



# Stage 1: Picked The Wrong Store

**Round Count:** 15

**Target Distance:** 5 to 10 yards

**Targets Required:** 6 Threat Targets, 1 Popper, 1 Max Trap

**Props Required:** 1 barricade, 1 barrel

**Scoring Method:** Vickers Count

**Starting Position:** Standing behind barricade at Position P1 with hands relaxed at sides.

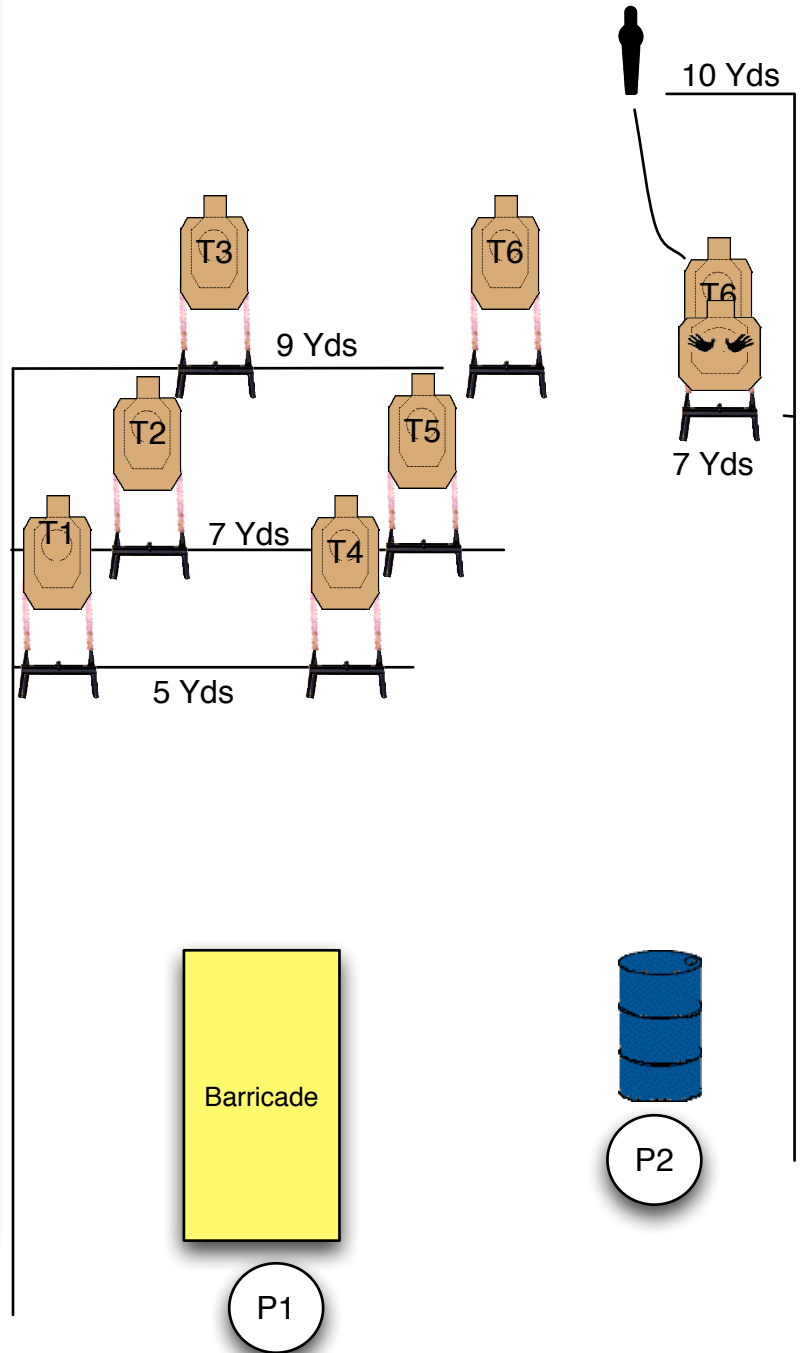
**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

**Scenario:** You just finished with your last customer for the day, when a group of armed men storm into your gun shop. Defend yourself and your customer!

**Procedure:** On the start signal, draw and engage targets T1 through T3 from the left side of the barricade and targets T4 through T6 from the right side of the barricade. Move to position P2 and engage the popper and target T7, using the barrel for cover.

**Scoring:** T1 through T7 should have 2 hits each. Steel must fall.



**Notes:** Target heights should vary some-what. Make sure the targets are set up so that shoot-throughs are not likely. Shooters may start engaging targets from either side of the barricade, but must engage three targets from each side. Shooters may shoot over the top of the barrel, but must have at least 50% of their upper body behind cover.



# Stage 2 - Office Trouble

**Round Count:** 12

**Target Distance:** 5 to 10 yards

**Targets Required:** 3 Threat Targets w/ stands, 1 Popper, 1 Swinger

**Props Required:** 1 table, 2 Non-Threat Targets w/ stands

**Scoring Method:** Vickers Count

**Starting Position:** Standing behind table at P1, hands relaxed at sides.

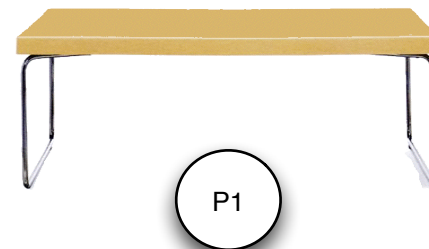
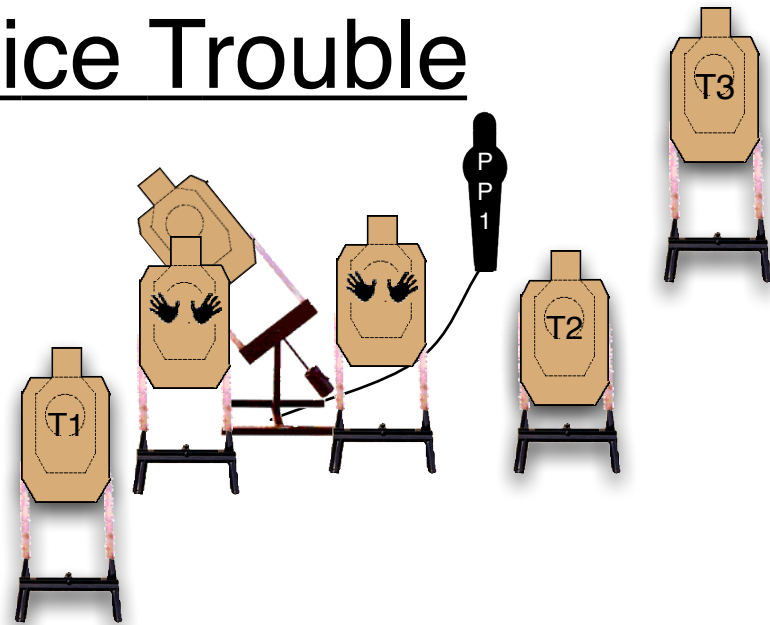
**Start Signal:** Audible

**Stop Signal:** Last shot fired

**Scenario:** You are wrapping up some business at your office with some coworkers, when a group of armed men break in and threaten your lives.

**Procedure:** On the start signal, draw your handgun and engage all threats. It appears that three of the threats are wearing body armor, so they must be engaged with at least two (2) rounds to the body and one (1) to the head. The moving target is not wearing body armor.

**Scoring:** T1 through T3 shall each have two (2) hits to the body and one (1) hit to the head each. T4 shall have two (2) hits. Steel must fall.



**Notes:** Target heights should vary some-what. Make sure the targets are set up so that shoot-throughs are not likely. Non-Threat targets are soft cover for the Swinger.



# Stage 3: In The Gutter

**Round Count:** 12

**Target Distance:** 5 to 15 yards

**Targets Required:** 3 Threat Targets, 2 Poppers, 2 Drop-Turners

**Props Required:** 3 barricades, 1 low cover

**Scoring Method:** Vickers Count

**Starting Position:** Standing behind barricade at Position P1 with hands relaxed at sides.

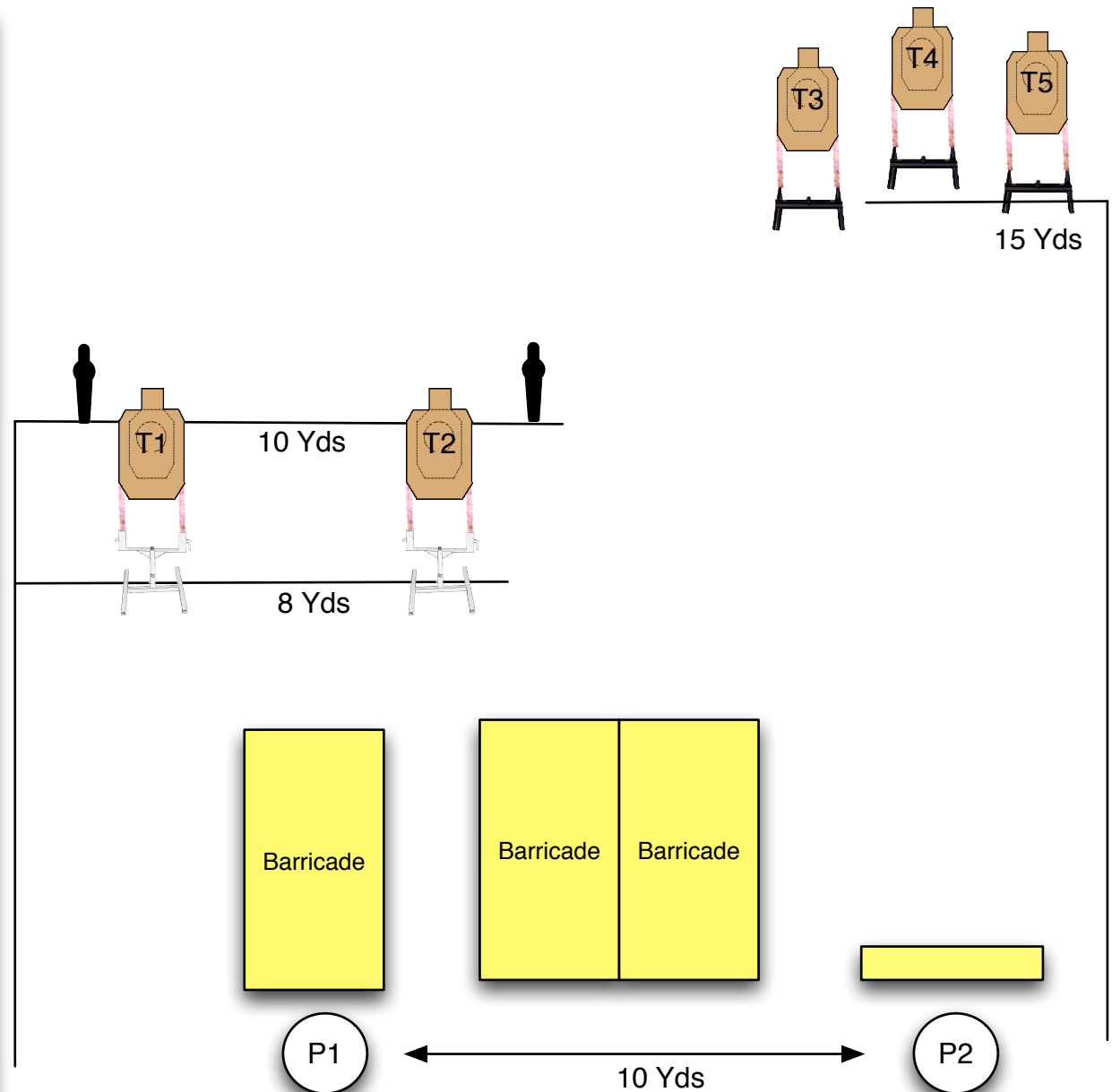
**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

**Scenario:** You're taking a late night stroll through the city when you come under attack by some gangbangers. You engage the first threats, and as you try to run away, you encounter more. You're out in the open, with the only cover being a curb.

**Procedure:** On the start signal, draw and engage targets PP1, PP2, T1, and T2 from behind cover. Then move to Position P2, drop prone, and engage targets T3 through T5

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



**Notes:** Target heights should vary some-what. Make sure the targets are set up so that shoot-throughs are not likely. Shooters may start engaging targets from either side of the barricade. Make sure Shooters keep muzzle in safe direction when moving to P2 and dropping prone. Targets T3 through T5 should vary a few feet in distance from P2, but not enough to mandate an engagement order (IE: less than 2 yards difference between them). T3 through T5 can \*only\* be engaged from the prone position at P2.



# Stage 4: Pain In The @\$\$

**Round Count:** 16

**Target Distance:** 5 to 20 yards

**Targets Required:** 8 Threat Targets w/ stands

**Props Required:** None

**Scoring Method:** Limited Vickers Count

**Starting Position:** Standing behind barricade at Position P1 with hands relaxed at sides.

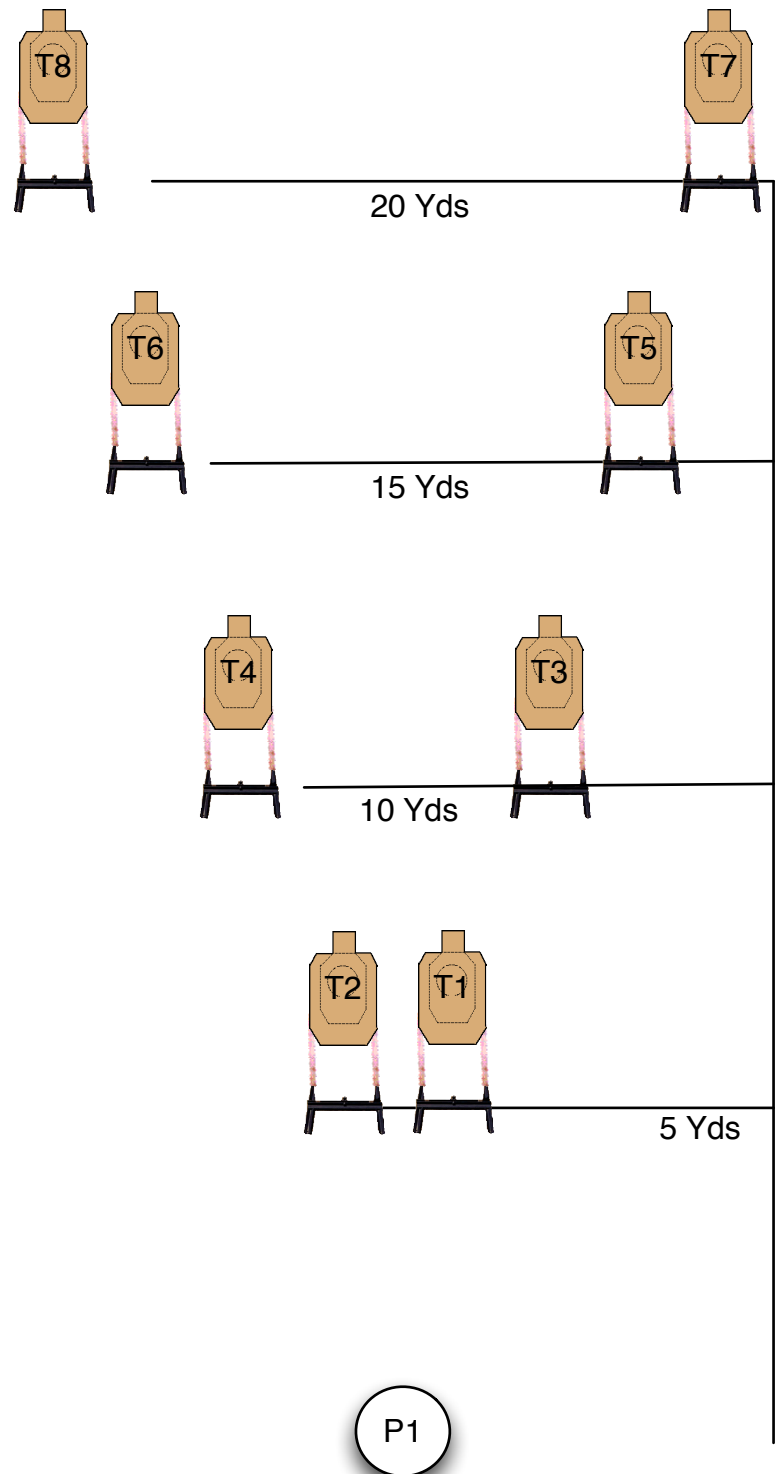
**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

**Scenario:** None. This is a Standards stage.

**Procedure:** On the start signal, draw and engage targets T1 through T8 with two (2) shots each. T1 and T2 must be head shots.

**Scoring:** T1 through T8 should have 2 hits each. Hits on T1 and T2 must be head hits.



**Notes:** Target heights should vary some-what. Make sure the targets are set up so that shoot-throughs are not likely. Shooters must engage in Tactical Priority (near to far).

Racine IDPA 08/18/2007  
Original CoF design by Tom Ropers



# Side Match: Target Rich Environment

**Round Count:** 15

**Target Distance:** 7 to 14 yards

**Targets Required:** 5 threat targets, 3 poppers, 1 swinger

**Props Required:** 1 barricade, 1 table

**Scoring Method:** Vickers Count

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

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

**Scenario:** The usual- lots of bad guys are trying to take you out, so you have to defend yourself.

**Procedure:** Shooter begins at position P1. On the start signal, shooter will engage poppers PP1 through PP3 with the shotgun. Shooter will then put the shotgun down on the table, draw their side-arm, and engage target T1 (the swinger) while moving to cover at position P2. The poppers \*must\* fall before shooter advances to P2. At P2, shooter will engage targets T2 through T6 from behind cover in tactical priority (slicing the pie). Shooter can use any IDPA-legal reload as necessary.

**Scoring:** All targets should have two hits. All steel must fall.

**Notes:** Poppers absolutely \*MUST\* fall before shooter advances. Advancing while still engaging poppers will result in a disqualification. T1 must be engaged while moving. T2 and T3 should be engaged from the right side of the barricade, while T4 through T6 should be engaged from the left side of the barricade. Poppers should be spaced about 2 yards apart. Other targets should be spaced about 1 yard apart. Make sure that the swinger is positioned so that shoot-throughs to T2 or T3 are not likely. Target heights should vary.

