



Stage 1: Charge!

Round Count: 10

Target Distance: Up to 20 yards

Targets Required: 4 Threat Targets

Props Required: None

Scoring Method: Vickers Count

Starting Position: Standing facing down range at positions P1

Start Signal: Audible

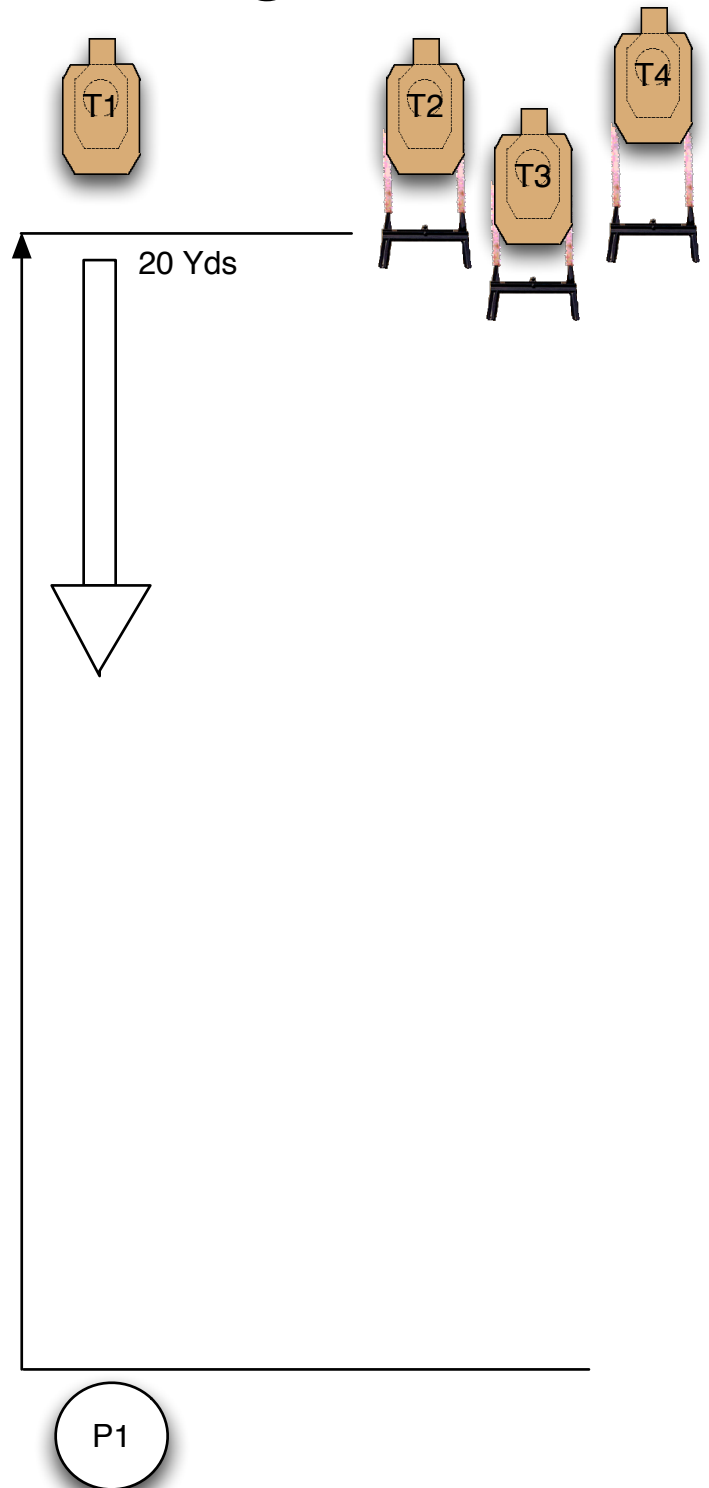
Stop Signal: Last Shot Fired

Scenario: You're taking a walk through the park when you come across a group of drug dealers in the process of making a deal. One of them draws a gun and charges you, while the others start going for their guns.

Procedure: Load all magazines to full IDPA-legal capacity and top off..

String #1: Shooter begins at position P1. On the start signal, shooter will draw and engage the advancing target T1 with 4 rounds, then engage targets T2 through T4 with 2 rounds each. T1 *must* be engaged from position P1. However, once one T1 has been engaged, shooter may advance to engage targets T2 through T4. No further rounds can be fired at T1 once the shooter begins to advance.

Scoring: T1 should have 4 hits, and T2 through T4 should each have 2 hits.



Note: T1 is attached to the moving target holder overhead. Someone will be needed to start and stop the target holder. T1 should start moving on the start signal. T2 through T4 should vary somewhat in height, and T3 should be roughly 1 yard closer to P1 than the T2 or T4. Once the shooter starts advancing, if they choose to do so, they may not engage T1 with any additional rounds. If they do, issue a procedural at a minimum (if all rounds through T1 hit the backstop) or stop and DQ them if any rounds hit the side wall. Make sure the shooters understand this before beginning.



Stage 2: Backyard Attack!

Round Count: 9

Target Distance: 8 to 12 yards

Targets Required: 2 Threat Targets, 1 Popper, 2 Drop-Turners

Props Required: 2 No-Shoot Targets, 1 Barricade

Scoring Method: Vickers Count

Starting Position: Standing, facing up range at position P1

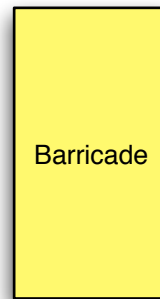
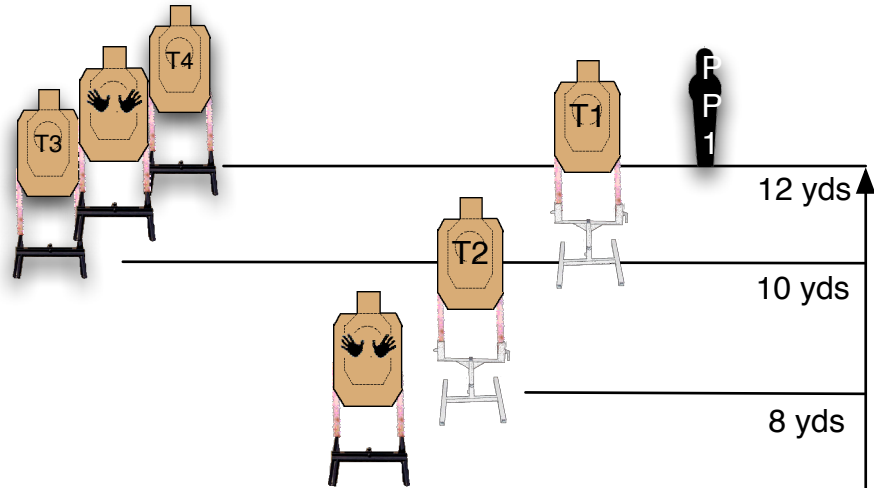
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You're in your back yard with your kids, when a group of gang-bangers jumps the fence and attacks. They're all brandishing weapons and threatening your two kids. Using a tree for cover, engage the threats and be careful to not hit your kids!

Procedure: On the start signal, turn, then draw, and engage Popper PP1 and the Drop-Turners activated by PP1, from the right side of the barricade. Then engage targets T3 and T4 from the left side of the barricade, slicing the pie.

Scoring: T1 through T4 should have 2 hits each. All steel must fall.



Notes: Target heights should vary. Make sure the shooter slices the pie when engaging T3 and T4. Range to the Drop-Turners is an estimate- location should be based on cable length. T3, T4 and the nearest Non-Threat should be shoulder-to-shoulder laterally, with 2 yards between T3 and T4 front-to-back.



Stage 3: Soft Cover

Round Count: 10

Target Distance: 2-10 yards

Targets Required: 3 Threat Targets, 2 Non-Threat Targets

Props Required: 1 barricade

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1

Start Signal: Audible

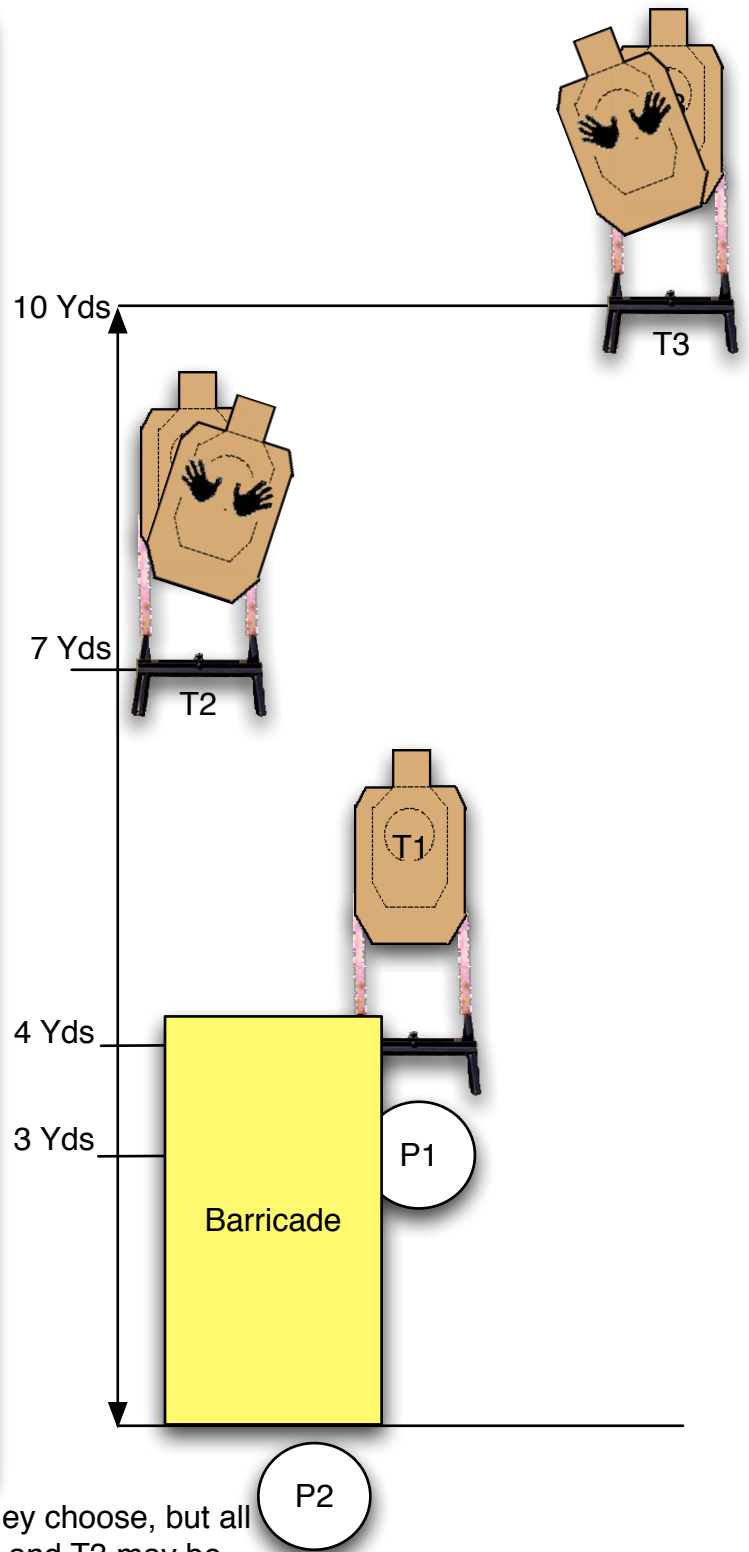
Stop Signal: Last Shot Fired

Scenario: You are confronted by a number of gunmen who are holding members of your family hostage. Neutralize the closest target and then save your family.

Procedure: Load all magazines to the division maximum and top off.

String #1: Shooter begins at position P1. On the start signal, shooter will draw from concealment and engage T1 with six (6) rounds from close retention. Shooter will then move to the barricade at position P2 and engage targets T2 and T3 from cover with two (2) rounds each in Tactical Priority (near to far). Reload as necessary using any IDPA-legal reload.

Scoring: T1 should have six (6) hits and T2 through T3 should have two (2) hits. Failure to Neutralize penalties apply to all targets.



Notes: Shooter *may* engage T1 while moving if they choose, but all shots must be fired from close retention. Targets T2 and T3 may be engaged from either side of the barricade. Position P1 is 1 yard away from and centered on T1. Target T3 should have approximately half of the "down zero" area on the torso visible. Target T2 should have almost none of its "down zero" torso area visible. Care should be taken to make sure that target T1 is not in the line of fire from the barricade to targets T2 and T3.



Side: Quicky Mart

Round Count: 14

Target Distance: 10 to 12 yards

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

Props Required: 1 table, 2 No-Shoot Targets

Scoring Method: Vickers Count

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

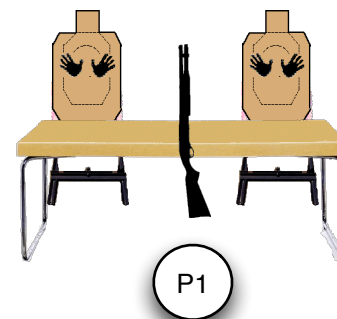
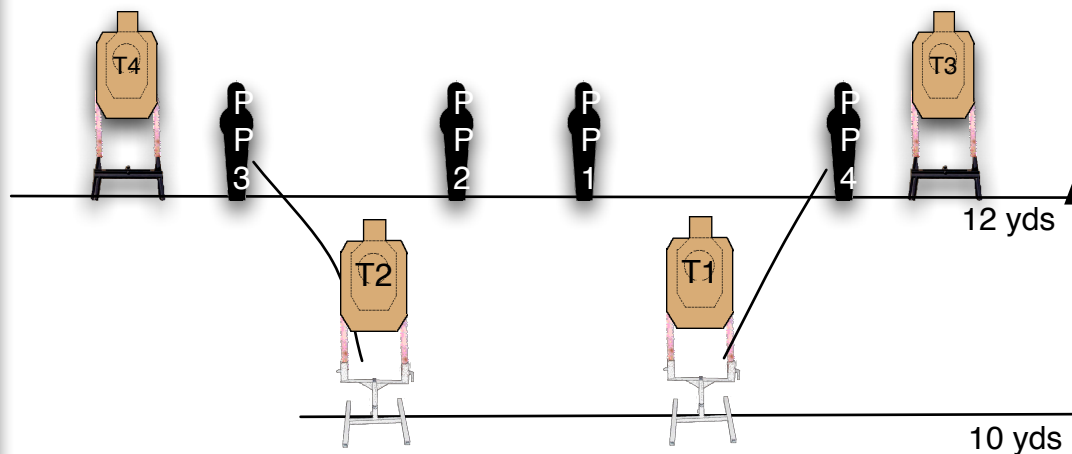
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You're helping some customers at the Quicky Mart you work at, when a bunch of crackheads brandishing weapons storm in and announce that they're robbing the place. The owner has a shotgun at the counter, so you grab it and start defending yourself. The shotgun only has two shells (the store owner is cheap!), so you have to finish the job with your handgun.

Procedure: Load to division maximum and top off. Shooter begins at Position P1. On the start signal, shooter will pick up the shotgun and fire one round at each of the Poppers PP1 and PP2. Shooter will then pick up their handgun and engage the remaining targets as they see fit. Targets T3 and T4 are wearing body armor, so a failure drill is indicated. If poppers PP1 and PP2 are missed with the shotgun, they can be engaged with the shooter's handgun.

Scoring: T1 and T2 should have 2 hits each. T3 and T4 should have 2 hits to the body and 1 hit to the head each. All steel must fall.



Notes: Target heights should vary. The shotgun should be loaded with 2 rounds only, and be in an uncocked, unchambered condition when the Shooter picks it up.

Racine IDPA 12/02/2006

Original CoF design by Mike Sylvester & Tom Ropers