



Stage 1: Low Rent

Round Count: 15

Target Distance: 3 to 15 yards

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

Props Required: 2 barricades

Scoring Method: Vickers Count

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

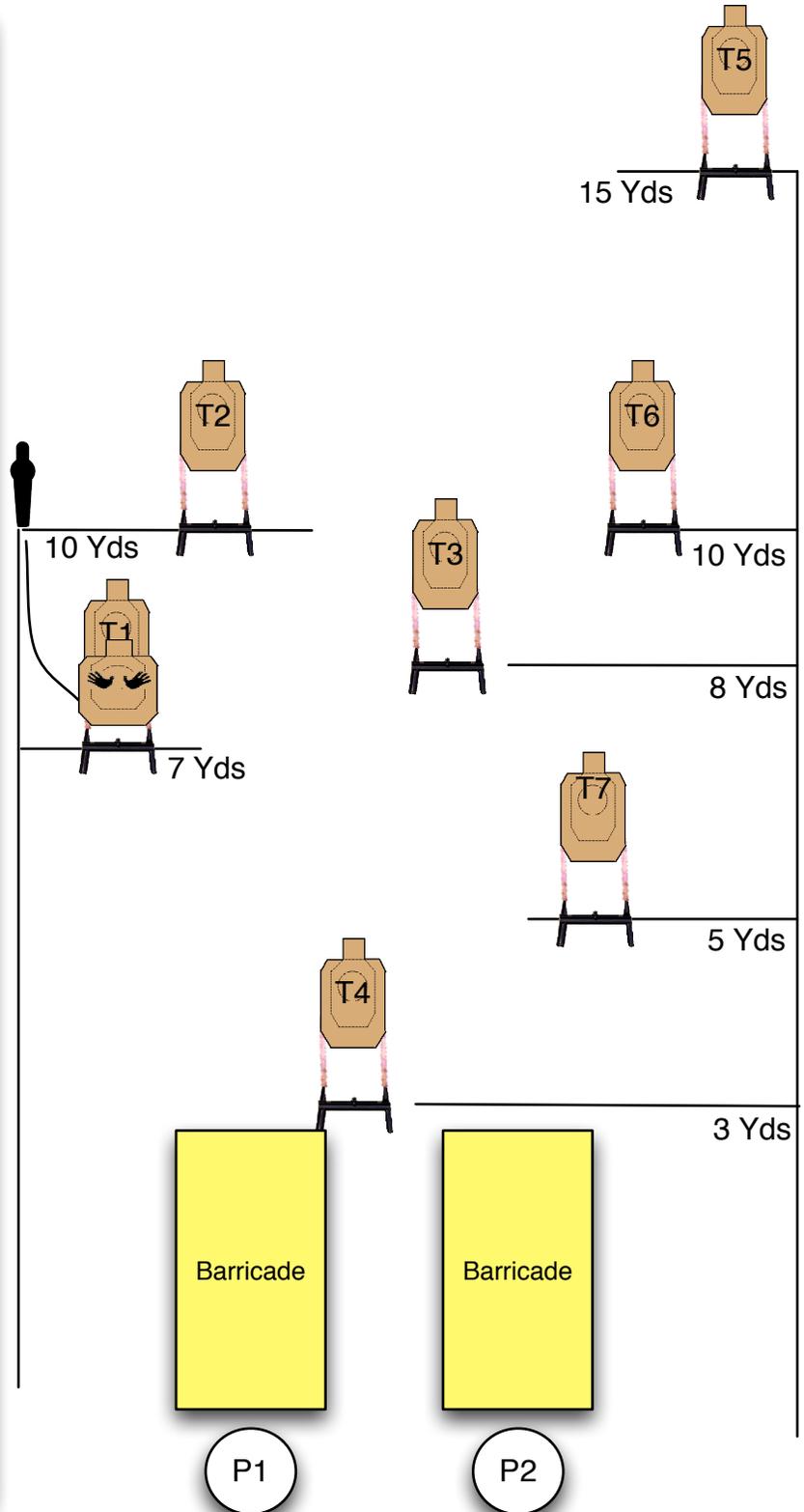
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You're showing an apartment you have for rent on the seedier side of town to a potential renter. You step away for a moment, and when you return, you find the apartment swarmed by what appear to be a drug gang who are holding your renter hostage. They're all yelling that this is their place, and you'll pay for intruding.

Procedure: On the start signal, draw and engage the popper and targets T1 through T2 from the left side of the barricade. Move to the other side of the barricade and engage targets T3 through T4. Then move to the right barricade and engage targets T5 through T7.

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. Make sure that Shooters engage only T3 and T4 from between the barricades, and use the barricades for cover.



Stage 2: Watch Your Shots!

Round Count: 16

Target Distance: 5 to 15 yards

Targets Required: 6 Threat Targets, 2 Poppers (1 of which presents a threat)

Props Required: 1 No-Shoot, 1 Swinger No-Shoot, 1 Barrel, 1 Barricade

Scoring Method: Vickers Count

Starting Position: Standing at Position P1 with hands relaxed at sides.

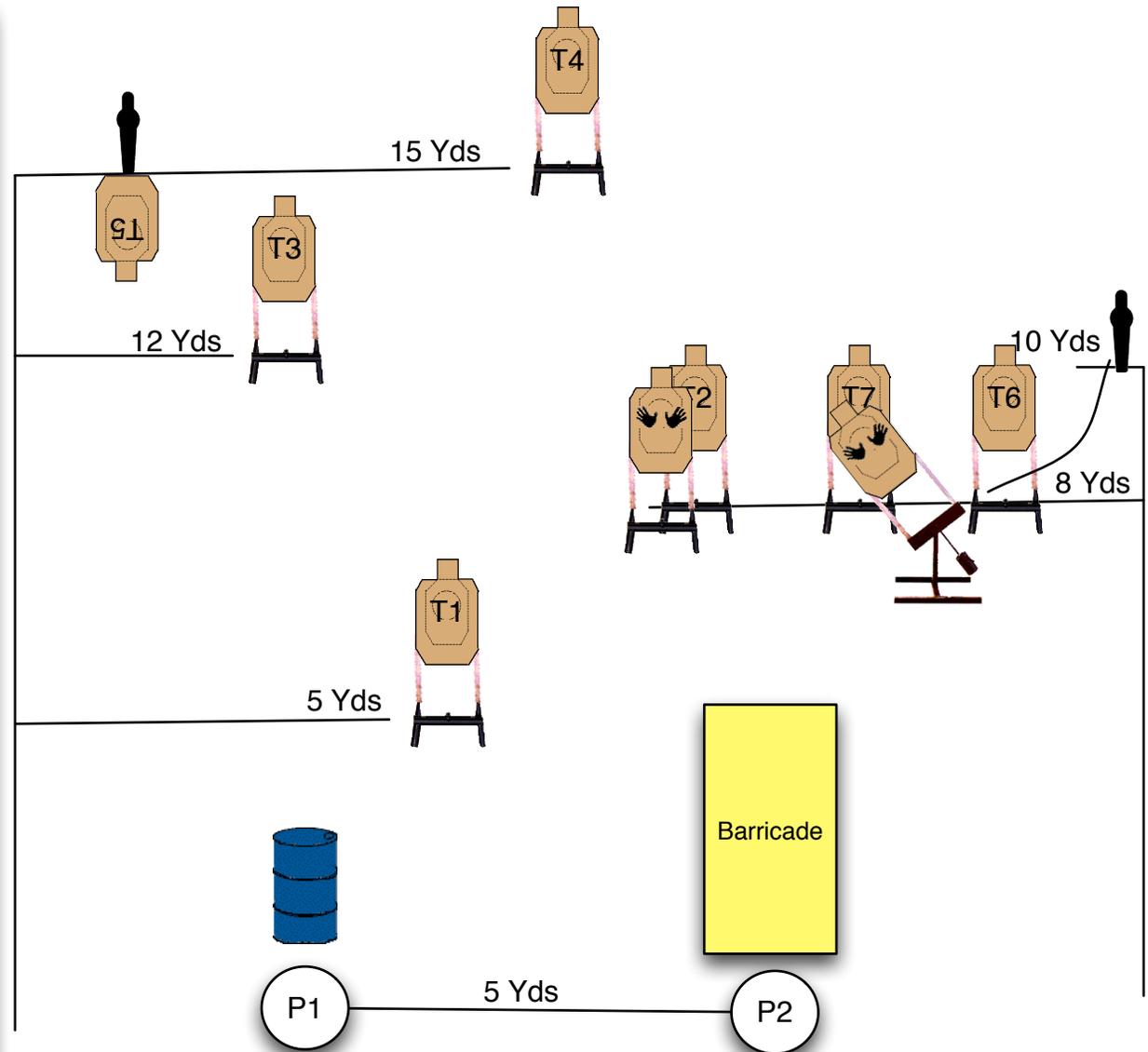
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You're out enjoying a beautiful day in the forest preserve when you come across what appears to be an armed robbery in progress. A bunch of hooligans are threatening some other forest preserve visitors, and when they see you, they threaten you as well. Defend yourself and the other visitors.

Procedure: On the start signal, draw and engage the Popper and Targets T1 through T5 from position P1, using the barrel for cover. Then move to position P2, engage the Popper and Targets T6 and T7, using the barricade 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. T2 should be approximately 50% concealed by the no-shoot in front of it. The no-shoot swinger should be positioned so that it swings back and forth in front of T6 and T7. Make sure the Shooter does not leave cover without engaging the first popper and targets T1 through T5.



Stage 3 - Standards

Round Count: 18

Target Distance: 7 yards

Targets Required: 3 Threat Targets

Props Required: 1 Barricade

Scoring Method: Limited Vickers Count

Starting Position: Standing at P1, hands relaxed at sides.

Start Signal: Audible

Scenario: None. This is a standards stage.

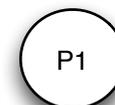
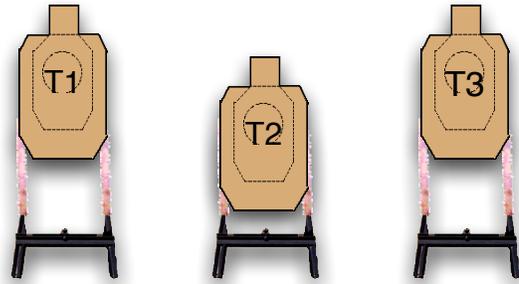
Procedure: Shooter will need three (3) magazines/speedloaders loaded with six (6) rounds only.

String 1: On the start signal, draw and engage targets T1 through T3 with two (2) rounds each to the head, using the barricade for cover.

String 2: Start with the firearm in the weak hand, held at a low ready position. On the start signal, engage targets T1 through T3 with two (2) rounds each from the shooter's weak side of the barricade, using the barricade for cover.

String 3: On the start signal, draw and engage targets T1 through T3 with two (2) rounds each, strong hand only, from the shooter's strong side of the barricade, using the barricade for cover.

Scoring: T1 through T3 shall have six (6) hits each, at least two (2) of which must be head shots.



Notes: Target heights should vary some-what Make sure that the Shooter uses the barricade for cover and engages the targets via "slicing the pie".

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Original CoF design by Tom Ropers



Stage 4: Closing Time

Round Count: 17

Target Distance: 3 to 15 yards

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

Props Required: 1 Barricade

Scoring Method: Vickers Count

Starting Position: Standing at Position P1 with hands relaxed at sides.

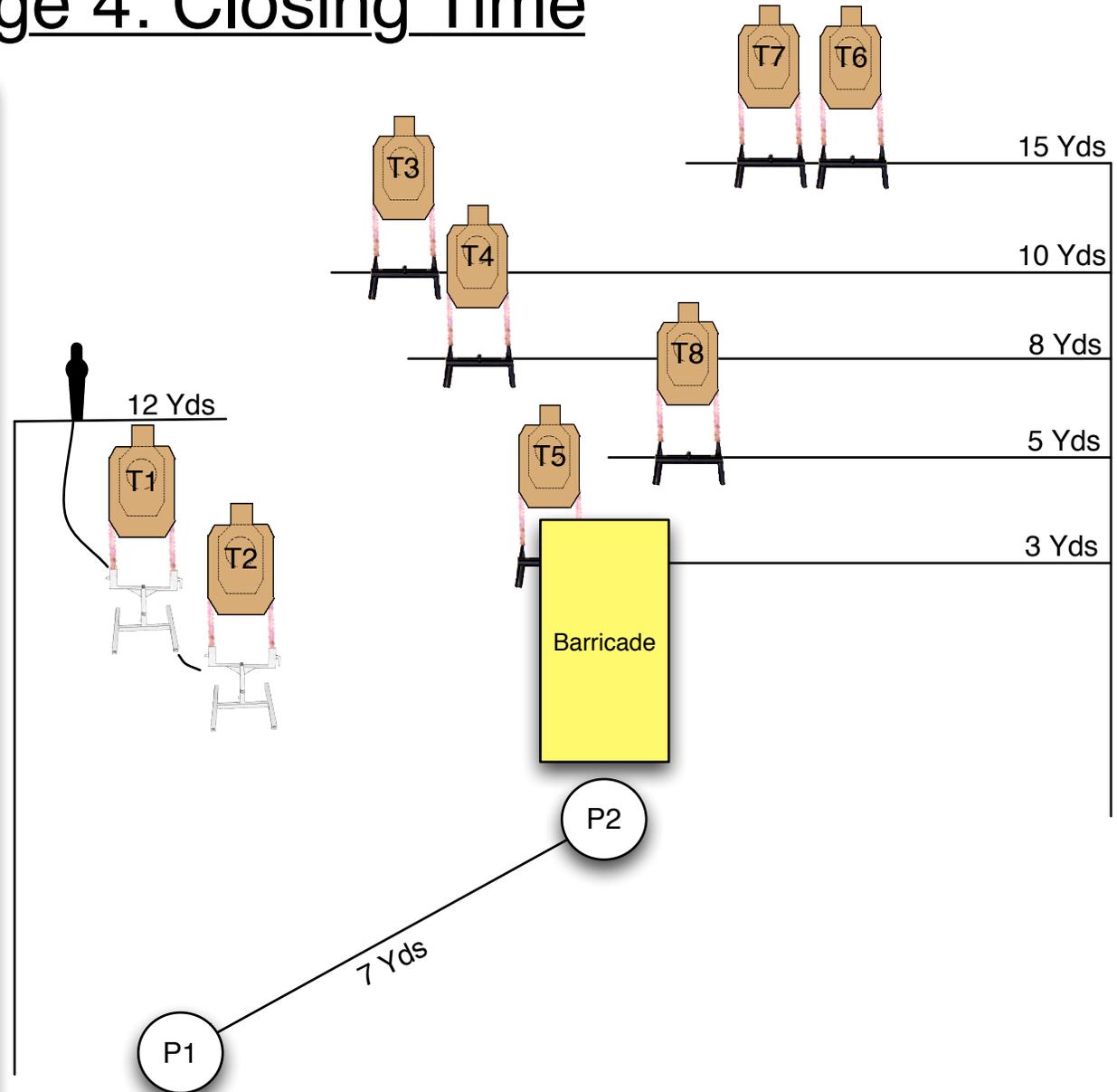
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You're closing your jewelry store for the day, when a gang of armed robbers come out of the woodwork and try to take you out. Luckily, you're armed and can defend yourself.

Procedure: On the start signal, draw and engage The Popper and Targets T1 through T2 from position P1. Then move to the barricade at P2 and, using the barricade for cover, engage the remaining targets. Targets T3 through T5 may be engaged while moving to P2.

Scoring: T1 through T8 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, especially if the Shooter engages T3 through T5 while moving to P2. Watch the order of engagement for T3 through T5- if engaged while moving, T5 should be engaged first as it's the closest, while if engaging from cover, T3 should be engaged first as it's the first target seen.



Side Match- Meth Heads

Round Count: 16

Target Distance: 7 to 50 yards

Targets Required: 8 Threat Targets

Props Required: 1 Barricade, 1 Table

Scoring Method: Vickers Count

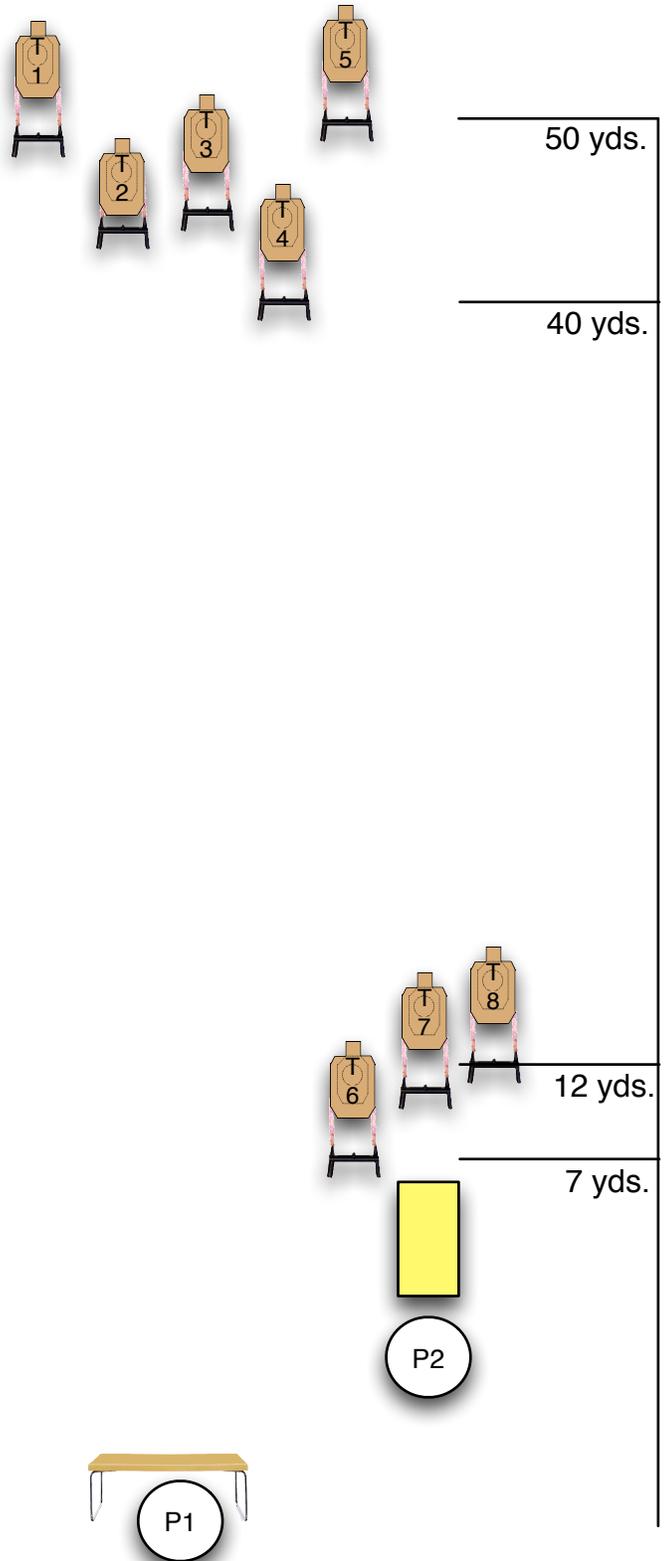
Starting Position: Standing at P1, hands relaxed at sides.

Start Signal: Audible

Scenario: You're out in the woods doing some target shooting, when all of a sudden some people start shooting at you. You look to see where the fire is coming from, and see a group of men around what appears to be a meth lab. You engage the immediate threats and move to cover, only to discover some more men that were trying to sneak up on you. You engage them with your handgun.

Procedure: On the start signal, engage Targets T1 through T5 with your rifle. When your rifle is empty, place it on the table, muzzle pointing down range, and move to P2. Engage Targets T6 through T8 with your handgun, using the barricade for cover.

Scoring: T1 through T8 shall have two (2) hits each.



Notes: Target heights should vary some-what Make sure that the Shooter uses the barricade for cover and engages the targets via "slicing the pie". Shooter may engage Targets T1 through T5 with their handgun if they feel that they need to make make-up shots, but they cannot engage these targets once they leave P1. Make sure that the Shooter verifies that their rifle is empty before they place it on the table. The distance to T1 through T5 should vary between 40 and 50 yds. The distance to T6 through T8 should vary between 7 and 12 yds.