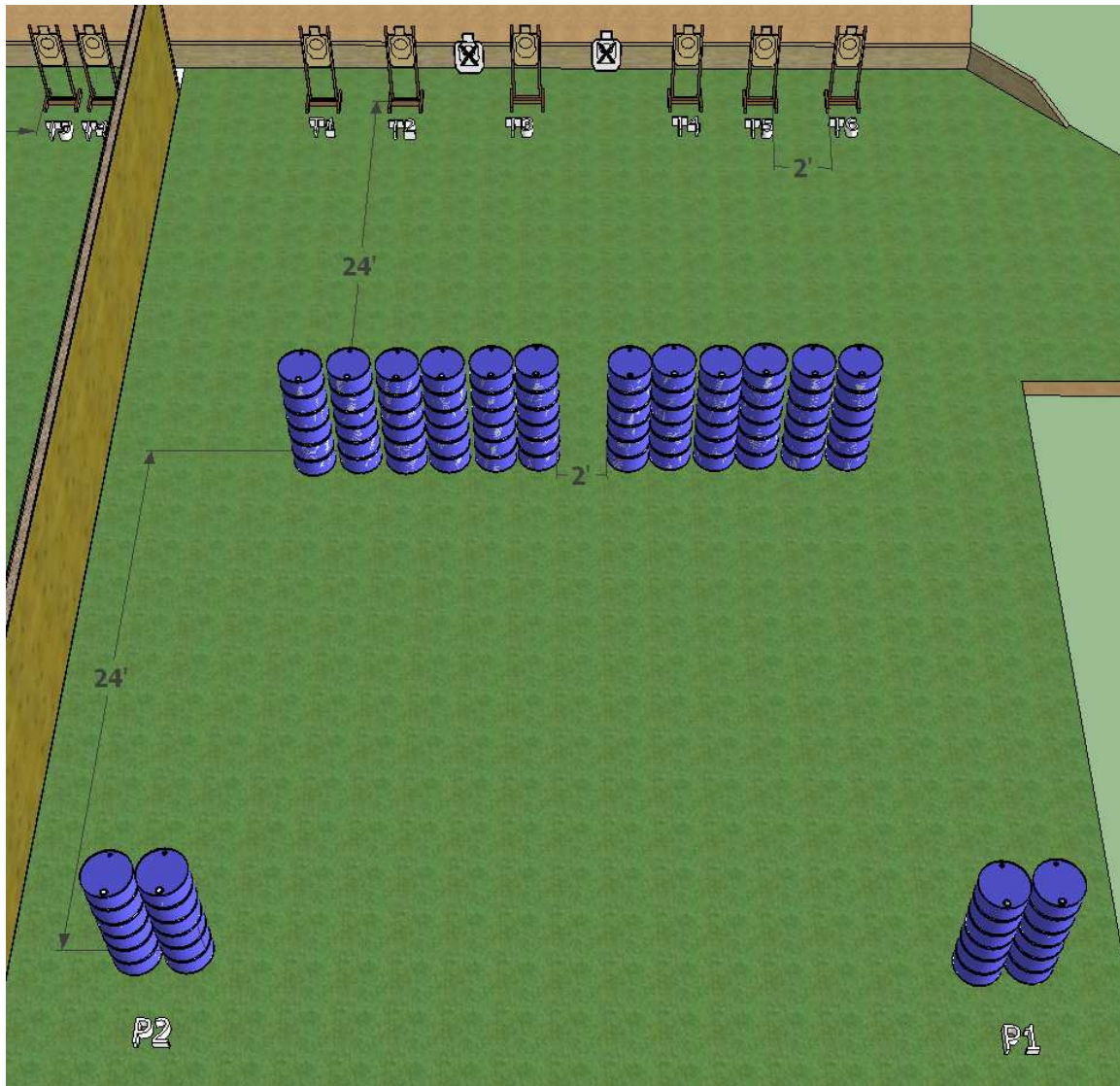


AAFG IDPA Match Course of Fire, 12/10/2010

6 Stages, 90 rounds minimum. Concealment garment required on all stages. Load all magazines to division capacity. Google SketchUp model is available at:

<http://sketchup.google.com/3dwarehouse/details?mid=d996a3dcac33d29eb59fe608b6e80e30&prevstart=0>

Bay 1 - Stages 1 and 2 - Near and Far Cover



Stage 1 Procedure

Vickers count, 12 rounds minimum. Start at P1, facing down range, body centered on barrels, hands touching barrels. On signal draw and engage targets T1 and T6 from behind cover using left side of barrels in tactical priority. Move towards P2, using far cover to engage the remaining targets as you see them through the gap in the barrier. All targets receive a minimum of two shots each.

Do not advance downrange. All movement must be lateral, from P1 towards P2. You must engage T1 and T6 before moving. You must stop and use far cover while engaging T2 through T5. Take care to ensure that your muzzle points downrange at all times while you are moving laterally, and that you use cover correctly while engaging targets. Reload as required, using any IDPA-legal reload. Reload only behind cover.

Stage 2 Procedure

Vickers count, 12 rounds minimum. Start at P2, facing down range, body centered on barrels, hands touching barrels. On signal draw and engage targets T1 and T6 from behind cover using right side of barrels in tactical priority. Move towards P1, using far cover to engage the remaining targets as you see them through the gap in the barrier. All targets receive a minimum of two shots each.

Do not advance downrange. All movement must be lateral, from P2 towards P1. You must engage T1 and T6 before moving. You must stop and use far cover while engaging T2 through T5. Take care to ensure that your muzzle points downrange at all times while you are moving laterally, and that you use cover correctly while engaging targets. Reload as required, using any IDPA-legal reload. Reload only behind cover.

Stage Setup Notes

See diagram on next page. Use 32 barrels, 6 threat targets, and 2 non-threat targets.

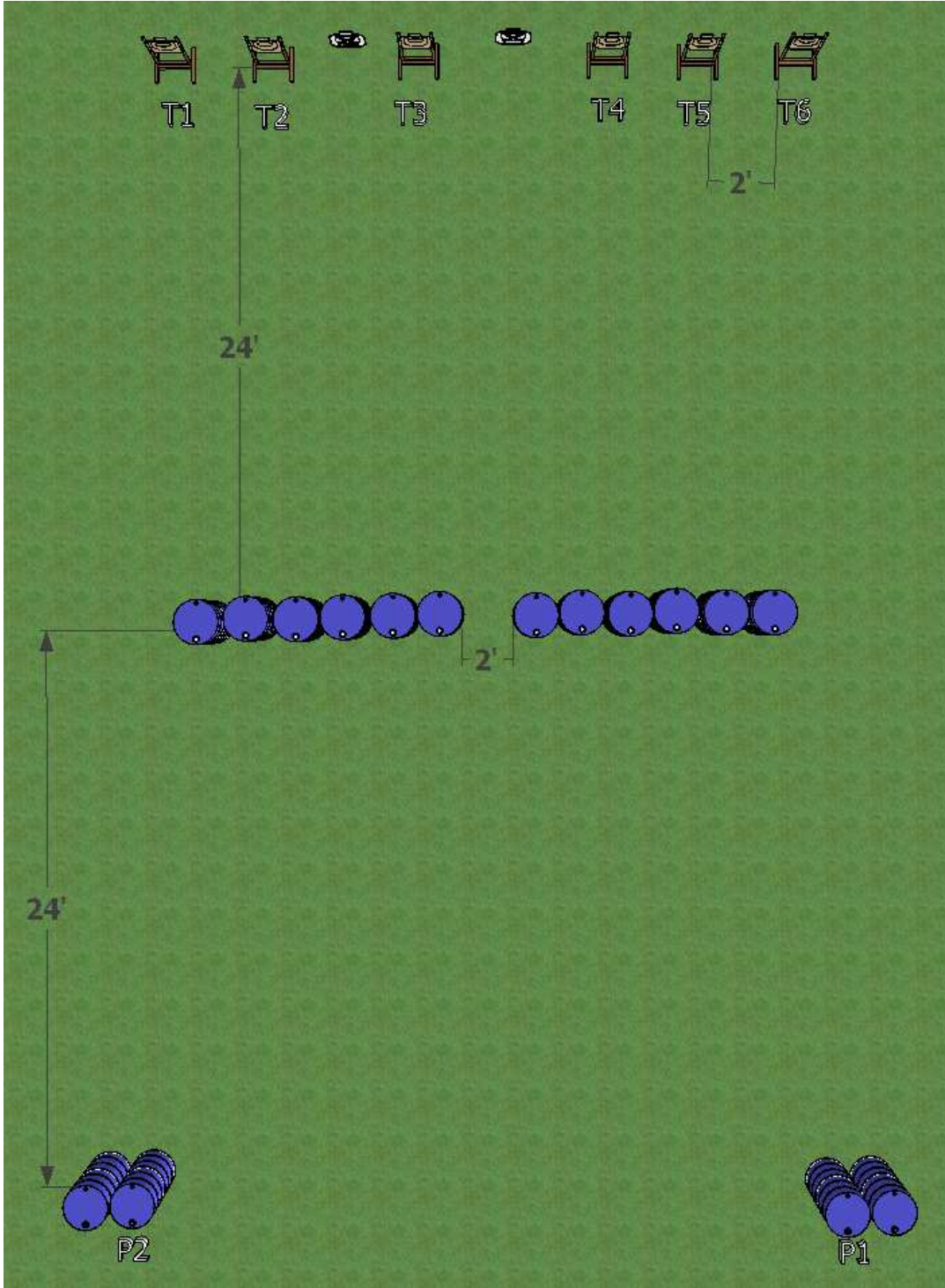
Position all targets close to the backstop, evenly spaced, with roughly 2 feet between targets. Place them high enough so that shots that hit the targets will not hit the erosion wall. Position non-threat targets between T2 and T3, and between T3 and T4. The non-threat targets will not obscure the other targets. The intent here is for shooters to see each target as they move laterally, and decide whether or not to engage.

Adjust T1 and T6 first, then the other targets.

From P1 looking around left side of barrels, T1 should be visible through the gap in the barrier and T6 should be visible. All other targets should be hidden from view. Take care to ensure that shots taken on T1 will not strike the wall.

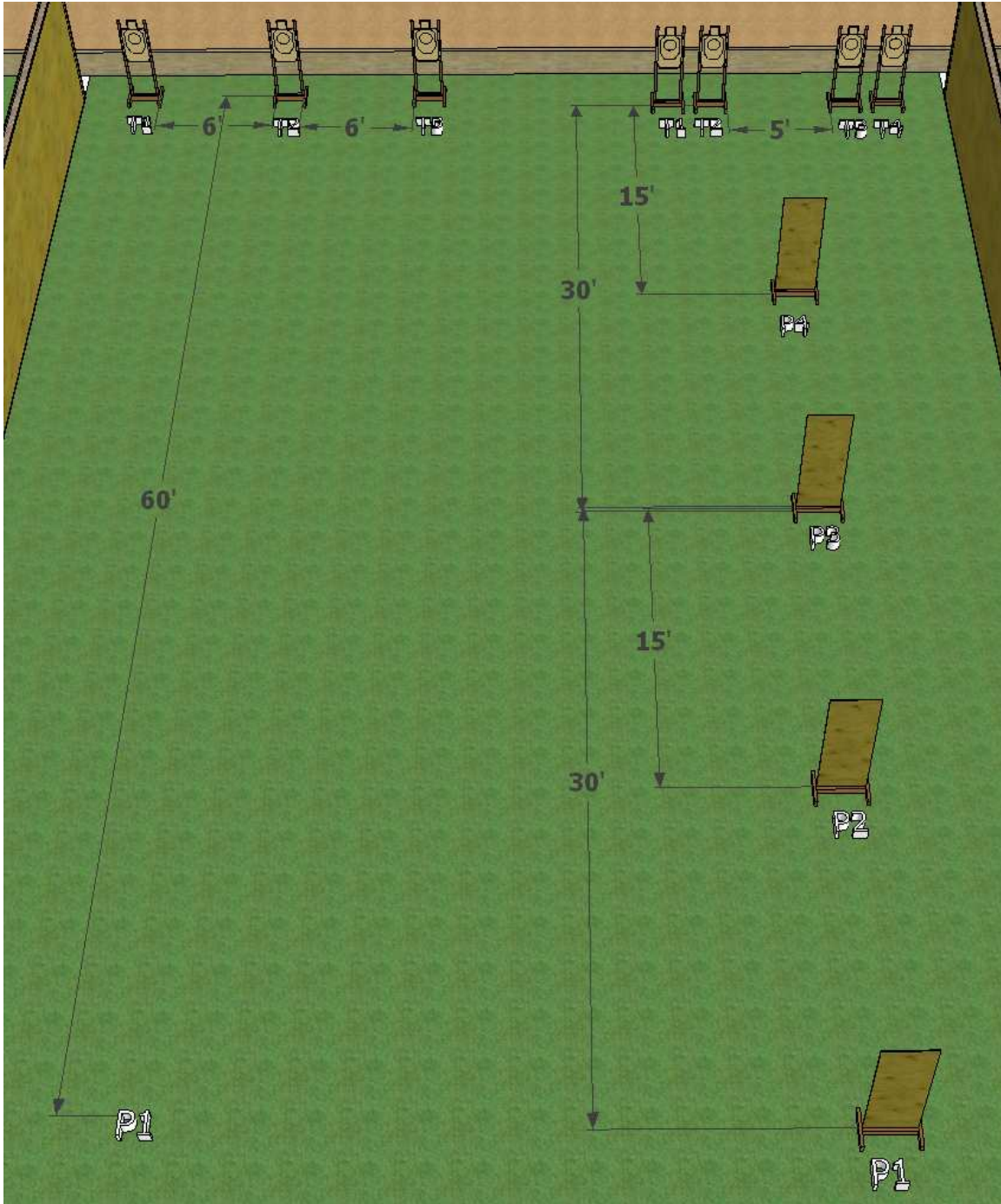
From P2 looking around right side of barrels, T6 should be visible through the gap in the barrier and T1 should be visible. All other targets should be hidden from view. Take care to ensure that shots taken on T6 will strike the berm.

Check to ensure that all shots taken on T2 through T5 will strike the berm.



Bay 2 Right Side - Stage 3 - Barrier Drill

Bay 2 Left Side - Stage 4 - Standing/Kneeling/Prone



Stage 3 Procedure

This stage design came from the 2006 Keystone Cup.

Limited Vickers, 16 rounds. Start at P1, hands on the barrier. On signal, draw and engage two targets from one side of the barrier with one round each, then engage the remaining two targets from the other side of the barrier with one round each. Engage T1 and T2 from the left side of the barrier, and T3 and T4 from the right side of the barrier. Use cover and engage the targets in tactical priority. Once you have engaged each target with one round, advance to the next barrier and re-engage each target with one round. Continue in this manner until you have finished firing at P4. Reload as required, using any IDPA-legal reload. Reload only behind cover.

Take care to ensure that cover is used properly while engaging targets and reloading.

Stage 4 Procedure

This stage design came from the 2006 Virginia State IDPA Championship.

Limited Vickers, 18 rounds. Start at P1, with 6 rounds in the gun, remaining magazines loaded to division capacity. On signal, draw and engage targets T1 through T3 with two rounds each. Kneel and re-engage each target with two rounds. Go prone and engage each target with two rounds. Reload as required, using any IDPA-legal reload.

Shooters who are unable to kneel for medical reasons may elect to shoot the first 6 rounds freestyle and the remaining 12 rounds strong hand only.

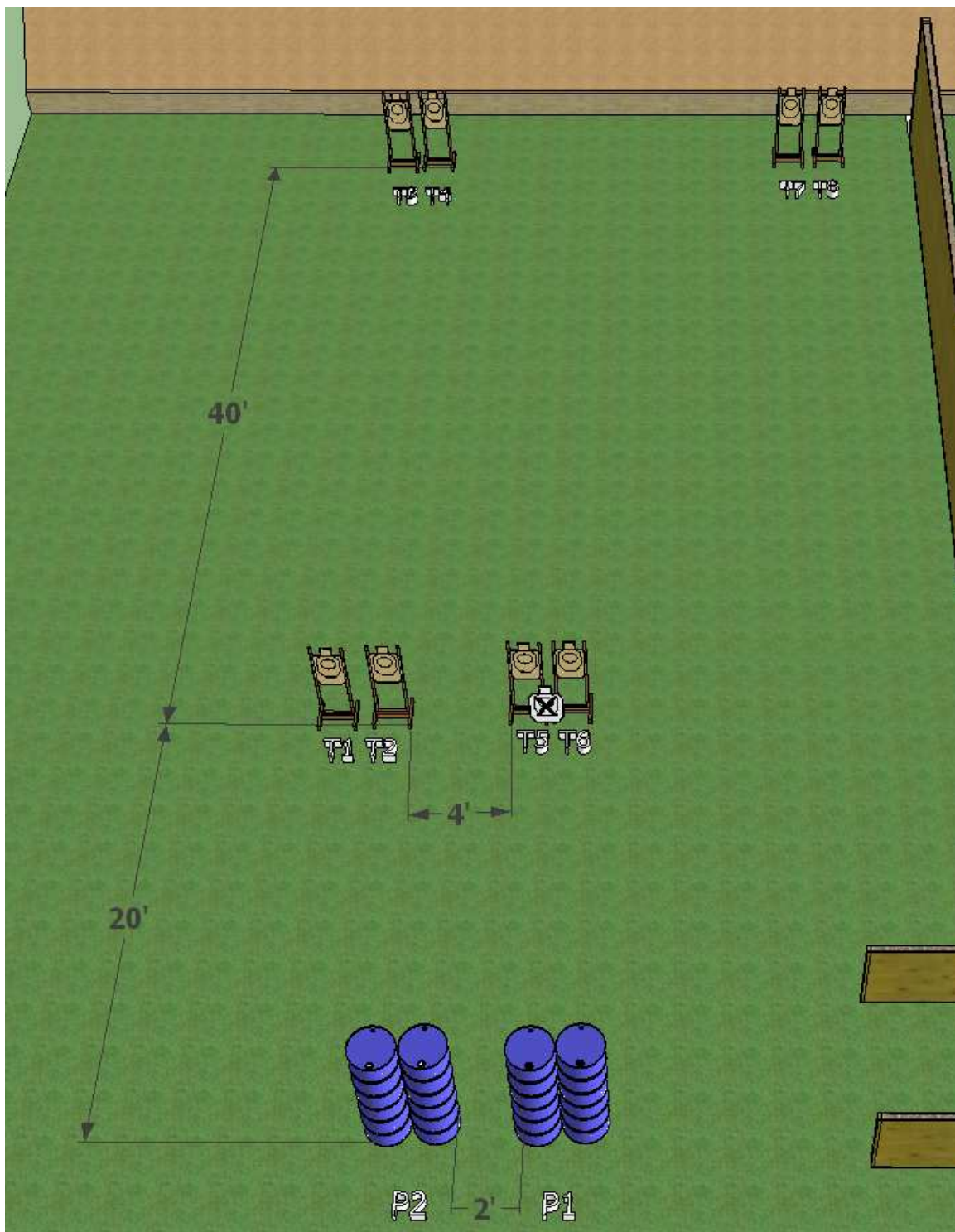
Stage 3 and 4 Setup Notes

On Stage 3, use four Bianchi Barricades and four targets. Ensure that the targets are visible from each barricade.

On Stage 4, set up P1 directly in front of T2.

On Stages 3 and 4, place targets high enough that hits on the target will not strike the erosion barrier.

Bay 3 - Stages 5 and 6 - Near to Far to Near Transitions



Stage 5 Description

Vickers Count, 16 rounds minimum. Start at P1, hands touching the barrels. On signal, draw and engage the targets through the gap between the barrels. Use cover and engage targets in tactical priority, with a minimum of two rounds each.

Stage 6 Description

Vickers Count, 16 rounds minimum. Start at P2, hands touching the barrels. On signal, draw and engage the targets through the gap between the barrels. Use cover and engage targets in tactical priority, with a minimum of two rounds each.

Stage Setup Notes

See diagram on next page. Use 8 barrels, 8 threat targets, and one non-threat target.

Place targets high enough that hits on the target will not strike the erosion barrier.

Position the non-threat target so that it partially obscures T5 and T6 from P1 and P2.

Ensure that each target can be engaged from each firing position without presenting the possibility of shoot-throughs.

Set up the outermost targets first and work towards the middle. Ensure that rounds fired on T1 from P1 will impact the berm. T1 and T2 should be low enough to ensure that rounds will strike low on the berm. Ensure that rounds fired on T8 from P2 will impact the berm and not the safety wall.

