



Stage 1: Alternating

Round Count: 13

Target Distance: 11 to 15 yards

Targets Required: 6 Threat Targets, 1 Popper

Props Required: None

Scoring Method: Vickers Count

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

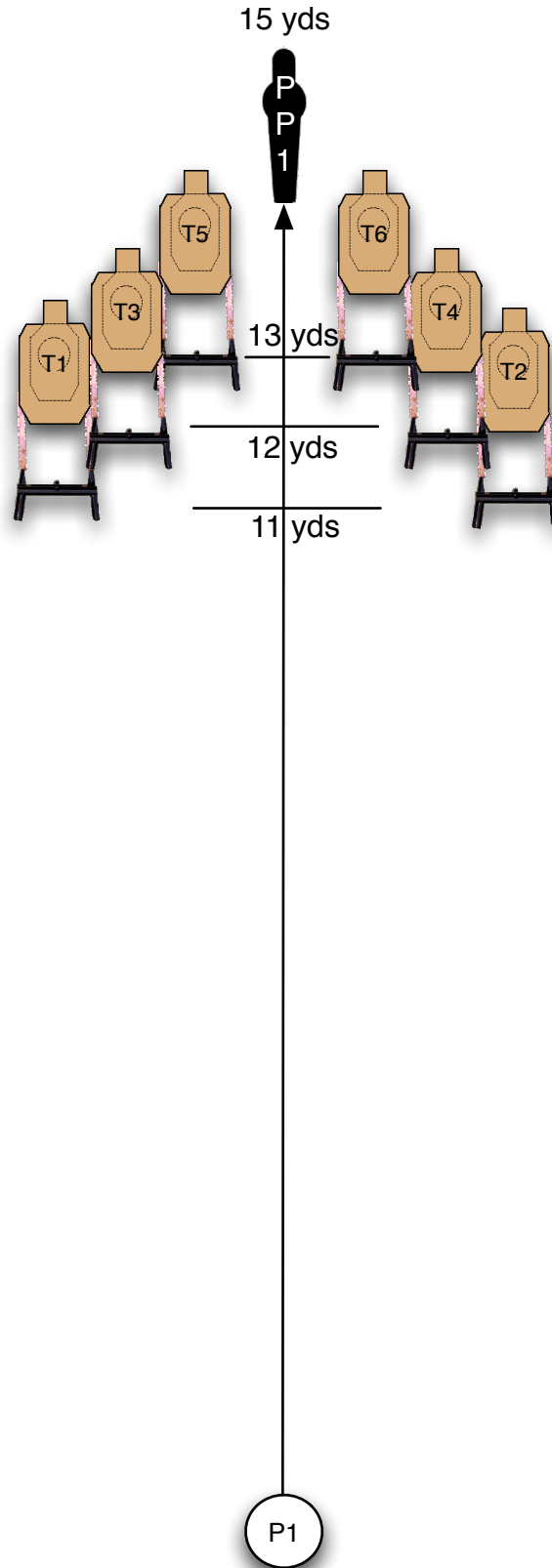
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: None. This is a skills test.

Procedure: Load to division maximum and top off. Shooter begins at Position P1. On the start signal, shooter will draw and engage Targets T1 through T8, alternating left to right between each target (IE: T1, T2, T3, T4, etc.), then engage Popper PP1.

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



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. Pack the targets as close together as possible and make sure that all rounds will impact the backstop. A concealment garment is NOT required for this stage,



Stage 2- Trade

Round Count: 11

Target Distance: 5 to 15 yards

Targets Required: 4 Threat Targets

Props Required: 3 Non-Threat Targets

Scoring Method: Vickers Count

Starting Position: Standing at P1, loaded handgun held at low ready.

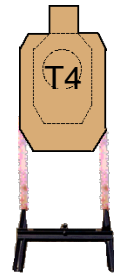
Start Signal: Audible

Stop Signal: Last Shot Fired

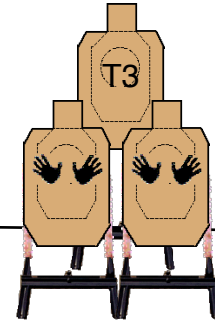
Scenario: You're a Police Officer, and a group of armed gangsters has taken your family hostage. They want to trade your family for a man you just arrested for money laundering. You show up to the trade, but it looks like it's falling apart

Procedure: Starting at position P1 with handgun held at low ready position. On the start signal, engage all targets in Tactical Priority. Targets T1 through T3 appear to be wearing body armor, so a failure drill is indicated.

Scoring: Targets T1 through T3 should have 2 hits to the body and 1 to the head. Target T4 should have 2 hits to the body.



15 yds



10 yds



5 yds



P1

Notes: Target heights should vary, but make sure that the head shots will still impact the backstop. Lateral distance between Targets T2 and T3 should be no more than 4 yds. Make sure that shoot-throughs are not likely with the target placement. A concealment garment is NOT required for this stage.



Stage 3- Mugging

Round Count: 9

Target Distance: 1 to 8 yards

Targets Required: 3 Threat Targets

Props Required: None

Scoring Method: Vickers Count

Starting Position: Standing at P1, loaded handgun in holster, hands above your head.

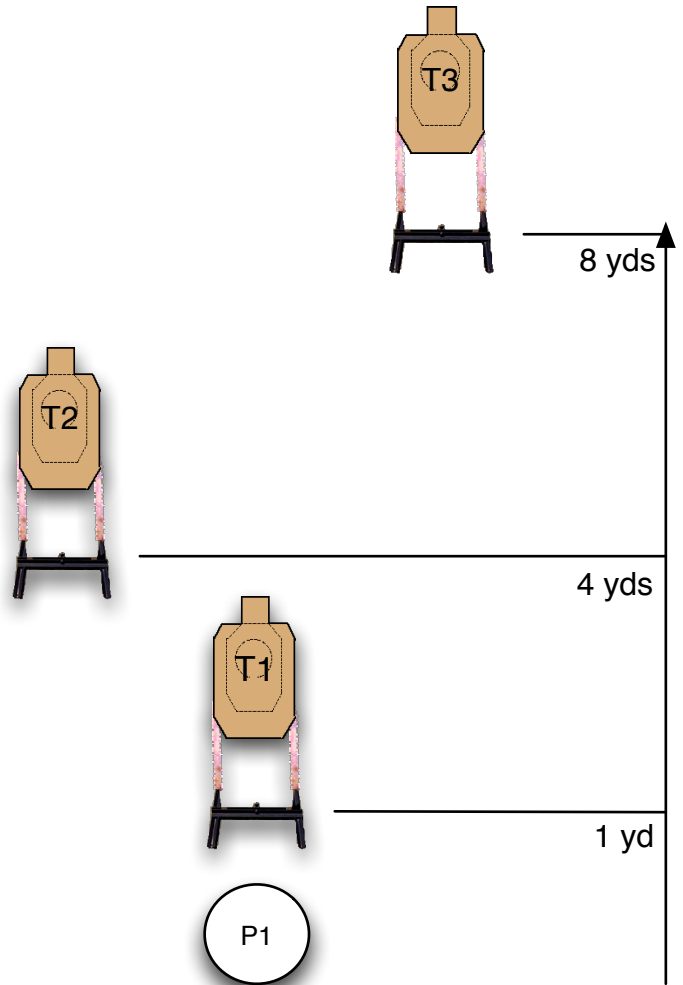
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You're taking a quick shortcut through an alleyway, when you're accosted by three armed men. They got the drop on you, so your hands are up, and one of them is about to grab your wallet. Fearing for your life, you must defend yourself.

Procedure: Starting at position P1 with hands above your head, on the start signal draw and fire two rounds at T1 from close retention while retreating. Follow up with a head shot, then engage Targets T2 and T3 in Tactical Priority, also with 2 shots to the body and one to the head.

Scoring: All Targets must have two hits to the body and one hit to the head.



Notes: Target heights should vary, but make sure that the head shots will still impact the backstop. Lateral distance between Targets T2 and T3 should be no more than 4 yds. Make sure to emphasize to the Shooter not to sweep any portion of their body when shooting from close retention. A concealment garment IS required for this stage.



Side Match- Intruders!

Round Count: 13

Target Distance: 10 to 15 yards

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

Props Required: 1 Table, 2 Tarps, 2 Barricades

Scoring Method: Vickers Count

Starting Position: Standing at P1, loaded handgun in holster, carbine laying on the table.

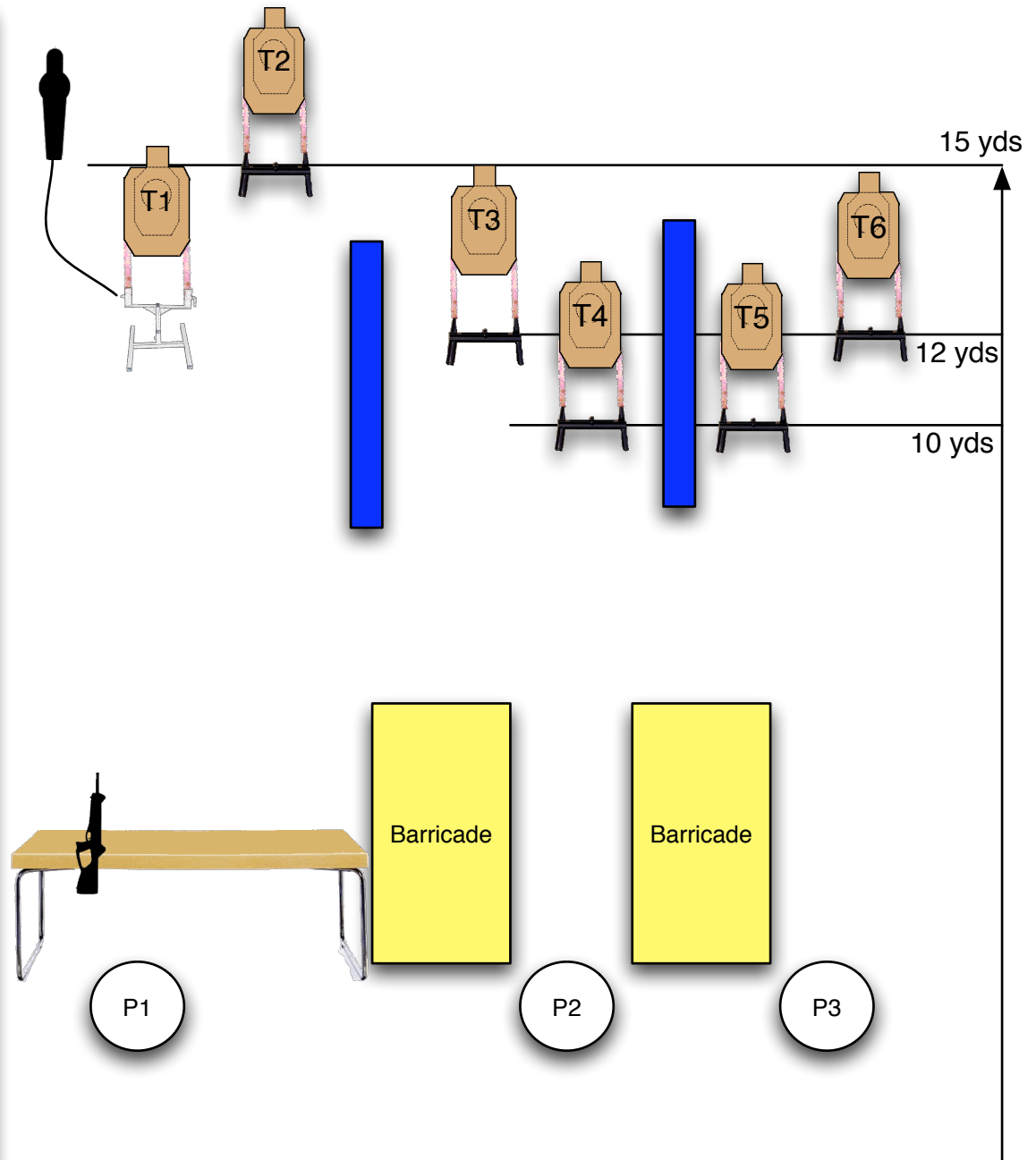
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You're getting ready to close your shop when a group of armed robbers storms in announcing a robbery. You grab your carbine to defend yourself, and then move through your shop making sure no other threats are present.

Procedure: On the start signal, pick up the carbine and engage the popper and Targets T1 and T2. The carbine will have 5 rounds loaded. If any additional shots are required, shooter must put the carbine down on the table and then draw their handgun. When finished, move to P2 and engage Targets T3 and T4, using cover. Then move to P3 and engage Targets T5 and T6, using cover.

Scoring: All Targets must have two hits to the body, all steel must fall.



Notes: Target heights should vary. A concealment garment is NOT required. Make sure that the Shooter keeps the carbine muzzle pointed in a safe direction at all times. Make sure to locate targets so that shoot throughs of the tarps are not likely.

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