



Stage 1: Standards



Round Count: 18

Target Distance: 7 yards

Targets Required: 3 Threat Targets

Props Required: None

Scoring Method: Limited Vickers

Starting Position: Standing facing down range at position P1, hands relaxed at sides.

Start Signal: Audible

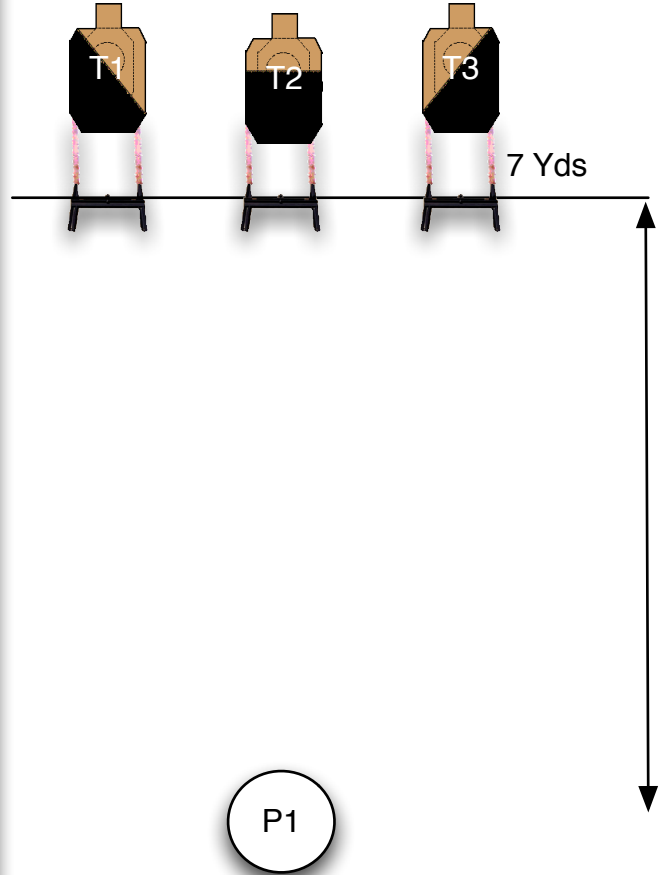
Stop Signal: Last Shot Fired

Scenario: None. This is a Standards stage.

Concealment Garment: Required

Procedure: On the start signal, draw and engage T1 through T3 with head shots in Tactical Sequence. Reload, and re-engage T1 through T3 in Tactical Sequence, strong-hand only. Reload, and re-engage T1 through T3 in Tactical Sequence, weak hand only.

Scoring: All threats must have six hits, two of which must be head shots.



Notes: Target heights should vary. Magazines *must* be loaded to Division capacity, so pistol shooters will need to perform a Reload With Retention or Tactical Reload when reloading.



Stage 2: In The Dark



Round Count: 12

Target Distance: 5-12 yards

Targets Required: 6 Threat Targets

Props Required: 2x Barricades, 1x Tarp

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1, hands relaxed at sides.

Start Signal: Audible

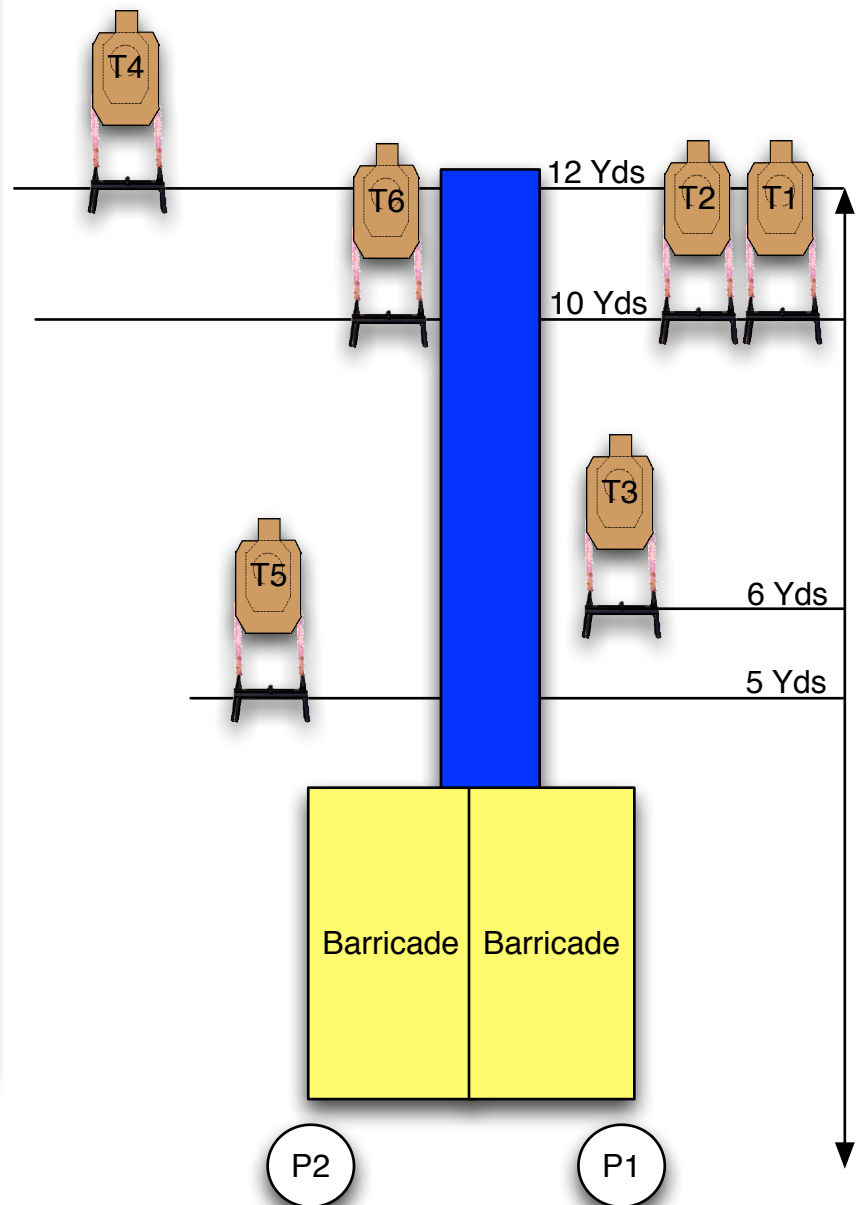
Stop Signal: Last Shot Fired

Scenario: You're out for a nighttime jog when you encounter a group of armed men. You're not sure what they're up to, but when they see you, they all point their weapons at you. Fearing for your life, you engage the threats while using some handy trees for cover.

Concealment Garment: Required

Procedure: On the start signal, draw and engage T1 through T3 from position P1. Then move to position P2 and engage T4 through T6.

Scoring: All threats must have two hits.



Notes: Target heights should vary. Only rear-most lights should be on in the range, making this a low light stage. Shooter must use proper cover.

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Stage 3: Warehouse Clearing



Round Count: 18

Target Distance: 5 to 9 yards

Targets Required: 9 Threat Targets

Props Required: 2x Tarps, 2x Barricades, 1x Barrel

Scoring Method: Vickers Count

Starting Position: Standing facing up range at position P1, hands relaxed at sides.

Start Signal: Audible

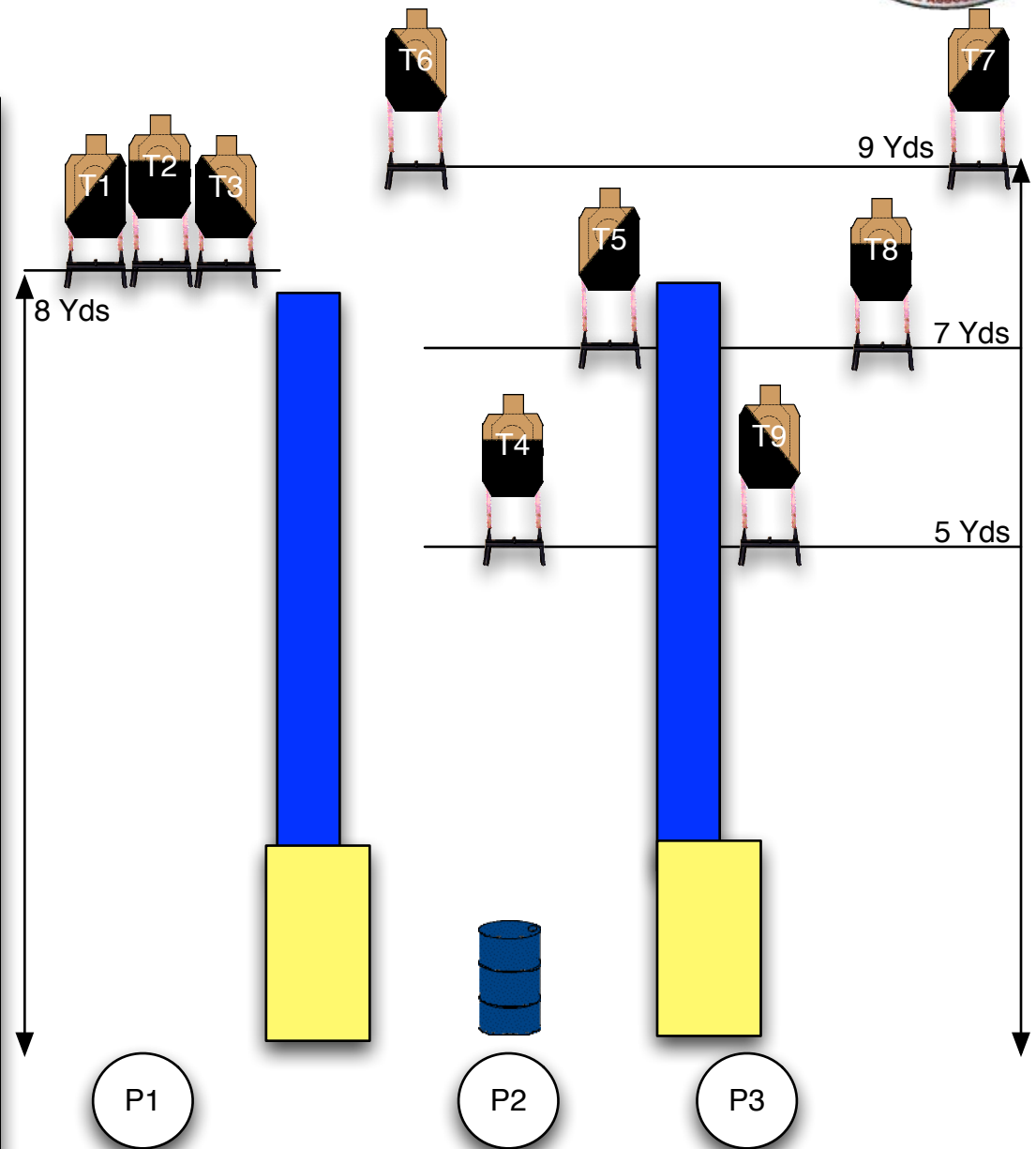
Stop Signal: Last Shot Fired

Scenario: You are charged with the security of a parts supplier warehouse. During the course of your rounds, you hear a noise and turn to see three armed bad guys. You engage them and then move towards your office. You find three more bad guys in the next aisle and engage them. Finally, you discover three more bad guys in your office.

Concealment Garment: Not Required

Procedure: On the start signal, turn to face down range, draw, and engage T1 through T3 in Tactical Sequence. Move to P2 and engage T4 through T6 in Tactical Priority from low cover. Move to P3 and engage T7 through T9 while using cover.

Scoring: All threats must have two hits.



Notes: Targets T1 through T3 can only be engaged from P1, T4 through T6 only from P2, and T7 through T9 only from P3. T4 through T6 must be engaged near-to-far, T7-T9 must be engaged while "slicing the pie".



Stage 4: Legal Trouble



Round Count: 12

Target Distance: 5-8 yards

Targets Required: 3x Threat Targets, 1x Popper, 1x Double Swinger

Props Required: 1x Table, 1x Chair, 1x Barrel, 2x No-Shoots

Scoring Method: Vickers Count

Starting Position: Seated in chair at position P1, hands on table.

Start Signal: Audible

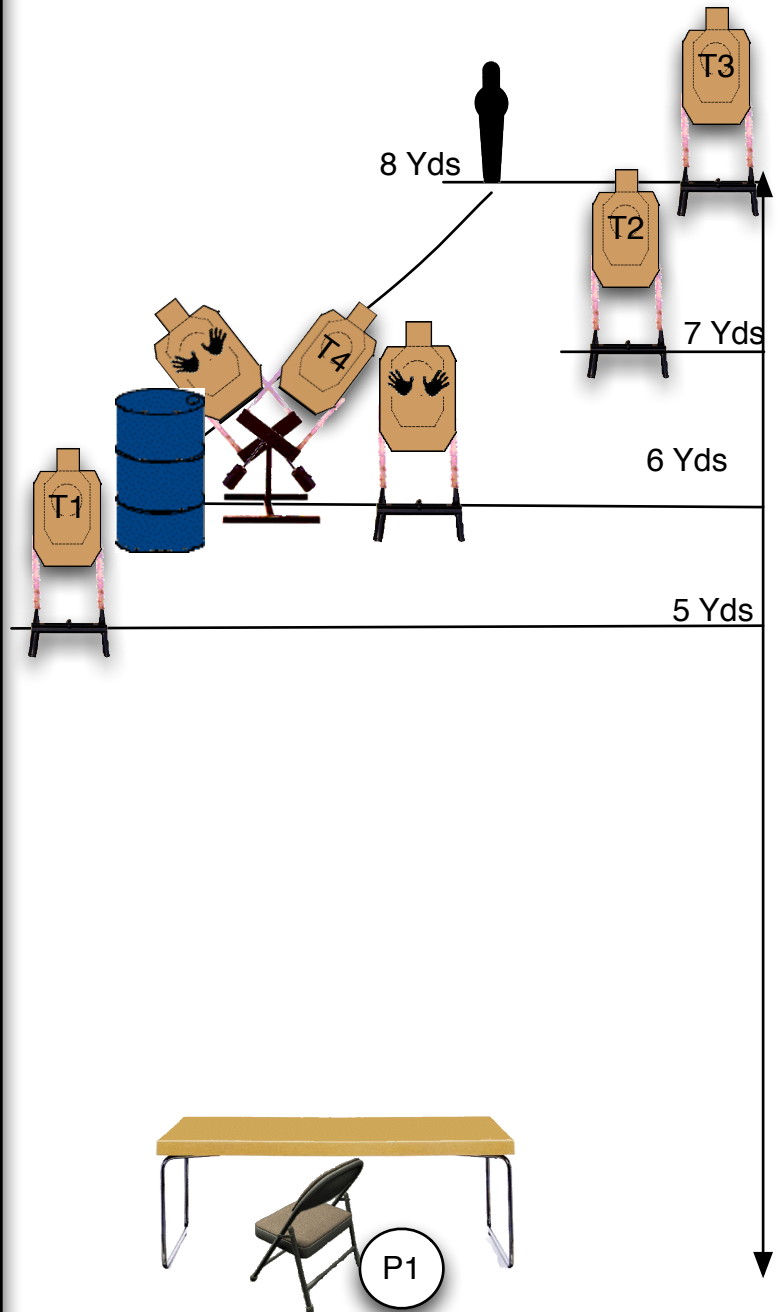
Stop Signal: Last Shot Fired

Scenario: You're a lawyer wrapping up some business at the end of the day, when a group of armed men breaks in and threatens you and your coworkers' lives. One of them is struggling with one of your coworkers and is attempting to stab him. The others all have handguns and are yelling "You're dead!". Three of the thugs seem to be wearing body armor, so failure drills are required.

Concealment Garment: Required

Procedure: On the start signal, draw and engage all threats, using the desk as cover.

Scoring: T1 through T3 must have 3 hits, at least one of which must be a head hit. T4 must have 2 hits. All steel must fall.



Notes: Target heights should vary. T4 should be set up as a disappearing target. The desk *is* considered cover. The double-swinger should be set so that both the threat and non-threat begin behind the barrel, and should have a different swing period.



Side - Corporate Rivalry



Round Count: 15

Target Distance: 10-20 yards

Targets Required: 5x Silhouettes, 1x Popper, 1x Drop-Turner, 1x Swinger

Props Required: 1x Table, 1x Tarp

Scoring Method: Vickers Count

Starting Position: Standing at P1, carbine held at low ready, BUG loaded and on table or in holster (Shooter's choice).

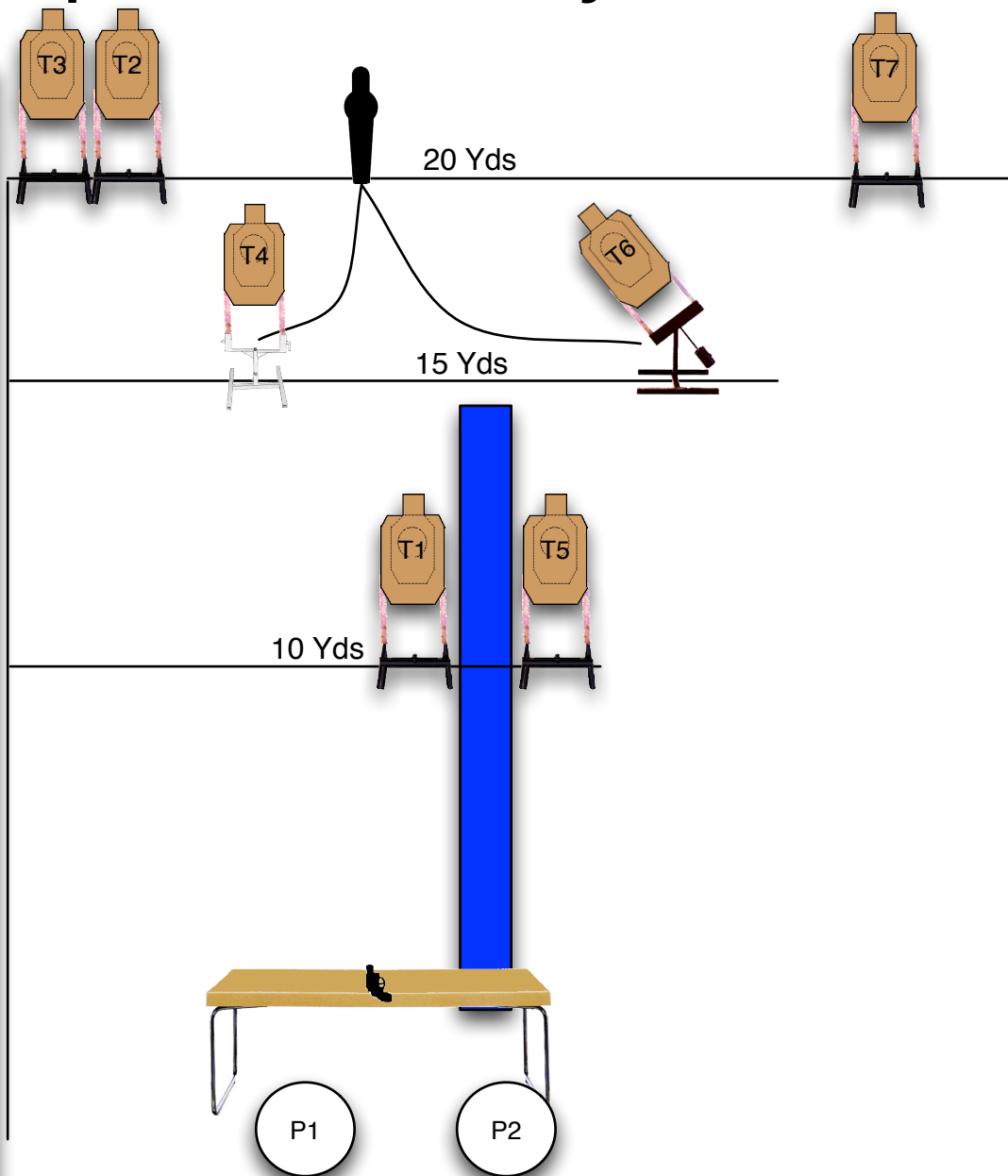
Start Signal: Audible

Concealment Garment: Not Required

Scenario: You're a security guard at an important research lab. An armed group from a rival company has decided to perform a raid, and you are forced to fight to fight them off. You start with your carbine, but it runs out of ammo and you have to switch to your BUG.

Procedure: On the start signal, engage all visible targets from position P1. Then move to Position P2 and engage T5 through T7.

Scoring: T1 through T7 shall each have two (2) hits each. All steel must fall.



Notes: Carbine is loaded with 10 rounds maximum. BUG is loaded with 5 rounds maximum. Spare ammo for the BUG ONLY can be on table. BUG can start on table or in holster. Shooter must empty carbine before using BUG.

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