



# Stage 1: Incoming

**Round Count:** 18

**Target Distance:** 2 to 10 yards

**Targets Required:** 3 Threat Targets

**Props Required:** None

**Scoring Method:** Limited Vickers Count

**Starting Position:** Standing facing down range at positions P1, P2, and P3

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

**Scenario:** None. This is a skills test stage.

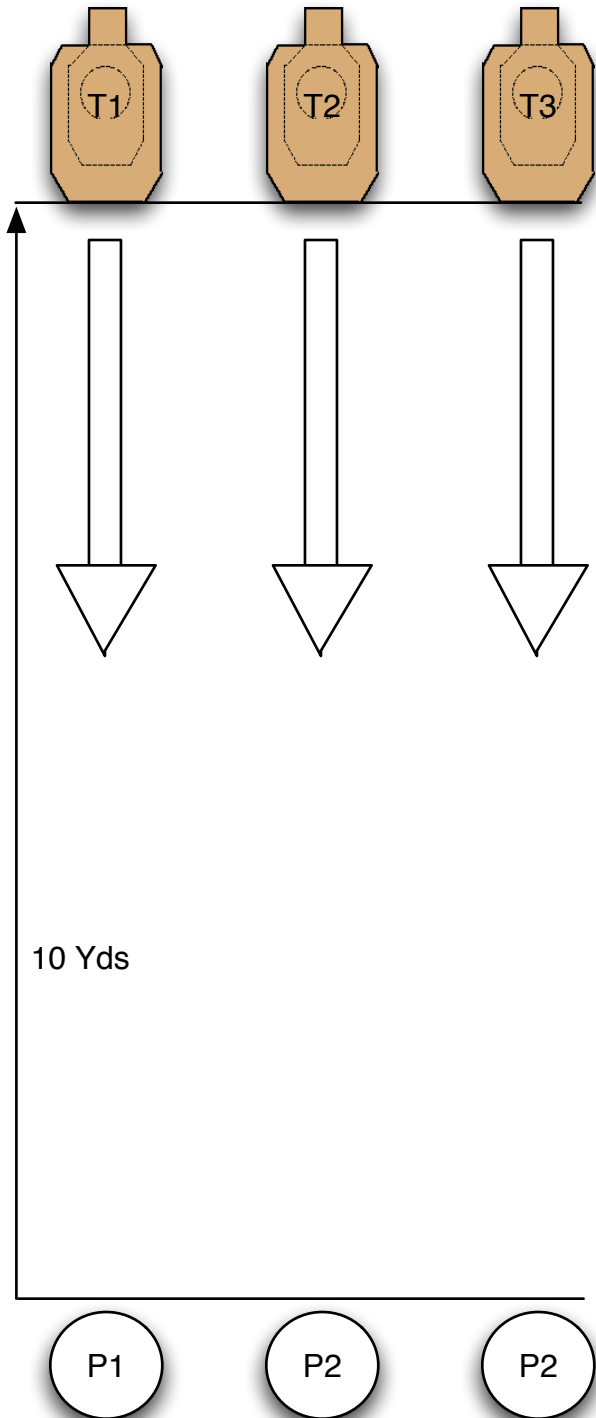
**Procedure:** Load all magazines to 6 rounds only.

**String #1:** Shooter begins at position P1. On the start signal, shooter will draw and engage the advancing target T1 with 6 (six) rounds freestyle.

**String #2:** Shooter begins at position P2. On the start signal, shooter will draw and engage the advancing target T2 with 6 (six) rounds, strong hand only.

**String #3:** Shooter begins at position P3, with the gun in the weak hand at a low ready position. On The start signal, shooter will engage the advancing target T3 with 6 (six) rounds, weak hand only.

**Scoring:** T1 through T3 should each have 6 hits.



**Note:** Targets are attached to the moving target holders overhead. Some one will be needed to start and stop the target holders. Targets should start moving on the start signal, and stop moving when they are within 2 yards of the shooter. Care must be taken to stop the targets before they reach the shooter. Shooting positions are centered on their respective targets.



# Stage 2: Move And Cover

**Round Count:** 15 rounds minimum

**Target Distance:** 3 to 10 yards

**Targets Required:** 3 Threat Targets

**Props Required:** 2 barricades

**Scoring Method:** Vickers Count

**Starting Position:** Standing with hands at sides facing down range at P1

**Start Signal:** Audible

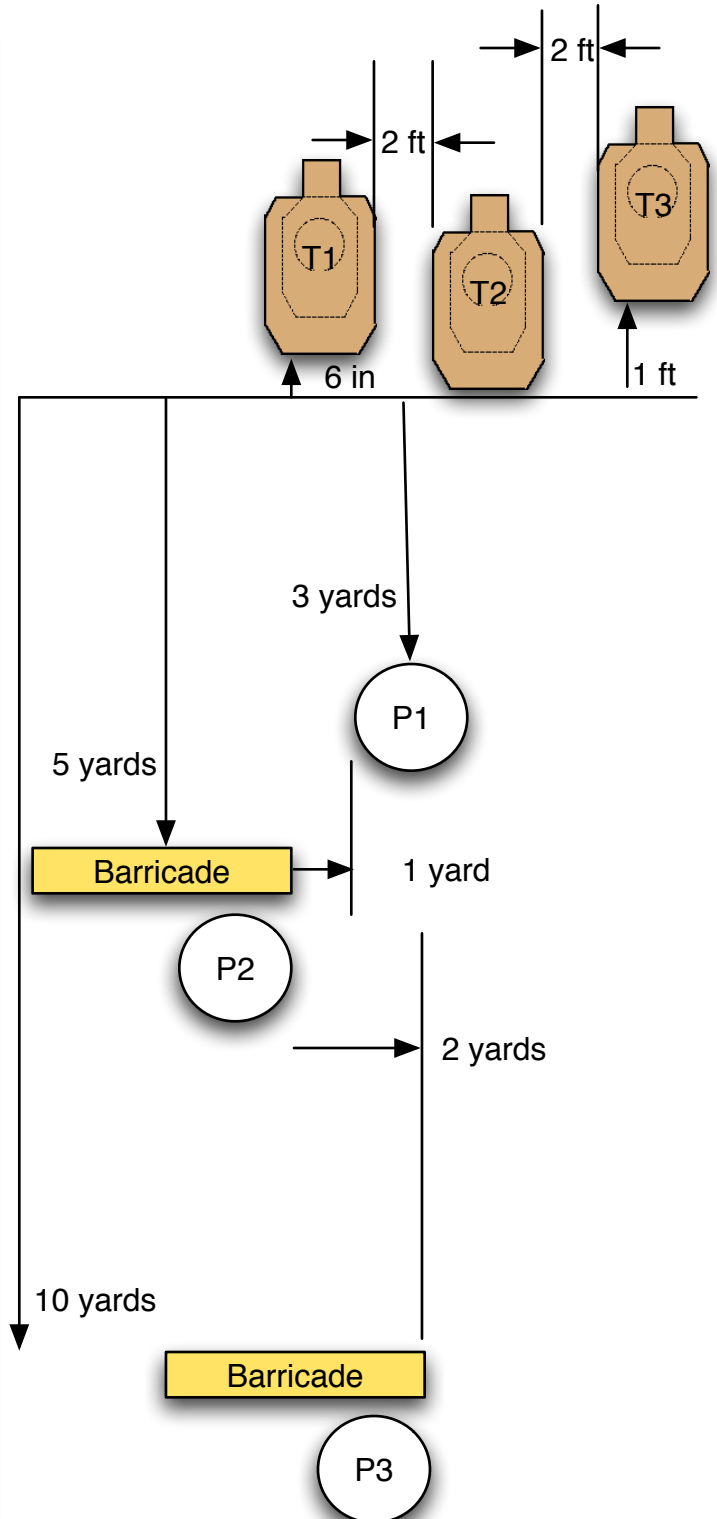
**Stop Signal:** Last Shot Fired

**Scenario:** You are taking a shortcut through an alley on your way home from work when you are confronted by three thugs who declare that they're going to kill you. Engage the Bad Guys while retreating to cover. While engaging the Bad Guys, you discover that they are all wearing body armor. Head shots are required to stop them.

**Procedure:** Load all magazines to capacity. Semi-autos should be loaded to capacity and topped off. Reload via any IDPA legal method. Make sure to reload using cover.

**String #1:** Shooter begins at position P1. On the start signal, shooter will draw and engage targets T1 through T3 with one (1) round each WHILE MOVING to cover at P2. At P2, shooter will engage each target with 2 (two) rounds each in Tactical Priority (slicing the pie) while USING COVER. Shooter will then move to position P3 and re-engage each target with 2 (two) rounds each to the head in Tactical Priority (slicing the pie) while USING COVER. Make sure safe muzzle direction is maintained at all times.

**Scoring:** T1 through T3 should each have 5 hits, of which 2 are head shots.



**Note:** Position P1 is aligned midway between targets T1 and T2. T2 should have shoulders at a height of 4 feet.

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Original CoF design by Russell Grothus, modified by Tom Ropers



# Stage 3: Outnumbered

**Round Count:** 10 rounds minimum

**Target Distance:** 3 to 12 yards

**Targets Required:** 3 Threat Targets,  
2 Poppers,  
1 Drop-Turner

**Props Required:** 1 barrel, 2 pieces of rope or chain to connect Poppers to Drop-Turner

**Scoring Method:** Vickers Count

**Starting Position:** Standing with hands at sides facing down range at P1

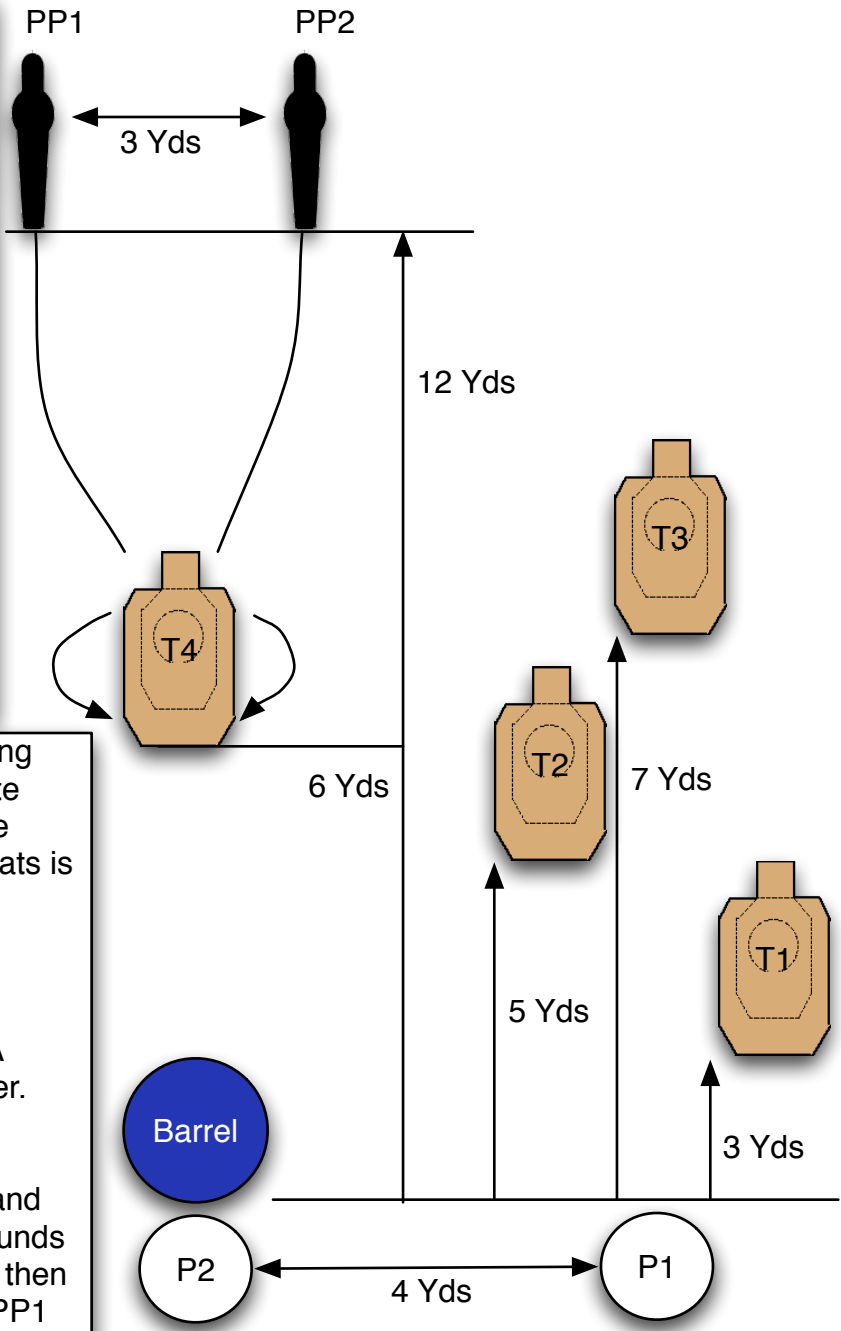
**Start Signal:** Audible

**Scenario:** You are attacked by a group of gang members. Neutralize the immediate threats and then move to cover to engage the remaining targets. Be careful- one of the threats is quick to appear and then disappear!

**Procedure:** Load all magazines to capacity. Semi-autos should be loaded to capacity and topped off. Reload via any IDPA legal method. Make sure to reload using cover.

**String #1:** Shooter begins at position P1. On the start signal, shooter will draw and engage targets T1 through T3 with two (2) rounds each in Tactical Priority (near to far). Shooter then moves to position P2 and engages poppers PP1 and PP2 from cover. Shooter may shoot over the barrel, but must have at least 50% of their torso behind cover. One of the poppers will activate the drop-turner. Shooter will engage the Drop-Turner with two (2) rounds. S.O. should vary which popper activates the Drop-Turner.

**Scoring:** T1 through T4 should each have 2 hits. All steel must fall. Failure To Neutralize applies to all targets except the Drop-Turner.



**Note:** Targets T1 through T3 should have varying shoulder heights between 4 and 5 feet. Targets T1 through T3 should be spaced with 1 foot between them left-to-right. Make sure popper PP2 is not in a position to suffer shoot-throughs from T2. Position P1 is centered on target T3. Position P2 is centered on the Drop-Turner. The poppers are also centered on the Drop-Turner.

Racine IDPA 03/04/2006

Original CoF design by Jeff Kline, modified by Tom Ropers



# Side Match: A BUG Essential

**Round Count:** 11 rounds

**Target Distance:** 3 to 12 yards

**Targets Required:** 5 Threat Targets, 1 Non-Threat Target

**Props Required:** 1 table

**Scoring Method:** Limited Vickers Count

**Starting Position:** Standing with hands at sides facing up range at P1

**Start Signal:** Audible

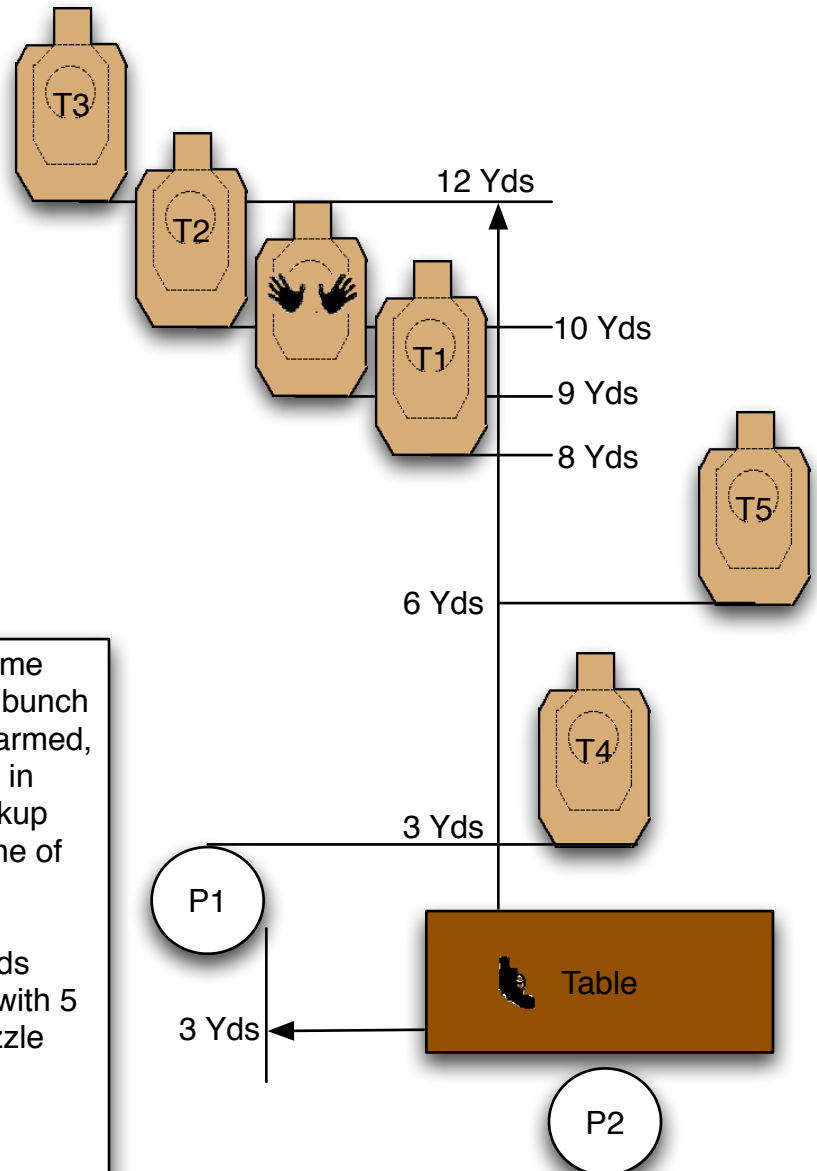
**Stop Signal:** Last Shot Fired

**Scenario:** You're minding your business at home when your son mistakenly allows a bunch of ruffians into your house. You of course are armed, but for some reason you only loaded 6 rounds in your gun. You must fight your way to your backup gun and end the confrontation. At least only one of your attackers is wearing body armor...

**Procedure:** Load "main" gun with 6 (six) rounds only. BUG gun should be loaded with 5 (five) rounds and placed on table with the muzzle facing DOWN RANGE.

**String #1:** Shooter begins at position P1. On the start signal, shooter will turn, draw and engage targets T1 through T3 with two (2) rounds each in Tactical Priority (near to far), WHILE MOVING to position P2. At position P2, the shooter puts their EMPTY gun down on the table with the muzzle facing DOWN RANGE, picks up their BUG gun, and engages targets T4 and T5 with 2 (two) rounds each in Tactical Priority (near to far). Target T4 is then re-engaged with 1 (one) round to the head. Targets T4 and T5 must be engaged while using the table for cover.

**Scoring:** T1 through T5 should each have 2 hits. T4 should also have a head hit.



**Note:** All down range distances are measured from the rear of the table (the edge closest to P2). Target T1 should be centered on the left edge of the table. Target T4 should be aligned with the center of the table. Targets should vary in height between 4 feet and 5 feet at the shoulder. Targets T1 through T3 and the Non-Threat target should be offset 1 foot apart left-to-right. Targets T4 and T5 should be offset 2 feet left-to-right. It should be emphasized to the shooter that the "main" gun MUST be empty before being placed on the table.