



Stage 1: Elves Gone Bad

Round Count: 11

Target Distance: 5 to 15 yards

Targets Required: 4 Threat Targets, 1 Popper, 1 Drop-Turner

Props Required: 2 Barricades, 2 Tarps, 2 Non-Threats

Scoring Method: Vickers Count

Starting Position: Standing, facing towards the right side of the range at position P1.

Start Signal: Audible

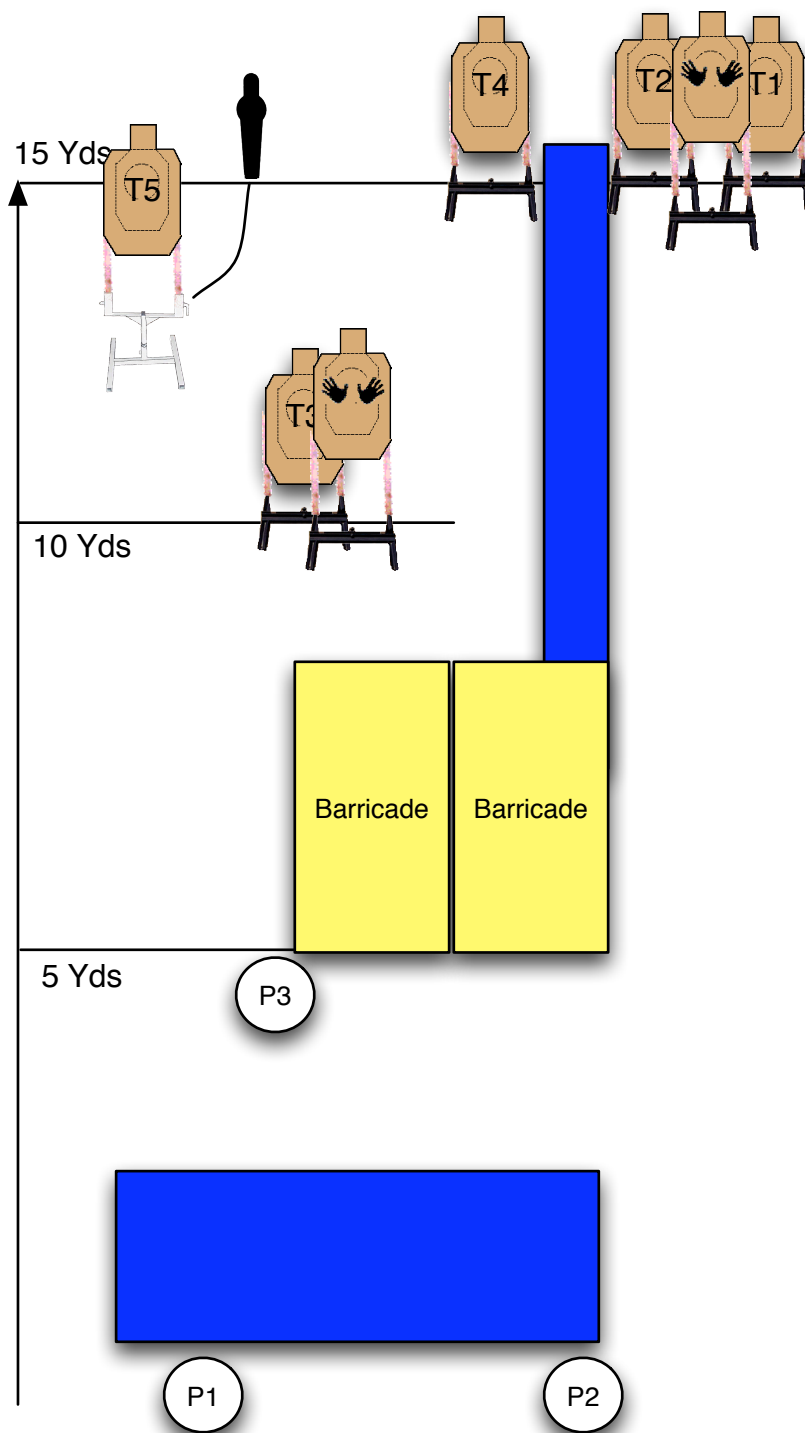
Stop Signal: Last Shot Fired

Concealment Garment: Required

Scenario: Christmas Rage has hit the North Pole, and Santa's Workshop is under siege. Some rebel elves are holed up in the workshop and are holding the Clauses hostage. They're threatening to end Christmas unless their demands are met. Since you won a trip to the North Pole, you're in position to save the day.

Procedure: On the start signal, move to position P2 and engage the evil elves that you see. Move to position P3 and do the same.

Scoring: T1 through T5 should have two (2) hits each. All steel must fall.



Notes: All of the threats should be set low, and all targets should be lined up so that shoot-throughs are not likely.

Racine IDPA 12/06/2008
Original CoF design by Perry Stevens, modified by Tom Ropers



Stage 2: Outnumbered

Round Count: 13

Target Distance: 3 to 12 yards

Targets Required: 3 Threat Targets, 2 Poppers, 1 Drop-Turner

Props Required: 1 barrel

Scoring Method: Vickers Count

Starting Position: Standing facing down range at Position P1

Start Signal: Audible

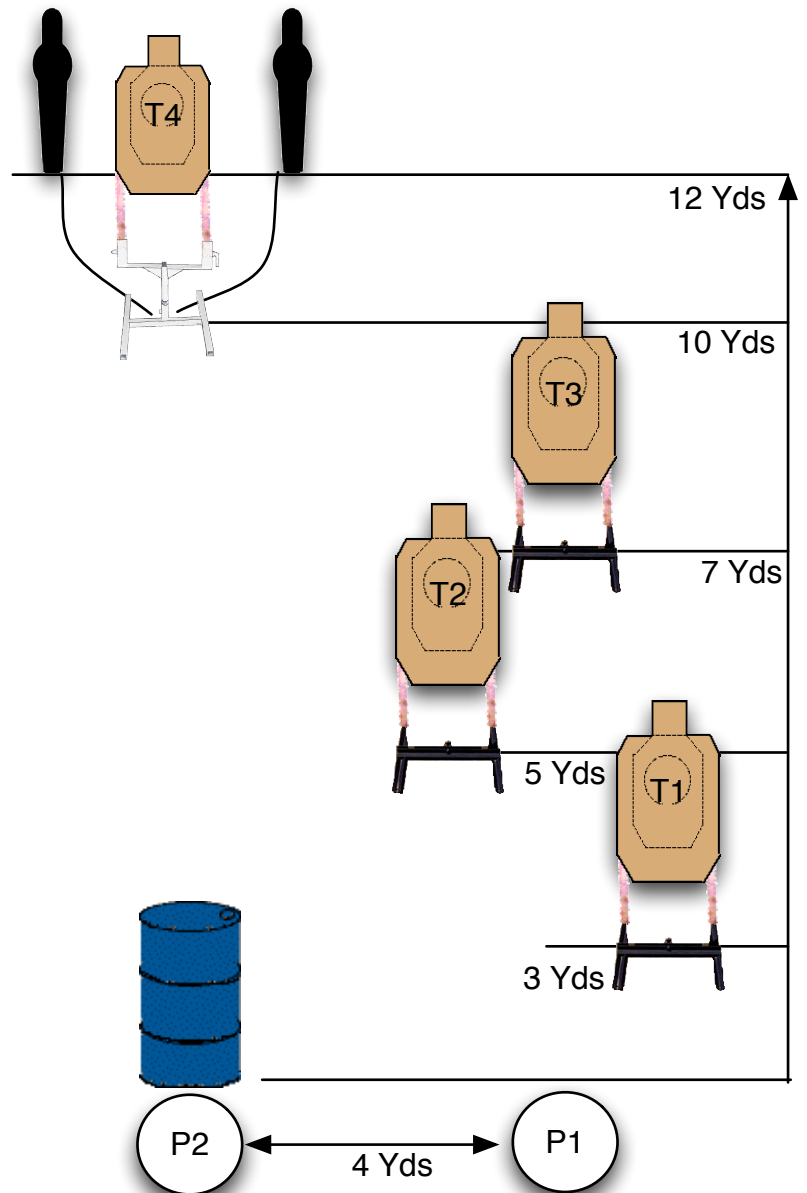
Stop Signal: Last Shot Fired

Concealment Garment: Required

Scenario: You are attacked by a group of gang members. Neutralize the immediate threats and then move to cover to engage the remaining targets. Be careful- one of the threats is trying to sneak up on you!

Procedure: On the start signal, draw and engage T1 through T3 with two rounds to the body and one to the head, from position P1. Move to P2 and, using the barrel for cover, engage PP1, PP2, and T4.

Scoring: T1 through T3 should each have two hits to the body and one to the head. T4 should have two hits. All steel must fall.



Note: Targets T1 through T3 should have varying shoulder heights between 4 and 5 feet. Targets T1 through T3 should be spaced with 1 foot between them left-to-right. Make sure popper PP2 is not in a position to suffer shoot-throughs from T2. Position P1 is centered on target T3. Position P2 is centered on the Drop-Turner. The poppers are also centered on the Drop-Turner. S.O. should randomly vary which popper is set to activate the drop-turner between shooters.



Stage 3: Nasty Encounter

Round Count: 13

Target Distance: 1 to 15 yards

Targets Required: 5 Threat Targets, 1 Popper, 1 Drop-Turner

Props Required: 2 Barricades, 1 Tarp, 1 Barrel, 1 Non-Threat

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1, hands held above shoulders.

Start Signal: Audible

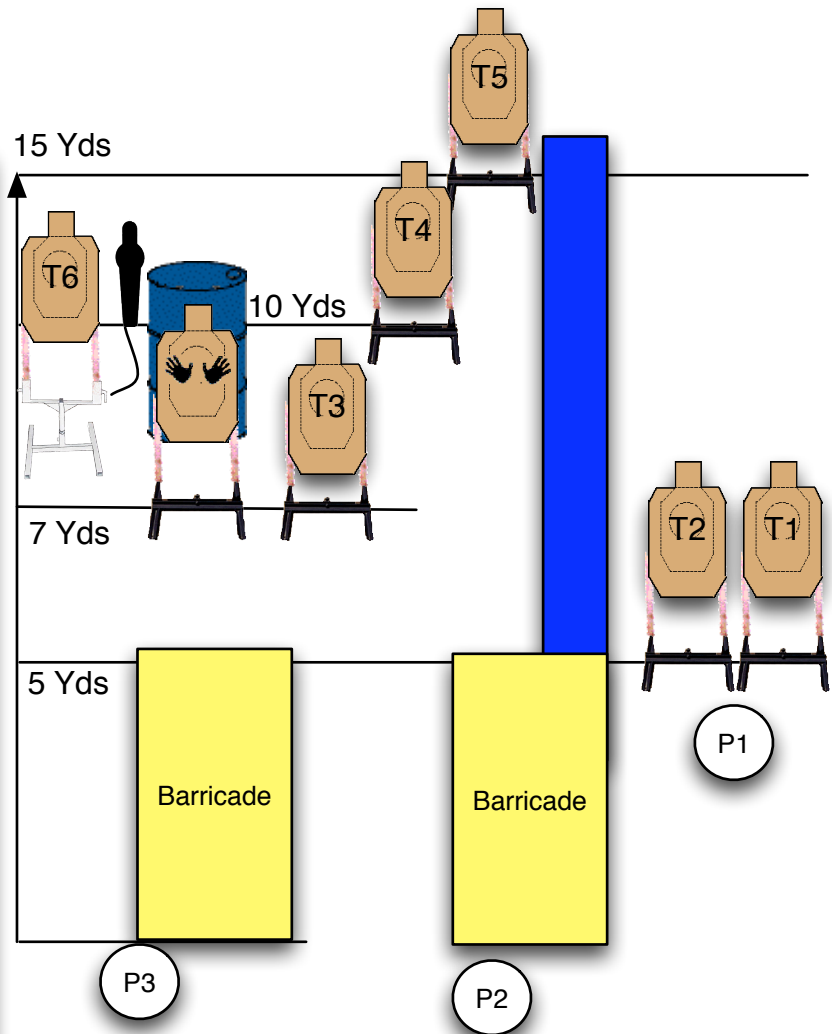
Stop Signal: Last Shot Fired

Concealment Garment: Required

Scenario: There you are minding our own business while walking to the local store to stock up on supplies for the holiday party you're planning. All of a sudden, a couple of armed men demand your wallet and watch. You are forced to defend yourself, and as you're retreating, you discover some of their friends who decide that you're not allowed to deny them your wallet.

Procedure: On the start signal, draw and engage T1 and T2 while retreating to cover at position P2. Once at the barricade, engage T3 through T5 using the barricade for cover. Finally, move to position P3 and engage the remaining targets.

Scoring: T1 through T6 should have two (2) hits each. All steel must fall.



Notes: Targets should be set so that shoot-throughs are not likely. Use the Non-Threat and barrel to conceal the popper from P2. Make sure that Shooter doesn't shoot into the wall when engaging T1 and T2.



Stage 4: They Chose The Wrong Victim

Round Count: 12

Target Distance: 3 to 10 yards

Targets Required: 4 Threat Targets, 2 Poppers, 1 Drop-Turner

Props Required: 1 barrel, 1 tarp, 1 briefcase

Scoring Method: Vickers Count

Starting Position: Standing facing down range at Position P1

Start Signal: Audible

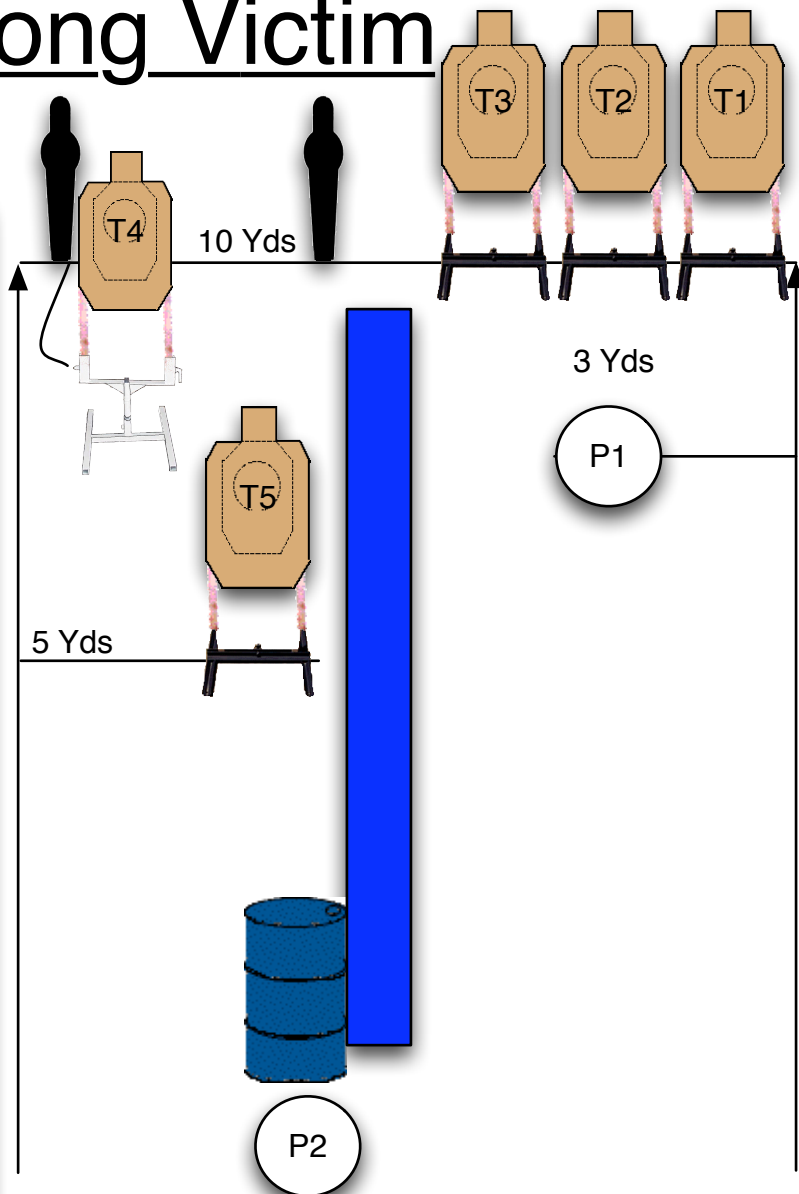
Stop Signal: Last Shot Fired

Concealment Garment: Required

Scenario: You're on your way to the bank from your store with the day's take, when you're confronted by a group of men who draw weapons and demand all of your cash and valuables. You are forced to defend yourself while retreating to some nearby cover. Once you reach the cover, you discover that there are more armed robbers.

Procedure: On the start signal, draw and engage T1 through T3 in Tactical Sequence while retreating to P2. Once at P2, using the barrel for cover, engage PP1, PP2, T4, and T5.

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



Note: Target heights should vary somewhat. Make sure that shoot-throughs are not likely. Shooters may shoot over the barrel, but must half at least half of their upper torso behind cover. Shooter must retain their briefcase until they arrive at P2.



Side: Lead For Christmas

Round Count: 11

Target Distance: 8 to 15 yards

Targets Required: 3 Threat Targets, 3 Poppers, 1 Tilt-Out

Props Required: 1 table, 1 tarp, 1 barricade

Scoring Method: Vickers Count

Starting Position: Standing facing down range at Position P1

Start Signal: Audible

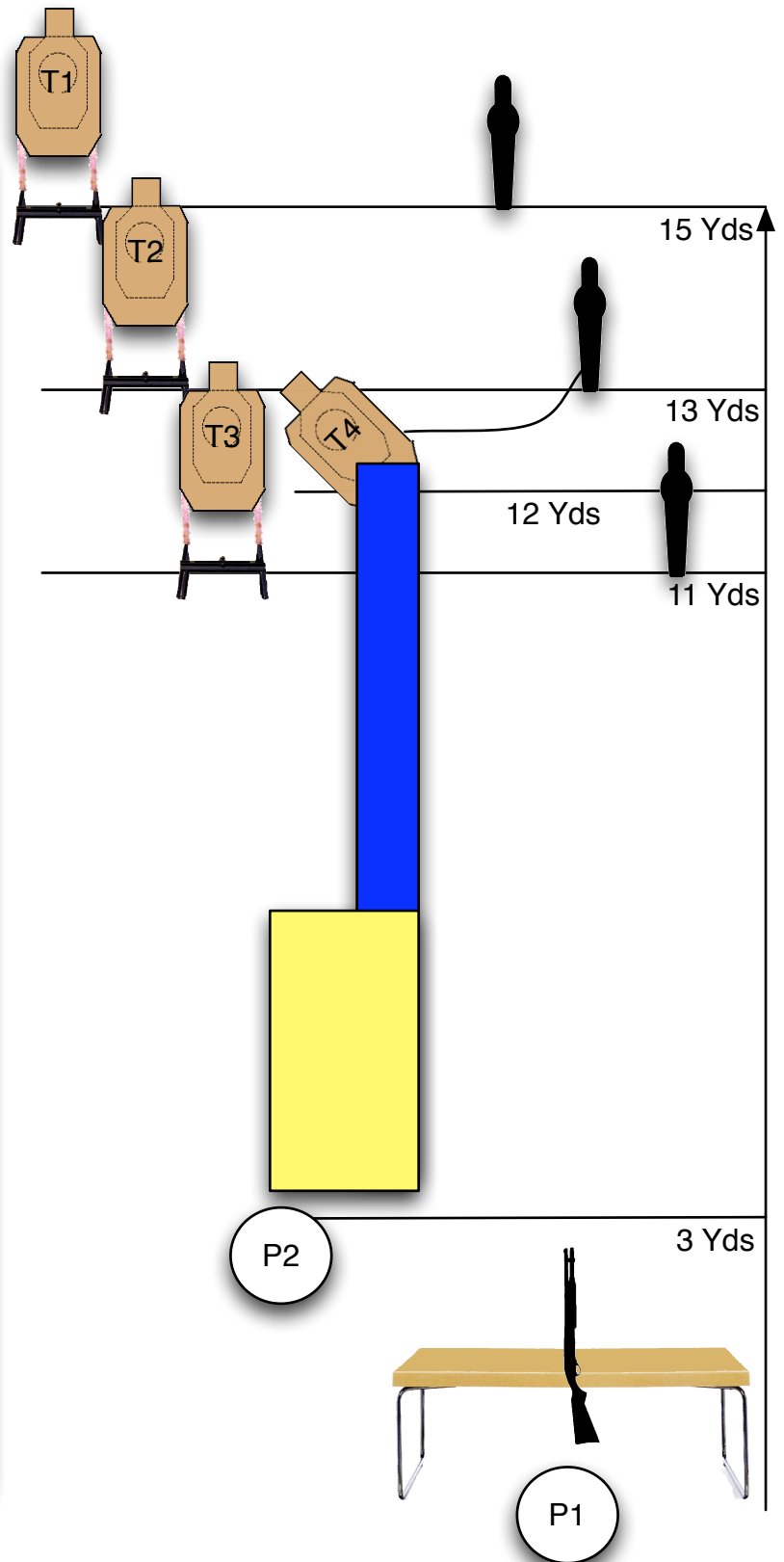
Stop Signal: Last Shot Fired

Concealment Garment: Not Required

Scenario: You're at home enjoying a relaxing evening when a group of thugs decides to have an early Christmas by seeing what they can steal from your home. The fact that you're home just adds to their fun. You grab your shotgun and defend yourself.

Procedure: On the start signal, engage the three poppers with the shotgun. Place the empty shotgun down on the table and advance to P2. Once at P2, engage the remaining targets.

Scoring: T1 through T4 should have two hits each. All steel must fall.



Note: Target heights should vary somewhat. Make sure that shoot-throughs are not likely. Shooters may not engage Poppers except from P1.