



Stage 1: Gone Flat

Round Count: 15 rounds

Target Distance: 2 to 15 yards

Targets Required: 1x Popper, 1x Drop-Turner, 6x Threat Targets

Props Required: Car Silhouette, 2x No-Shoots

Scoring Method: Vickers Count

Starting Position: Kneeling at P1, facing down range, hands on tire.

Start Signal: Audible

Stop Signal: Last Shot Fired

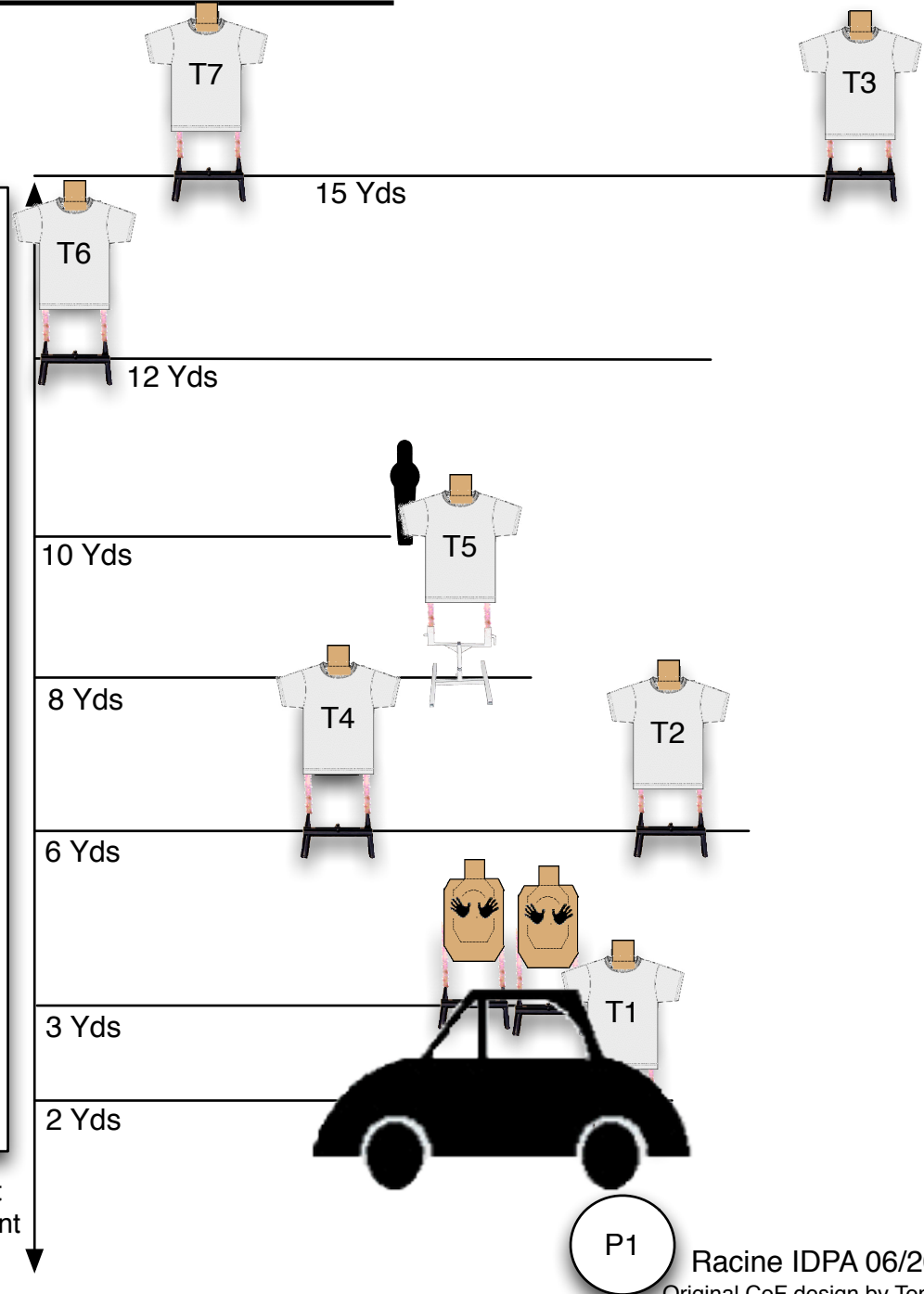
Scenario: You knew you should have gotten new tires sooner. You ended up with a flat in a bad part of town, and sure enough, the bad guys come out to play while you're busy changing the flat. They're almost on top of you by the time you notice them, and you're forced to defend yourself.

Procedure: On the start signal, draw and engage all Targets, using your car for cover, with at least 2 rounds each.

Concealment Garment: Required

Scoring: Targets T1 through T7 should 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. Shooters may shooter over front or rear of car, or around the side, but must use the car for cover. Shooter can NOT shoot through the windows or over the roof.



P1



Stage 2: Extended Range

Round Count: 16 rounds

Target Distance: 5 to 50 yards

Targets Required: 8x Threat Targets,

Props Required: None

Scoring Method: Vickers Count

Starting Position: Standing at P1, facing down range

Start Signal: Audible

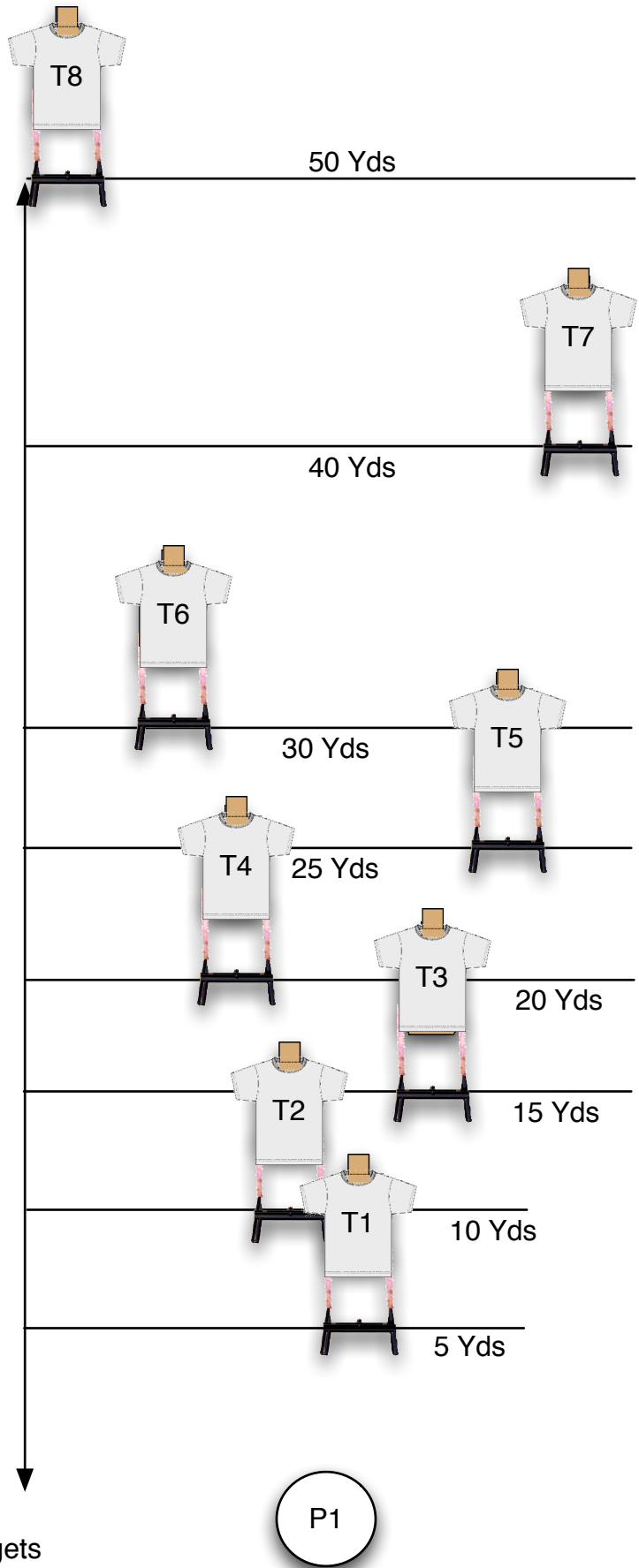
Stop Signal: Last Shot Fired

Scenario: None. This is a skills test.

Procedure: On the start signal, draw and engage all Targets, near to far, with at least 2 rounds each.

Concealment Garment: Required

Scoring: Targets T1 through T8 should have 2 hits each.



Notes: Target heights should vary somewhat. Targets should be set so that shoot-throughs are not likely. Shooters may drop to one knee or use any other technique to engage the targets, but must stay at P1.



Stage 3: Emergency Room

Round Count: 16 rounds

Target Distance: 3 to 14 yards

Targets Required: 8x Threat Targets

Props Required: 2x Barricades, 3x No-Shoots

Scoring Method: Vickers Count

Starting Position: Standing at P1, facing down range.

Start Signal: Audible

Stop Signal: Last Shot Fired

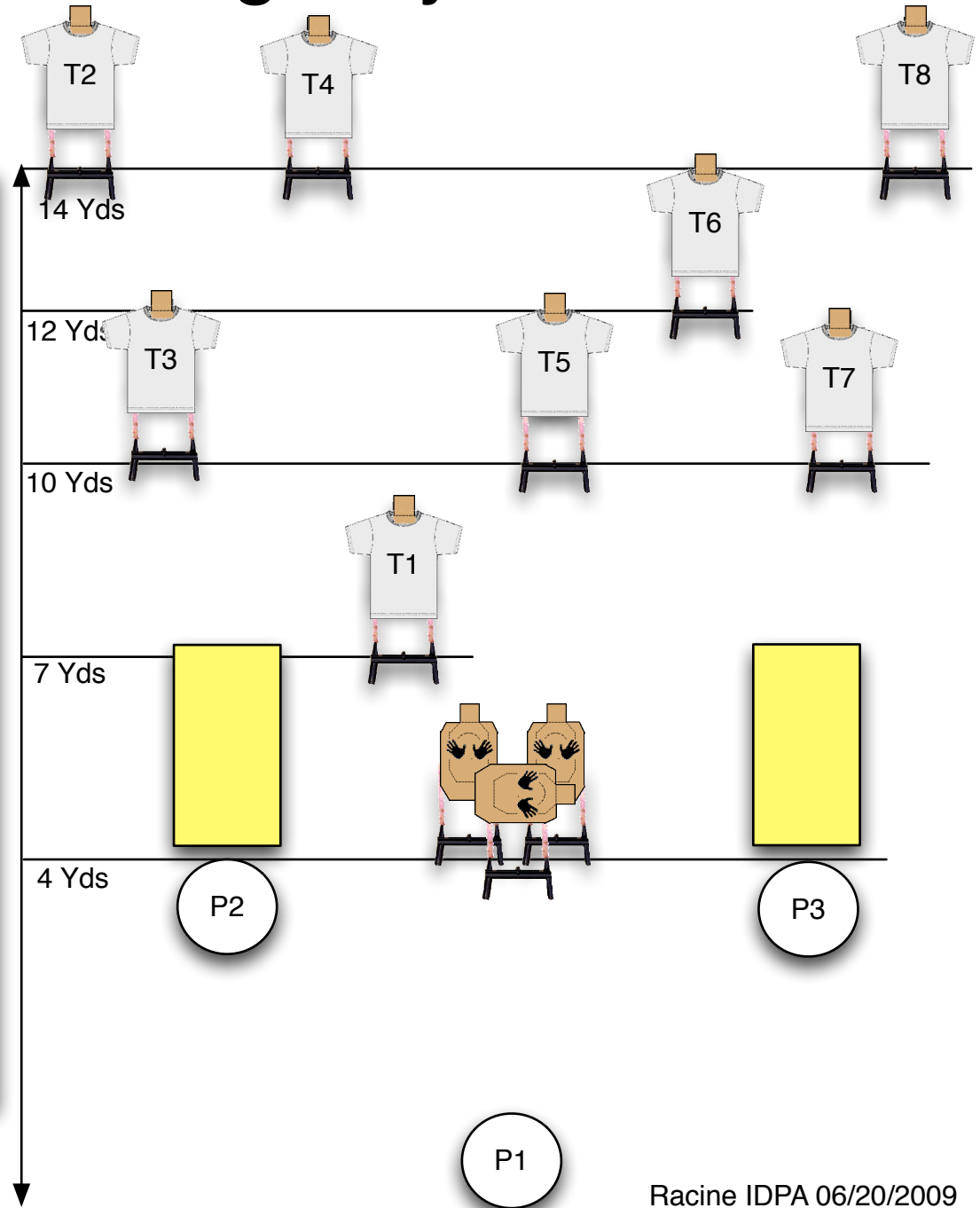
Scenario: You're working as a security guard at the local ER, when a gunshot victim is rushed in. The doctor's are working on him when the gangbangers that shot him storm in to finish the job.

Procedure: On the start signal, draw and engage T1 while moving to cover at P2. While at P2, engage T2 through T4 using the barricade for cover. Then move to P3, engaging T5 while moving, and once at P3, engage T6 through T8 using the barricade for cover.

Concealment Garment: Not Required

Scoring: Targets T1 through T8 should have 2 hits each.

Notes: Target heights should vary somewhat. Targets should be set so that shoot-throughs are not likely. Shooters may only engage T1 while moving to P2, and may only engage T5 while moving to P3.





Stage 4: Whack-A-Mole

Round Count: 16 rounds

Target Distance: 6 to 15 yards

Targets Required: 2x Poppers, 2x Pop-Ups, 5x Threat Targets

Props Required: 2x No-Shoots

Scoring Method: Vickers Count

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

Start Signal: Audible

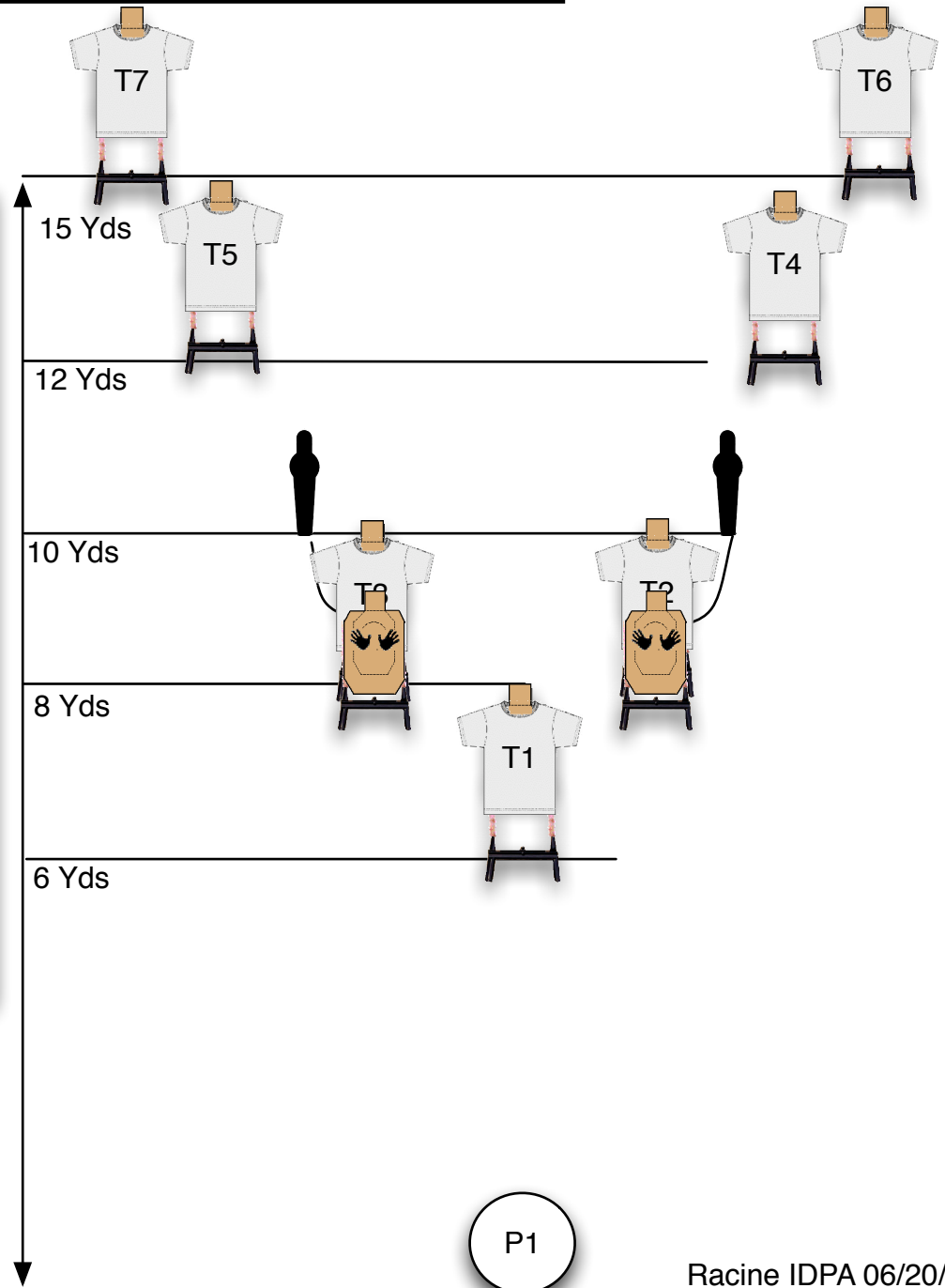
Stop Signal: Last Shot Fired

Scenario: None. This is a Standards Stage.

Procedure: On the start signal, draw and engage all Targets.

Concealment Garment: Not Required

Scoring: Targets T1 through T8 should 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. Make sure Shooters engage threats in Tactical Priority (near-to-far) order.



Side- Executive Protection

Round Count: 29 rounds

Target Distance: 10 to 20 yards

Targets Required: 5x Poppers, 2 Pop-Ups, 10 Standard Threats

Props Required: 6x Non-Threats, 4x Barricades

Scoring Method: Vickers Count

Starting Position: Sitting in bed of pickup at P1.

Start Signal: Audible

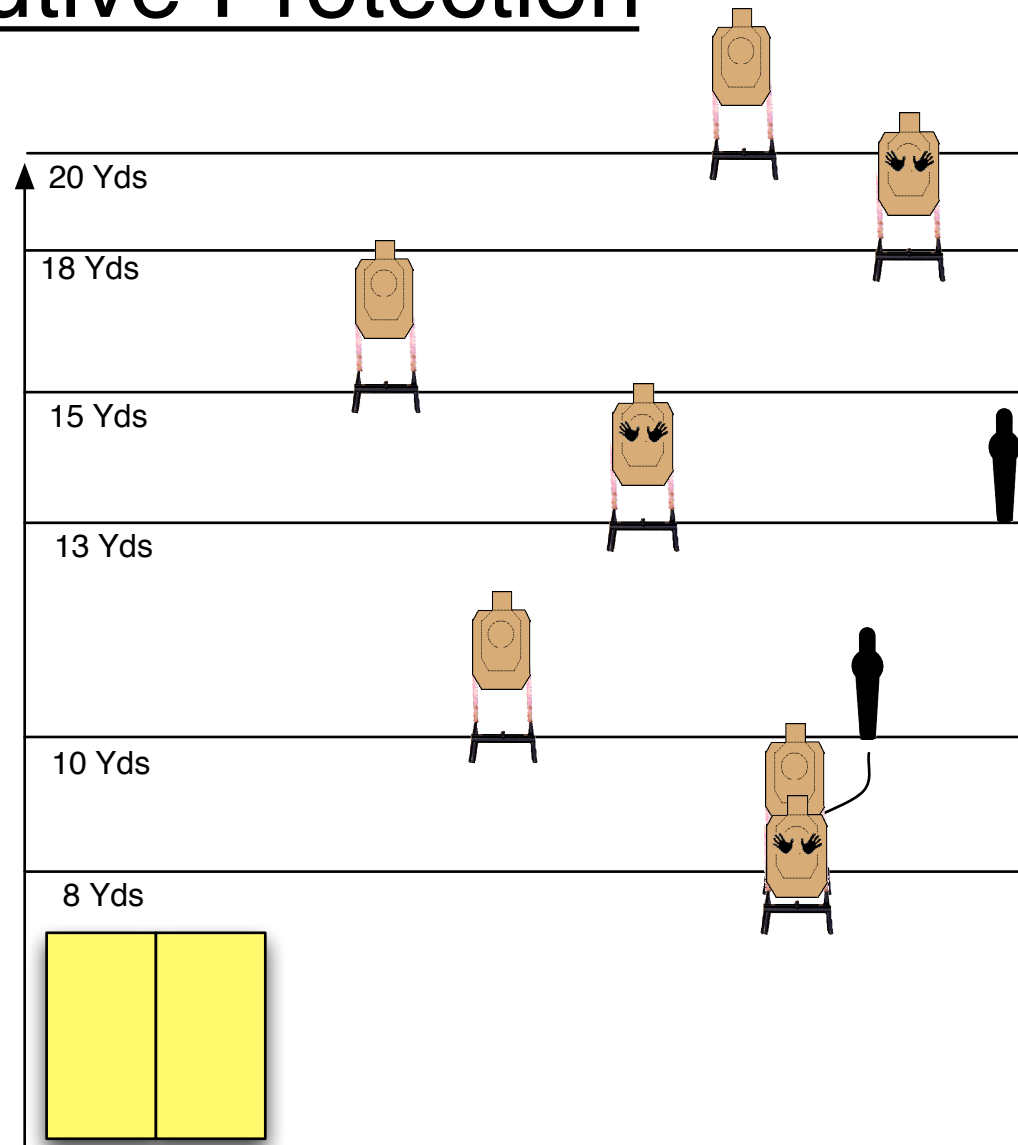
Stop Signal: Last Shot Fired

Scenario: You're working as an armed security guard for a corporate CEO who's traveling to a remote facility belonging to his company, when a group of eco-terrorists decides to attack. You are forced to engage the terrorists while protecting the CEO.

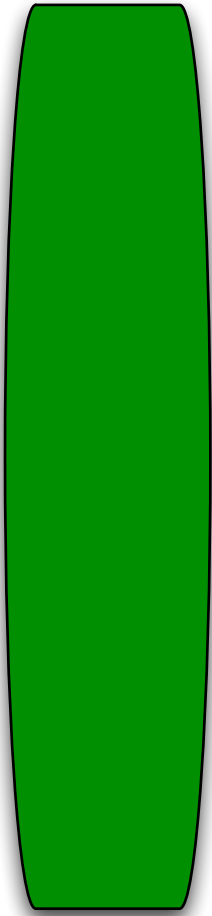
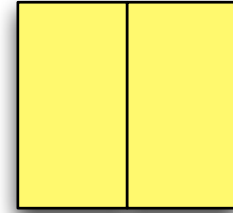
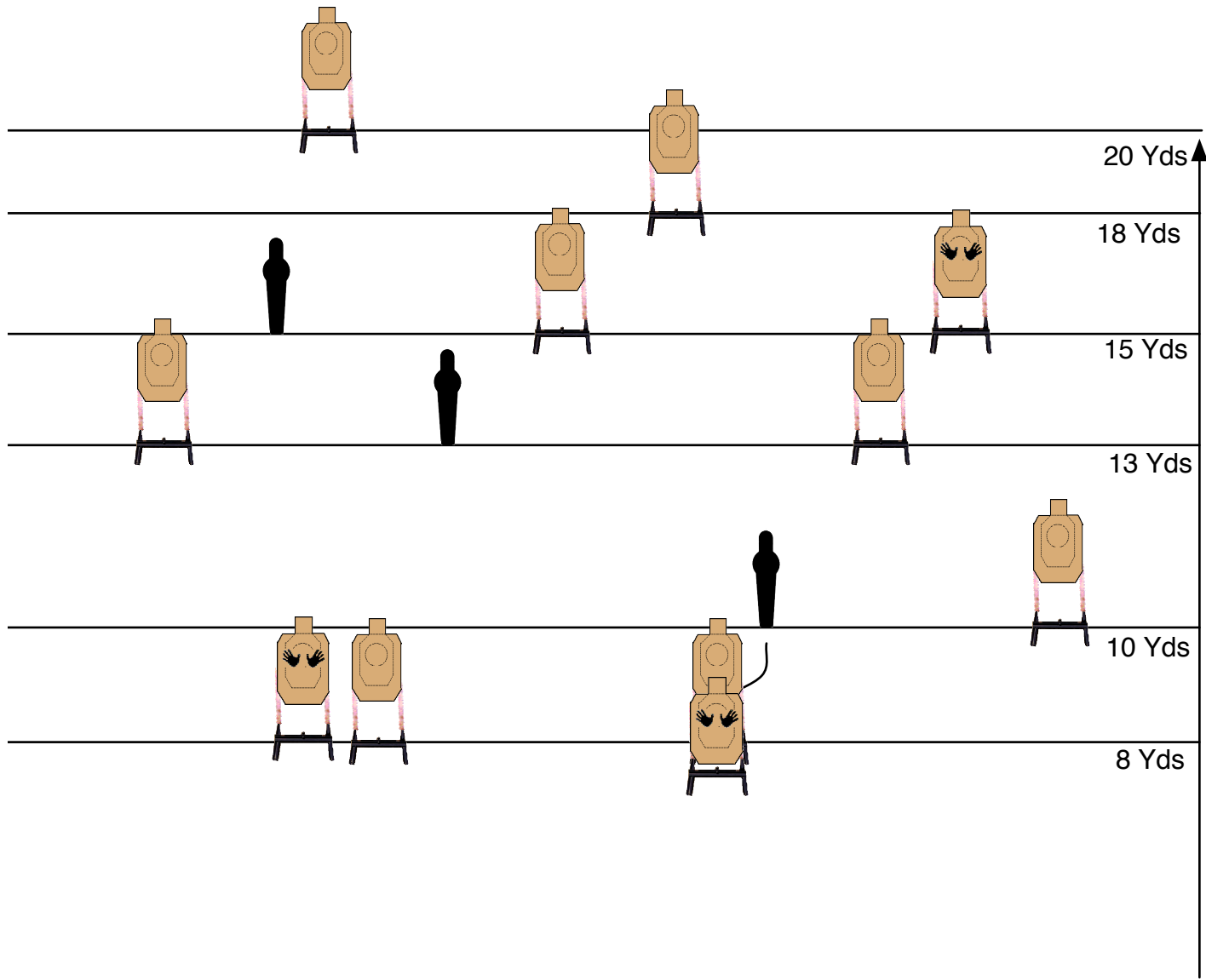
Procedure: On the start signal, the truck will start moving forward. Engage threats as they become visible, in Tactical Priority. Once the truck stops, you MUST stop shooting.

Concealment Garment: Not Required

Scoring: Targets T1 through T12 should have 2 hits each. All steel must fall.



P2



Note: All rounds must impact the berm- NO SHOOTING ACROSS THE BAY. Any Shooter firing across the bay where rounds do not impact the back berm will receive an automatic DQ.

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Original CoF design by Tom Ropers