



Stage 1: Rule #3

Round Count: 8

Target Distance: 4 to 10 yards

Targets Required: 4 threat targets

Props Required: 1 barricade, 1 no-shoot target

Scoring Method: Vickers Count

Starting Position: Standing, facing down range at position P1,

Start Signal: Audible

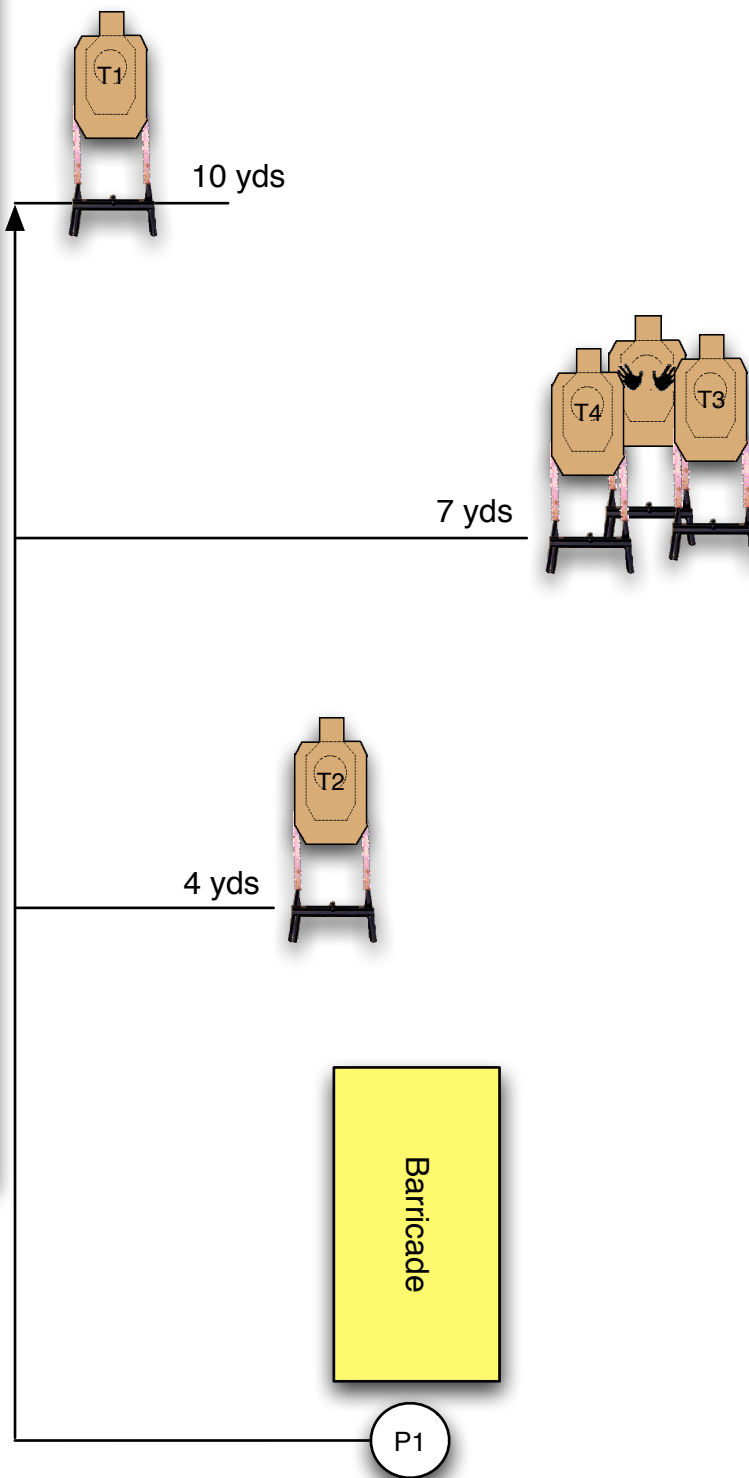
Stop Signal: Last Shot Fired

Scenario: You're a security guard, and on your rounds you discover a group of thieves who have taken one of your fellow guards hostage. Using the cover available to you and engage the threats, but be careful to not hit your coworker.

Procedure: Load to division maximum and top off.

String #1: Shooter begins at Position P1. On the start signal, shooter will draw and engage Targets T1 through T4, while using the barricade for cover.

Scoring: All targets should have 2 hits.



Notes: Target heights should vary. Targets T3, T4 and the No Shoot should be lined up so that the threat targets partially cover the No Shoot. At a minimum, the -3 areas on either side of the No Shoot should be covered by T3 and T4. All three should be as close as possible in distance from P1. The shooter can start from either side of the barricade, but make sure that they "slice the pie". Also, make sure to issue a procedural to any shooter who does not top off.



Stage 2: Bar Blitz

Round Count: 12

Target Distance: 2 to 15 yards

Targets Required: 6 threat targets

Props Required: 1 table, 2 no-shoot targets

Scoring Method: Vickers Count

Starting Position: Standing, facing down range at position P1,

Start Signal: Audible

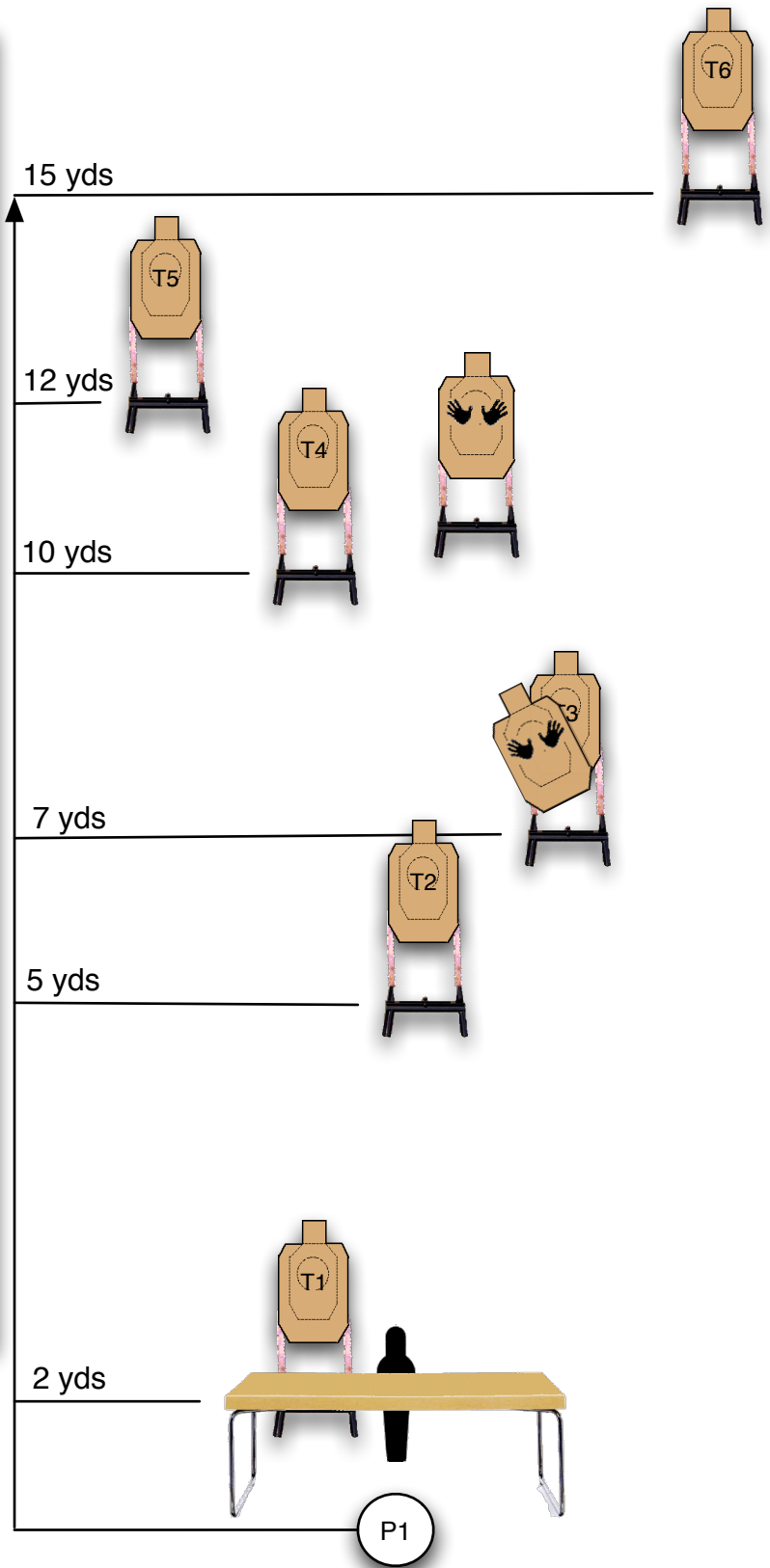
Stop Signal: Last Shot Fired

Scenario: You're bartending at your bar during a football game. The visiting team just beat the home team, and the local biker gang isn't happy. They all pull weapons and are looking to take out their aggressions on your fine establishment. You have to save your other customers from them.

Procedure: Load to division maximum and top off.

String #1: Shooter begins at Position P1.
On the start signal, shooter will knock over the popper, then draw and engage Targets T1 through T6, while using the table for cover.

Scoring: All targets should have 2 hits.



Notes: Target heights should vary, but make sure that shots at the targets will impact the berm, not go over it. Make sure to issue a procedural to any shooter who does not top off. Targets should be placed so that shoot-throughs are not likely, especially with the no shoot near T4. The No Shoot attached to T3 should cover about 1/3 of the Down 0 zone on T3.



Stage 3: End Of The Day

Round Count: 14

Target Distance: 5 to 12 yards

Targets Required: 4 Threat Targets, 2 Poppers, 2 Drop-Turners

Props Required: 1 barrel, 2 barricades

Scoring Method: Vickers Count

Starting Position: Standing, facing down range at position P1, hands on the barrel.

Start Signal: Audible

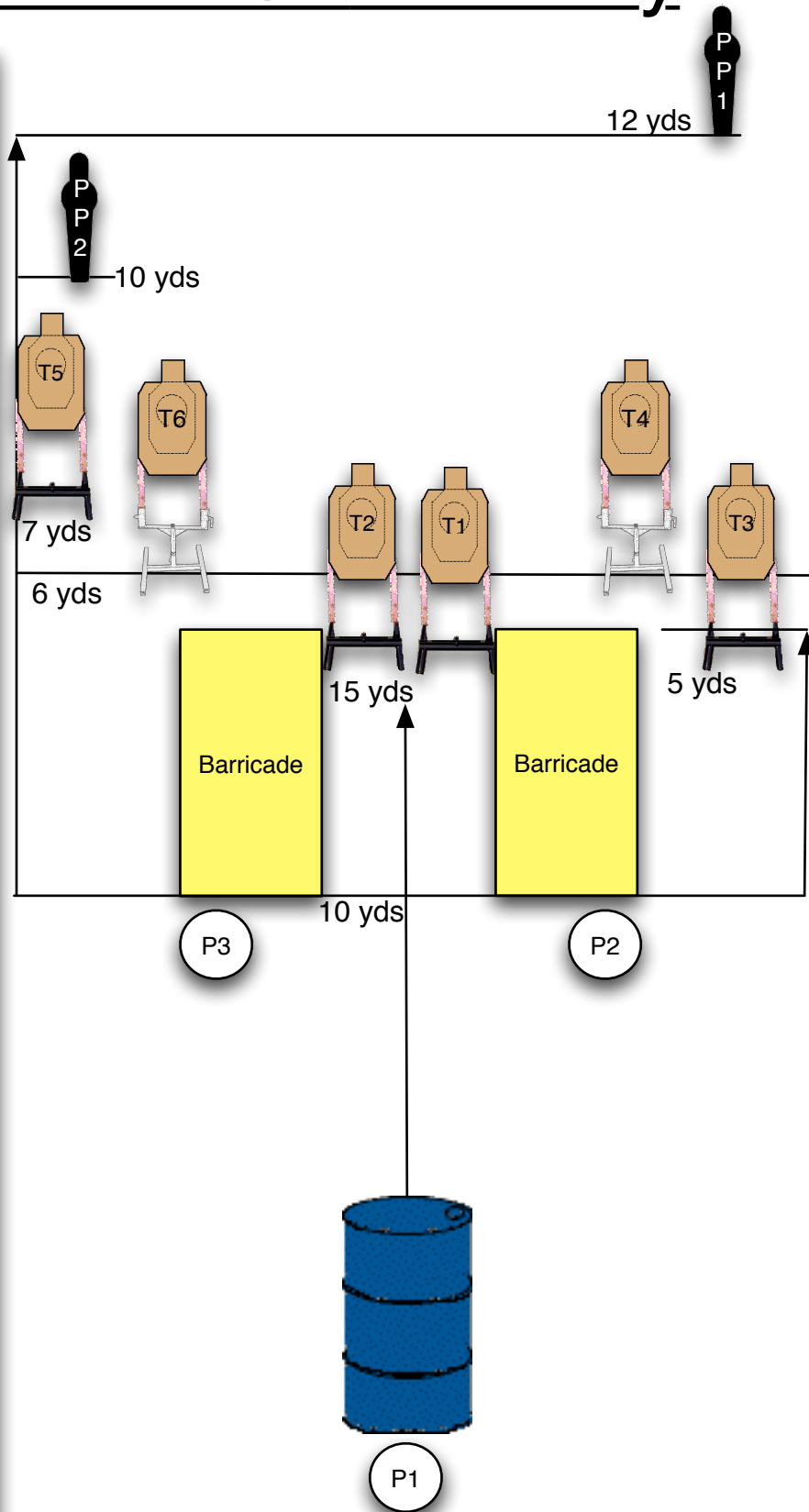
Stop Signal: Last Shot Fired

Scenario: You're finishing the work for the day at your warehouse, when you hear some windows shatter. You look up and see two armed thugs climbing through the remains of one of the windows, yelling to their friends to hurry up. You engage the two immediate threats, and then move to the other windows to check the warehouse yard for more bad guys. Engage the targets as you see them.

Procedure: Load to division maximum and top off.

String #1: Shooter begins at Position P1. On the start signal, shooter draw and engage T1 and T2 while using the barrel for cover. Shooter may shoot over the top of the barrel. Shooter will then move to P2 and engage T3, PP1, and T4. Shooter will then move to P3 and engage T5, PP2, and T6.

Scoring: All targets should have 2 hits. All steel must fall.



Notes: Target heights should vary, but make sure that shots at the targets will impact the berm, not go over it. Make sure to issue a procedural to any shooter who does not top off. Targets should be placed so that shoot-throughs are not likely.



Stage 4: Drop-Turner Madness

Round Count: 14

Target Distance: 3 to 12 yards

Targets Required: 2 Threat Targets, 2 Poppers, 4 Drop-Turners

Props Required: 1 barricade

Scoring Method: Vickers Count

Starting Position: Standing, facing down range at position P1, hands at your sides.

Start Signal: Audible

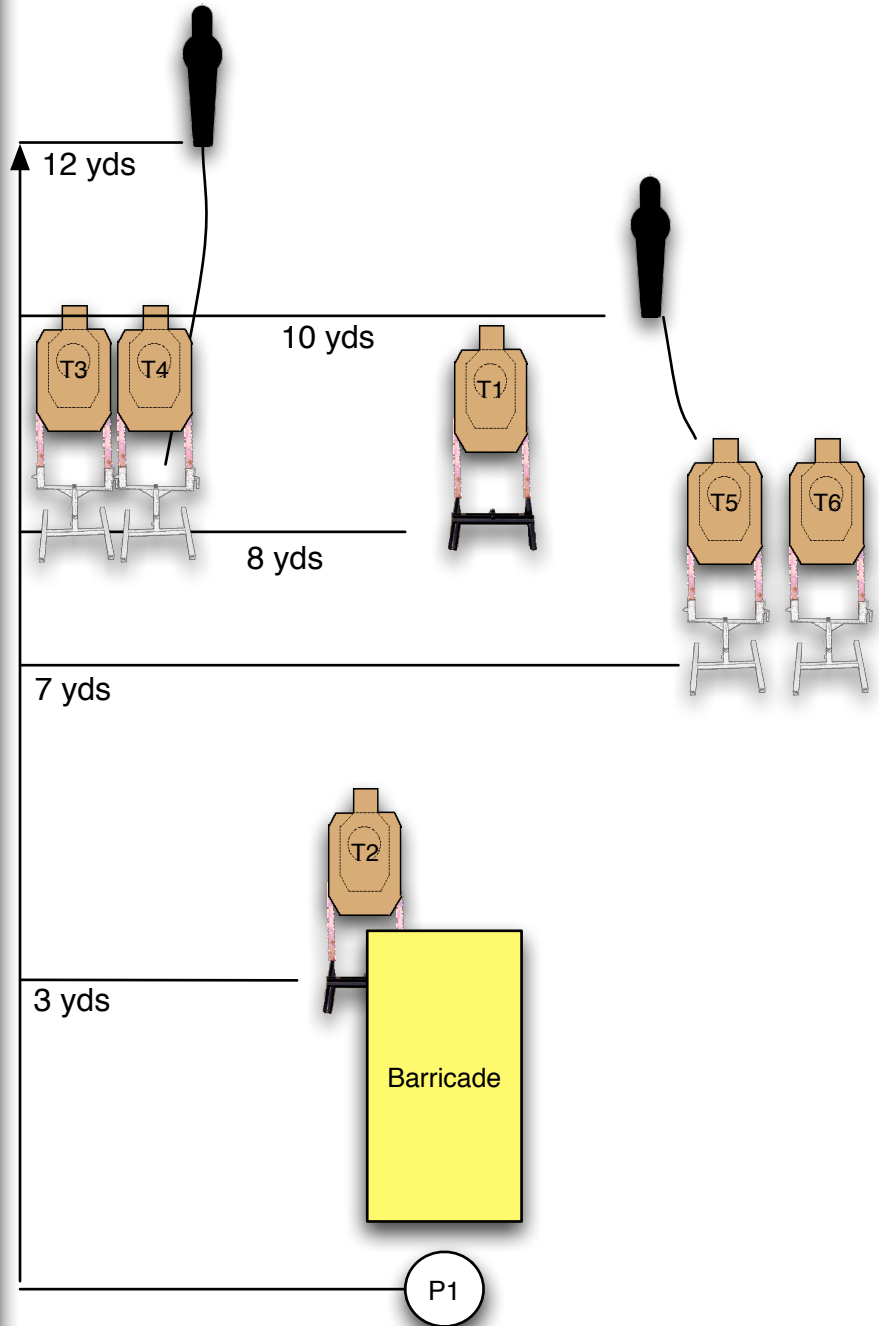
Stop Signal: Last Shot Fired

Scenario: There you are, minding your own business while taking a walk through the local park one evening. As you come around a bend in the path, you come across a gang gathering. They yell out "Get him!", and you have to defend yourself.

Procedure: Load to division maximum and top off.

String #1: Shooter begins at Position P1. On the start signal, shooter will draw and engage Targets T1 through T6, while using the barricade for cover. Shooter can begin from either side of the barricade. Use any IDPA legal reload as necessary. Shooter must engage targets in Tactical Priority (Slicing The Pie).

Scoring: All targets should have 2 hits.



Notes: Target heights should vary. Make sure to issue a procedural to any shooter who does not top off. Targets should be placed so that shoot-throughs are not likely.



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.

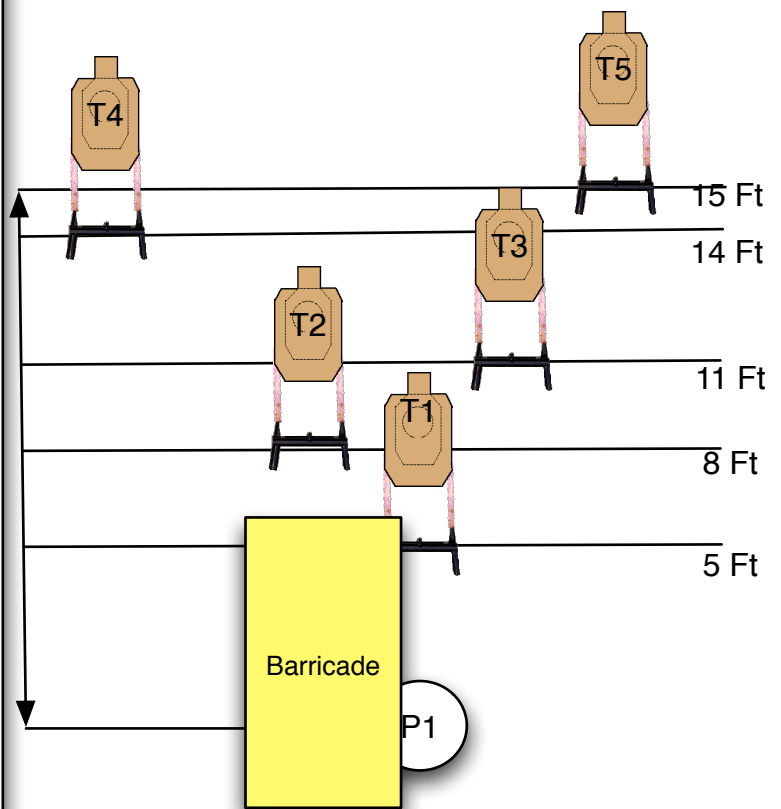
String #2: Same as String #1, except that shooter will hold a briefcase in their weak hand.

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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