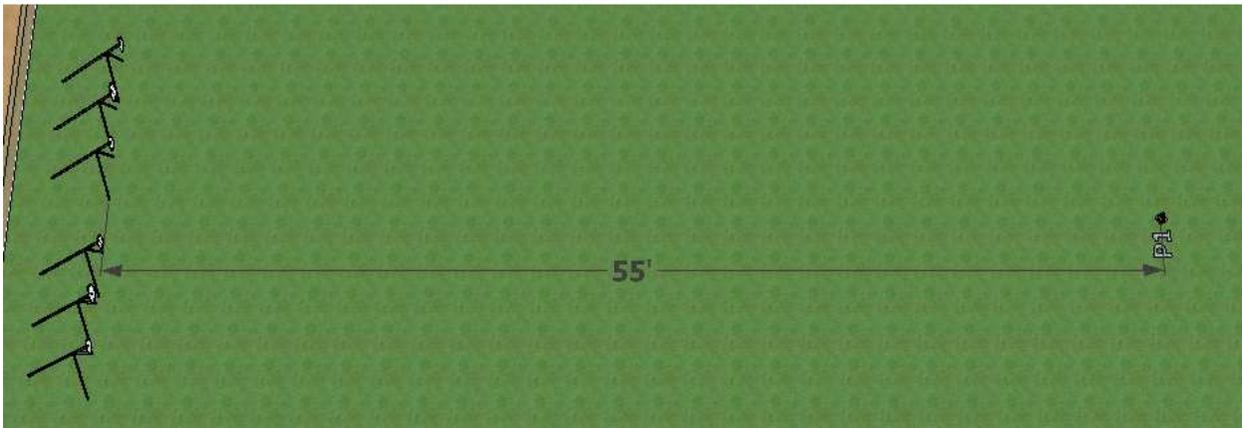


Course of Fire 2013 No Movement Steel Match

8 stages, 96 rounds minimum. This course of fire is designed for days when ground conditions restrict movement on the Action Pistol Range. It requires no movement to shoot, score or reset targets. All stages are run from a single position in each bay. All stages are scored by IDPA rules using Vickers Count, with magazines loaded to division capacity. Concealment garment is optional.

Missed shots on steel targets at the end of a stage or string are scored as 5 points down plus a Failure to Neutralize penalty. If the stage calls for 18 rounds and only 17 hits are obtained before the shooter runs out of ammunition, one miss is scored as 5 points down and an FTN penalty.

Bay 1



Stage 1 - Steel IDPA Targets Transitions - 18 Rounds Minimum

Start at P1, facing downrange, hands at sides. On signal draw and engage each target with a minimum of three rounds. Engage large targets first, then small targets. Safety officer will call hits.

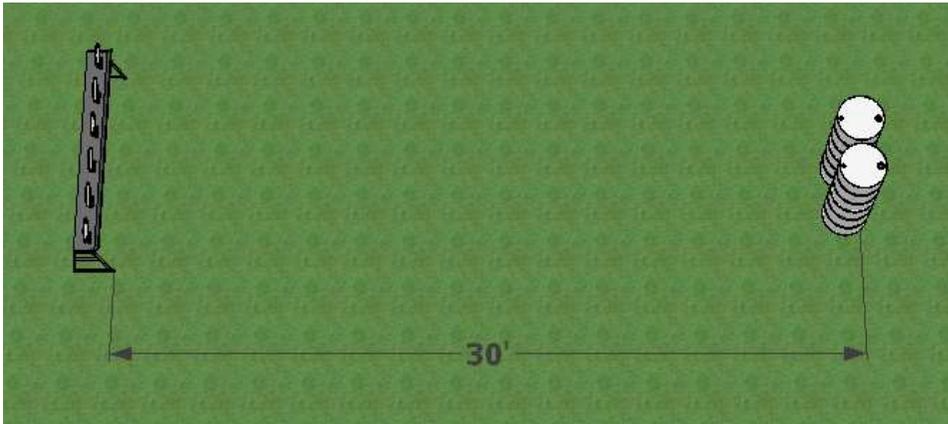
Stage 2 - Steel IDPA Targets Tactical Sequence - 18 Rounds Minimum

Start at P1, facing downrange, hands at sides. On signal draw and engage each target in tactical sequence with a minimum of three rounds. Safety officer will call hits.

Bay 1 Setup and Scoring Notes

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

Bay 2



Stage 3 - Plate Rack through the Gaps - 6 Rounds Minimum

Start with hands touching barrels. On signal engage the steel plates through the gap in the barrels. Reset, top off and shoot stage 4.

Stage 4 - Plate Rack Transitions - 6 Rounds Minimum

Start with hands touching barrels. On signal, engage the steel plates. Transition to a different shooting position (left side, gap between barrels, right side) after each shot.

Stage 5 - Plate Rack SHO - 6 Rounds Minimum

Start with hands touching barrels. On signal engage the steel plates through the gap in the barrels strong hand only. Reset, top off and shoot stage 6.

Stage 6 - Plate Rack WHO - 6 Rounds Minimum

Start gun in weak hand pointing to base of plate rack, finger off trigger, safeties disengaged. On signal engage the steel plates through the gap in the barrels weak hand only.

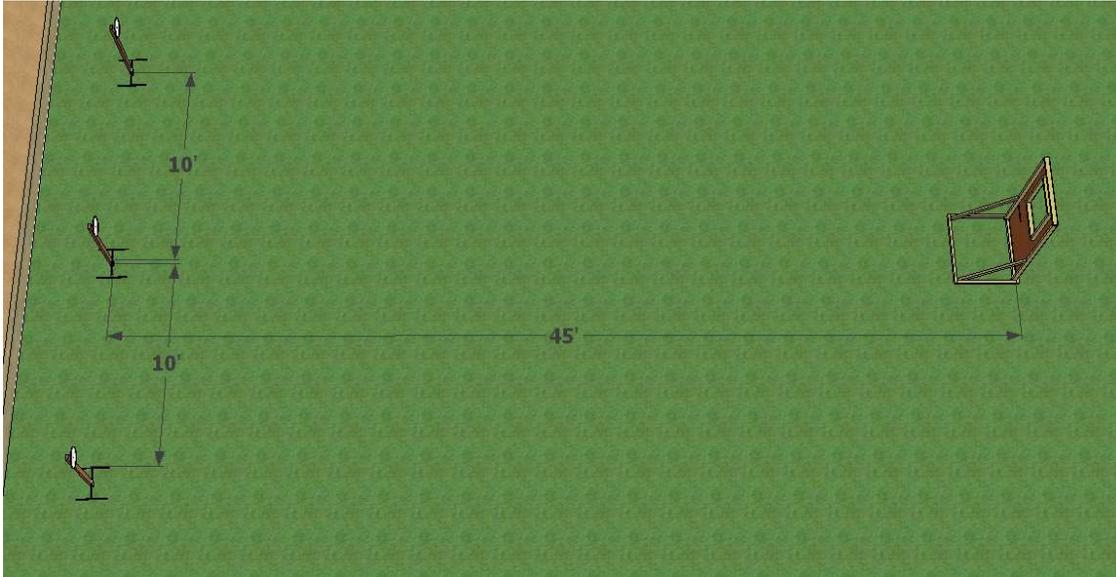
Bay 2 Setup and Scoring Notes

Set up plate rack and double barrels as shown, with a two inch gap between the stacks of barrels. Make sure you can see all plates through the gap between the barrels.

Run shooters through stages 3 and 4 back-to-back, and stages 5 and 6 back-to-back.

Mark muzzle safe points with large safety cones.

Bay 3



Stage 7 - Lollipop Targets - 18 Rounds Minimum

Start behind the Cowboy Barrier, facing downrange, hands touching barricade. On signal draw and engage each target with two rounds. Then engage each target with two rounds strong hand only. Then engage each target with two rounds weak hand only. Safety officer will call hits.

Stage 8 - Lollipop Targets and Cowboy Barrier - 18 Rounds Minimum

Start behind the Cowboy Barrier, facing downrange, hands touching barricade. On signal draw and engage the 3 lollipop steel targets from one side of the barrier with a minimum of two rounds each, then re-engage these targets with a minimum of 2 rounds each from the other side of the barrier. Engage the targets as you see them, slicing the pie. Then engage each target with two rounds each through the window in the Cowboy Barrier. SO will call hits.

Bay 3 Setup and Scoring Notes

Set up lollipop targets and Cowboy Barrier as shown in the diagram.

Mark muzzle safe points with large safety cones.