



Stage 1 - Ice Cream Money

Round Count: 16

Target Distance: 1-15 yards

Targets Required: 8 Threat Targets

Props Required: 3 No Shoots, 4 Barricades

Scoring Method: Vickers Count

Starting Position: Standing at P1, with hands held out simulating using an ATM.

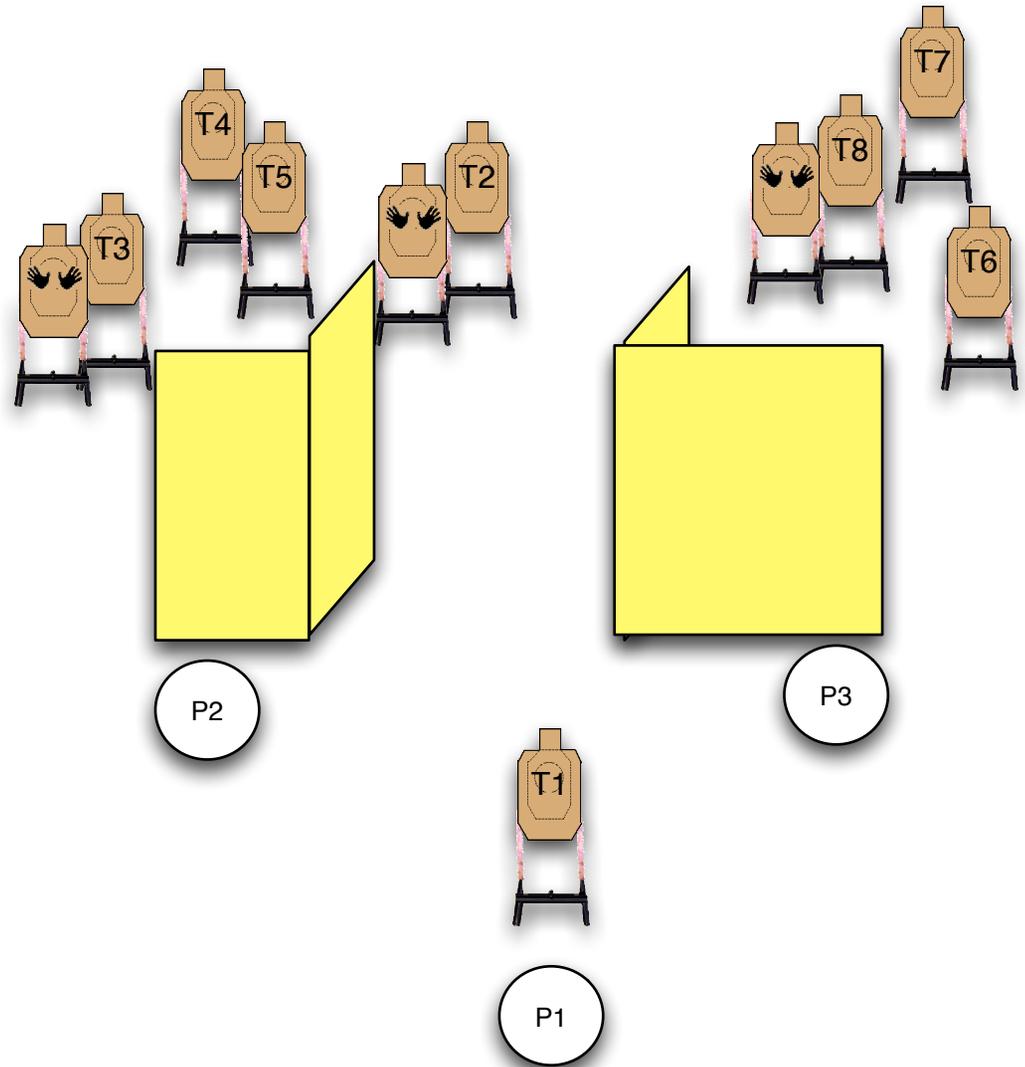
Start Signal: Audible

Cover Garment: Required

Scenario: Seems like you picked the wrong ATM to withdraw some cash for ice cream. As you're making the withdrawal, a man sticks a weapon in your back and demands all of your money. You are forced to defend yourself, and discover he had a friend behind him, who is also pointing a weapon at you. You engage him while moving to cover, only to find that he had more friends in the houses nearby, all of whom start shooting at you. Since there's no good cover around, you have to go on the offensive to neutralize these threats.

Procedure: On the start signal, turn around, draw your handgun, and engage T1. Engage T2 while moving to cover at P2. Once at P2, Engage T3 through T5. Finally, move to P3 and engage threats T6 through T8.

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



Notes: Target heights should vary. T1 must be engaged from P1. T2 must be engaged while moving to P2, but can be re-engaged prior to moving to P3.

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Original CoF design by Don Zimmerman, modified by Tom Ropers



Stage 2: Slippery Situation

Round Count: 14

Target Distance: 1 to 15 yards

Targets Required: 4 Threat Targets, 2 Poppers, 2 Drop-Turners

Props Required: 2 barrels, 1 car silhouette

Scoring Method: Vickers Count

Starting Position: Standing, facing down range at position P1, hands on a barrel.

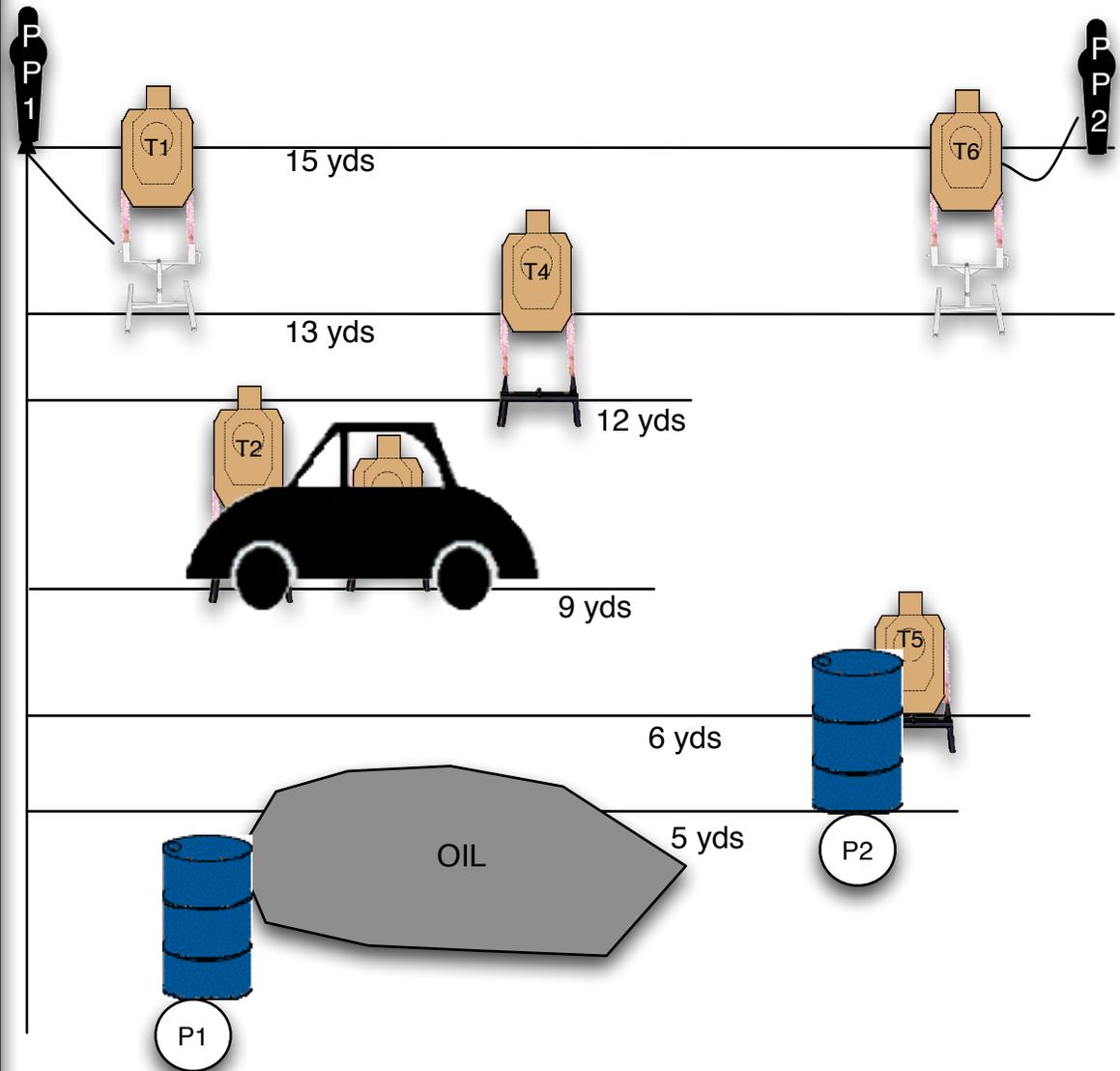
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You have always considered yourself lucky to own a farm that had an oil deposit underground. The family oil well has been a reliable source of income, especially recently with the high oil prices. While you're out tending to your well and moving some barrels, a group of ruffians attacks and intends to steal all the oil they can get. Their first shots cause a major leak in one of your barrels, and you are forced to defend yourself.

Procedure: On the start signal, draw and engage PP1 and T1 through T3 from P1. Move to P2 and engage T4 while moving. At P2, engage T5, PP2, and T6. A Procedural Penalty will be applied if the Shooter steps into the "oil spill".

Scoring: All targets should have 2 hits. All steel must fall.



Notes: Target heights should vary. Targets should be placed so that shoot-throughs are not likely. Mark the "oil spill" with spray paint



Stage 3 - Sequencing

Round Count: 18

Target Distance: 7 yards

Targets Required: 3 Threat Targets

Props Required: None

Scoring Method: Limited Vickers Count

Starting Position: Per String Procedure

Start Signal: Audible

Cover Garment: NOT Required

Scenario: None. This is a Standards stage

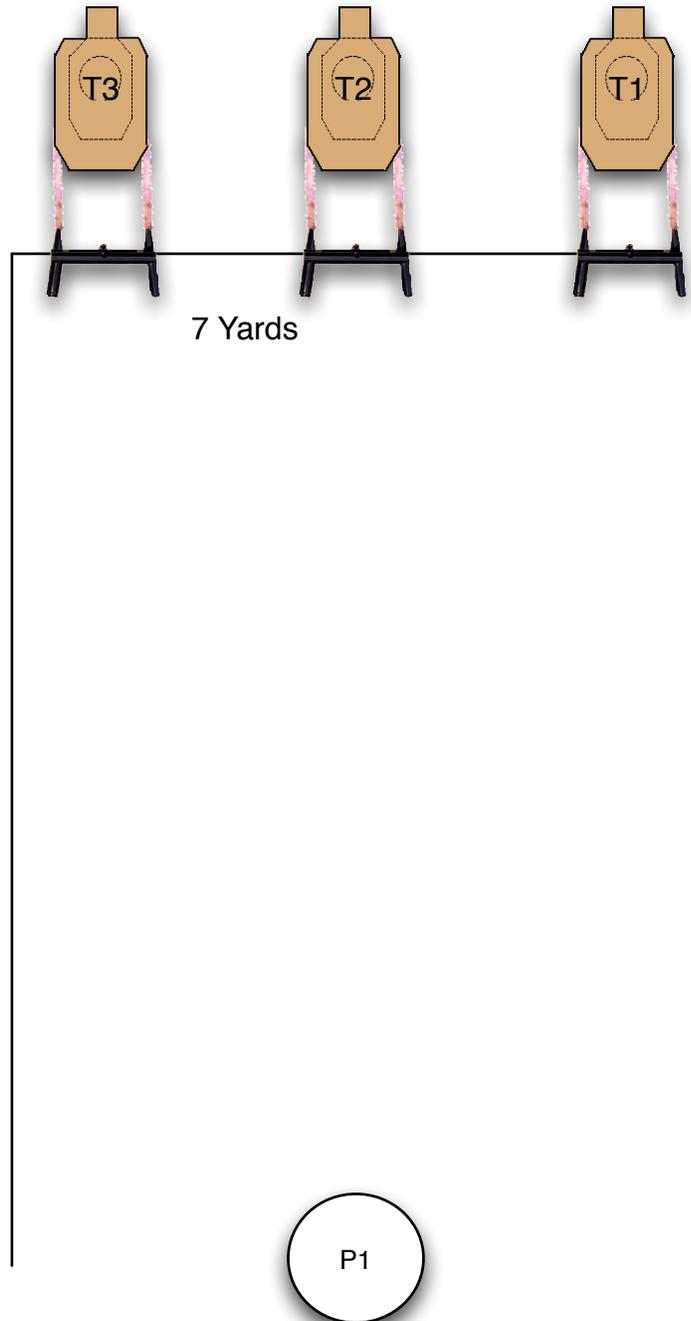
Procedure:

String 1: Starting with handgun held at a low ready position in the weak hand, on the buzzer, engage T1 through T3 with two (2) rounds each, weak hand only.

String 2: Starting with hands held relaxed at sides, on the buzzer, draw and engage T1 through T3 with two (2) rounds each, strong hand only.

String 3: Starting with hands held relaxed at sides, on the buzzer, draw and engage T1 through T3 with two (2) rounds each to the head.

Scoring: T1 through T3 should have four (4) hits to the body and two (2) hits to the head each.



Notes: Target heights should vary. All targets must be engaged using Tactical Sequence.



Stage 4: Just Plain Mean

Round Count: 16

Target Distance: 3 to 10 yards

Targets Required: 4 Threat Targets, 2 Poppers, 2 Drop-Turners, 1 Swinger

Props Required: 2 barricades, 2 No-Shoot Targets

Scoring Method: Vickers Count

Starting Position: Standing, facing down range at position P1, holding a hammer in your strong hand.

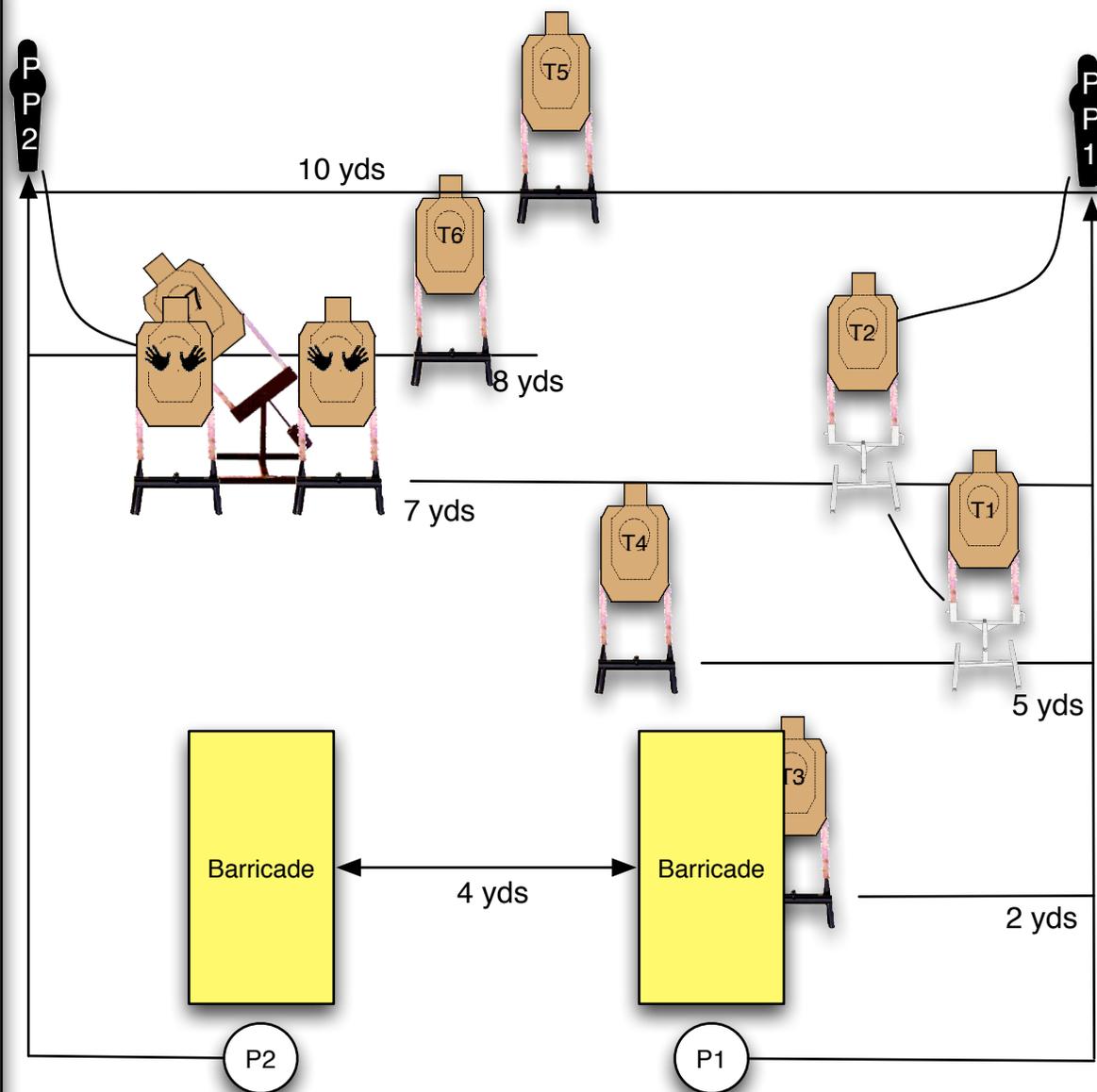
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You should have known that the foreclosed house you bought was too good to be true. While you're working on remodeling it, you hear a cry of "This is OUR house!!" from outside the window. You look out and see the local gang rushing your house. You have to defend yourself. Then sell the place ASAP.

Procedure: Load to division maximum and top off. Shooter begins at Position P1. On the start signal, shooter will drop the hammer, draw and engage Popper PP1, the Drop-Turners, and Target T3 from the right side of the barricade at Position P1. Shooter will then move to Position P2, engaging Targets T4-T6 while moving. At Position P2, shooter will engage Popper PP2 and the Swinger from the left side of the barricade.

Scoring: All targets should have 2 hits. All steel must fall.



Notes: Target heights should vary. Make sure to issue a procedural to any shooter who does not top off. Targets should be placed so that shoot-throughs are not likely.



Side Match- Outlaws

Round Count: 22

Target Distance: 3 to 50 yards

Targets Required: 11 Threat Targets

Props Required: 1 Barricade, 1 Table

Scoring Method: Vickers Count

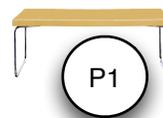
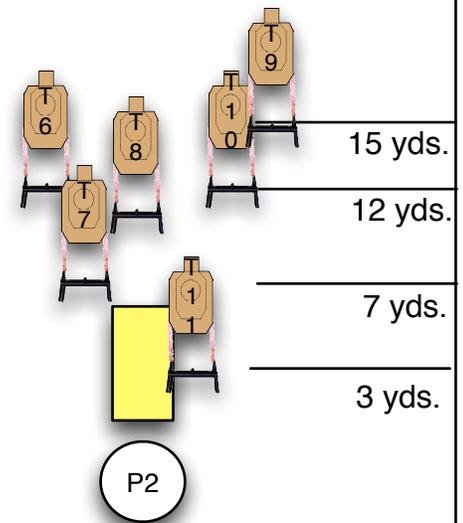
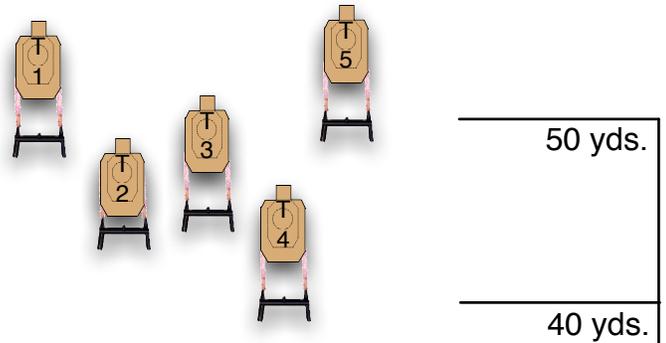
Starting Position: Standing at P1, hands relaxed at sides.

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 still. 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 from the left side of the barricade. Finally, engage targets T9 through T11 from the right side of the barricade.

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 T11 should vary between 3 and 15 yds.