



# Stage 1- Homecoming

**Round Count:** 10

**Target Distance:** 10 to 15 yards

**Targets Required:** 4 Threat Targets,  
1 Swinging Target

**Props Required:** 2 Barricades

**Scoring Method:** Vickers Count

**Starting Position:** Standing at P1, loaded handgun in holster, hands at your sides, cable in strong hand.

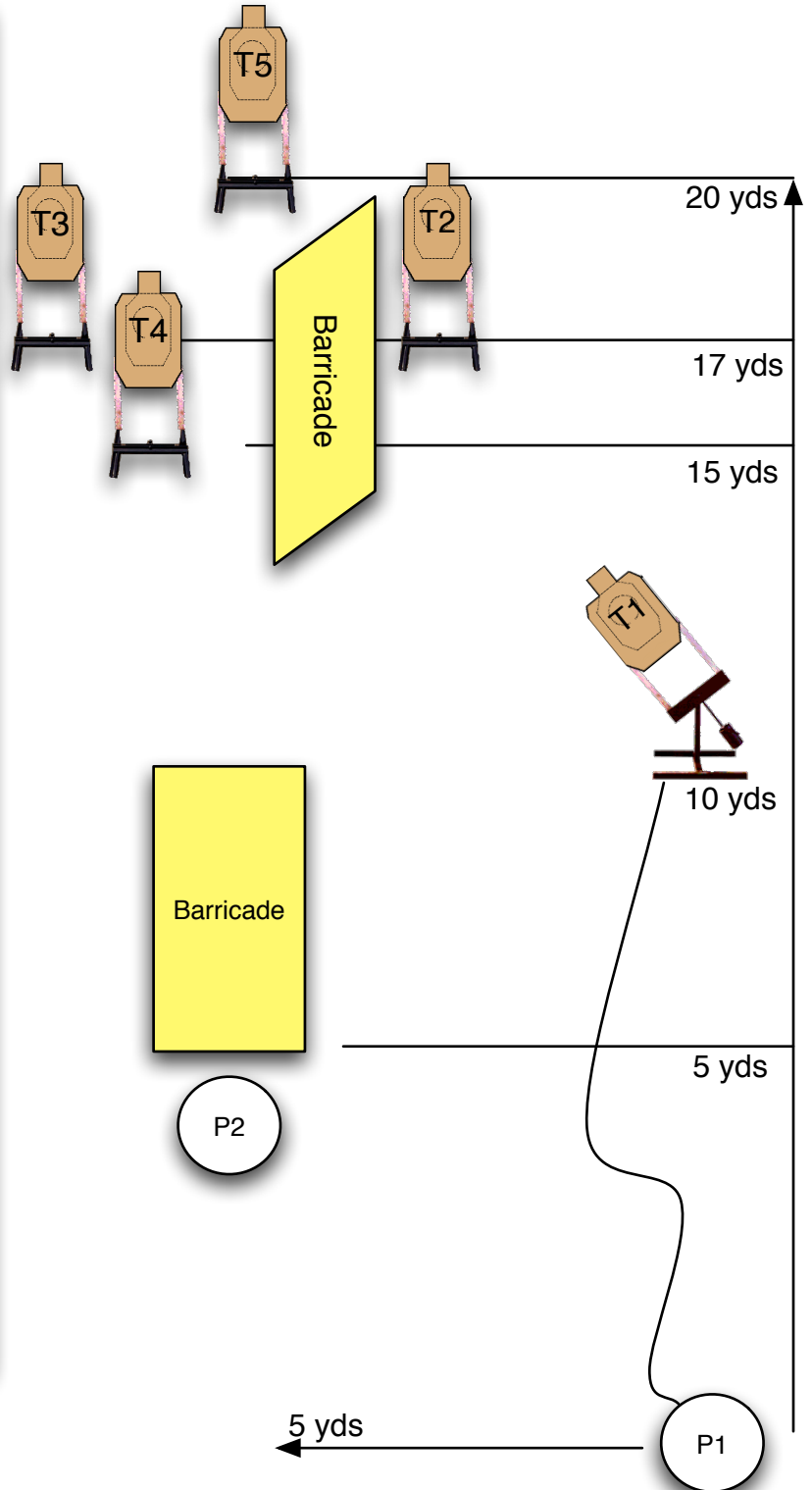
**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

**Scenario:** You come home at the end of the day only to discover a number of armed men ransacking your house. As soon as they see you, they all draw weapons and threaten to kill you, so you must defend yourself.

**Procedure:** On the start signal, Shooter will pull cable to activate swinging target, draw, and engage swinging target. Shooter will then engage T2 while moving to cover at P2, and then engage targets T3 through T5 in Tactical Priority from the left side of the barricade.

**Scoring:** The best two hits on each target will be scored.



**Notes:** Target heights should vary. A concealment garment IS required. Make sure to locate targets so that shoot throughs of the tarps are not likely. The Swinging Target should be located as far from the shooter as possible.



# Stage 2- Warehouse Mayhem

**Round Count:** 17

**Target Distance:** 6 to 15 yards

**Targets Required:** 6 Threat Targets, 1 Popper, 2 Drop-Turners

**Props Required:** 2 Non-Threat Targets, 1 Barricade

**Scoring Method:** Vickers Count

**Starting Position:** Standing at P1, facing to the "left" of the range, hands relaxed at your sides

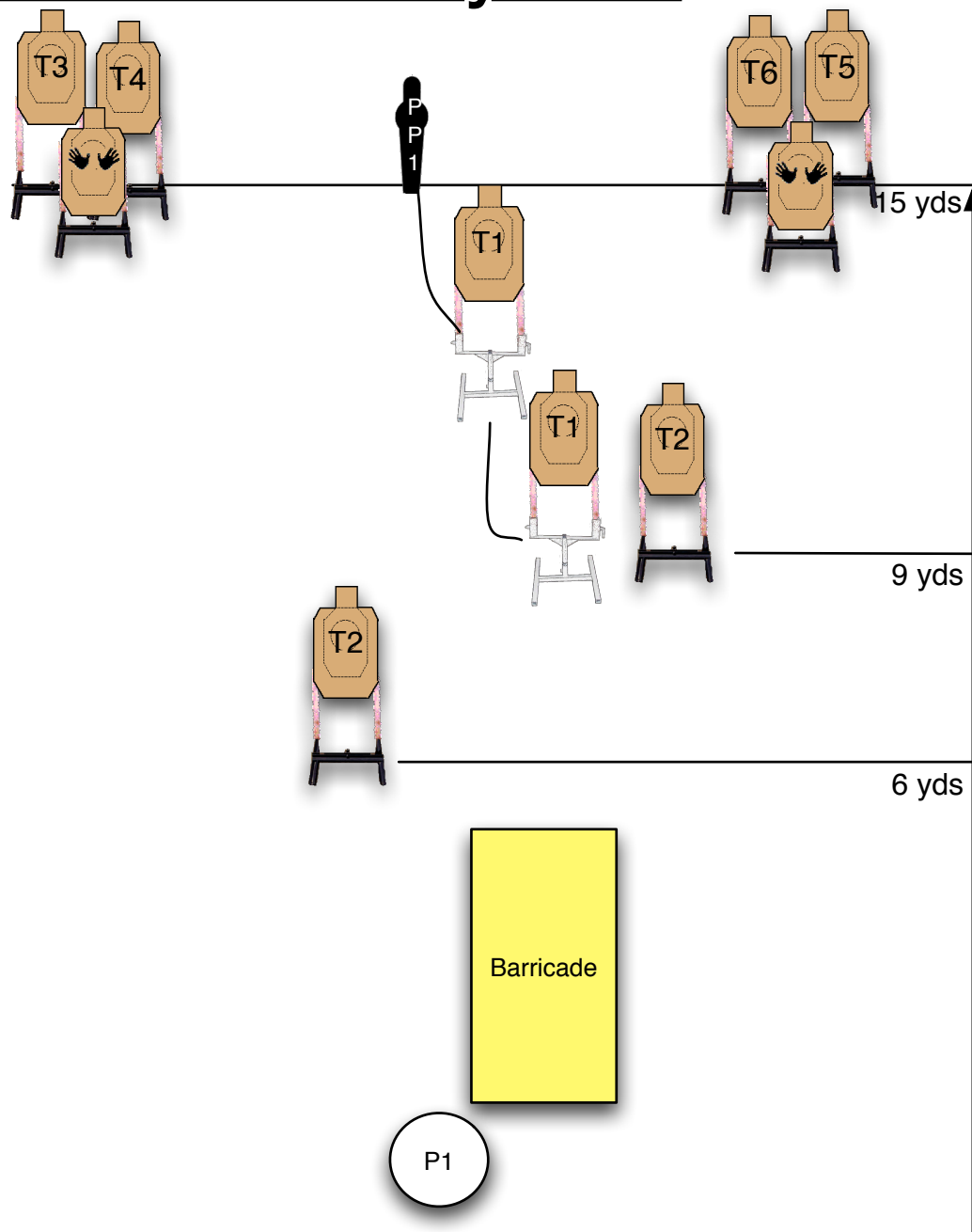
**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

**Scenario:** You're a security guard for a warehouse complex on your night rounds, when you discover a group of armed men holding some of the warehouse employees hostage. The armed men are threatening to kill their hostages, so you decide to intervene and rescue them.

**Procedure:** On the start signal, move to the edge of the barricade, draw and engage all targets in Tactical Priority.

**Scoring:** The best two hits on each target will be scored. All steel must fall.



**Notes:** Target heights should vary. A concealment garment IS required. Shooter should begin completely behind the barricade.



# Stage Three- One-Handed

**Round Count:** 12

**Target Distance:** 8 to 12 yards

**Targets Required:** 6 Threat Targets

**Props Required:** None

**Scoring Method:** Limited Vickers Count

**Starting Position:** Standing at P1, loaded handgun in weak hand held at a low ready position

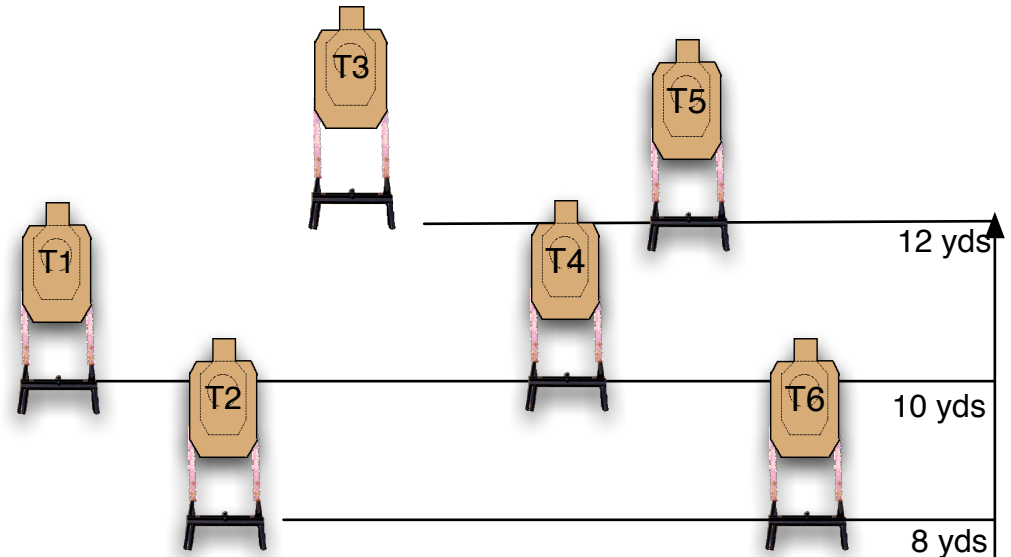
**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

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

**Procedure:** On the start signal, engage targets T1 through T3 with 2 rounds each in Tactical Priority, firing weak-hand only. Perform a reload with retention, then engage targets T4 through T6 with 2 rounds each strong hand only, in Tactical Priority.

**Scoring:** The best two hits on each target will be scored.



**Notes:** Target heights should vary. Lateral distance between targets should be at least 1 yard. A concealment garment is NOT required. Be especially watchful when the Shooter transitions their firearm from their weak hand to their strong hand. If anyone complains about the stage not being IDPA legal, tell them too bad- it's a club match. But be polite about it. :)



# Stage Four- Long Range

**Round Count:** 11

**Target Distance:** 20 yards

**Targets Required:** 4 Threat Targets, 3 Poppers

**Props Required:** None

**Scoring Method:** Vickers Count

**Starting Position:** Standing at P1, loaded handgun in holster, hands relaxed at sides

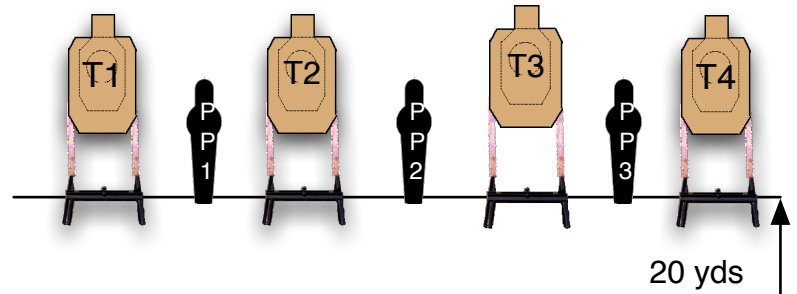
**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

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

**Procedure:** On the start signal, draw and engage all targets.

**Scoring:** Best two hits on each target will be scored, all steel must fall.



P1

**Notes:** Target heights should vary. A concealment garment is NOT required. Targets should be spaced at least 1 yard apart laterally.

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Original CoF design by Tom Ropers



# Side Match- Private Security

**Round Count:** 17

**Target Distance:** 5 to 50 yards

**Targets Required:** 6 Threat Targets

**Props Required:** 1 Table, 2 Barricades

**Scoring Method:** Vickers Count

**Starting Position:** Standing at P1, loaded handgun in holster, rifle held at a low ready position.

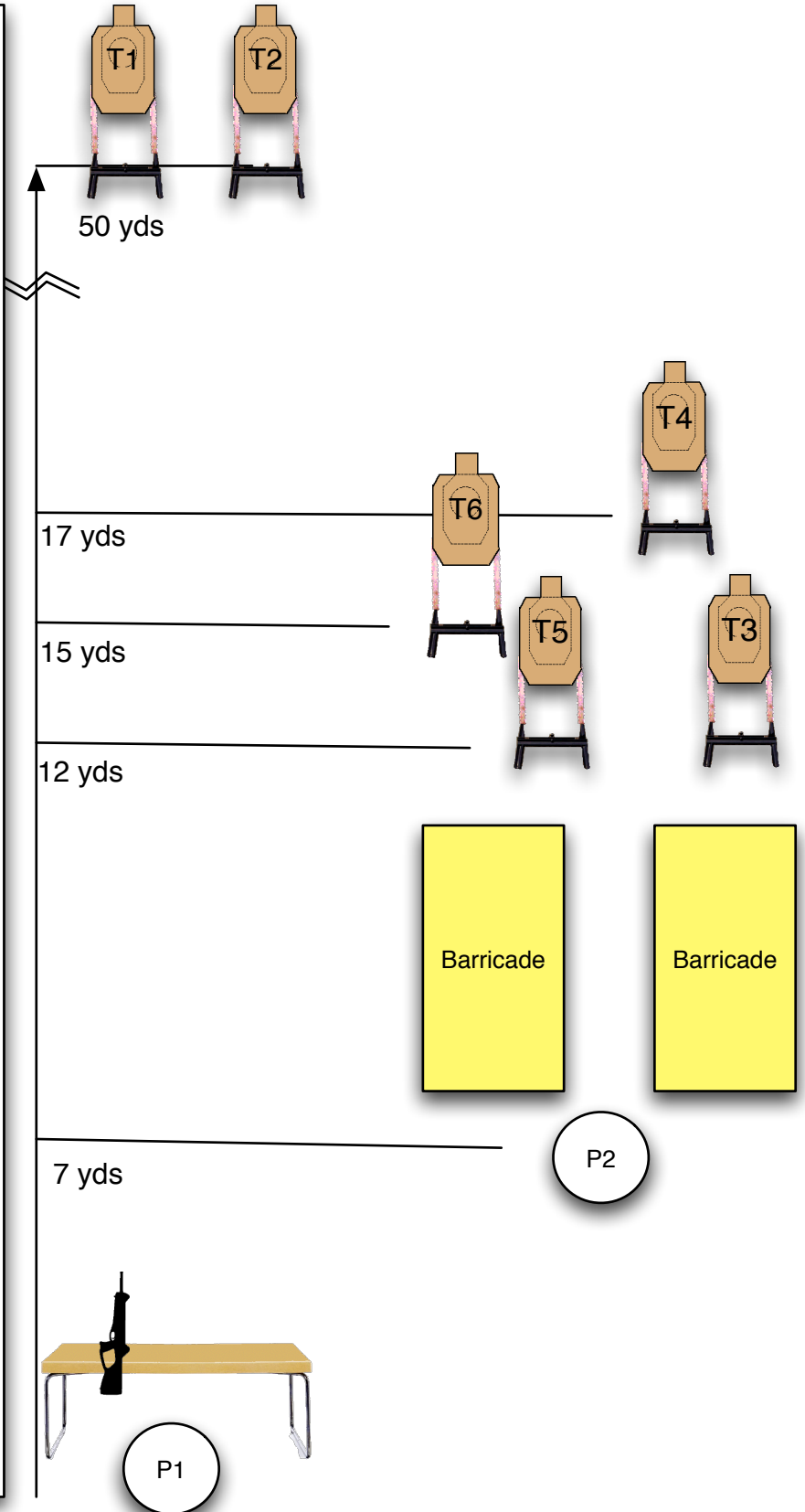
**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

**Scenario:** You're a private security guard working at a supply depot in the Middle East, when a group of armed men starts shooting in your direction. You engage them with your rifle, but the rifle jams after a few rounds. You move to cover, only to discover more armed men already in the depot. They appear to wearing body armor of some sort.

**Procedure:** On the start signal, pick up the rifle and engage targets T1 and T2 with 5 rounds total (at least two rounds per target). Put the empty rifle down on the table and move to cover at P2. Using the barricades as cover, engage targets T3 through T6 with two rounds to the body and one to the head.

**Scoring:** The best two hits on T1 and T2 will be scored. The best three hits on targets T3 through T6 will be scored, but at least one must be a head shot.



**Notes:** Target heights should vary. A concealment garment is NOT required. Make sure that the Shooter keeps the rifle muzzle pointed in a safe direction at all times. Make sure to locate targets so that shoot throughs are not likely. Barricades should be placed so that they are no more than one yard apart.