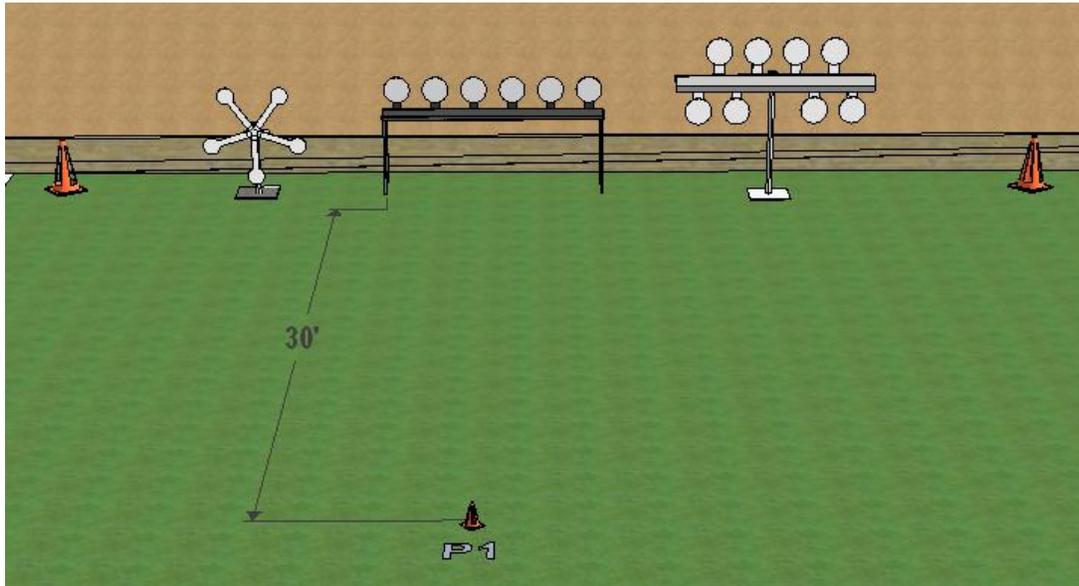


First set up the three cloth barriers on the left, then the barrels by P4, then the cloth barriers and barrels in the middle, and finally the barrels on the right. Set up the targets as shown.

Only T1 and T2 should be visible from P1 and P4. T3 should be visible only from P3. T4 and T5 should be visible through the hollow barrel at P3 only. Set up the non-threat target beyond the barrel so that it partially obscures T4 and T5 when viewed through the hollow barrel. T6 may be viewed at any point between P3 and P4, but engaged only when it turns. T7 and T8 may be viewed from P4 and P5 only.

Mark P1 and P5 with small safety cones and muzzle safe points with large safety cones.

## Bay 2



### Stage 3 - Both Plate Racks

Unlimited Scoring, 14 rounds minimum.

Start at P1. On signal draw and engage the Plate Rack and Polish Plate Rack. Do not move from P1. All steel must fall.

Each steel plate left standing will be scored as a miss plus a Failure to Neutralize penalty.

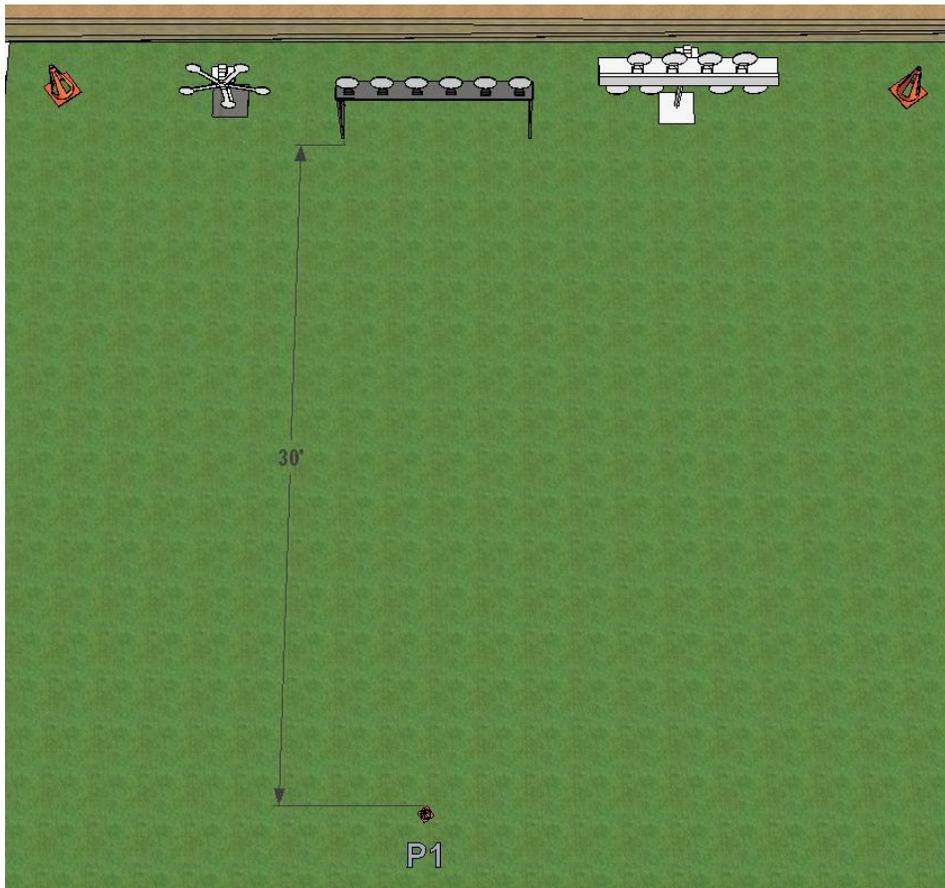
### Stage 4 - Plate Rack and Texas Star

Unlimited Scoring, 11 rounds minimum.

Start at P1. On signal draw and engage the Plate Rack and Texas Star target. Do not move from P1. All steel must fall.

Each steel plate left standing will be scored as a miss plus a Failure to Neutralize penalty.

## Bay 2 Setup and Scoring Notes



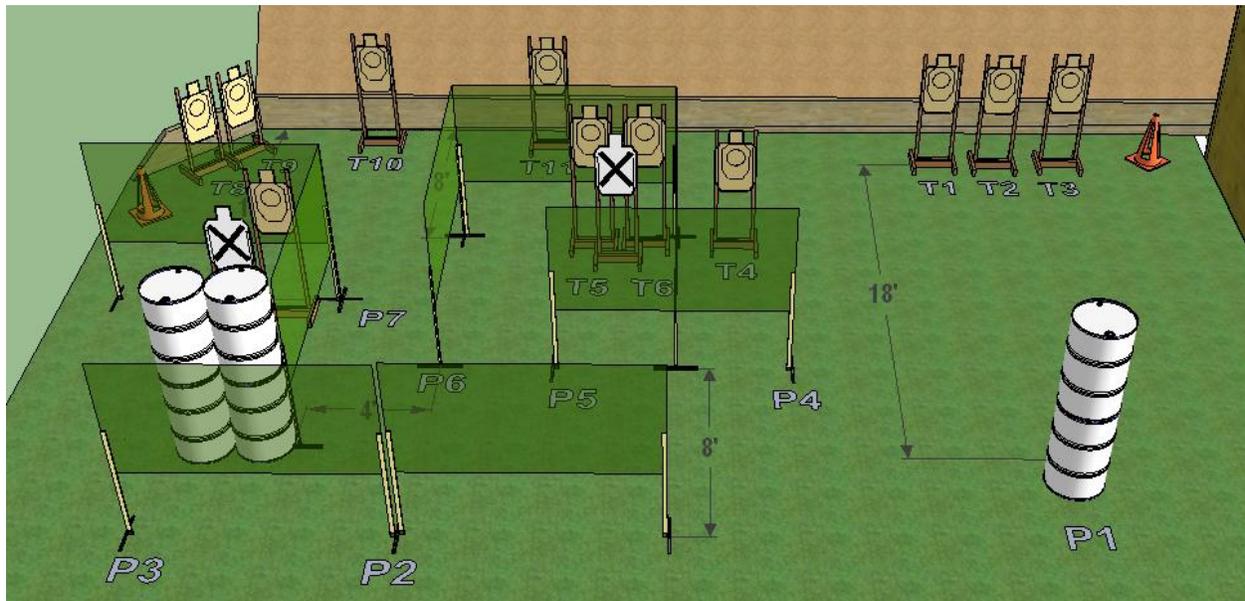
Set up Bay 2 as shown.

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

## Bay 3

### Stage 6

### Stage 5



### Stage 5 - Right Side - Homie Standards Stage

Limited Scoring, 15 rounds.

Start at P1, hands on barrel. On signal draw and engage T1 - T3 with two rounds each to the body from one side of the barrels, slicing the pie. Engage T1 - T3 with two rounds each from the other side of the barrel, slicing the pie. Finally, engage T1 - T3 with one round each to the head.

Take all shots from the right side of the barrel stack with your left hand only. Take all shots from the left side of the barrel stack with your right hand only.

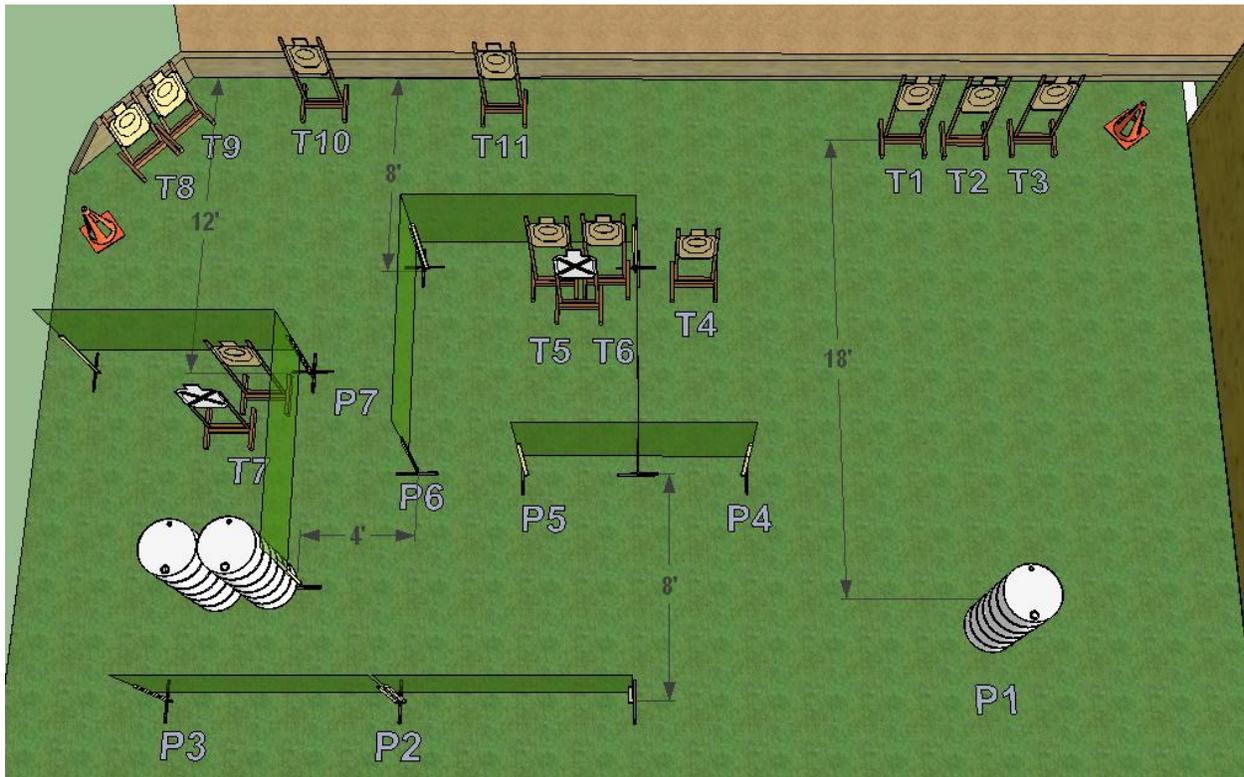
### Stage 6 - Left Side - Room Clearing and Cover

Unlimited Scoring, 16 rounds minimum.

Start at P2, in front of the juncture of the two cloth barriers. On signal draw and engage T4 - T11 as you see them with a minimum of two rounds each.

Do not move beyond P3 around the far left barriers, which nor beyond P4 around the far right barriers. T8 - T11 must be engaged from the corridor at P7.

## Bay 3 Setup and Scoring Notes



Set up Bay 3 as shown. Start with the cloth barriers, setting the leftmost barrier right on the left edge of the bay. Then set up targets T4 - T11, taking special care to prevent shoot-throughs. Shots taken from P5 on T5 and T6 should pass to the right of T11. Shots taken on T7 from P3 should pass between T10 and T11.

T8 - T10 should be 4 feet high.

T7 should be visible from P3 only. T4 should be visible from P4 only. T5 and T6 should be visible from P5 only. T9 and T10 should be visible from P6. T8 and T11 should be visible from P7. The shooter should see T8 first if advancing along the barrier to the right on P7, and should see T11 first if advancing along the barrier to the left of P7.

Set up Stage 5 on the remaining room on the right side of the bay.

Mark muzzle safe points with large safety cones.