



Stage 1: Rest (In Peace) Stop



Round Count: 17

Target Distance: 7-12 yards

Targets Required: 7x standard threats, 1x Popper, 1x MaxTrap

Props Required: 1x chair, 1x barricade, 1x vision barrier

Scoring Method: Vickers Count

Starting Position: Sitting facing down range at position P1, hands on knees.

Start Signal: Audible

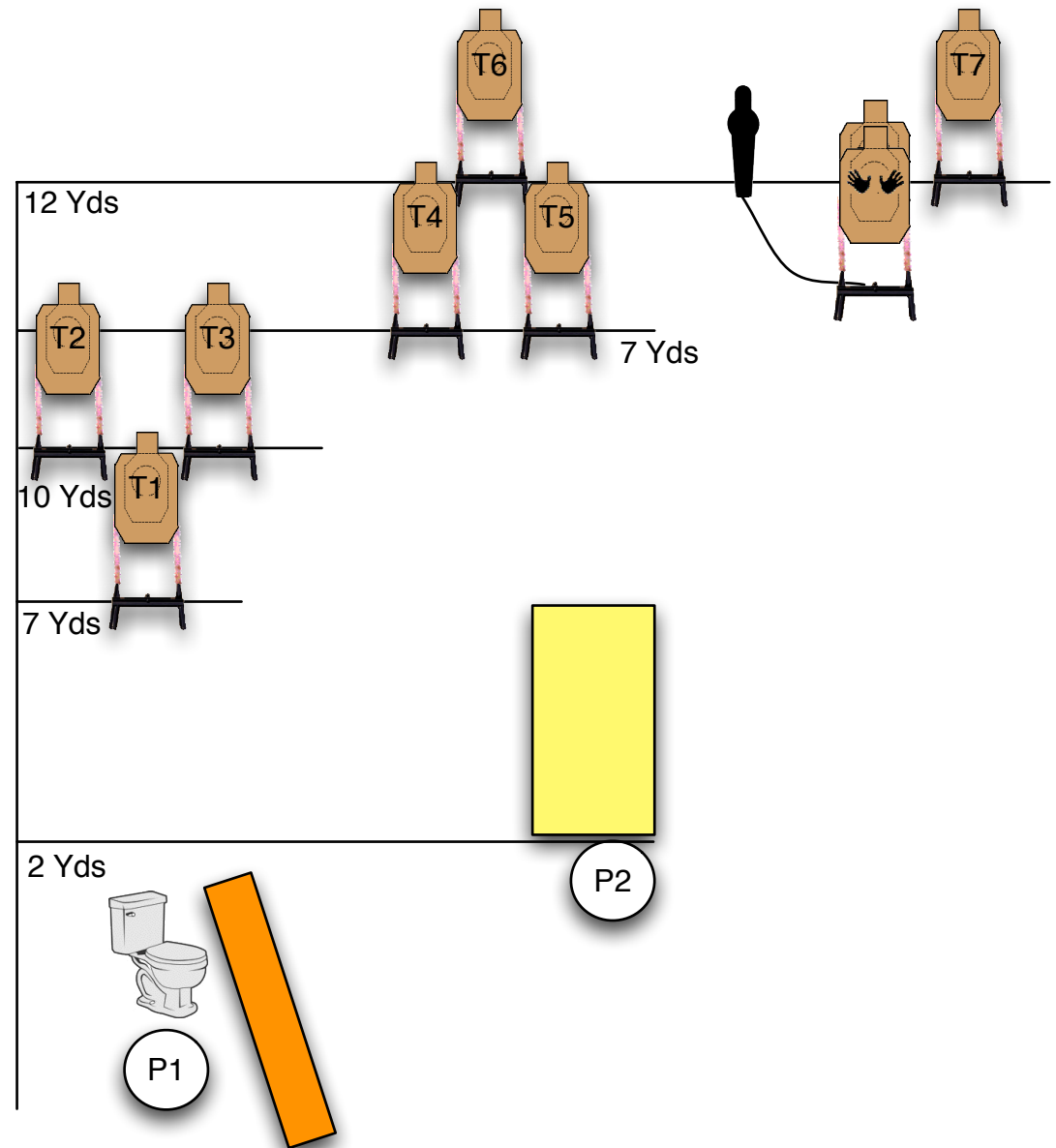
Stop Signal: Last Shot Fired

Scenario: You just finished your business at a rest stop on the interstate, when you and your spouse are attacked by a group of armed gangbangers. You engage the first three and then start moving towards your car to get out of there, encountering more as you go.

Concealment Garment: Required

Procedure: On the start signal, draw and engage T1 through T3 from position P1. Stand up and engage T4 through T6 while moving to P2. At P2, engage T7-T8 and PP1.

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



Notes: Only T1 through T3 are visible from P1. T4-T6 must be engaged while moving. T8 should be set up to be a non-disappearing target by leaving the head exposed.



Stage 2: Thunder Alley



Round Count: 16

Target Distance: 3-20 yards

Targets Required: 6x Threat Targets

Props Required: 2x Barricade

Scoring Method: Vickers Count

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

Start Signal: Audible

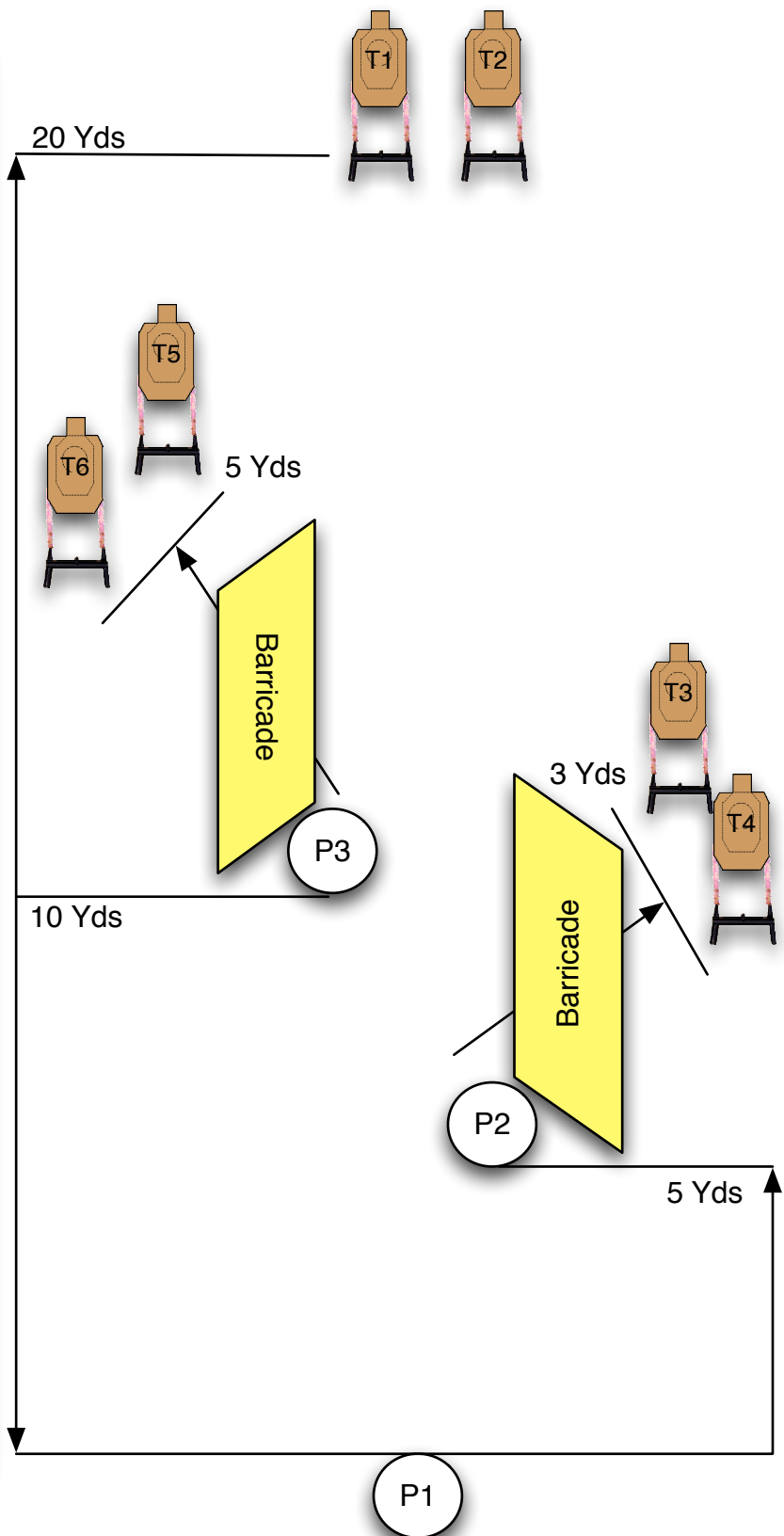
Stop Signal: Last Round Fired.

Scenario: You are attacked by a gang of muggers while walking down an alley. You engage the immediate threats, and then move to the end of the alley, engaging threats as you go.

Concealment Garment: Required

Procedure: On start signal, draw and engage targets T1 and T2 with 2 rounds each. Then advance to position P1 and engage targets T3 and T4 from the left side of the barricade with 2 rounds to the body and 1 to the head. Then advance to position P2 and engage targets T5 and T6 from the right side of the barricade with 2 rounds to the body and 1 to the head.

Scoring: Best 2 hits on T1-T2. Best 3 hits on T3-T6, at least one of which must be a head hit.



Notes: Each pair of targets should be separated by about 2 yds. Target heights should vary. Targets T1 and T2 must be engaged from either P1 or while moving to P2. They *Must* be engaged before shooter arrives at P2.



Stage 3: Bad Day At Work



Round Count: 11

Target Distance: 5-10 yards

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

Props Required: 1x Barricade, 1x Barrel

Scoring Method: Vickers Count

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

Start Signal: Audible

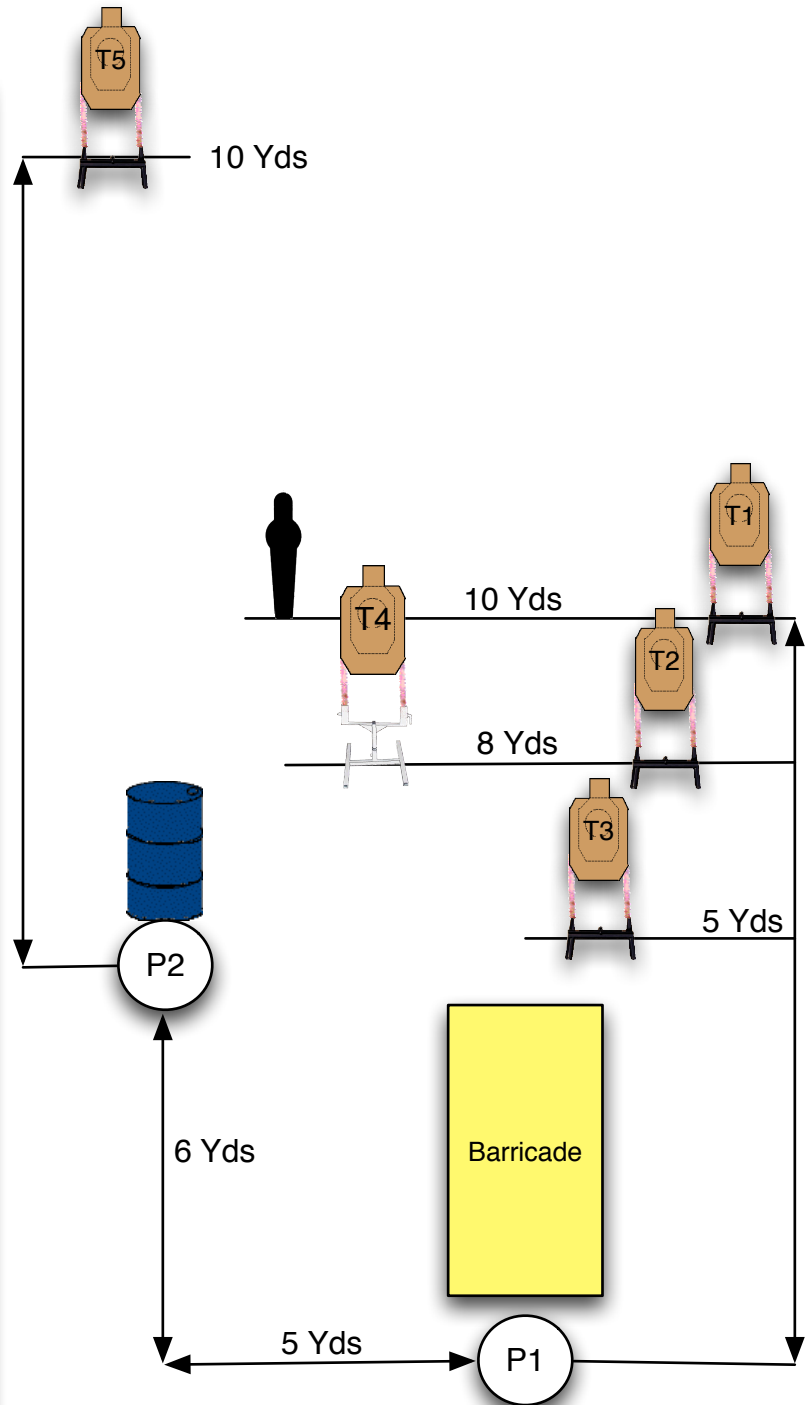
Stop Signal: Last Round Fired.

Scenario: You arrive at your office to discover it being ransacked by armed thieves. They see you come in, and yell out "Get him! He saw us!". Defend yourself.

Concealment Garment: Required

Procedure: On the start signal, draw and engage targets T1 through T3 with 2 rounds each from the right side of the barricade. Shooter then engages the Popper and the Drop-Turner from the left side of the barricade. Shooter then advances to position P2 and engages target T5 from the left side of the barrel.

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



Notes: Targets T1 through T3 should be set so that shoot-throughs are not possible from P1. The popper and drop-turner must be engaged from P1. Make sure that T5 cannot suffer a shoot through from P1.



Stage 4: Long Range



Round Count: 11

Target Distance: 20 yards

Targets Required: 4x Threat Targets, 3x Poppers

Props Required: None

Scoring Method: Vickers

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

Start Signal: Audible

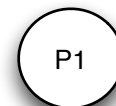
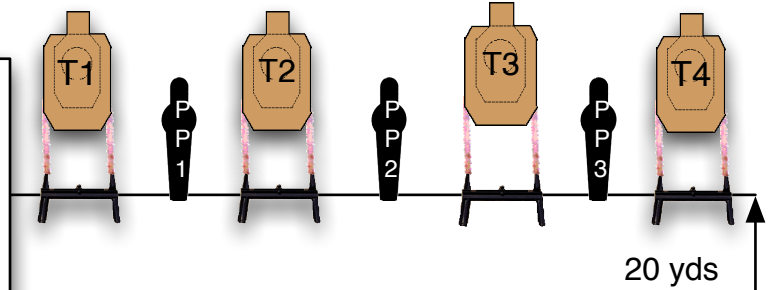
Stop Signal: Last Round Fired.

Scenario: None.

Concealment Garment: Not Required

Procedure: On the start signal, draw and engage T1 through T4 and PP1 through PP3 from position P1.

Scoring: Each Threat requires 2 hits. All steel must fall.



Notes: Target heights should vary. Targets should be 2 yards apart.

Racine IDPA 06/19/2010
Original CoF design by Tom Ropers



Stage 5: Standards



Round Count: 12

Target Distance: 7 yards

Targets Required: 3x Threat Targets

Props Required: None

Scoring Method: Limited Vickers

Starting Position: Per String Procedure

Start Signal: Audible

Stop Signal: Last Round Fired.

Scenario: None.

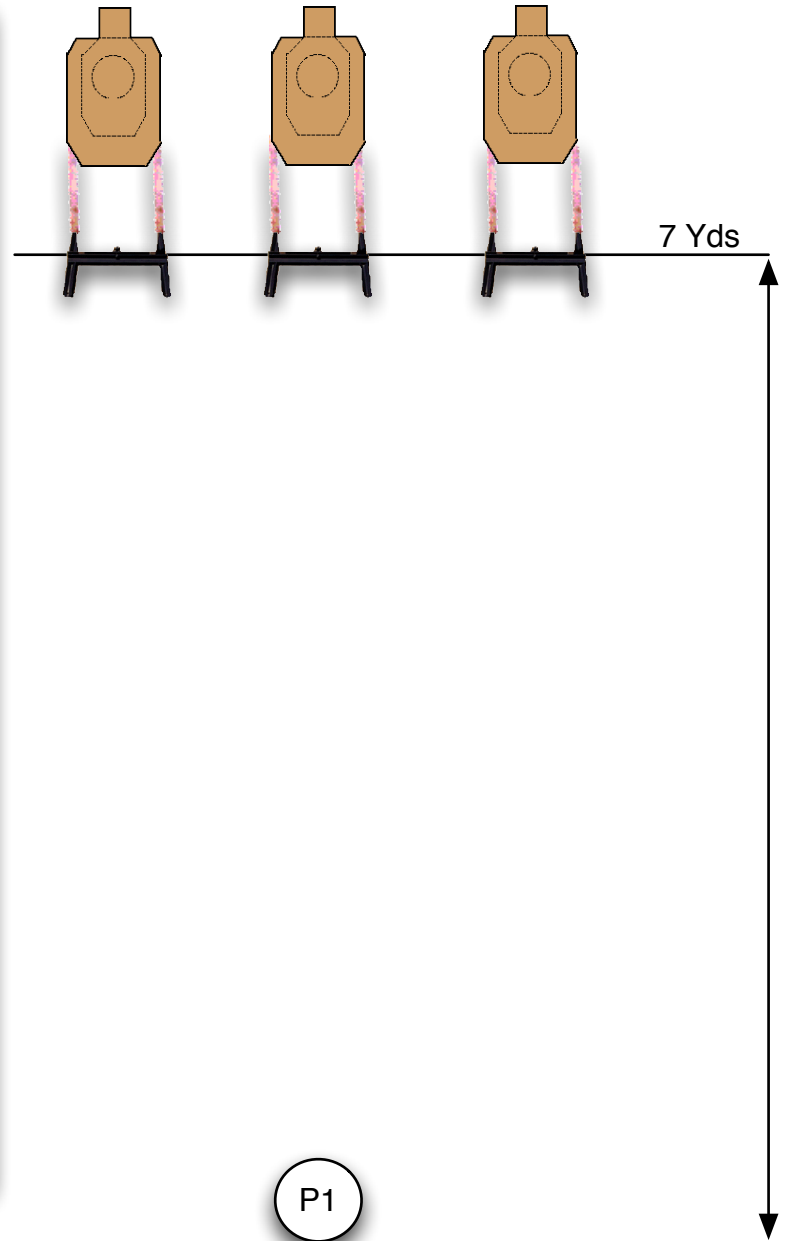
Concealment Garment: Not Required

Procedure:

String 1: Starting with loaded handgun at a low ready position, on the start signal, engage T1 through T3 with 2 rounds to each head.

String 2: Starting with hands relaxed at sides, on the start signal, draw and engage T1 through T3 with 2 shots each.

Scoring: Each Threat requires 2 head hits and 2 body hits.



Notes: Target heights should vary. Targets should be 2 yards apart.

Racine IDPA 06/19/2010
Original CoF design by Tom Ropers



Side Match: Target Rich Environment



Round Count: 15

Target Distance: 7 to 14 yards

Targets Required: 5 threat targets, 3 poppers, 1 swinger

Props Required: 1 barricade, 1 table

Scoring Method: Vickers Count

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

Start Signal: Audible

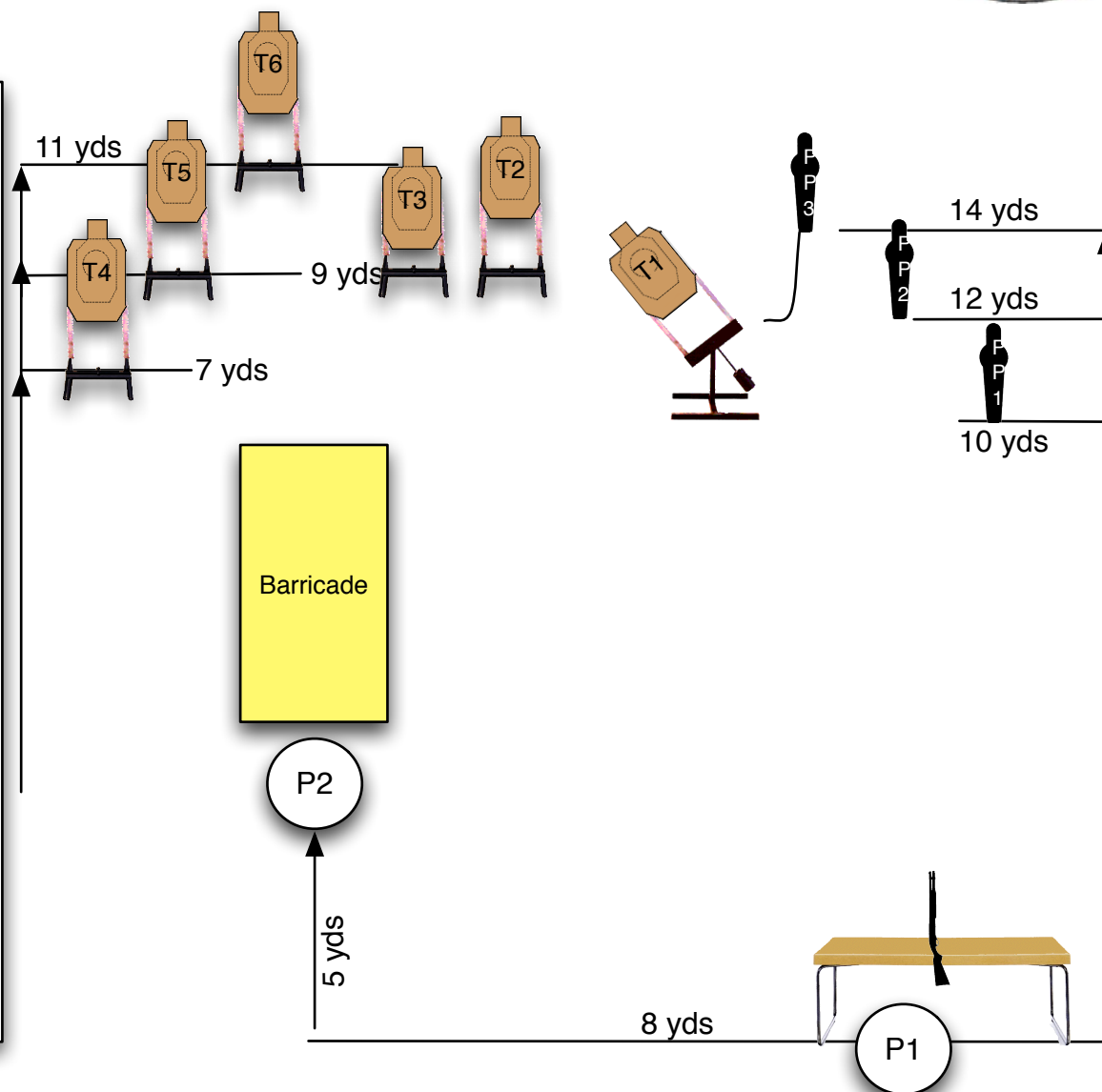
Stop Signal: Last Shot Fired

Concealment Garment: Required

Scenario: The usual- lots of bad guys are trying to take you out, so you have to defend yourself.

Procedure: Shooter begins at position P1. On the start signal, Shooter will engage poppers PP1 through PP3 with the shotgun. Shooter will then put the shotgun down on the table, draw their side-arm, and engage target T1 (the swinger) while moving to cover at position P2. The poppers *must* fall before shooter advances to P2. At P2, shooter will engage targets T2 through T6 using the barricade as cover.

Scoring: All targets should have two hits. All steel must fall.



Notes: Poppers absolutely *MUST* fall before shooter advances. Advancing while still engaging poppers will result in a match disqualification. T1 must be engaged while moving. T2 and T3 should be engaged from the right side of the barricade, while T4 through T6 should be engaged from the left side of the barricade. Poppers should be spaced about 2 yards apart, Other targets should be spaced about 1 yard apart. Make sure that the swinger is positioned so that shoot-throughs to T2 or T3 are not likely. Target heights should vary. Once the Shooter is at P2, they can no longer engage T1.