



Stage 1: Drop-Turner Blues

Round Count: 15

Target Distance: 8-12 yds

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

Props Required: 2 No-Shoots, 1 Barricade

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1

Start Signal: Audible

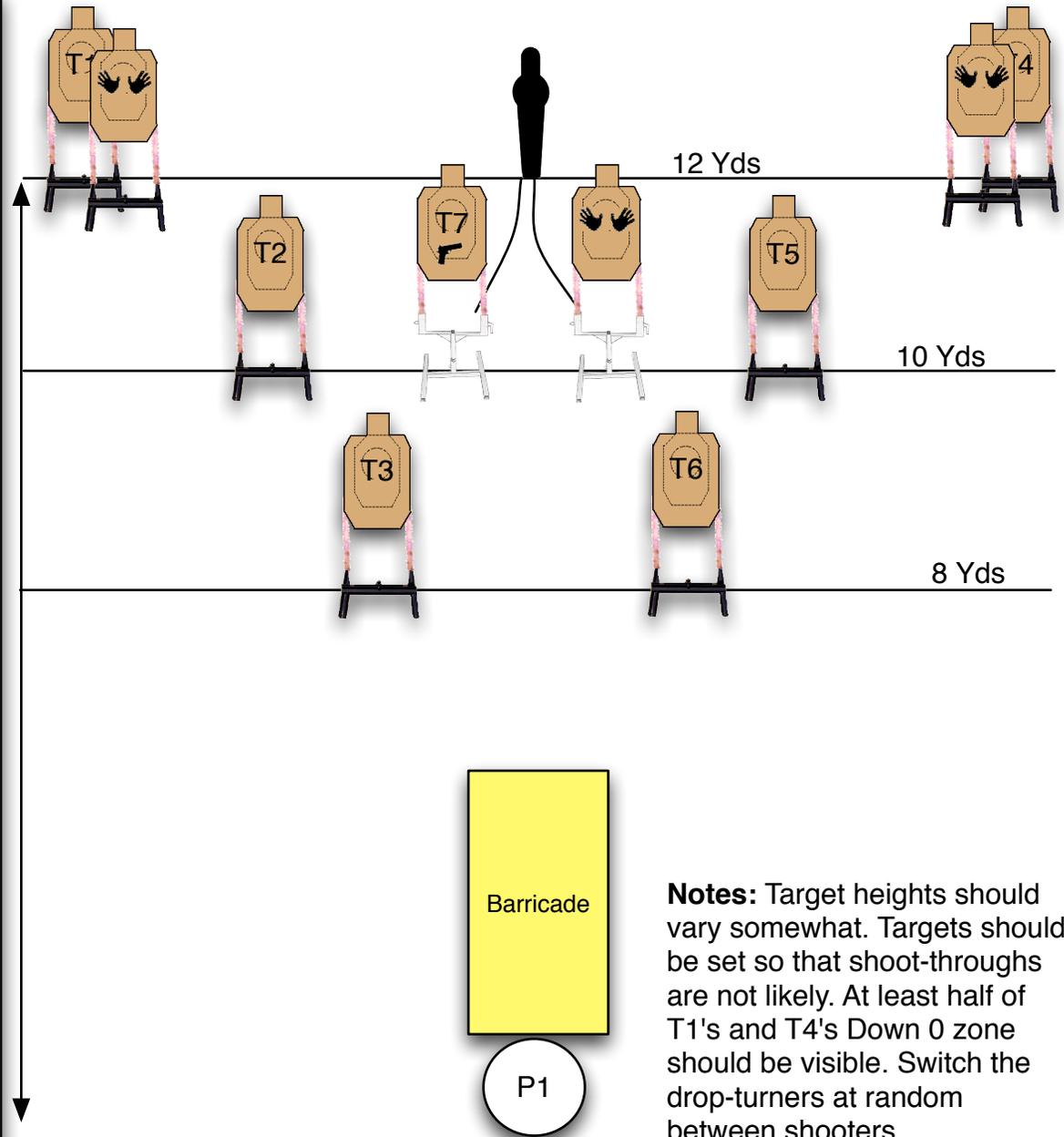
Stop Signal: Last Shot Fired

Scenario: You and some of your friends are walking through the park when a group of hoodlums rushes you from behind. You manage to make it to a tree that you use for cover, but your friends just weren't fast enough. It's up to you to save them. One of your friends is wrestling with one of the bad guys who has a gun, so you must be careful with your shots!

Concealment Garment: Required

Procedure: On the start signal, draw and engage all of the targets on one side of the barricade (T1-T3 or T4-T6). Then engage all targets on the other side of the barricade. Lastly, engage the popper and drop-turner from one 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. At least half of T1's and T4's Down 0 zone should be visible. Switch the drop-turners at random between shooters.

Racine IDPA 04/05/2008

Original CoF design Kaj Jensen, modified Tom Ropers



Stage 2: Sticky Widget

Round Count: 15

Target Distance: 4-10 yds

Targets Required: 5 Threat Targets

Props Required: 1 No-Shoot, 2 Tarps, 1 Barricade

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1

Start Signal: Audible

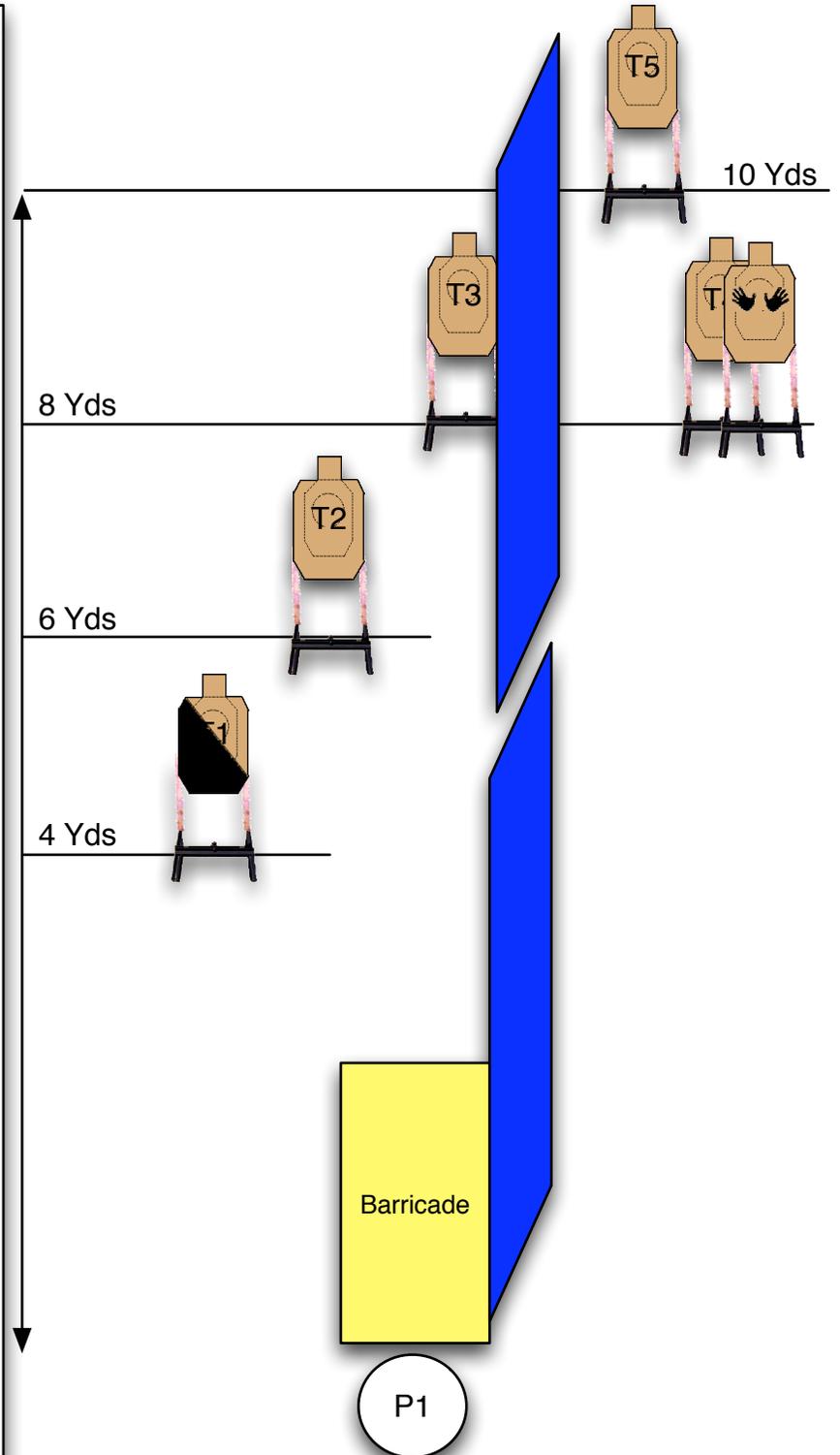
Stop Signal: Last Shot Fired

Scenario: You are working as a bodyguard for a Sri Lankan diplomat and while escorting him through the bowels of Providence Stadium in Guyana after a heated 5-day cricket match, you are confronted by fans of the opposing team who strongly disagree with the officiating, and think that the referees were in cahoots with the Sri Lankan government. They decide to take out their frustrations on the diplomat you are protecting.

Concealment Garment: Required

Procedure: Engage all threats on one side of the barricade with two rounds each, then engage the threats on the other side of the barricade, also with two rounds each. Follow up with one head shot on each target on both sides of the barricade.

Scoring: T1 through T5 should each have 3 hits each, with at least one hit being a head shot.



Notes: Target heights should vary somewhat. Targets should be set so that shoot-throughs are not likely. Approximately half of the torso of Target T4 should be covered by the No-Shoot.



Stage 3: Fun House

Round Count: 17

Target Distance: 6-10 yds

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

Props Required: 2 Barricades

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1

Start Signal: Audible

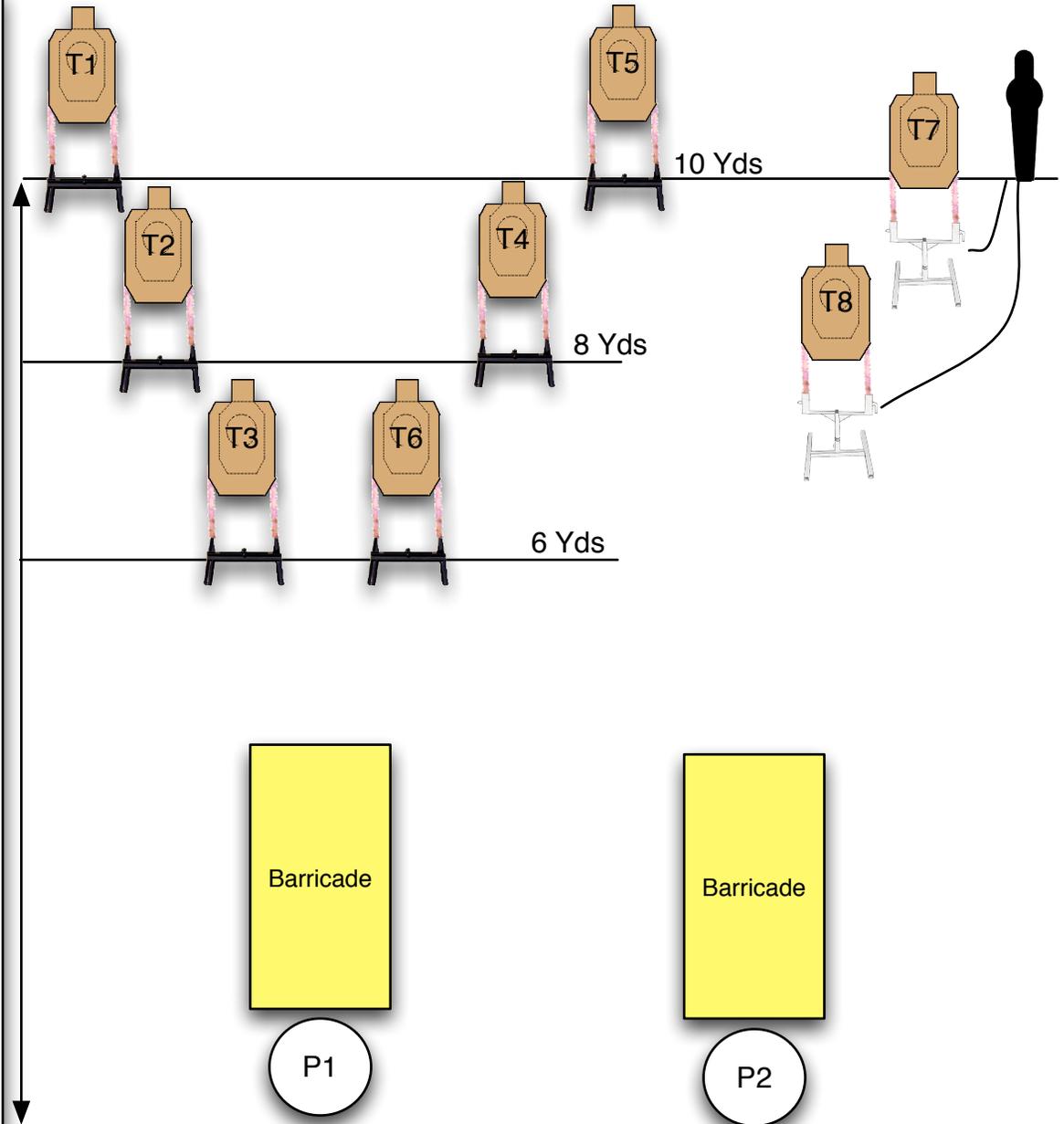
Stop Signal: Last Shot Fired

Scenario: You are working as a part-time security guard at a local carnival after hours, when you hear a bunch of noise coming from the Fun House. You go to investigate, and discover a local drug gang has set up shop. They see you and pull weapons, so you must defend yourself.

Concealment Garment: NOT Required

Procedure: On the start signal, draw and engage targets T1 through T3 from the left side of the barricade. Then move to the right side of the barricade and engage targets T4 through T6. Finally, move to position P2 and engage the Popper and Drop-Turners.

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. T-Shirts should be placed on targets T1 through T6.



Side Match: Sticky Widget, Take 2

Round Count: 15

Target Distance: 4-10 yds

Targets Required: 5 Threat Targets

Props Required: 1 No-Shoot, 2 Tarps, 1 Barricade

Scoring Method: Limited Vickers

Starting Position: Standing facing down range at position P1, with BUG at low ready

Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You are working as a bodyguard for a Sri Lankan diplomat and while escorting him through the bowels of Providence Stadium in Guyana after a heated 5-day cricket match, you are confronted by fans of the opposing team who strongly disagree with the officiating, and think that the referees were in cahoots with the Sri Lankan government. They decide to take out their frustrations on the diplomat you are protecting.

Concealment Garment: Not Required

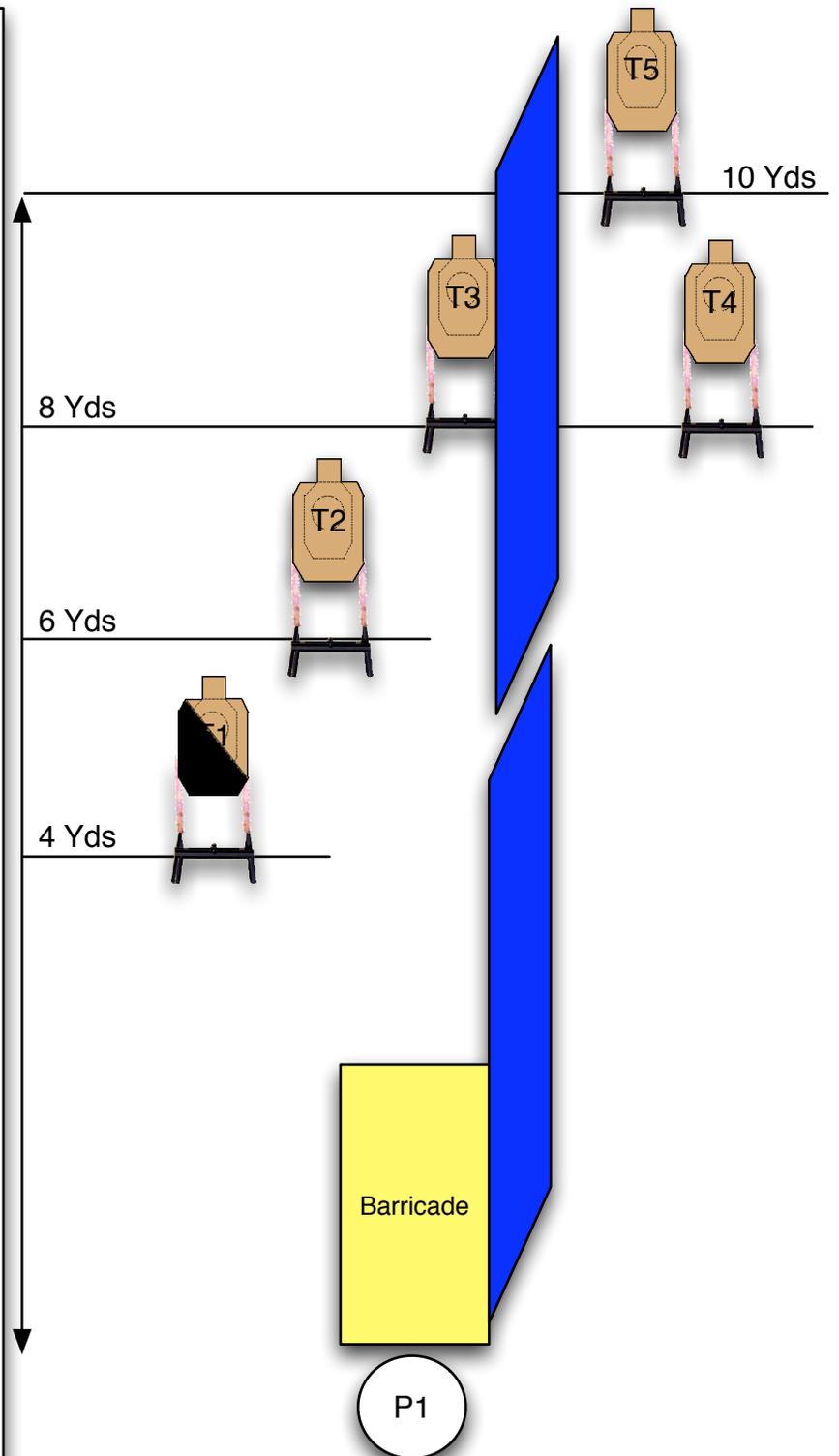
Procedure:

String 1: You are using your weak arm to move your principle to safety, so engage all threats with 1 round each, strong hand only.

String 2: Your strong arm is wounded, so engage all threats with 1 round each, weak hand only.

String 3: The Bad Guys are wearing make shift body armor, so engage all threats with 1 round to the head.

Scoring: T1 through T5 should each have 3 hits each, with at least one hit being a head shot.



Notes: Target heights should vary somewhat. Targets should be set so that shoot-throughs are not likely. Approximately half of the torso of Target T4 should be covered by the No-Shoot.