



# Stage 1- Thought You Were Done

**Round Count:** 14 rounds

**Target Distance:** 8 to 12 yards

**Targets Required:** 4 Threats, 2x Pop-Ups, 2x Poppers

**Props Required:** 2 Barricades

**Scoring Method:** Vickers Count

**Starting Position:** Standing at P1

**Start Signal:** Audible

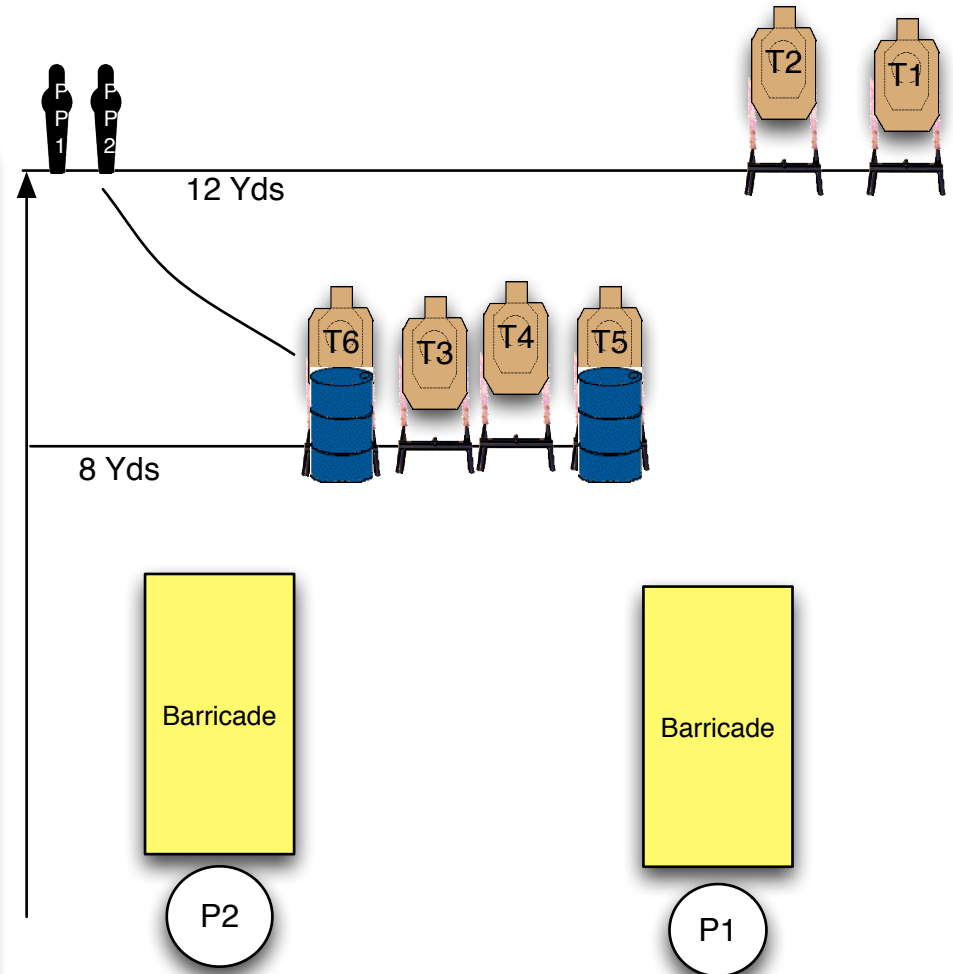
**Stop Signal:** Last Shot Fired

**Scenario:** You're one of the last customers at a local swap meet when a group of armed thugs decides to strike. You defend yourself from all the threats you see, only to discover two more have crawled out of the woodwork.

**Procedure:** On the start signal, draw and engage T1 and T2 from the right side of the barricade at P1. Then engage T3 and T4 from the left side of the barricade. Move to P2 and engage PP1 and PP2 from the left side of the barricade. Finally, return to P1 and engage T5 and T6 while moving.

**Concealment Garment:** Required

**Scoring:** Targets T1 through T6 should have 2 hits each. All steel must fall.



**Note:** Target heights should vary, and targets should be set up so that shoot-throughs are not likely. T5 and T6 are Pop-Up targets and cannot be engaged until activated by PP2. Shooter may engage them while moving back to P1, or after they arrive at P1 if they use the barricade for cover.



# Stage 2: Slicing That \*#\$^%&@ Pie

**Round Count:** 12 rounds

**Target Distance:** 4 to 15 yards

**Targets Required:** 6 Threat Targets

**Props Required:** 2 Barricades

**Scoring Method:** Vickers Count

**Starting Position:** Standing at P1

**Start Signal:** Audible

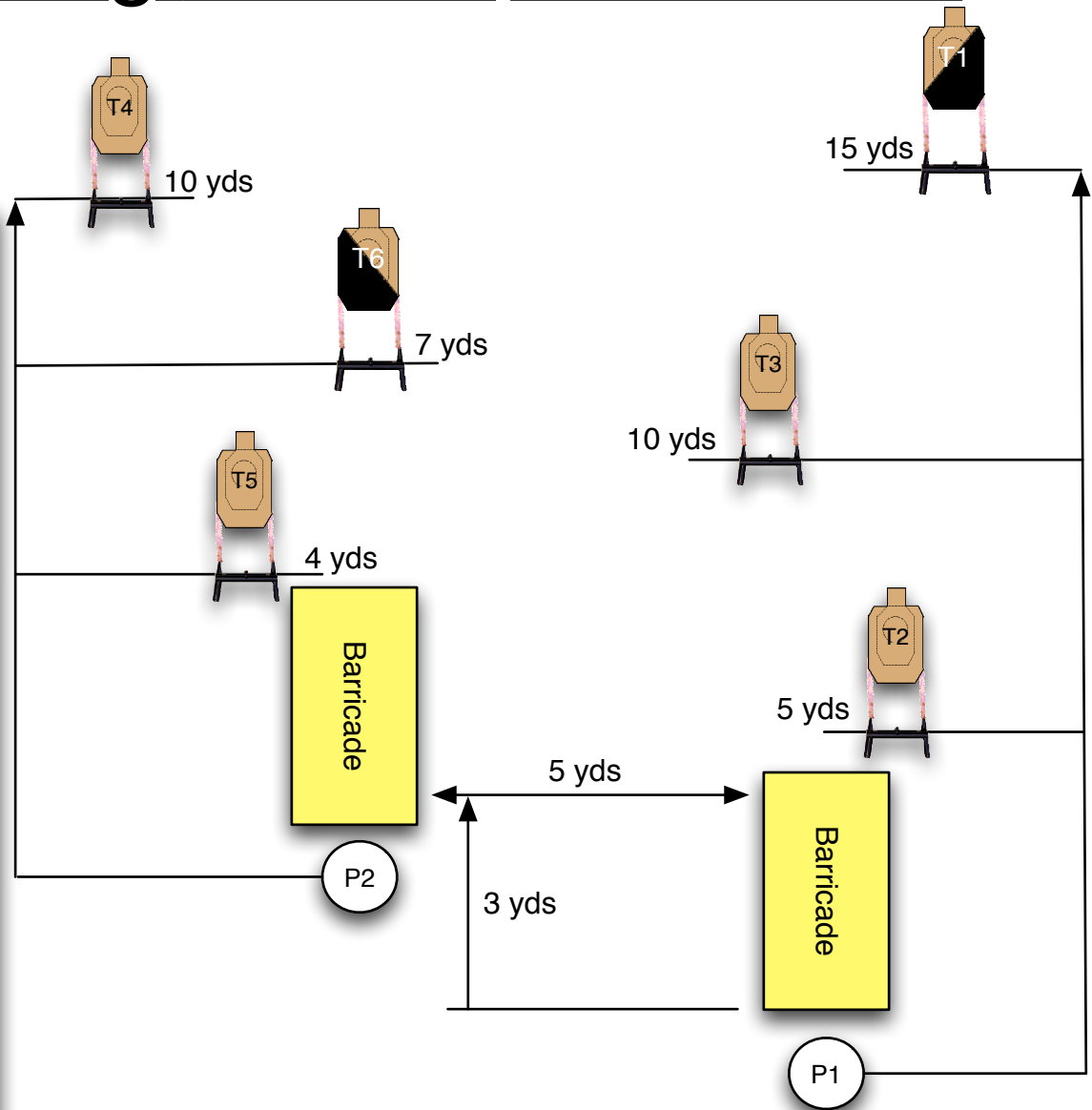
**Stop Signal:** Last Shot Fired

**Scenario:** None. This is a Standards stage.

**Procedure:** Shooter begins at Position P1. On the start signal, shooter will draw and engage Targets T1 through T3 from the right side of the barricade, slicing the pie, with 2 rounds each. Shooter will perform a Tactical Reload or Reload With Retention using the barricade for cover, and then move to Position P2. Shooter will then engage Targets T4 through T6 from the left side of the barricade, slicing the pie, with 2 rounds each.

**Concealment Garment:** Not Required

**Scoring:** Targets T1 through T6 should have 2 hits each.



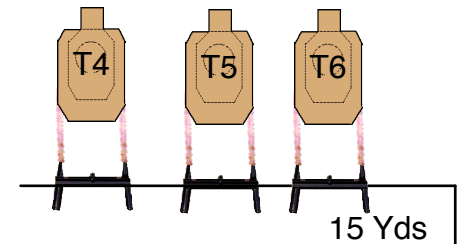
**Notes:** Target heights should vary. Targets should be aligned so that there is little or no chance of a shoot-through occurring. Targets should be set up so that they become visible in numeric order (IE: T1, then T2, then T3).

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Original CoF design by Julie Vance, modified by Tom Ropers



# Stage 3- In The Gutter



**Round Count:** 14 rounds

**Target Distance:** 6 to 12 yards

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

**Props Required:** 1 Barricade, 1 "Curb"

**Scoring Method:** Vickers Count

**Starting Position:** Standing at P1

**Start Signal:** Audible

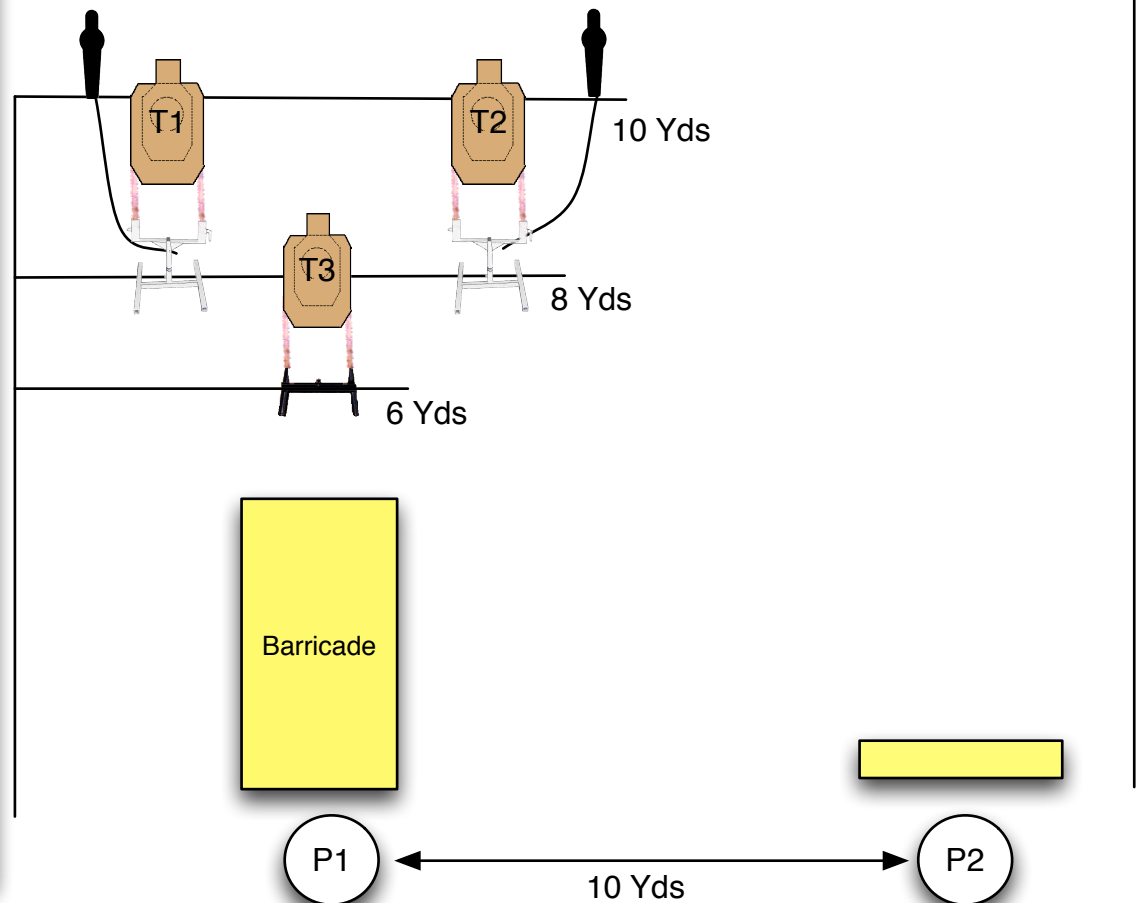
**Stop Signal:** Last Shot Fired

**Scenario:** You're taking a late night stroll through the city when you come under attack by some gangbangers. You engage the first threats, and as you try to run away, you encounter more. You're out in the open, with the only cover being a curb.

**Procedure:** On the start signal, draw and engage targets PP1, PP2, and T1 through T3 from behind cover. Then move to Position P2, drop prone, and engage targets T4 through T6

**Concealment Garment:** Required

**Scoring:** Targets T1 through T6 should have 2 hits each. All steel must fall.



**Notes:** Target heights should vary some-what. Make sure the targets are set up so that shoot-throughs are not likely. Shooters may start engaging targets from either side of the barricade. The left Popper and T1 must be engaged from the left side of the barricade. The right Popper and T2 must be engaged from the right side of the barricade. T3 can be engaged from either side. Make sure Shooters keep muzzle in safe direction when moving to P2 and dropping prone. Targets T4 through T6 should vary a few feet in distance from P2, but not enough to mandate an engagement order (IE: less than 2 yards difference between them). T3 through T5 can \*only\* be engaged from the prone position at P2.



# Stage 4- Under Pressure

**Round Count:** 14 rounds

**Target Distance:** 8 to 12 yards

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

**Props Required:** 1 Barricade, 1 Swinger

**Scoring Method:** Vickers Count

**Starting Position:** Standing at P1

**Start Signal:** Audible

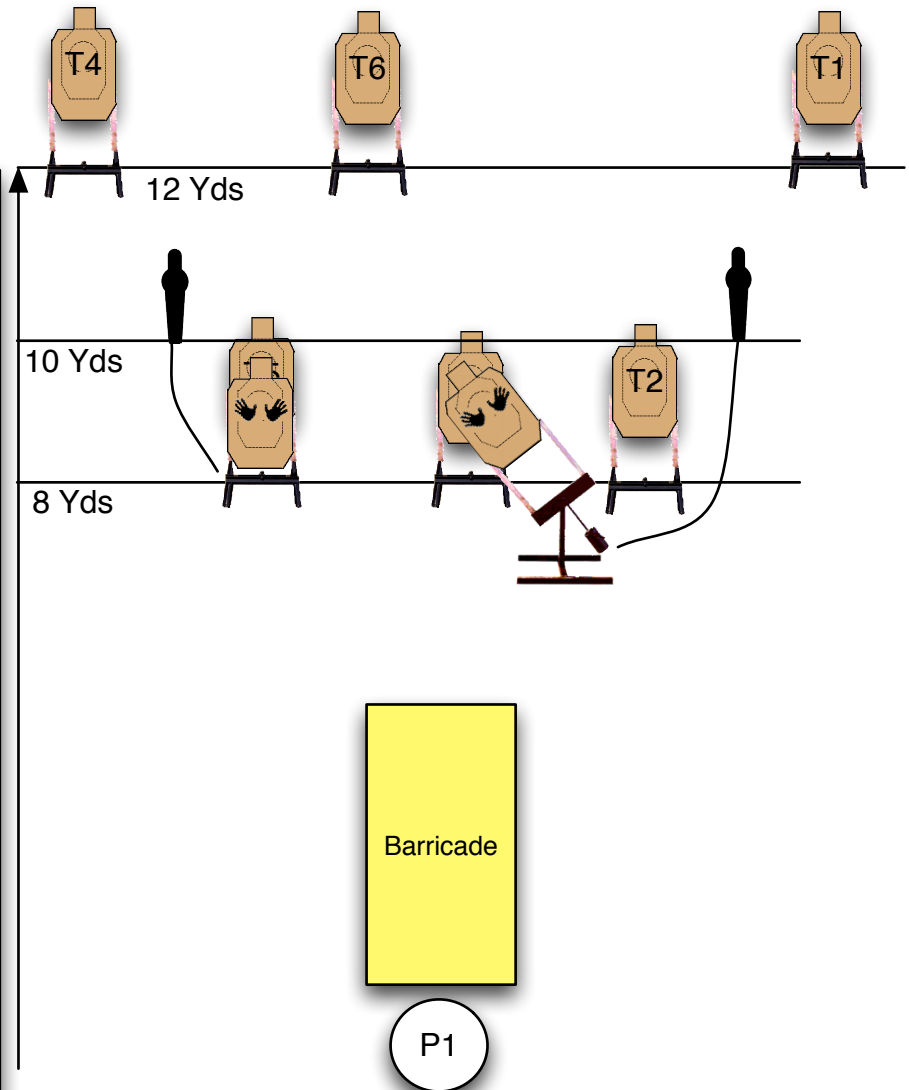
**Stop Signal:** Last Shot Fired

**Scenario:** A bunch of bad guys have taken two of your coworkers hostage, and are demanding that you surrender or they will kill all of them. There's been a string on unsolved robberies resulting on numerous shootings over the last few months, and you're pretty sure that these guys are going to shoot whether or not you surrender, so you decide to fight back.

**Procedure:** On the start signal, draw and engage all threats using the barricade for cover.

**Concealment Garment:** Required

**Scoring:** Targets T1 through T6 should have 2 hits each. All steel must fall.



**Note:** Target heights should vary. Swinger Non-Threat should not block T2 or T3 when vertical. Shooter must engage T1 through T3 and PP1 from right side of barricade, and T4 through T6 and PP2 from left side of barricade.



# Side- Hunting

**Round Count:** 13 rounds

**Target Distance:** 8 to 15 yards

**Targets Required:** 6x Dog Threat Targets,  
1x Popper

**Props Required:** 1x Table, 1x No-Shoot  
Dog Target

**Scoring Method:** Vickers Count

**Starting Position:** Standing at P1, holding  
shotgun at low ready

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

**Scenario:** You're out hunting pheasants with your dog. When your dog flushes a bird, you take your shot with your shotgun, but then realize that your dog also flushed a pack of rapid coyotes. The coyotes are too close to your dog to use the shotgun, so you draw your handgun and start picking them off. You're sure your dog will thank you later.

**Procedure:** On the start signal, engage the popper with the shotgun. Once finished with the shotgun, put the shotgun down and draw your handgun, then engage targets T1 through T6 in any order.

**Concealment Garment:** Required

**Scoring:** Targets T1 through T6 should have 2 hits each. All steel must fall.

**Note:** Popper may only be engaged with the shotgun. If the Shooter fails to knock it over, there is NO FTN penalty, only the points down for missing. Targets should be set up so that shoot-throughs are not likely.

