



# Stage 1: Inconvenience Store



**Round Count:** 13

**Target Distance:** 3-14 yards

**Targets Required:** 4x standard threats, 1x extreme hard cover threat, 1x popper, 1x Max Trap

**Props Required:** 1x table, 1x barricade, 2x non-threat

**Scoring Method:** Vickers Count

**Starting Position:** Standing facing down range at position P1, hands on "counter".

**Start Signal:** Audible

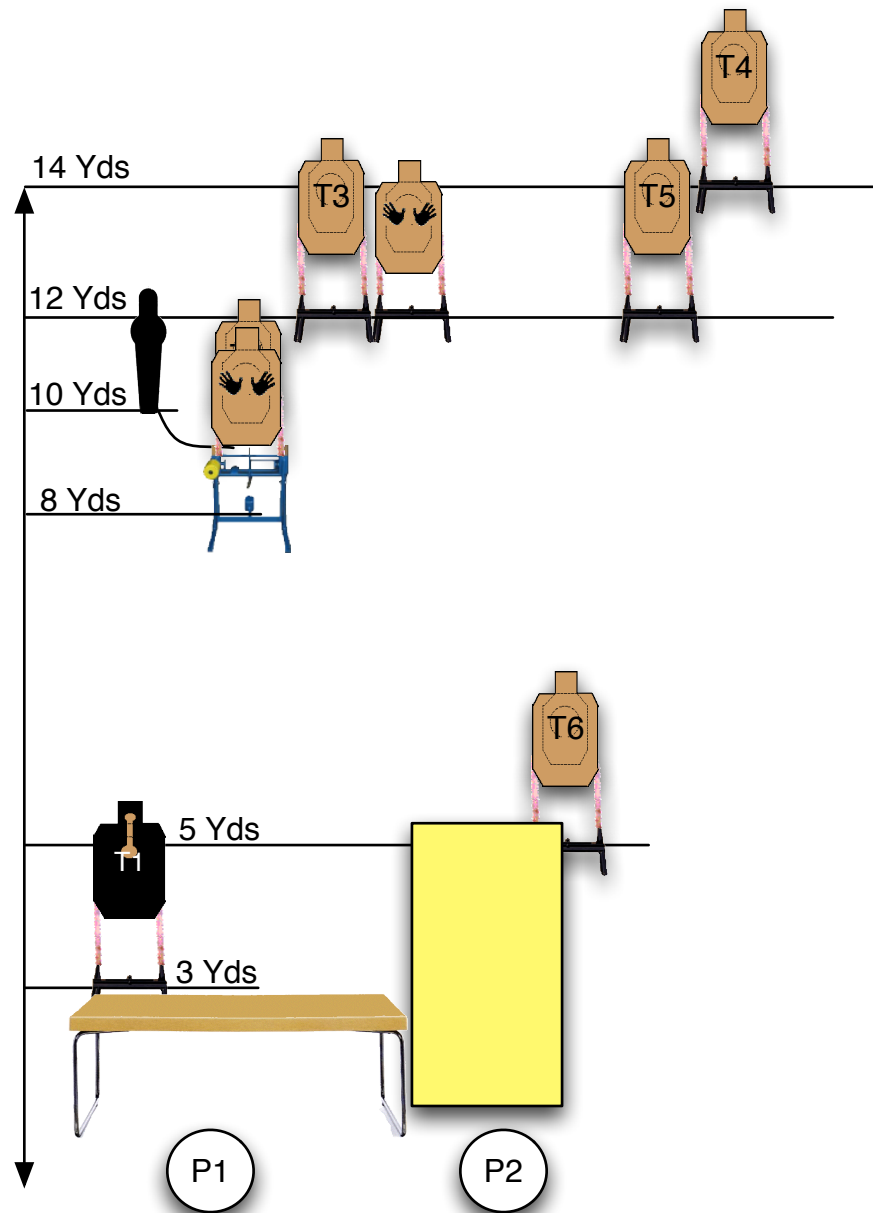
**Stop Signal:** Last Shot Fired

**Scenario:** You're working as a clerk at a convenience store, when a group of armed robbers barges in and brandishes weapons. The attacker closest to you is apparently \*very\* high on cocaine, and can only be stopped with immediately incapacitating hits.

**Concealment Garment:** Required

**Procedure:** On the start signal, draw and engage T1 through T3 and Popper PP1 from position P1. Move to P2, and engage T4 through T6.

**Scoring:** All threats must have two hits. All steel must fall.



**Notes:** Target heights should vary. Targets should be set so that shoot-throughs are not likely. The "counter" is \*not\* considered cover.



# Stage 2: Family Jewels



**Round Count:** 15

**Target Distance:** 3-12 yards

**Targets Required:** 1x Racine Revolver, 1x MaxTrap, 1x Popper, 5x Threats

**Props Required:** 1x Table, 1x Barricade, 1x Non-Threat

**Scoring Method:** Vickers Count

**Starting Position:** Standing facing down range at position P1, hands on table. Loaded handgun and any spare magazines or speedloaders in the briefcase.

**Start Signal:** Audible

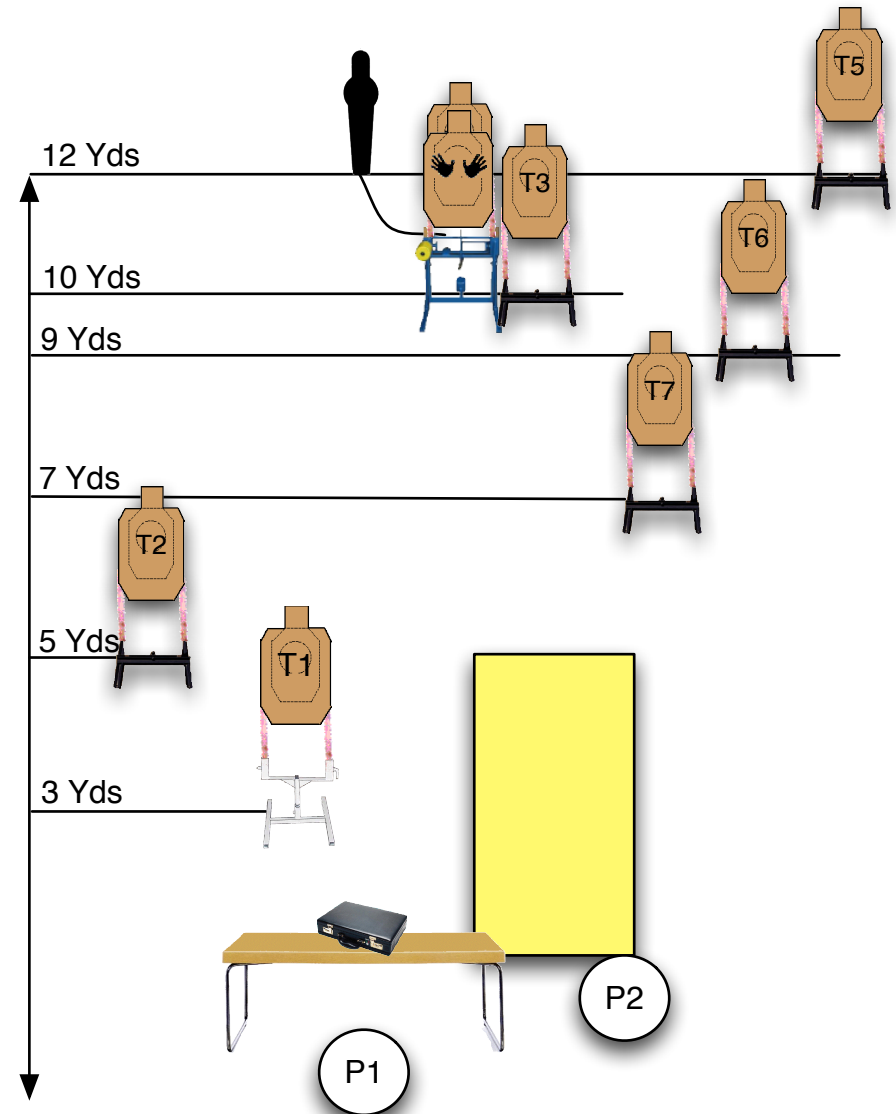
**Stop Signal:** Last Shot Fired

**Scenario:** You have a small jewelry store, and a group of armed robbers has broken in. They are demanding all of your jewelry, and want to start with what's in your brief case. Little do they know that you keep a handgun in the brief for just this type of situation.

**Concealment Garment:** Not Required

**Procedure:** On the start signal, open the briefcase, retrieve your handgun, and engage threats T1 through T4 and the Popper. Move to P2 and engage threats T5 through T7.

**Scoring:** All threats must have two hits. All steel must fall.



**Notes:** Target heights should vary. Targets should be located so that all shots hit backstop. Target T1 is the Racine Revolver. T5 through T7 can only be engaged from P2, all others can only be engaged from P1.



# Stage 3: Castle Doctrine



**Round Count:** 13

**Target Distance:** 4-12 yards

**Targets Required:** 5 Threat Targets, 1x Popper, 1x Double-Swinger

**Props Required:** 2x Barricades, 2x Tarps, 1x No-Shoot

**Scoring Method:** Vickers Count

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

**Start Signal:** Audible

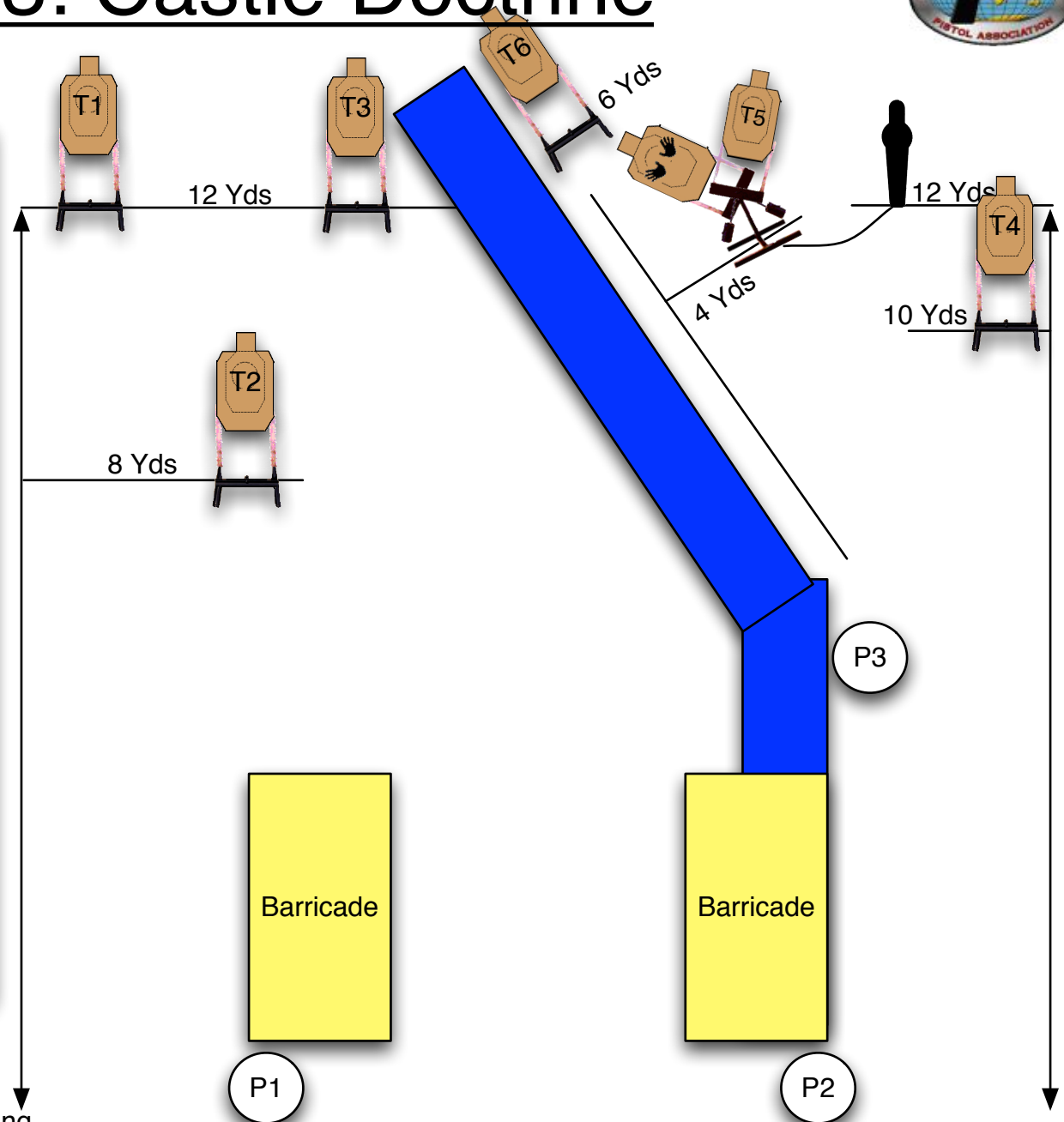
**Stop Signal:** Last Shot Fired

**Scenario:** You come home from work only to discover your house has been overrun by a gang of armed thugs. Knowing that your spouse is inside, you engage the thugs and rescue your spouse.

**Concealment Garment:** Required

**Procedure:** On the start signal, draw and engage T1 through T3 from P1. Move to P2 and engage T4 and PP1. Finally, move to P3 and engage T5 and T6.

**Scoring:** All threats must have two hits. All steel must fall.



**Notes:** Target heights should vary. T5 is a disappearing target. The No-Shoot swinger \*should\* pass in front of T6 when swinging all the way to the left. T1 through T3 can only be engaged from P1.



# Stage 4: 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

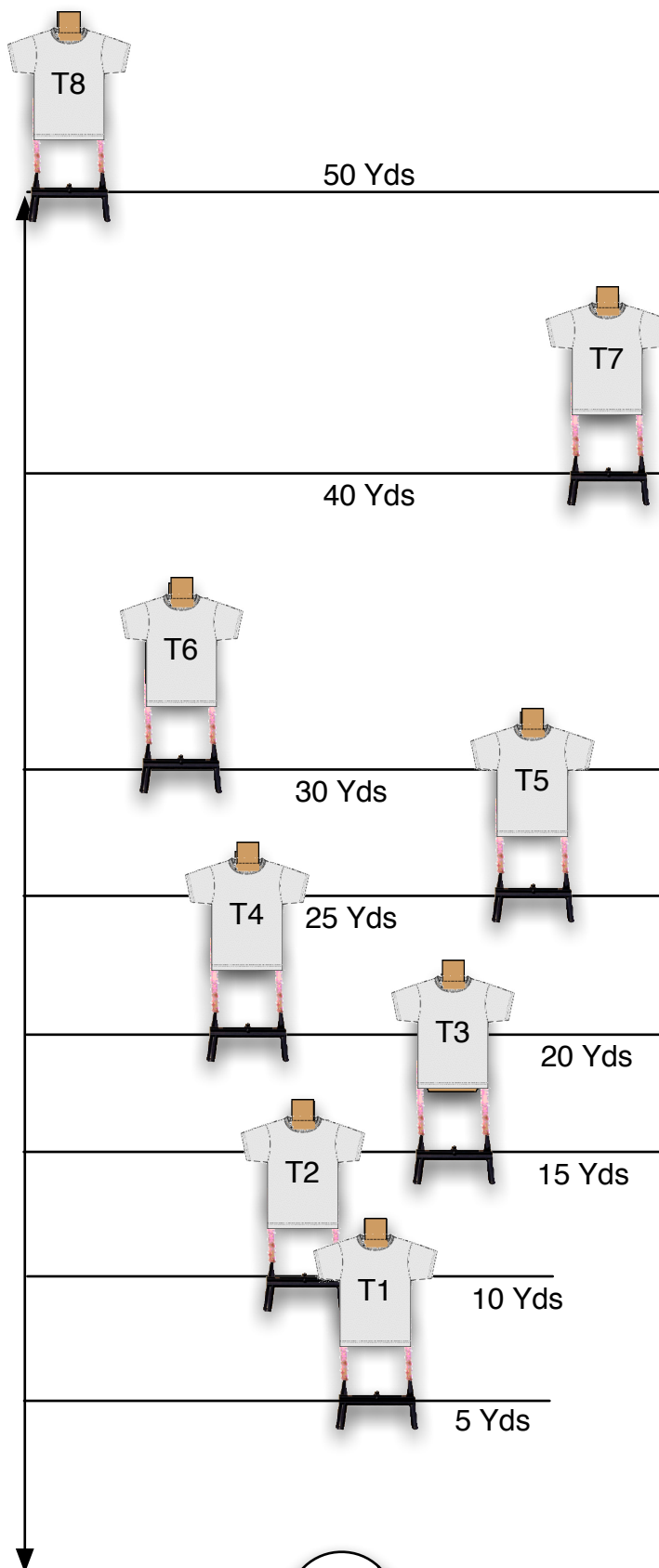
**Stop Signal:** Last Shot Fired

**Scenario:** None. This is a skills test.

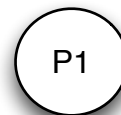
**Procedure:** On the start signal, draw and engage all Targets, near to far, with at least 2 rounds each.

**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 5: Down Zero?



**Round Count:** 6

**Target Distance:** 5 yards

**Targets Required:** 3x 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

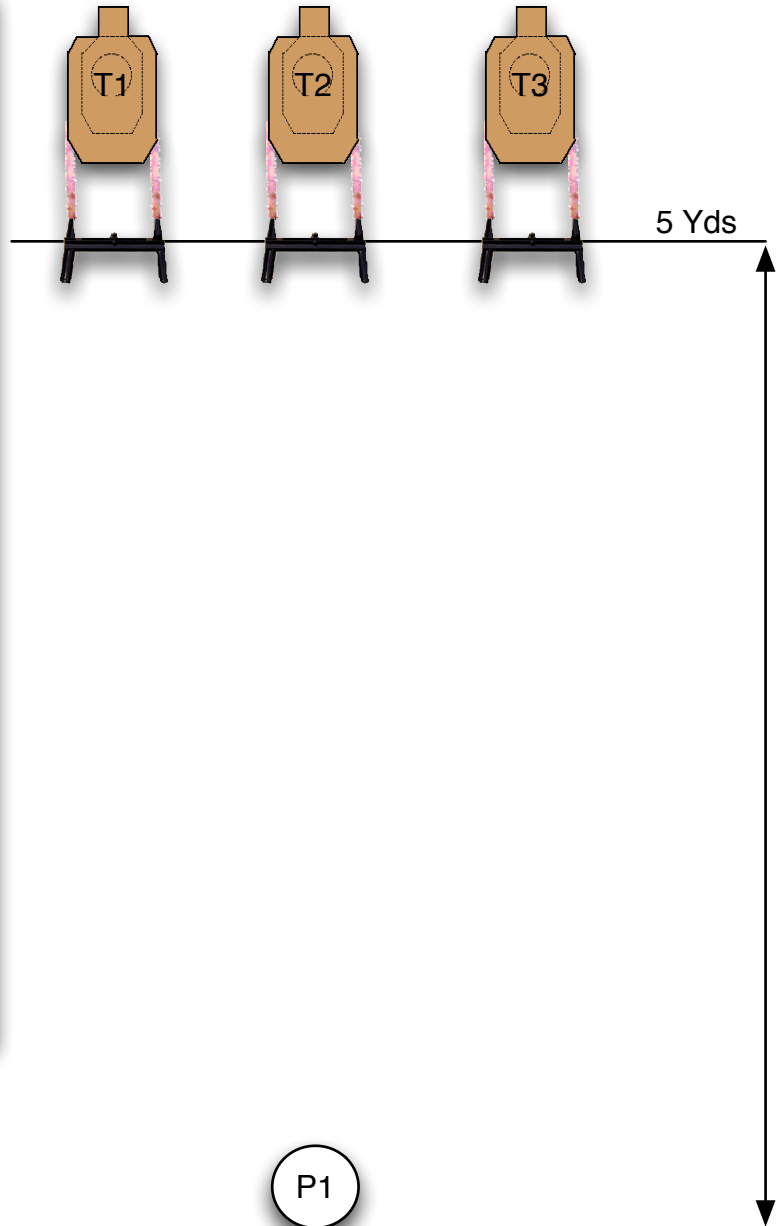
**Stop Signal:** Audible. Par time is 4 seconds.

**Scenario:** None.

**Concealment Garment:** Not Required

**Procedure:** On the start signal, draw and engage T1 through T3 with two rounds each.

**Scoring:** All threats must have two hits.



**Notes:** Target heights should vary. Targets should be 2 yards apart. Extra rounds fired after the end of the par time are not scored.

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Original CoF design by Tom Ropers



# Side: Rifle Practice



**Round Count:** 20

**Target Distance:** 40-50 yards

**Targets Required:** 10 Threat Targets

**Props Required:** 3x No-Shoots, 1x Barrel

**Scoring Method:** Vickers Count

**Starting Position:** Standing at P1, rifle held at low ready.

**Start Signal:** Audible

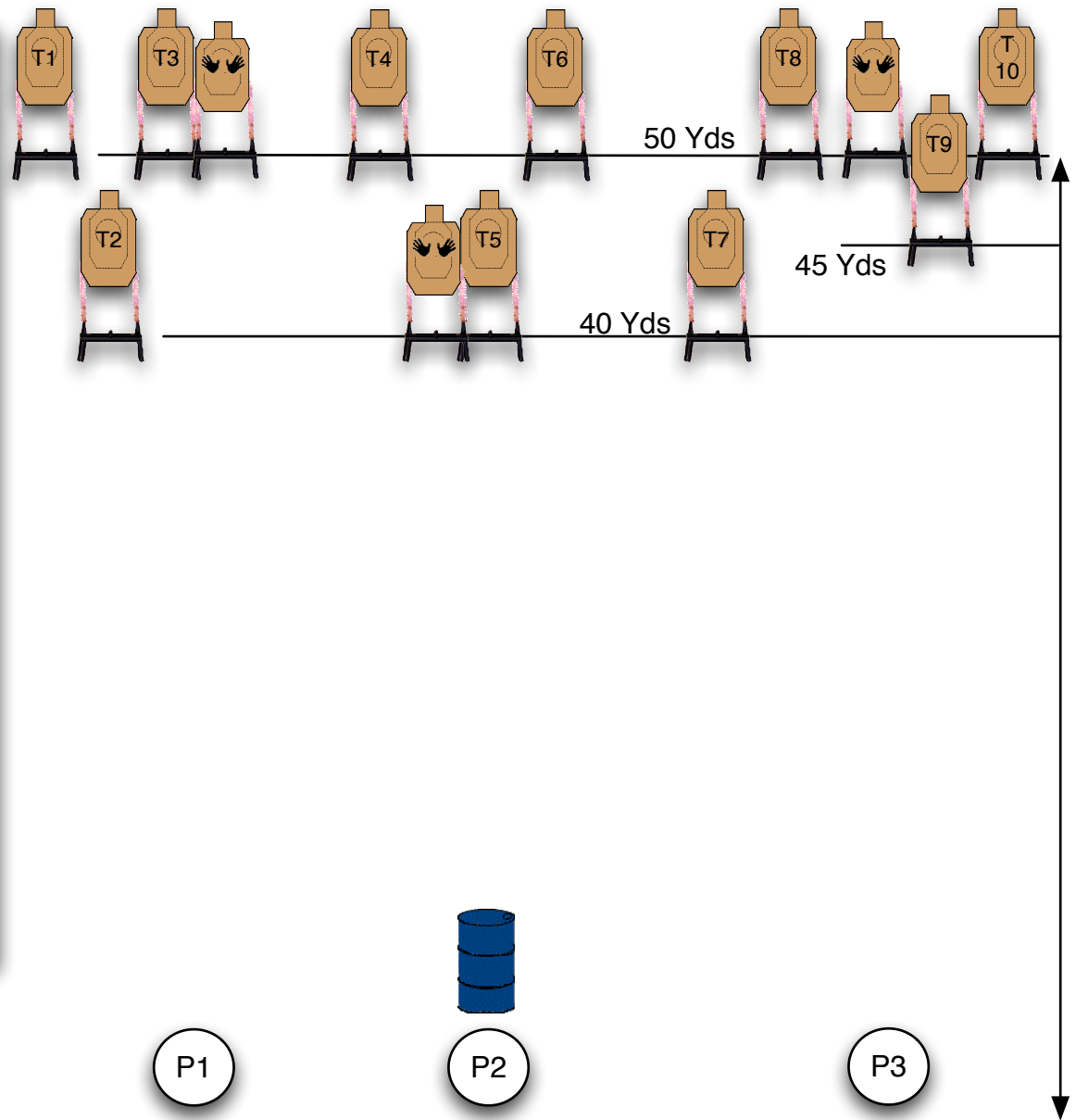
**Stop Signal:** Last Shot Fired

**Scenario:** None- this is a skills test.

**Concealment Garment:** Not Required

**Procedure:** On the start signal, engage T1 through T3 from P1 while standing. Move to P2 and engage T4 through T6 while using the barrel for cover. Move to P3, drop prone, and engage T7 through T10.

**Scoring:** All threats must have two hits.



**Notes:** Target heights should vary, and should fill the bay left-to-right.