

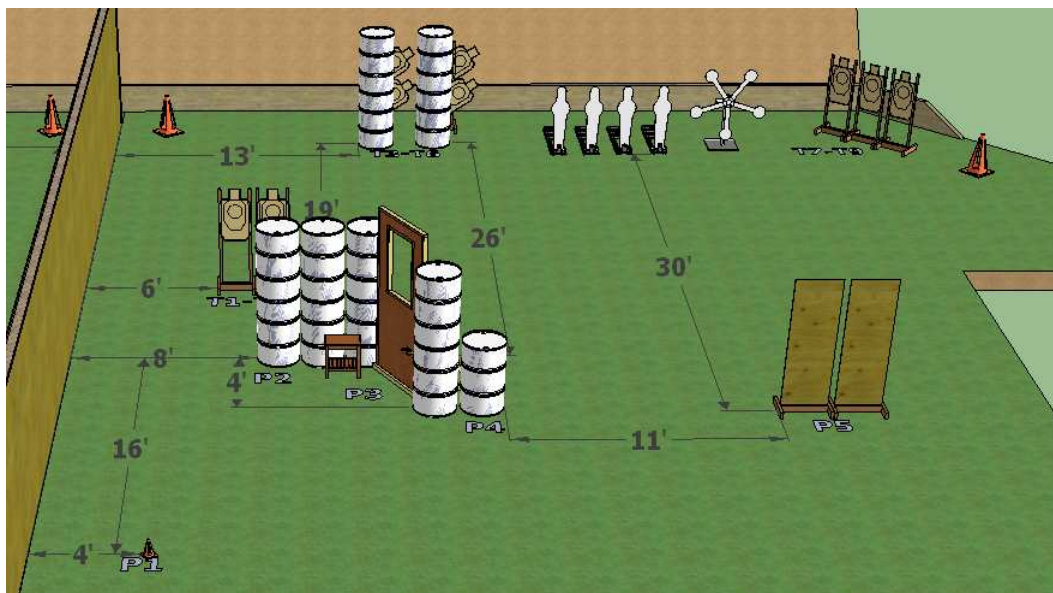
# AAFG Three Gun Match Course of Fire, April 20-21, 2013

Three stages. Minimum round counts are 49 rifle, 28 shotgun, and 40 pistol. 100 rifle, 50 shotgun and 100 pistol rounds are recommended for the match. All stages are Vickers scoring. Concealment garment is optional for all stages. Bring 2 rifle magazines and 3 pistol magazines.

For this match, load rifle magazines with 10 rounds each, pistol magazines to IDPA division capacity, and shotgun magazines with up to 5 rounds. Shotguns will engage steel targets only. Rifles and pistols will engage cardboard IDPA targets only.

See [AAFG Three Gun Match Rules](#) for other details.

## Bay 1, Stage 1: Pistol-Rifle-Shotgun



### Procedure

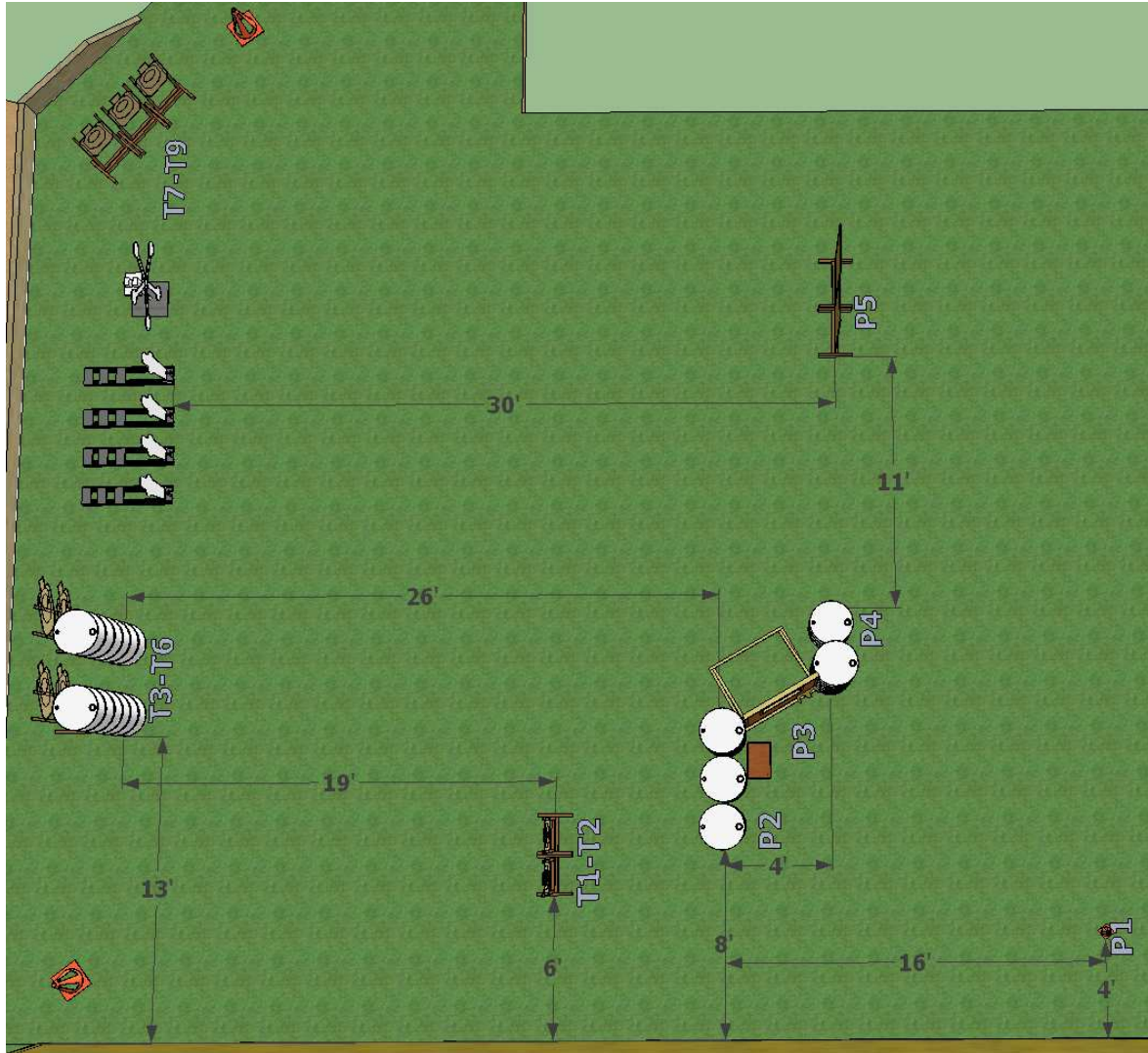
Vickers scoring. All steel must fall and all cardboard targets must be engaged with a minimum of two shots to the body and one to the head.

Insert magazine in rifle and stage it at P3. Insert 5 rounds in shotgun magazine and place shotgun on the barrel at P4, facing downrange. Spare ammo may be placed by the guns or stored on your person. Load and holster pistol.

Start at P1. On signal draw your pistol and engage T1-T2 while advancing to cover at P2, taking makeup shots as needed from P2. Engage T3-T9 through the window in the Cowboy Barrier until your pistol is empty, then place it on the night stand. Engage T3-T9 with your rifle through the window in the Cowboy Barrier. Place safe rifle on barrel at P4 when done engaging cardboard targets. Retrieve shotgun at P4 and engage large poppers while moving to cover at P5. Engage remaining poppers and Texas Star target from cover at P5.

Do not advance forward of barrels or Bianchi Barricades. Do not engage T1-T2 from P3 or P4.

## Bay 1 Setup and Scoring Notes



Set up from the left side of the bay.

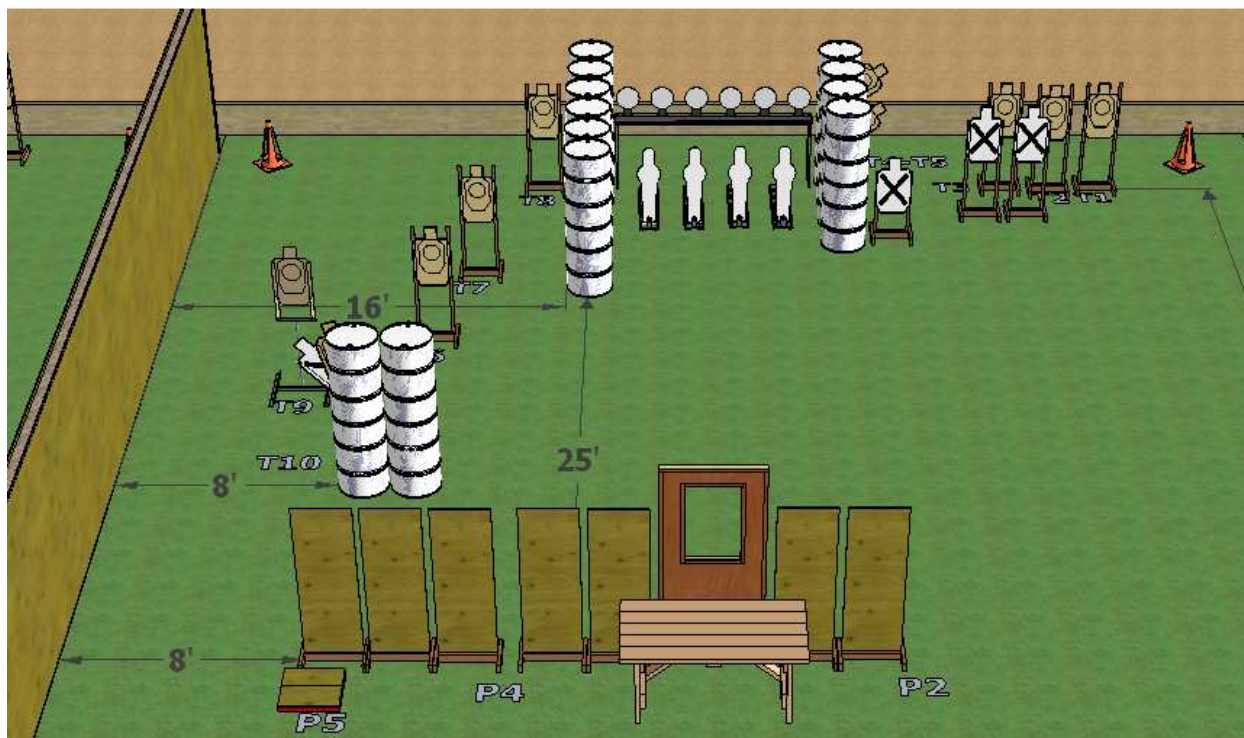
Start with barrels in front of T3-T6, then set up barrels and Cowboy Barrier by P2, then poppers and Texas Star, then Bianchi Barricades at P5, then the cardboard targets. Place the small night stand from the shed at P3 so that the shooter's empty pistol may be placed on it.

Once all targets are set up, check for visibility from each shooting point and to make sure that there are no shoot-throughs.

Down zero zones and heads of T3-T9 should be clearly visible through the window of the Cowboy Barrier at P3. Position T1-T2 so that they cannot be seen from the window of the Cowboy Barrier, but are completely visible from P1.

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

## Bay 2, Stage 2: Rifle-Shotgun-Pistol



### Procedure

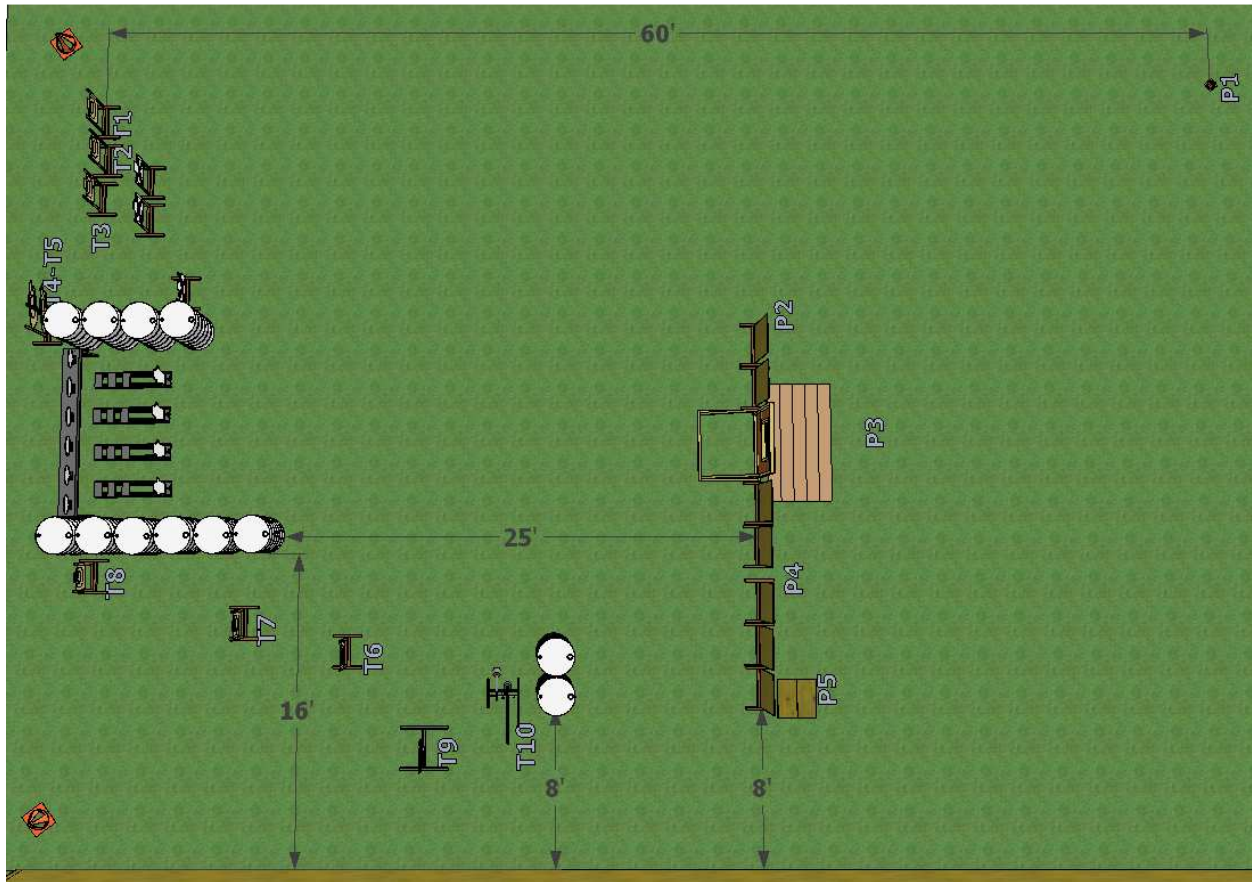
Vickers scoring. All steel must fall and all cardboard targets must be engaged with a minimum of three rounds each.

Insert 5 rounds in shotgun magazine and place your shotgun on the picnic table by P3, pointing downrange. Load and holster your pistol. Load your rifle at P1. Carry all spare ammo on your person.

Start at P1 with rifle at low ready and safety engaged. On signal engage T1-T2 while advancing to cover at P2. T3-T5 may be engaged while moving. Makeup shots may be taken from P2. When done, safe your rifle and place it on the picnic table. Retrieve your shotgun from the picnic table and engage steel poppers and plate rack through the window at the Cowboy Barriers. When done, safe your shotgun, draw your pistol and engage T7-T10 from cover at P4 and P5. Pressure plate activates T9 drop turner and T10 double swinger.

Do not advance forward of barriers.

## Bay 2 Setup and Scoring Notes



Set up from the left side of the bay as shown.

First set up rows of barrels, plate rack and large poppers. Then set up the row of barriers, then the two barrels by T10, then the targets. There will be a 6 inch gap between the barricades at P4.

T10 will be the double swinger, with the threat target in front of the non-threat target, and the non-threat target swinging faster than the threat target. T10 is scored as a disappearing target, with no Failure to Neutralize penalty assessed.

T1-T2 must be visible from P1.

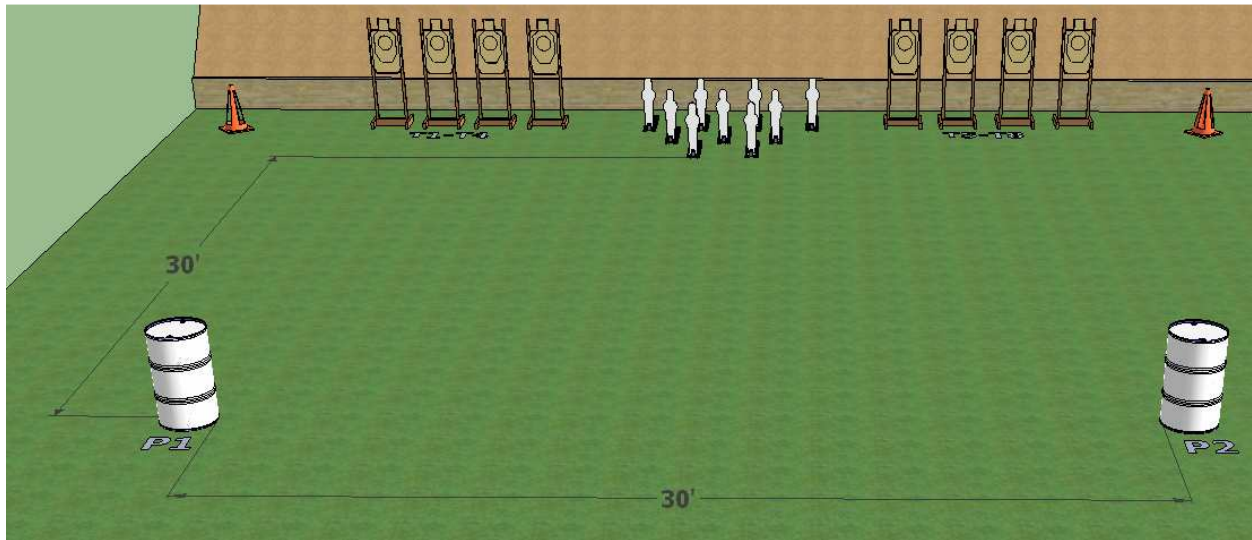
T1-T5 must be visible from P2, though partially obscured by non-threat targets. Make sure that a 5 foot tall shooter can get clear shots at the head or down zero zone on T1-T5 from P2.

Arrange the barrels and targets T6-T10 so that T6-T8 are visible from P4 and not from P5, and T9-T10 are visible from P5 and not from P4.

All steel targets should be clearly visible through the window of the Cowboy Barrier.

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

## Bay 3, Stage 3: Shotgun-Rifle-Pistol



### Procedure

Vickers scoring. All steel must fall and all targets must receive a minimum of two rounds in the body and two in the head. All shots must be made while on the move. All reloads must be performed at the barrels.

Place loaded magazine in your rifle and place it on a barrel as desired. Load and holster your pistol. Load your shotgun with 5 rounds. Place all spare ammo for the stage on the barrels as desired. You will carry no spare ammo in this stage.

Start at either P1 or P2 with shotgun at low ready with safety engaged. On signal move between the barriers, engaging the steel targets, reloading at the barrels as necessary.

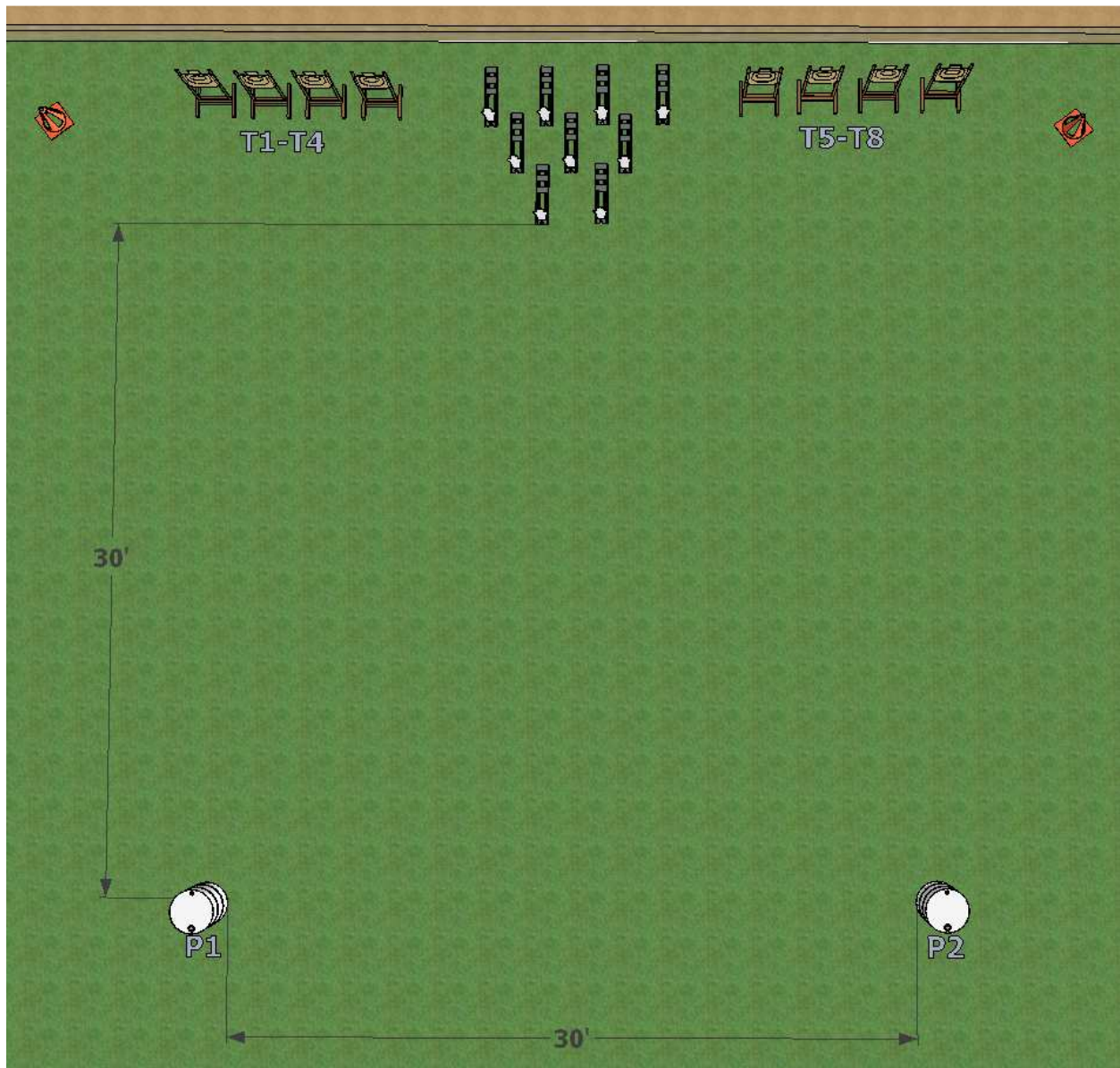
When finished with the poppers, safe the shotgun, place it on the nearest barrel, and retrieve your rifle. Engage each cardboard target with a minimum of two shots to the head with the rifle, while moving, reloading as needed.

When finished with head shots, safe the rifle, place it on the nearest barrel, and draw your pistol. Engage each cardboard target with a minimum of two shots to the body while moving, reloading as needed.

All shots must be taken on the move. All reloads must be performed at the barrels.

Do not move forward of the barrels.

## Bay 3 Setup and Scoring Notes



Set up the bay as shown.

Set T1-T4 target height at 4 feet.

Mark muzzle safe points with large safety cones.