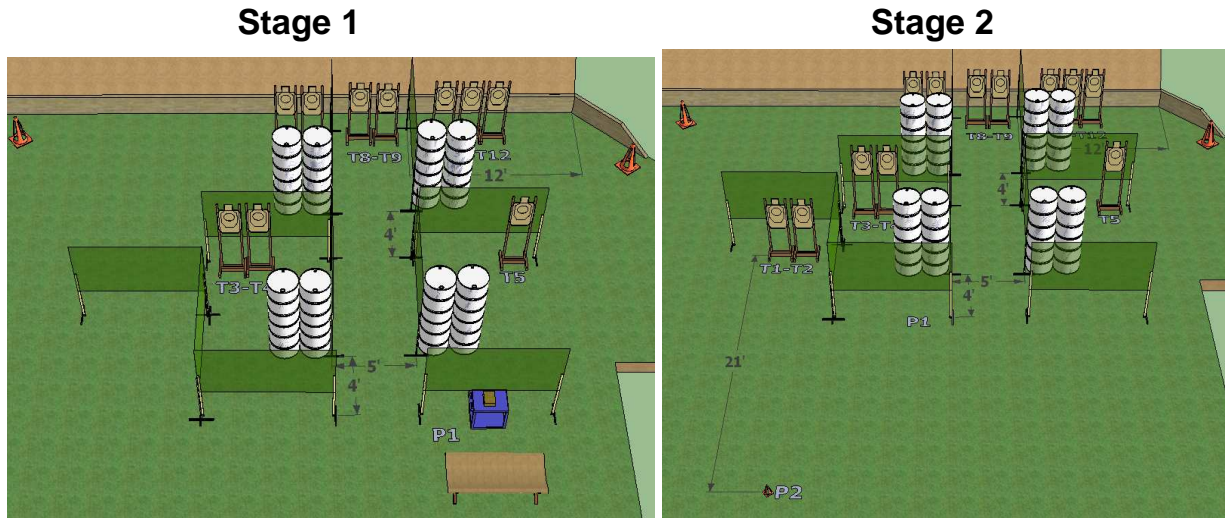


AAFG IDPA Match Course of Fire, 09/21/2013

Six stages, 73 rounds minimum. All IDPA rules apply. Concealment garment is required for all stages.

Bay 1



Stage 1 - Clear the Bedrooms

Vickers scoring, 16 rounds minimum. T1-T2 are not used in this stage.

Start with loaded gun in test box by P1, with spare magazines on the night stand. Lie down on cot, on your back with hands at sides. SO will clip two non-threat targets at random over T3-T7, or T10-T12, but not T8-T9, and not together. On signal retrieve gun and spare ammo, then move through the corridor and engage T3-T12 threat targets with a minimum of two rounds each. Do not advance beyond the barrels at the entrance of each room.

Reposition the non-threat targets for each shooter.

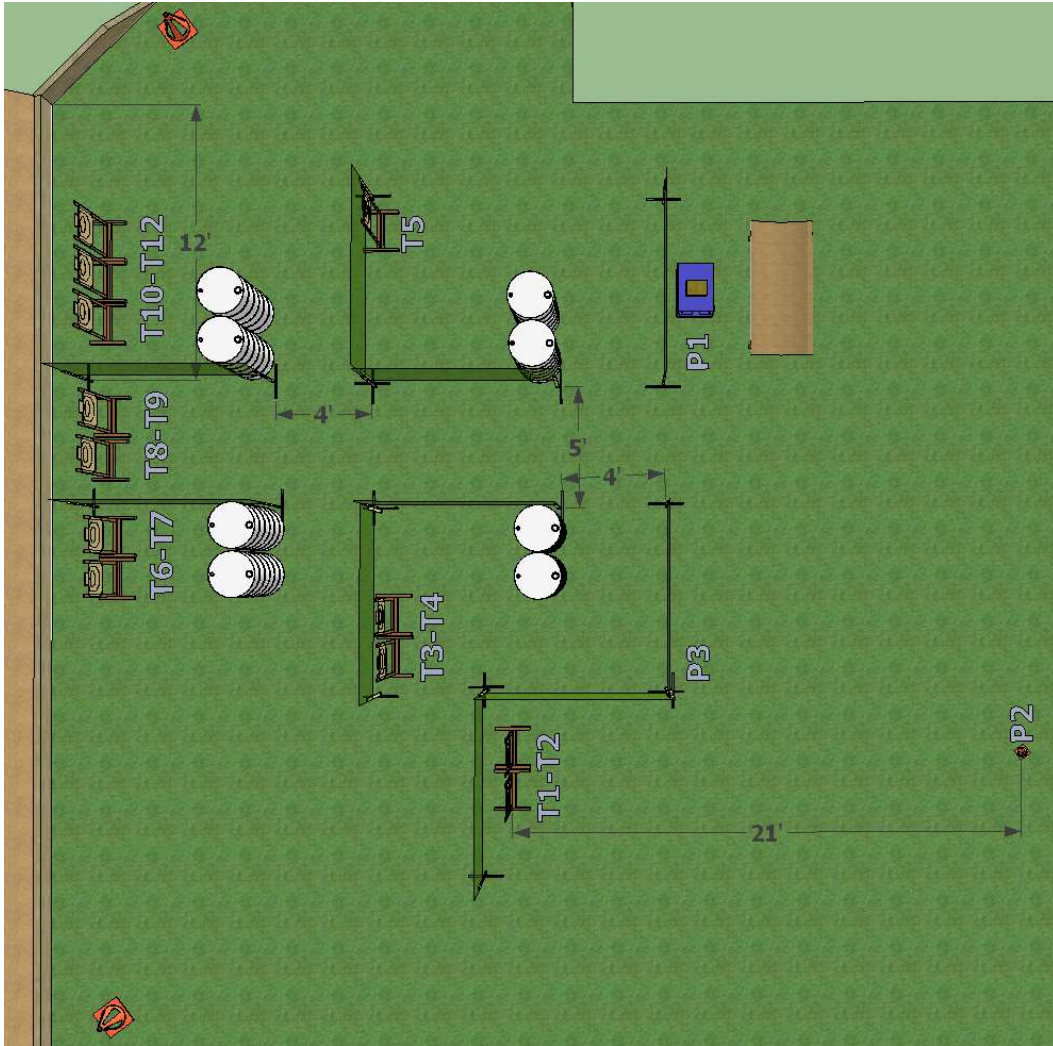
Stage 2 - Run, Gun and Neutralize

Vickers scoring, 12 rounds minimum.

Start at P2, hands at sides. On signal draw and neutralize T1-T12, engaging each target with a minimum of one round. T1-T2 must be engaged while advancing to cover at P3, with make-up shots permitted from behind cover at P3. After engaging T1-T2, move through the corridor to engage the remaining targets. Non-threat targets are not used in this stage.

Do not advance beyond barrels at the entrance of each room.

Bay 1 Setup and Scoring Notes



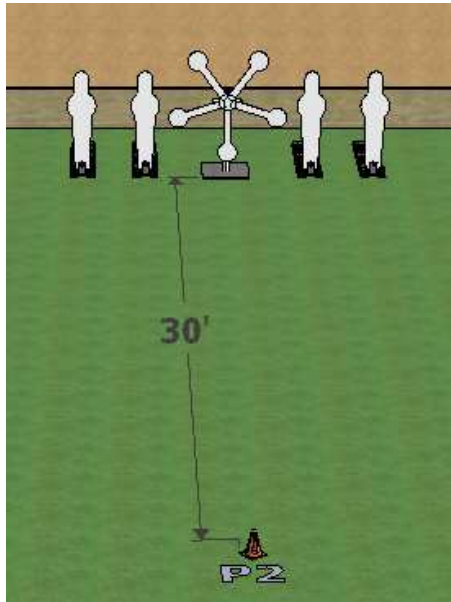
Set up from the right side of the bay, starting with the cloth barriers. Next set up barrels, followed by Bianchi Barricades, and finally targets. The left or right muzzle safe point should be visible when looking around the barrels at the entrance of each of the "rooms."

Take care to ensure that there is no possibility of a shoot-through and that all shots will impact the berm. Targets T1-T5 should be placed at a height that will minimize the probability of a shot striking the frames of the cloth barriers behind them.

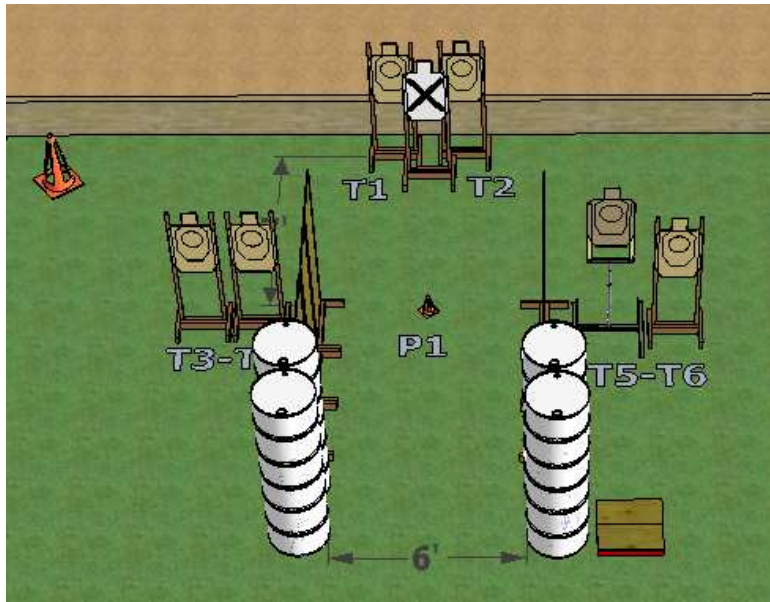
Mark P2 with a small safety cone and muzzle safe points with large safety cones.

Bay 2

Stage 3



Stage 4



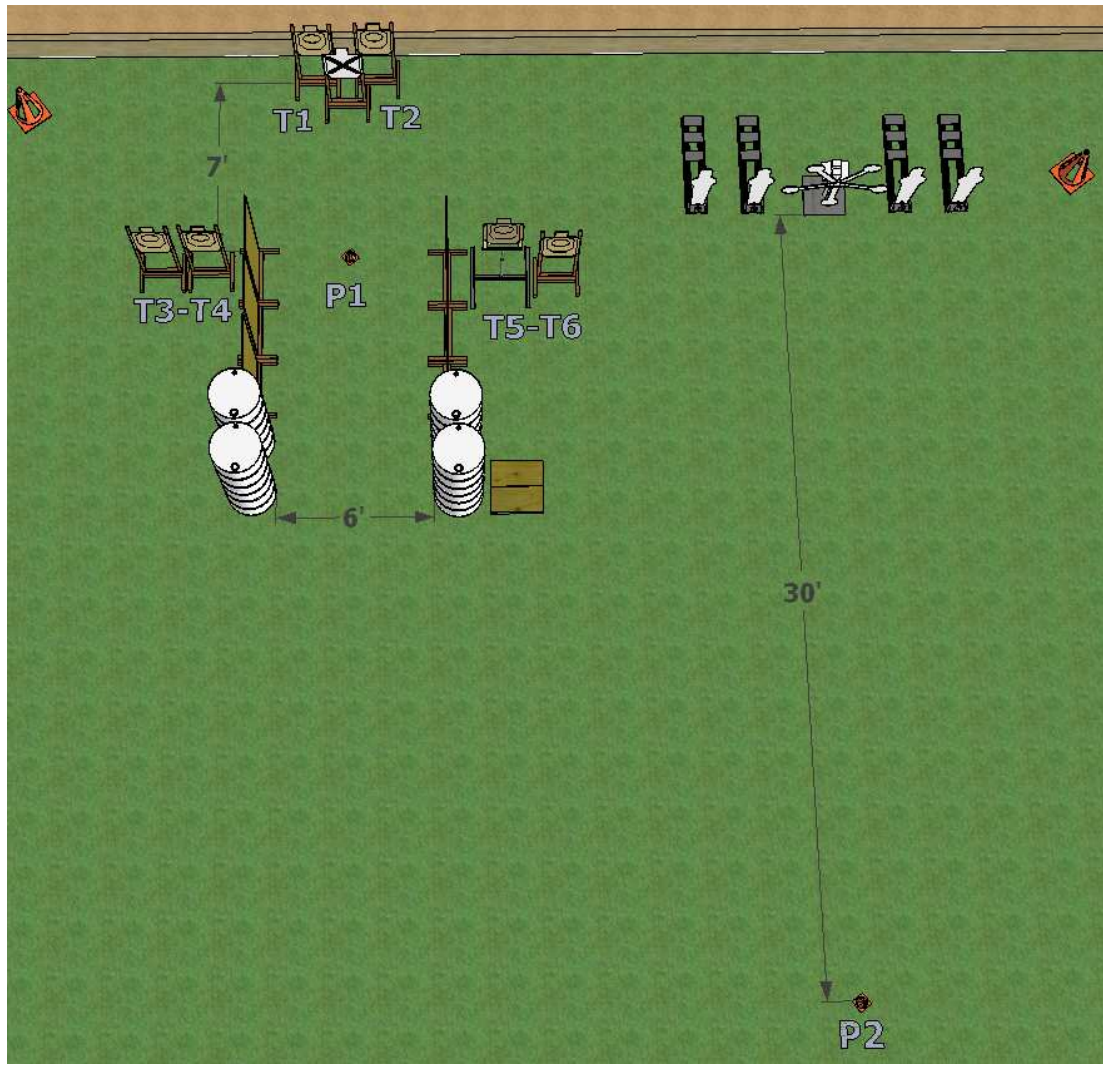
Stage 3 - Plates

Vickers scoring, 9 rounds minimum. Start at P2, hands at sides. On signal draw and knock down the large steel poppers and knock the plates off the Texas Star. Engage the steel in any order. Do not move your feet after the buzzer. All steel must fall.

Stage 4 - Retreat to Cover

Vickers scoring, 12 rounds minimum. Start at P1, hands at sides. On signal draw and engage T1-T2 with a minimum of 2 rounds each while retreating. Then engage remaining targets using appropriate cover, with a minimum of two rounds each. Pressure plate activates drop turner T5.

Bay 2 Setup and Scoring Notes

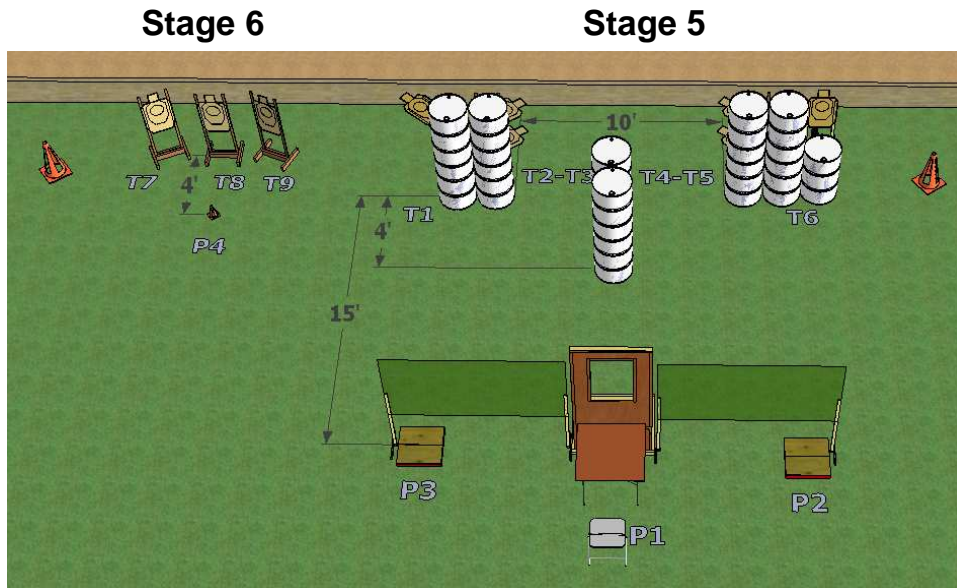


Set up Bay 2 as shown above. First set up Stage 4, then the large steel poppers and Texas Star.

For Stage 4 use the slower of our two drop turners.

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

Bay 3



Stage 5 - Trouble Through the Window

Vickers scoring, 12 rounds minimum. Start at P1, seated with hands on table, unloaded gun and magazines on table. On signal load gun and engage T1-T6 with a minimum of 2 rounds each. Pressure plate at P2 activates rising target T6. Pressure plate at P3 activates swinging target T1.

T6 is a disappearing target. T1 is not a disappearing target.

The cloth barriers may be set aside if the shooters want to practice on the moving targets without cover present.

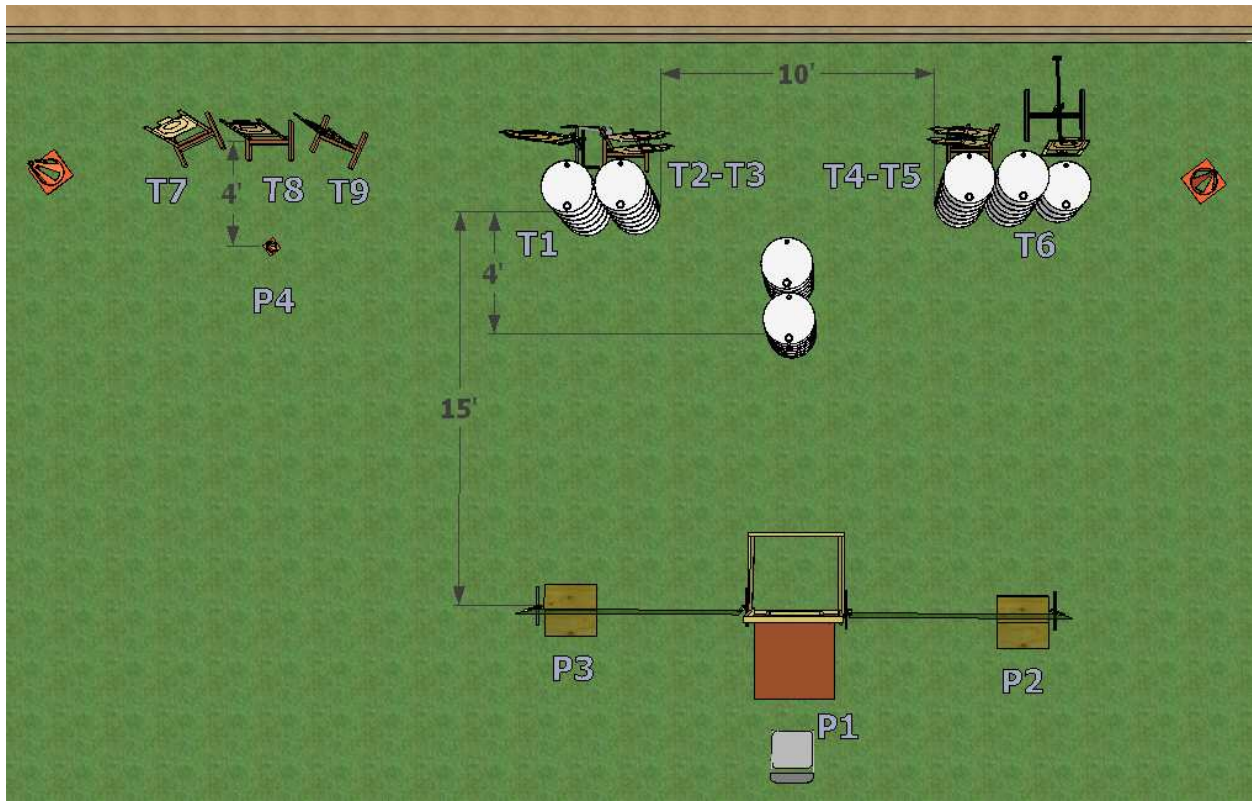
Stage 6 - Speed Rock!

Limited Vickers scoring, 12 rounds. Run string 1 and 2 back-to-back. Shooters may elect to load their pistols beyond division capacity in order to speed up stage execution.

String 1: Start at P4, hands at sides. On signal draw and engage T7-T9 with exactly two rounds each in any order. Top off and reholster.

String 2: Start at P3, hands at sides. On signal draw and engage T7-T9 with exactly two rounds each, in any order, strong hand only.

Bay 3 Setup and Scoring Notes



Set up Bay 3 as shown above. First set up Stage 5. Start with the barriers and barrels, then set up moving targets T1 and T6, then T2-T5.

On Stage 5, position the two center barrels so that T2-T5 cannot be seen from P2 or P3. Position T2-T5 behind barrels so that parts of the down 0 zones are visible through the window of the Cowboy Barrier.

T1 and T6 should be completely hidden until activated.

Mark P4 with a small safety cone and muzzle safe points with large safety cones.