



# Stage 1: March Madness

**Round Count:** 17

**Target Distance:** 3-15 yds

**Targets Required:** 1 Popper, 8 Threat Targets

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

**Scoring Method:** Vickers Count

**Starting Position:** Standing facing down range at position P1

**Start Signal:** Audible

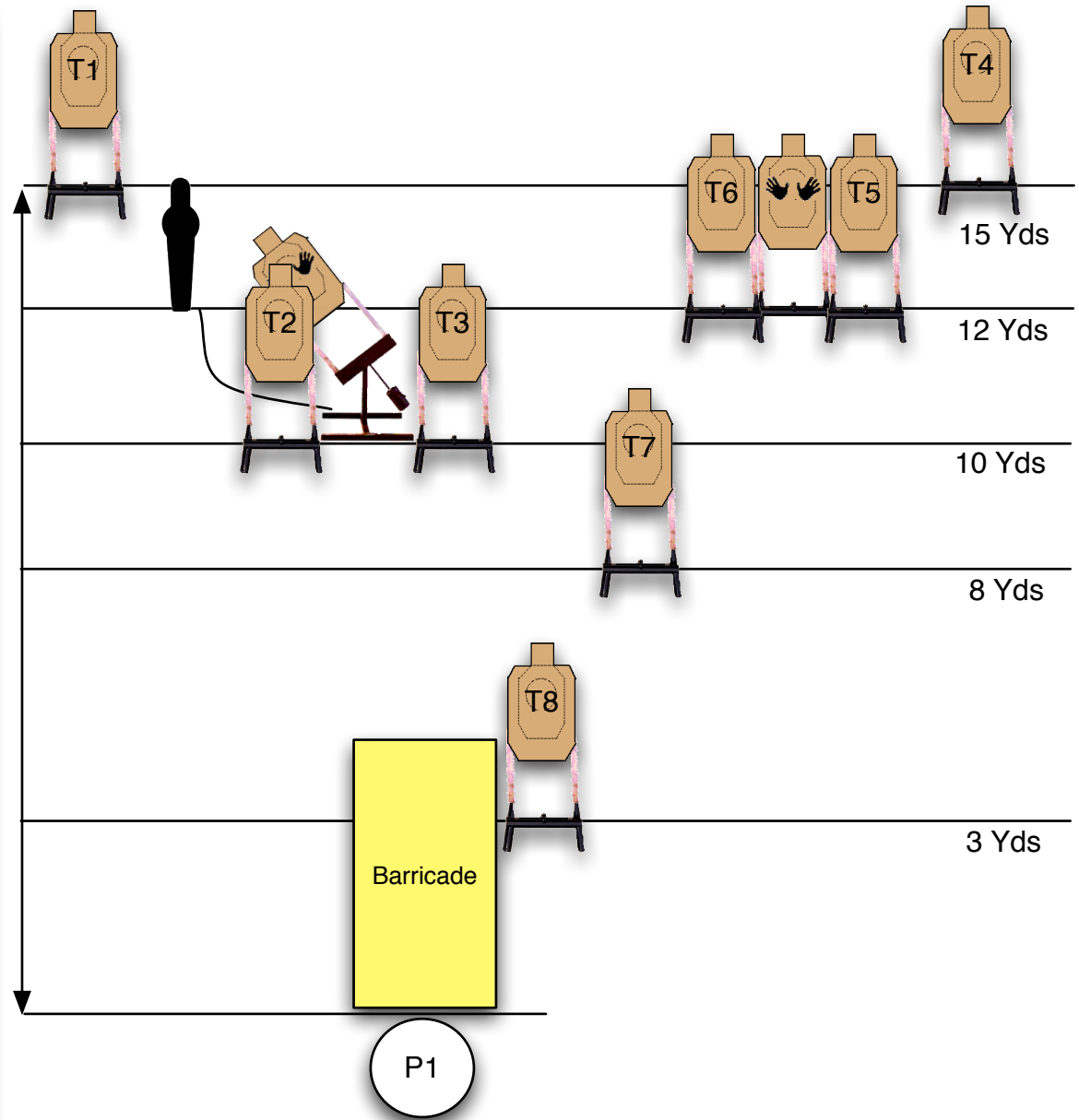
**Stop Signal:** Last Shot Fired

**Scenario:** You are at a bar taking in one of the NCAA championship games, when a group of motorcycle gangers walk in and announce that they are taking over. They grab a couple of other patrons and start beating them, all the while threatening everyone else in the establishment with a variety of weapons. Using a post for cover, you engage the threats and defend yourself and the other patrons.

**Concealment Garment:** Required

**Procedure:** On the start signal, draw and engage all of the targets on one side of the barricade (T1-T3 or T5-T8). Then engage all targets on the other side of the barricade.

**Scoring:** T1 through T8 should each have 2 hits each. All steel must fall.



**Notes:** Target heights should vary somewhat. Targets should be set so that shoot-throughs are not likely.



# Stage 2: Code 64

**Round Count:** 16

**Target Distance:** 6-10 yards

**Targets Required:** 5 Threat Targets, 2 Poppers, 1 Drop-Turner, 1 Max Trap

**Props Required:** 2 Barricades, 2 Tarps

**Scoring Method:** Vickers Count

**Starting Position:** Standing facing down range at position P1 or P2

**Start Signal:** Audible

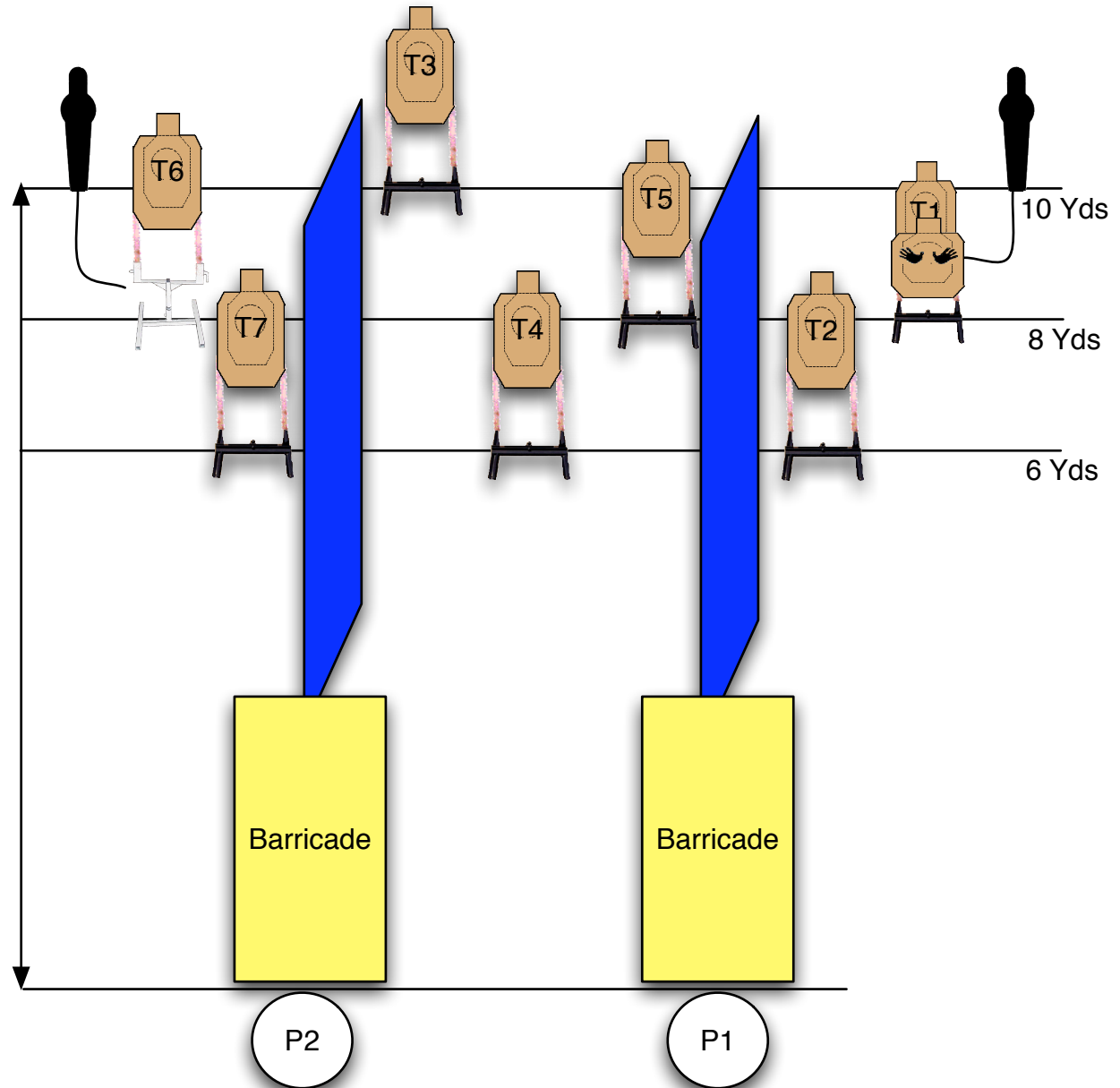
**Stop Signal:** Last Shot Fired

**Scenario:** You are a police officer responding to a burglary in progress at an electronics warehouse in a seedy part of town. You know that at least one other officer is already on site. As you enter the warehouse, you encounter a group of armed men, and are forced to defend yourself.

**Concealment Garment:** NOT Required

**Procedure:** On the start signal, draw and engage the targets to the "outside" of the barricade you are using for cover. Then engage the center targets, and move to the opposite barricade and engage the remaining targets.

**Scoring:** Targets should have 2 hits each. All steel must fall.



**Notes:** Target heights should vary somewhat. Targets should be placed so that shoot-throughs are not likely. Shooter can start at either P1 or P2. Targets T3 through T5 can only be engaged from in between the barricades.



# Stage 3: Armored Bill

**Round Count:** 18

**Target Distance:** 8 yards

**Targets Required:** 3 Threat Targets

**Props Required:** 1 barricade

**Scoring Method:** Limited Vickers Count

**Starting Position:** Standing facing down range at position P1

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

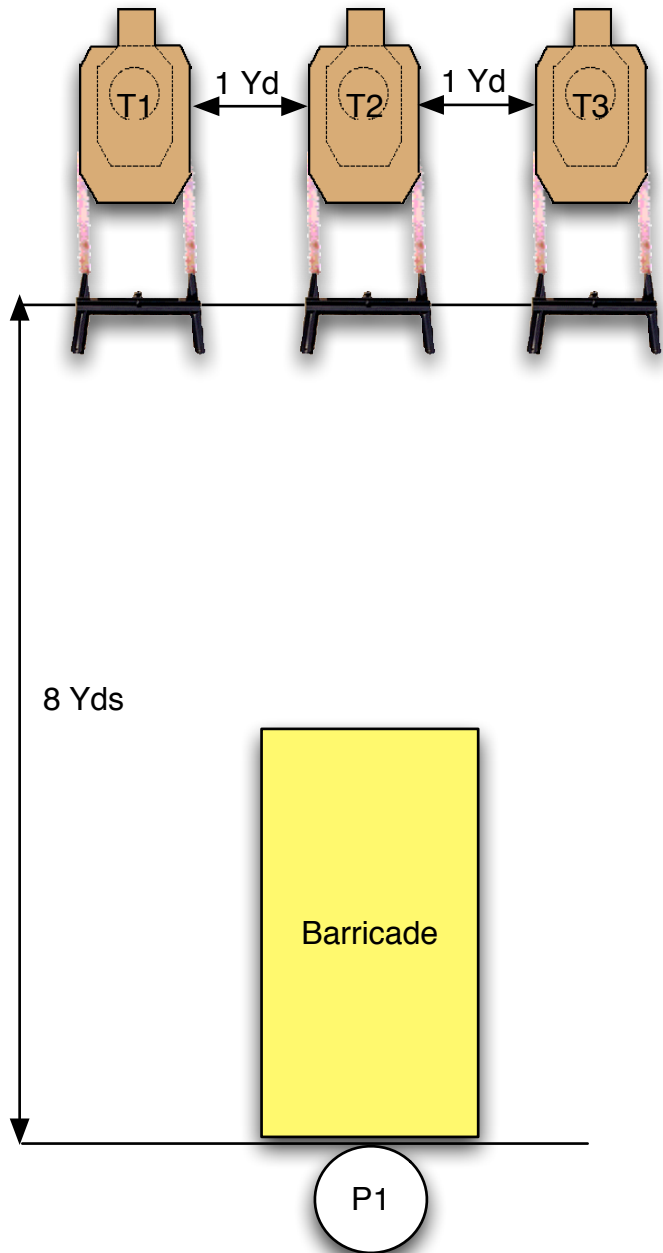
**Scenario:** None. This is a skills test stage.

**Concealment Garment:** NOT Required

**Procedure:** Load all magazines to 6 rounds only.

Shooter begins at position P1. On the start signal, shooter will draw and engage T1 or T3 from either the left or right side of the barricade, respectively, with a total of six (6) rounds- four (4) to the body and two (2) to the head. Shooter will then reload behind cover and alternate which side of the barricade targets are engaged from. Targets should be engaged in one of these orders: T1 from the left side of barricade, T3 from the right side, and T2 from the left side, \*OR\* T3 from the right side, T1 from the left side, and T2 from the right side. All reloads must be done behind cover, and the shooter must use the barricade for cover when engaging the threats.

**Scoring:** T1 through T3 should each have 6 hits consisting of 4 body hits and 2 head hits.



**Notes:** Barricade and position P1 are centered on target T2. Target heights should vary somewhat.

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Original CoF design by Tom Ropers



# Side: Writer's Block

**Round Count:** 13

**Target Distance:** 7-15 yards

**Targets Required:** 3 Poppers (1 that presents a target), 1 Swinger, 3 Threat Targets

**Props Required:** 1 barricade, 1 table, 1 No-Shoot

**Scoring Method:** Vickers Count

**Starting Position:** Standing facing down range at position P1

**Start Signal:** Audible

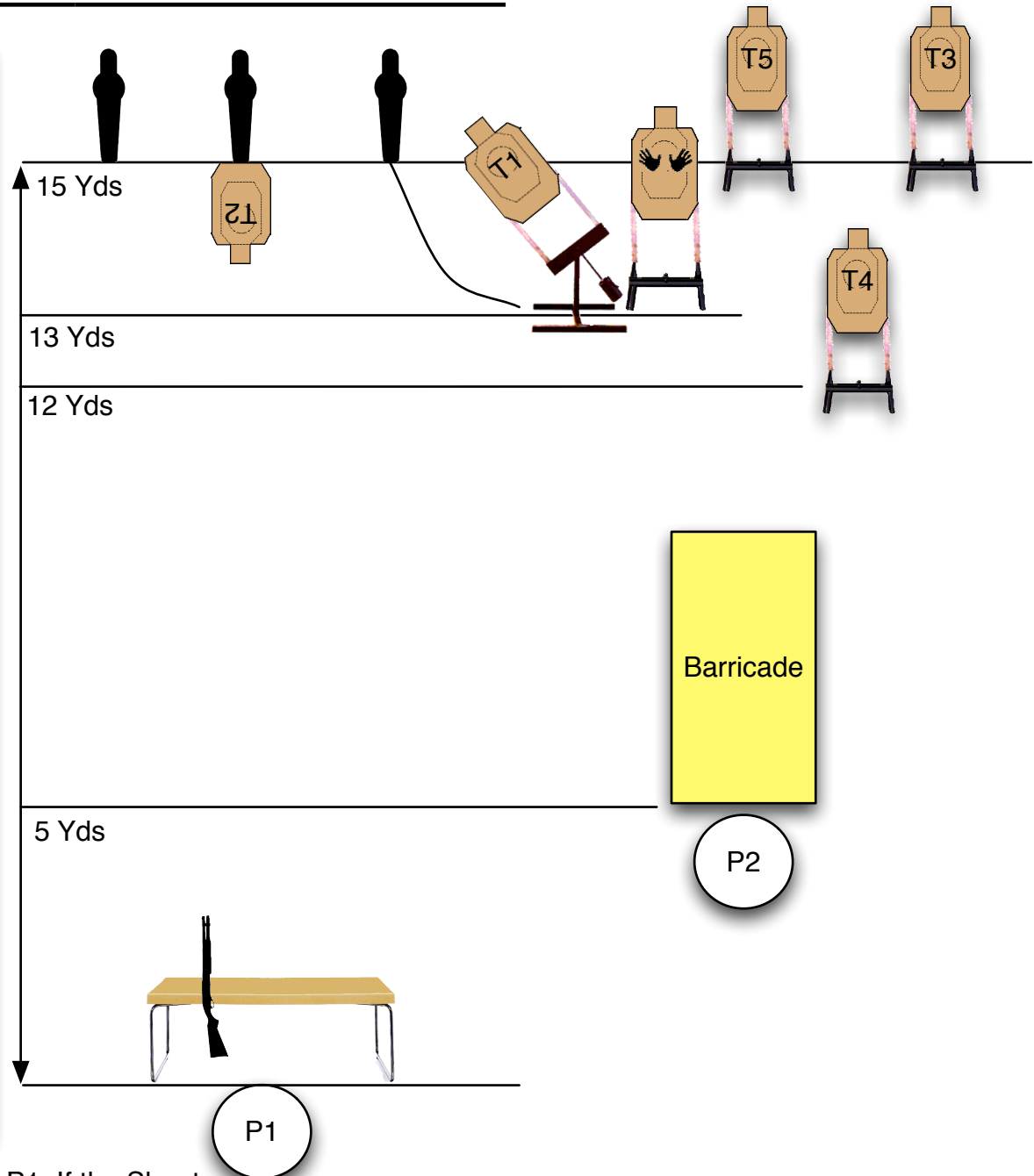
**Stop Signal:** Last Shot Fired

**Scenario:** You're on your own for this- I'm fresh out of ideas. Just shoot the targets!

**Concealment Garment:** Required

**Procedure:** On the start signal, pick up the shotgun and engage the 3 Poppers. Put down the now empty shotgun, draw your handgun, and engage T1 and T2 while moving to position P2. At position P2, engage targets T3 through T5 from the right side of the barricade.

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



**Notes:** Steel MUST fall before shooter leaves position P1. If the Shooter doesn't knock the Poppers down with the shotgun, they must engage them with their handgun before leaving P1. Target heights should vary somewhat.