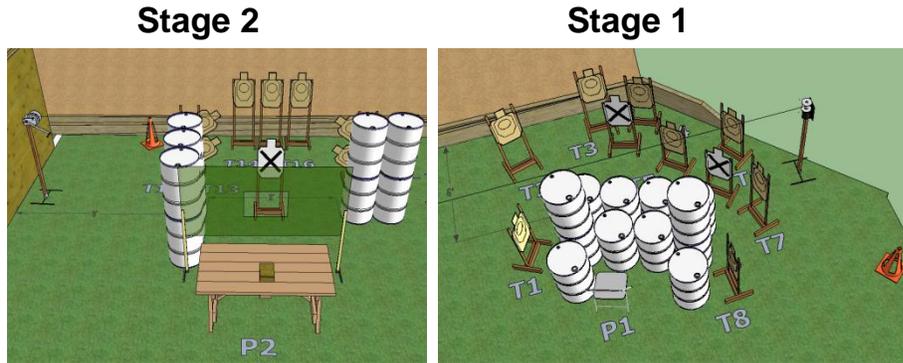


AAFG IDPA Course of Fire, December 13, 2014

Six stages, 98 rounds minimum. All IDPA rules apply. Concealment garment is required for all stages. Load all magazines to division capacity.

Bay 1



Stage 1 - Right Side - Urban Riot

Vickers scoring, 16 rounds minimum. You are delivering produce when rioters swarm your truck.

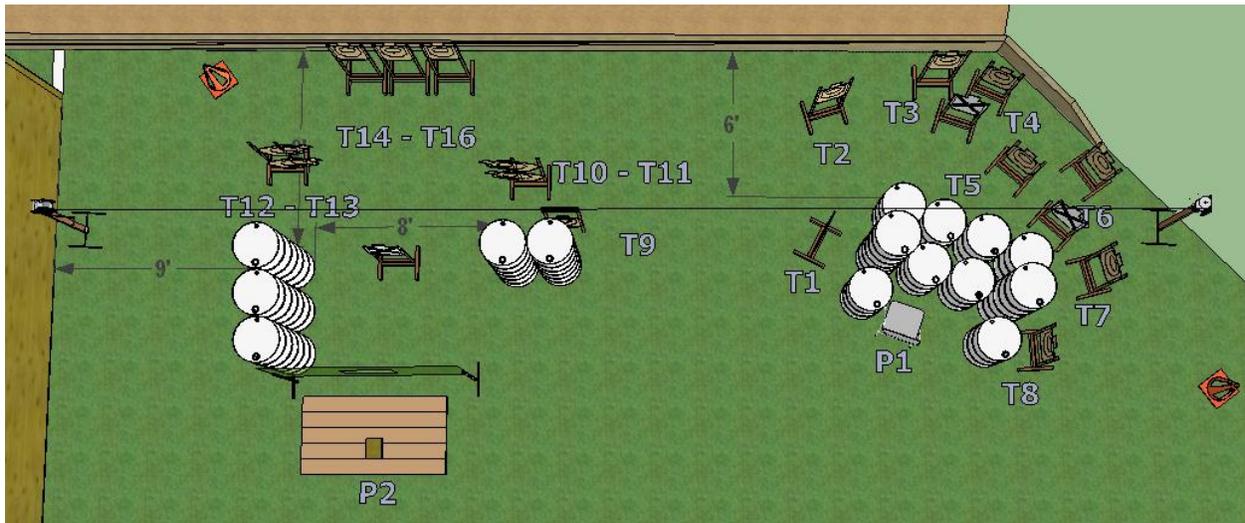
Start seated at P1. On signal draw and engage all targets with a minimum of two rounds each. Take all shots while seated. All targets are deemed to be equidistant from the shooter.

Stage 2 - Left Side - Back Yard Assault

Vickers scoring, 16 rounds minimum. The rioters are coming over the fence and into your back yard.

Start with unloaded gun in the IDPA test box and spare ammunition on the table. The crossing target is behind the rightmost of the two barrel stacks. On signal retrieve gun, load and engage all targets with a minimum of two rounds each. The safety officer's assistant activates the moving target when you fire your first shot. Take all shots through with window in the cloth barrier. The moving target is scored as a disappearing target.

Bay 1 Setup and Scoring Notes



Set up Bay 1 as shown above and on the preceding page.

First set up the laterally moving target. Set the speed to somewhere between 15 and 20.

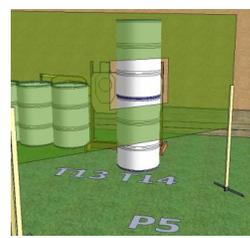
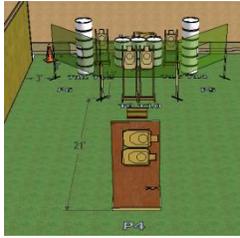
Next set up the barrels for Stage 2 just uprange from the laterally moving target. Set up a cloth barrier with a window, a picnic table and IDPA test box as shown. Finally set up stationary targets for Stage 2. Make sure that the heads of T1-T13 and the down zero zones of T14-T16 can be seen by a 5 foot tall shooter through the window. Make sure that the laterally moving target can move in front of the stationary targets without hitting them. Place the non-threat target so that the laterally moving target passes behind it.

Next set up Stage 1 as shown. Make sure there are no shoot-throughs.

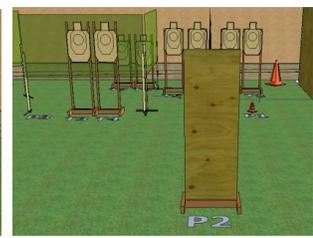
Mark muzzle safe points with large safety cones.

Bay 2

Stage 4



Stage 3



Stage 3 - Bay 2 Right Side - Trouble in the Alley

Vickers scoring, 16 rounds minimum. You are attacked by a street gang and try to retreat, but that doesn't help much.

Start at P1. On signal draw and engage T1-T2 in tactical sequence while retreating. Engage remaining targets as you see them. Engage all targets with a minimum of two rounds each.

You may take makeup shots on T1-T2 from P2. You may not take makeup shots on T3-T4 once you leave P2. You may take makeup shots on T5-T6 from cover on the right side of the cloth barrier at P3.

Note: Cover all targets in this stage with t-shirts.

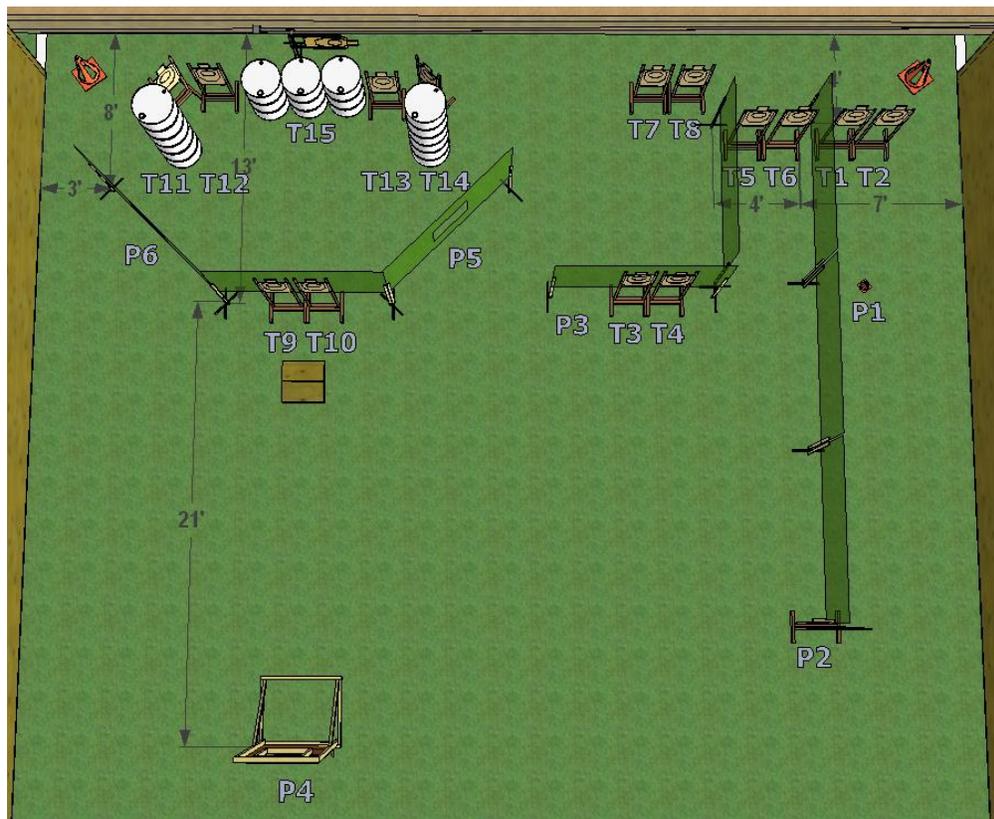
Stage 4 - Bay 2 Left Side - Unwelcome Visitors

Vickers scoring, 14 rounds minimum. You return home to find that your home is now occupied by the gang that attacked your back yard.

Start at P4. On signal draw and engage T9-T10 from cover at P4. Engage remaining targets as you see them. Pressure plate activates swinging target T15. Engage all targets with a minimum of two rounds each.

You may not take engage T9-T10 once you move from P4.

Bay 2 Setup and Scoring Notes



Set up Stage 3 first. Set up the cloth barriers as shown, measuring from the berm and the bay wall. Next set up the Bianchi Barricade at P2 and finally the targets. T3-T4 should be 6 feet high so that shots on these targets will pass through the cloth barrier. Make sure that shots taken on T3-T4 from P2 will not hit T6-T7 nor any part of Stage 4.

Next set up Stage 4. Set up the cloth barriers as shown. T11-T13 should be visible through the window at P5, but not T14. T12-T14 should be visible through the window at P6, but not T11.

T11 should face the window at P5 and T14 should face the window at P6.

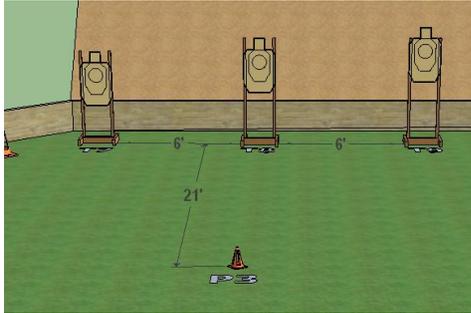
T9-T10 should be 6 feet high so that shots on them will pass through the cloth barrier and over the barrels in front of T15.

Use the red pressure plate to activate the swinging target T15. Make sure that the down zero zone on T15 is cannot be seen through the windows at P5 or P6.

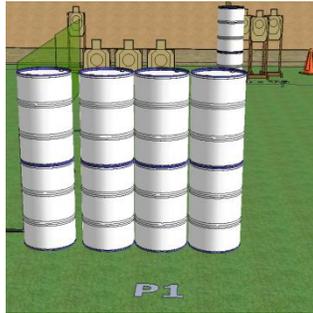
Mark P1 with a small cone and muzzle safe points with large cones.

Bay 3

Stage 6



Stage 5



Stage 5 - Right Side - Near and Far

Vickers Scoring, 18 rounds minimum. What next? Now you are attacked by two squads of thugs!

Start at P1, hands touching the second barrel stack from the right. On signal draw and engage the targets as you see them. Engage all threat targets with a minimum of two shots to the body and one to the head.

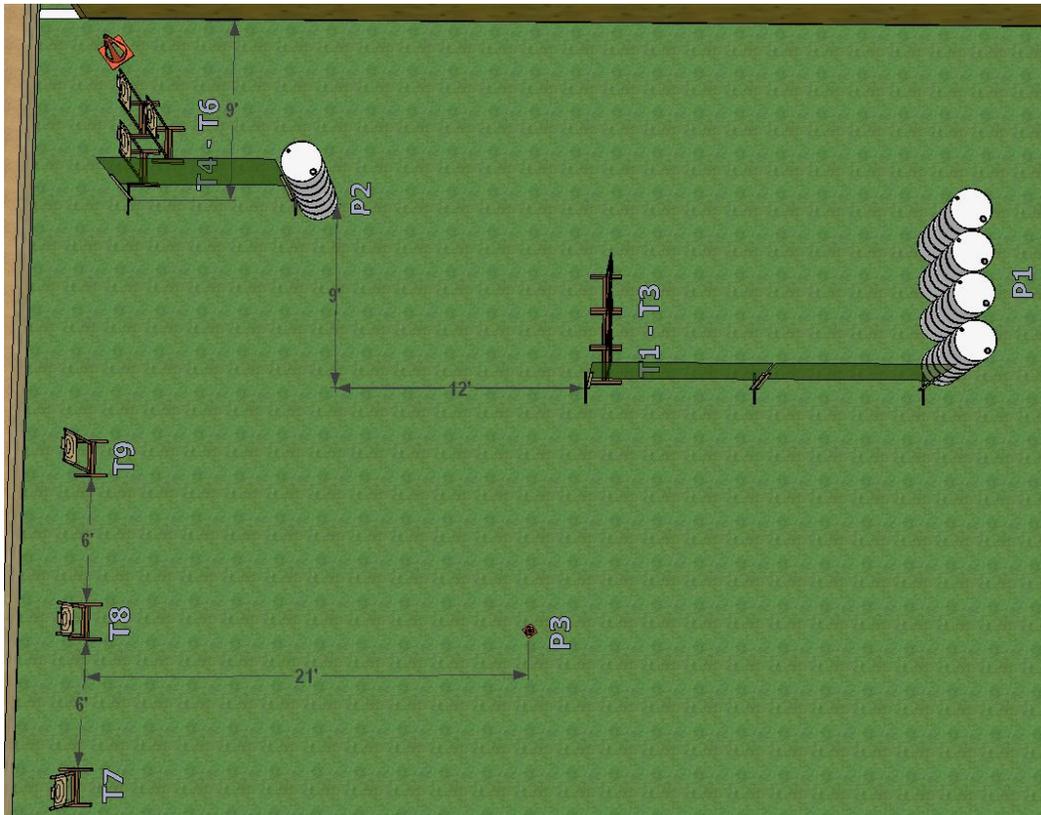
Stage 6 - Left Side - Modified El Presidente

Limited Vickers, 18 rounds.

Start at P3, facing uprange, hands at sides, gun and magazines loaded to division capacity. On signal turn, draw and engage T7-T9 with two rounds each to the body. Reload and re-engage T7-T9 with two rounds each to the body. Reload and re-engage T7-T9 with two rounds to the head.

Score four body and two head hits on each target. Head hits do not count as body hits, and body hits do not count as head hits.

Bay 3 Setup and Scoring Notes



Set up Bay 3 as shown. First set up Stage 5. There should be a six inch gap between the leftmost and second from the left barrel stacks at P1. T1-T3 should be visible from this gap and from the right side of the barrels at P1. T4-T6 should be visible from the right side of the barrels at P1 and from P2. The shooter should be able to move along the cloth barriers downrange of P1 and on to P2 without exposure to T4-T6.

Next set up T7-T9 as shown for Stage 6. Lay these targets down when shooting Stage 5 to avoid shoot-throughs.

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