



Stage 1: Bad Day At Work

Round Count: 11

Target Distance: 5 to 10 yards

Targets Required: 4 Threat Targets, 1 Popper, 1 Drop-Turner

Props Required: 2 barricades

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1

Start Signal: Audible

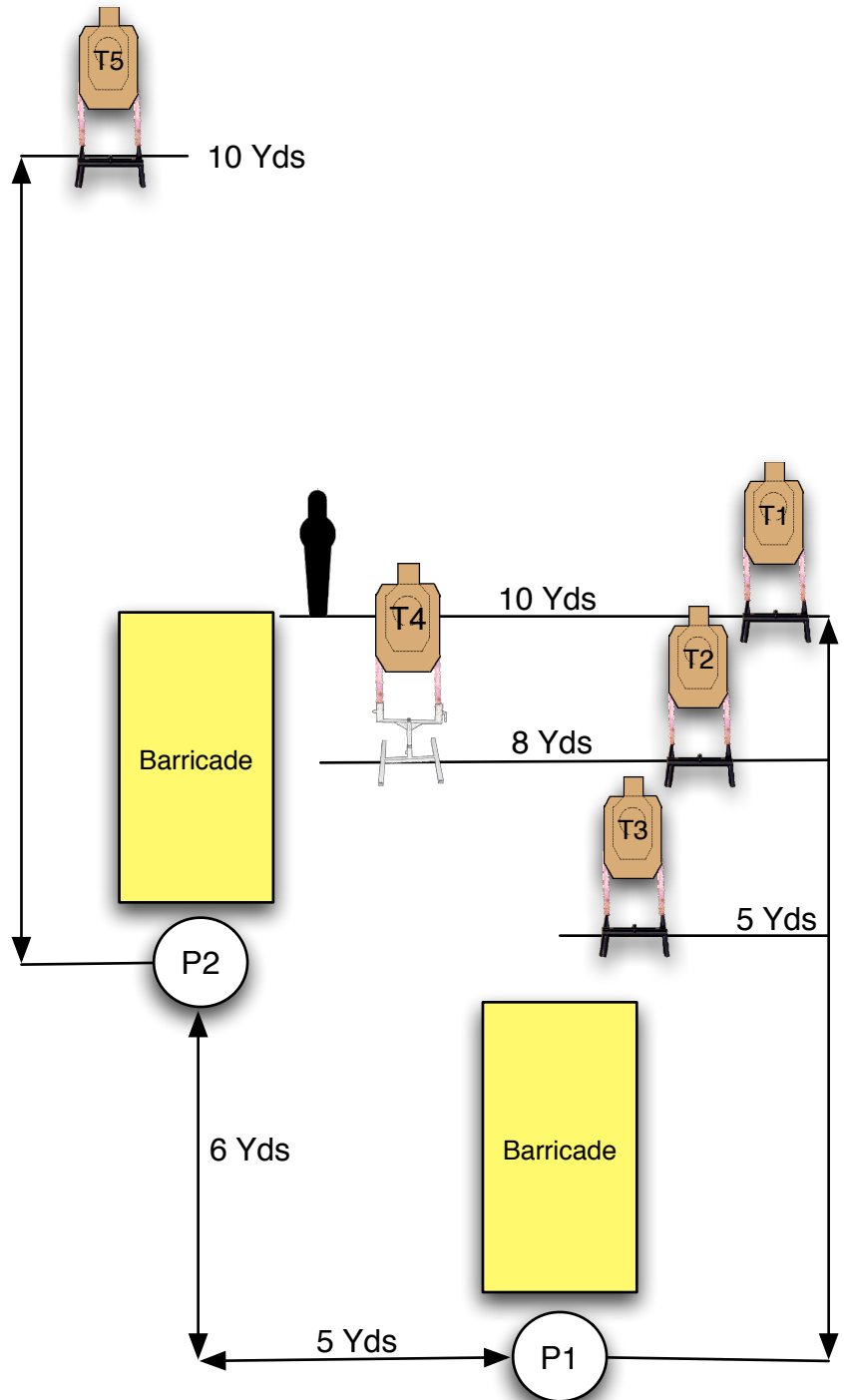
Stop Signal: Last Shot Fired

Scenario: You arrive at your office to discover it being ransacked by armed thieves. They see you come in, and yell out "Get him! He saw us!". Defend yourself.

Procedure: Load all magazines to division capacity and top off.

String #1: Shooter begins at position P1. On start signal, draw and engage targets T1 through T3 with 2 rounds each from the right side of the barricade, slicing the pie. Shooter then engages the Popper and the Drop-Turner from the left side of the barricade. Shooter then advances to position P2 and engages target T5 from the left side of the barricade.

Scoring: T1 through T5 should each have 2 hits. Steel must fall



Notes: Targets T1 through T3 should be set so that shoot-throughs are not possible from P1. The popper and drop-turner must be engaged from P1. Make sure that T5 cannot suffer a shoot through from P1.



Stage 2: Friendly Fire

Round Count: 13

Target Distance: 4 to 12 yards

Targets Required: 5 Threat Targets, 1 Popper, 1 Drop-Turner, 2 Non-Threat Targets

Props Required: 2 barricades

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1

Start Signal: Audible

Stop Signal: Last Shot Fired

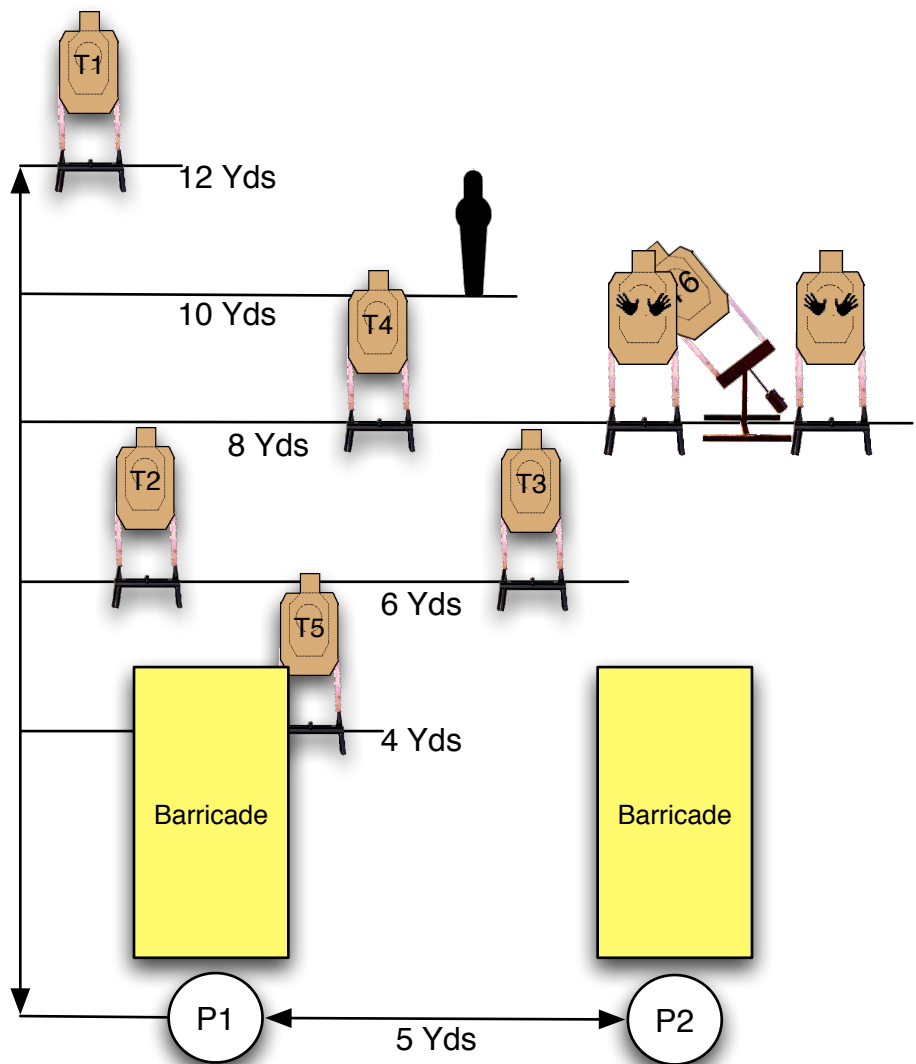
Scenario: You're in a hallway in your home when you hear an angry voice yell out "Get them!". You realize you have to save your family from the thugs that intent on bringing them harm. Stop all of the threats, but make sure you don't hit your loved ones!

Procedure: Load all magazines to division capacity and top off.

String #1: Shooter begins at position P1.

On start signal, draw and engage targets T1 through T2 with 2 rounds each from the left side of the barricade, slicing the pie. Shooter then engages targets T3 through T5 and the Popper from the right side of the barricade, again slicing the pie. Shooter then advances to position P2 and engages target T6 from the right side of the barricade.

Scoring: T1 through T6 should each have 2 hits. Steel must fall



Notes: Make sure that shoot-throughs on the non-threats are not likely from P1 engaging target T3. Vary target heights, but make sure all shots will go into the berm.



Stage 3: Vance-A-Lot

Round Count: 8

Target Distance: 6 to 10 yards

Targets Required: 4 Threat Targets w/
various hard cover, 2
Non-Threat Targets

Props Required: 1 barricade

Scoring Method: Vickers Count

Starting Position: Standing facing down
range at position P1

Start Signal: Audible

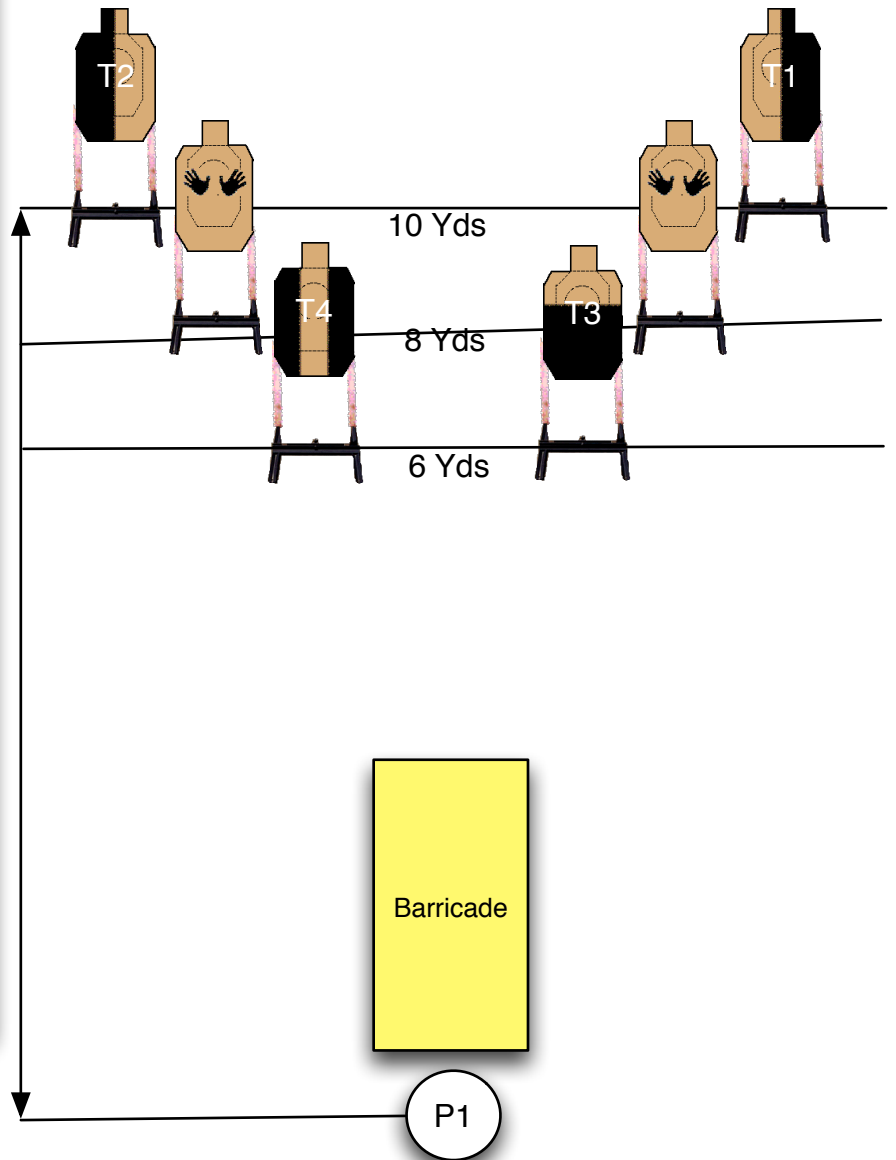
Stop Signal: Last Shot Fired

Scenario: None

Procedure: Load all magazines to
division capacity and top off.

String #1: On the start signal, shooter
will draw and engage the targets from
outer-most to inner-most, alternating
which side of the barricade they shoot
from. The two possible engagement
orders are right-left-right-left or left-right-
left-right. The black areas are hard-cover.

Scoring: T1 through T4 should each
have 2 hits. Hits in the black
areas will be scored as misses.



Notes: The target heights should vary some-what, but the two targets and one non-threat on each side of the barricade should be positioned close to each other laterally, so that the shooter must be wary of hitting the non-threats.



Stage 4: Duck & Cover

Round Count: 13

Target Distance: 4 to 15 yards

Targets Required: 6 Threat Targets, 1 Popper, 2 Non-Threat Targets

Props Required: 1 barricade, 2 barrels

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1

Start Signal: Audible

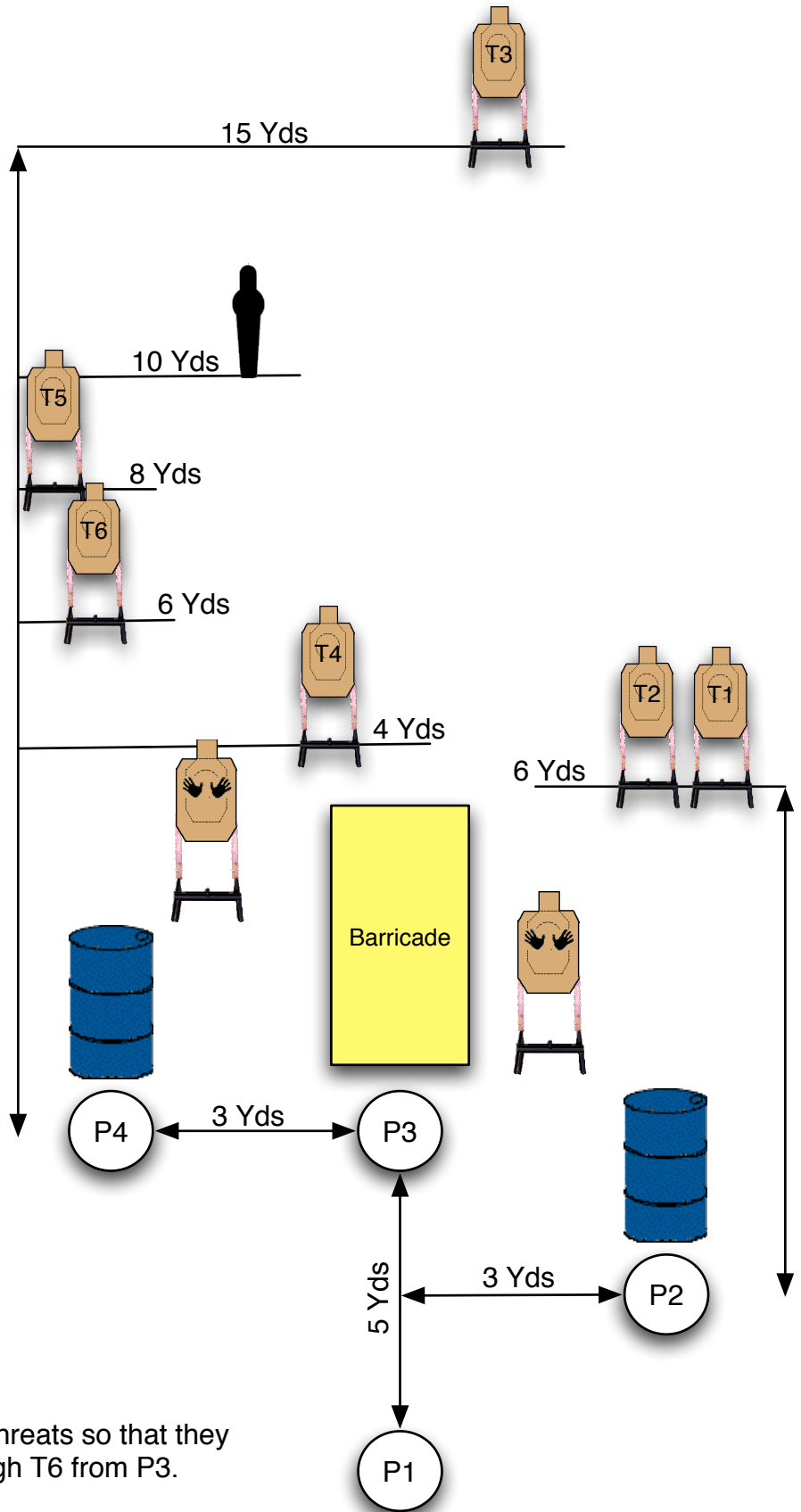
Stop Signal: Last Shot Fired

Scenario: TBD

Procedure: Load all magazines to division capacity and top off.

String #1: Shooter begins at position P1. On start signal, move to P2, draw, and engage T1 and T2 from the right side of the barrel. Then move to P3 and engage T3 from the right side of the barricade. Then engage the popper and T4 from the left side of the barricade, and move to P4. Engage T5 and T6 from the left side of the barrel. All targets must be engaged in Tactical Priority (IE: "slicing the pie"), and shooter's gun must be below the top of the barrels at P2 and P4.

Scoring: T1 through T6 should each have 2 hits. Steel must fall



Notes: Vary target heights. Position the non-threats so that they block line of sight to T3 from P2 and T5 through T6 from P3.



Side: Welcome To Milwaukee

Round Count: 25

Target Distance: 5 to 15 feet

Targets Required: 5 Threat Targets

Props Required: 1 barricade

Scoring Method: Limited Vickers Count

Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: None

Procedure: Load all magazines to 5 rounds maximum.

String #1: Shooter begins at P1 facing uprange. On the start signal, shooter will turn, draw, and engage T1 through T5 with 1 round each in tactical priority (near to far). T1 will be engaged from close retention.

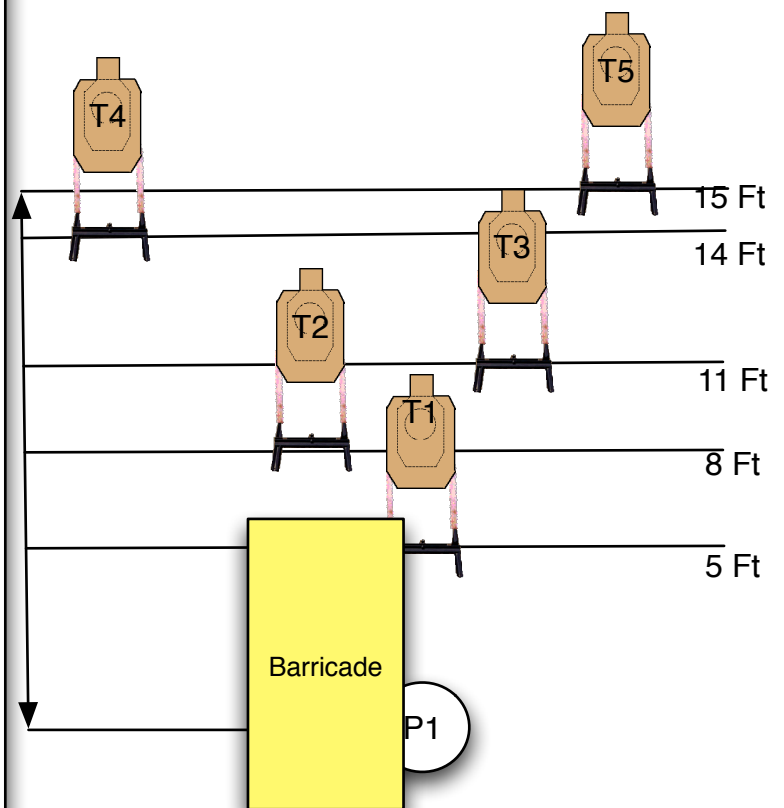
String #2: Same as String #1, except that shooter will hold a briefcase in their weak hand.

String #3: Shooter begins facing uprange at P1. On the start signal, shooter will turn, draw, and engage T1 from close retention. Shooter will then move to cover and engage T2 through T5 in Tactical Priority (near to far).

String #4: Same as String #3, except head shots only.

String #5: Starting facing down range at P1 with gun in weak hand pointed downrange at a 45 degree angle, on the start signal shooter will engage T1 through T5 with one round each in Tactical Priority (near to far).

Scoring: T1 through T5 should have 5 hits each, at least one should be a head shot.



Notes: Target heights should vary some-what. T4 is 7' offset to the left from P1, and T5 is 5' offset to the right of P1. P1 and T1 are aligned with the barricade.

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