



# Stage 1: Strong Side, Weak Side



**Round Count:** 12

**Target Distance:** 3-10 yards

**Targets Required:** 6x Standard Threats

**Props Required:** None

**Scoring Method:** Limited Vickers

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

**Start Signal:** Audible

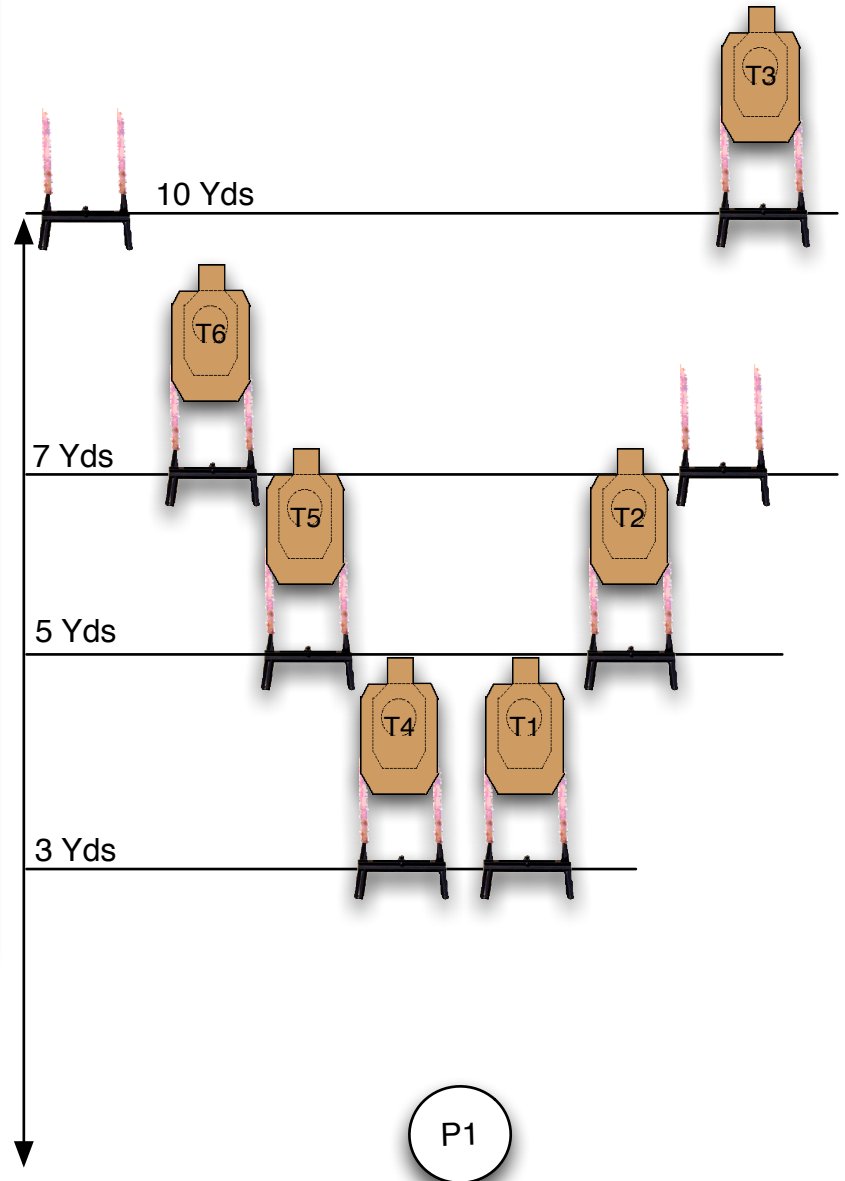
**Stop Signal:** Last Shot Fired

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

**Concealment Garment:** Not Required

**Procedure:** On the start signal, draw and engage the targets on your strong side, firing strong-hand only in Tactical Sequence. Perform a mandatory reload, transfer your handgun to your weak hand, and engage the targets on your weak side weak-hand only in Tactical Sequence.

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



**Notes:** Target heights should vary. Move T3 to the 7 yard line and T6 to the 10 yard line for left-handed Shooters. All handguns must be loaded to division capacity.



# Stage 2: Breakdown



**Round Count:** 15

**Target Distance:** 3-10 yards

**Targets Required:** 1x Poppers, 2x Drop-Turner, 5x Standard Threats

**Props Required:** 1x Non-Threats, 1x Tarp, 1x Car Silhouette

**Scoring Method:** Vickers Count

**Starting Position:** Kneeling facing down range at position P1, hands on "fender".

**Start Signal:** Audible

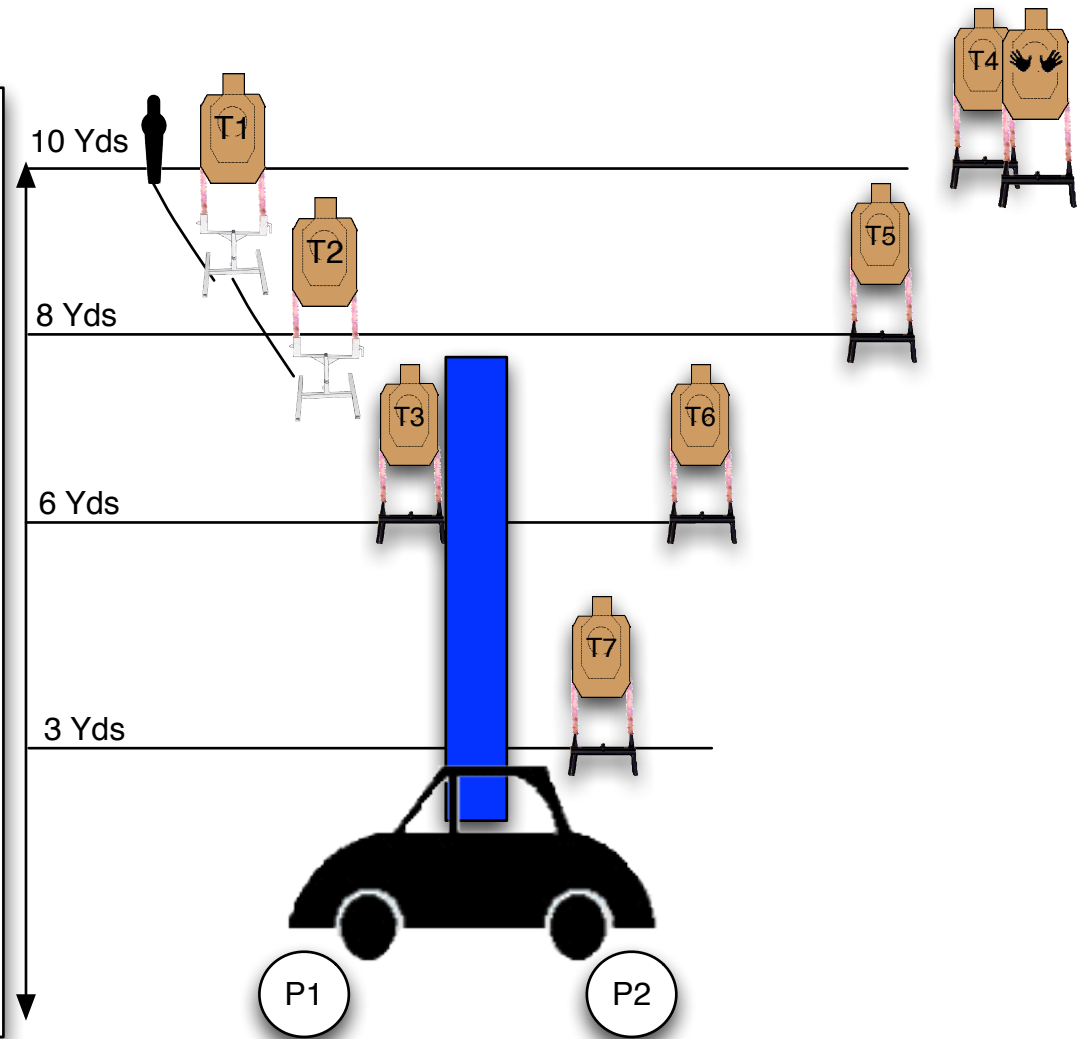
**Stop Signal:** Last Shot Fired

**Scenario:** Your car has broken down, and the local gang-bangers decide to take advantage of the situation. Luckily, you're armed and able to defend yourself.

**Concealment Garment:** Required

**Procedure:** On the start signal, draw and engage PP1 and T1 through T3 from position P1. Move to position P2 and engage T4 through T7.

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



**Notes:** Target heights should vary. Make sure targets are set so that shoot-throughs are not likely, and that rounds fired at them will hit the backstop. Tarp should block line of sight to targets from opposite positions. T4 should be approximately 1/3 covered by the non-threat.



# Stage 3: Halloween Party



**Round Count:** 16

**Target Distance:** 5-12 yards

**Targets Required:** 4x Demons, 1x Goblins, 2x Pumpkin Heads

**Props Required:** 2x Barricades, 2x Tarps

**Scoring Method:** Vickers Count

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

**Start Signal:** Audible

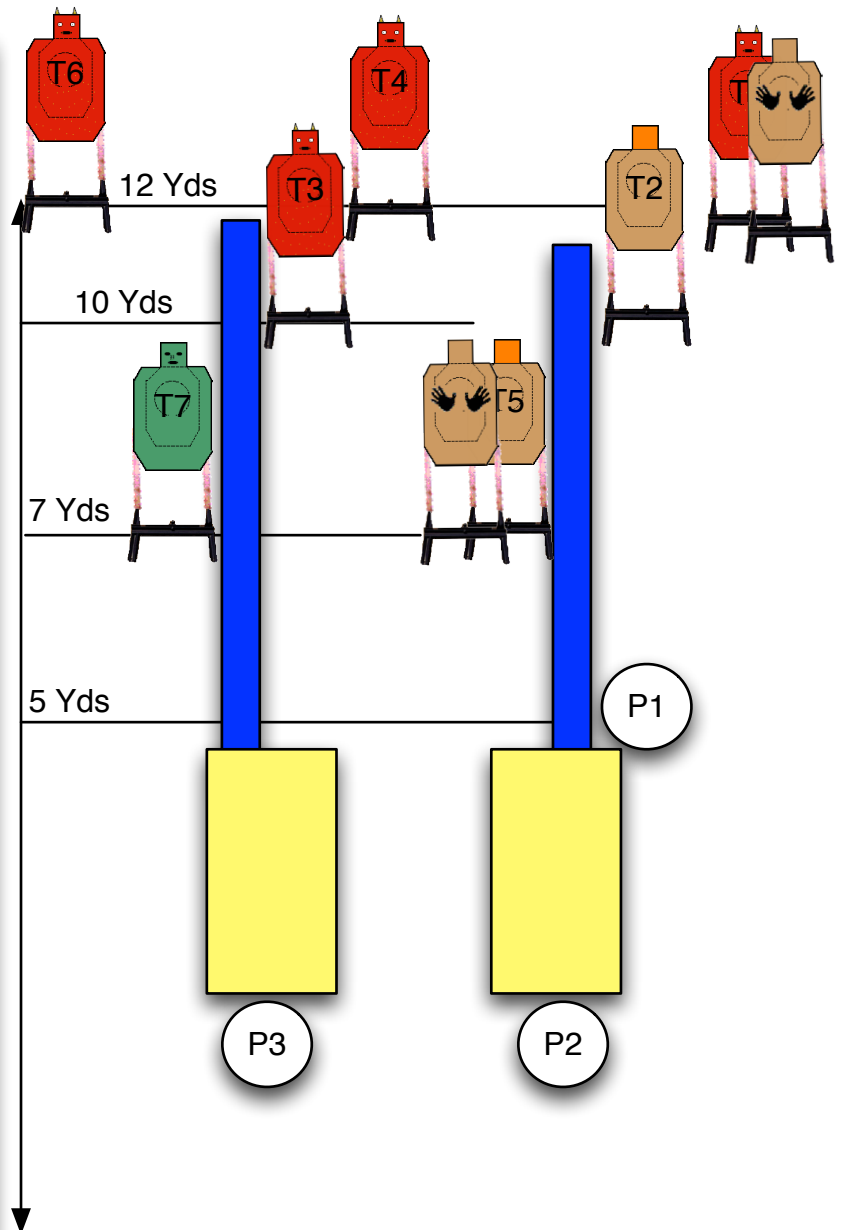
**Stop Signal:** Last Shot Fired

**Scenario:** You're attending a Halloween party, when an armed group of people storm in and take over. They're starting to sort out hostages, and things are looking grim. You engage the immediate threats while moving to cover, and then engage any remaining threats while trying to escape.

**Concealment Garment:** Required

**Procedure:** On the start signal, draw and engage T1 and T2 while retreating to cover at P2. From P2, engage T3 through T5. Move to P3, and engage T6 and T7. T2 and T5 (the Pumpkin Heads), must have at least three hits, one of which must be a head shot.

**Scoring:** Threats T1, T3, T4, T6 and T7 must have two hits. Threats T2 and T5 must have three hits, one of which must be a head shot..



**Notes:** Target heights should vary. T1 should be 50% covered by non-threat. T5 should be at least 33% covered by non-threat. T1 and T2 **must** be engaged while moving. Remaining threats shall be engaged in Tactical Priority.



# Stage 4: Armed Robbery



**Round Count:** 16

**Target Distance:** 6-12 yards

**Targets Required:** 2x Poppers, 1x Swinger, 6x Standard Threats

**Props Required:** 2x Non-Threats, 2x Barricades

**Scoring Method:** Vickers Count

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

**Start Signal:** Audible

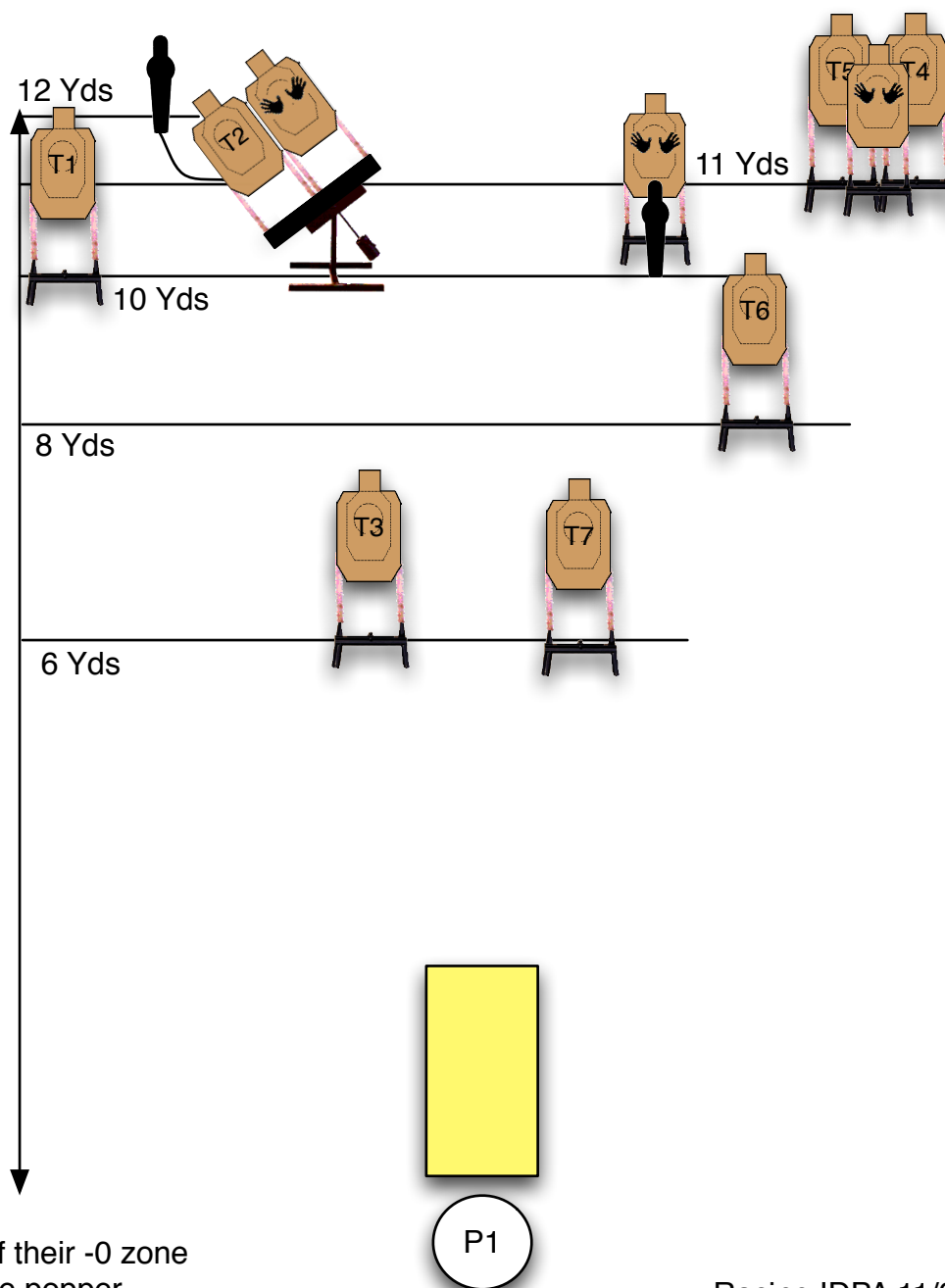
**Stop Signal:** Last Shot Fired

**Scenario:** You are a security guard for a jewelry store, and as you're coming back from your lunch break, you discover a group of armed robbers have taken over the store and are holding your coworkers hostage. You see that the armed robbers are not going to leave any witnesses, so you intervene and save everybody.

**Concealment Garment:** Not Required

**Procedure:** On the start signal, draw and engage all threats visible from one side of the barricade, then move to the other side of the barricade and engage all remaining threats.

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



**Notes:** Target heights should vary. T4 and T5 should have all of their -0 zone visible. The non-threat behind the Popper is centered behind the popper, and just far enough behind it so that the Popper falling does not hit it.



# Side: Bug 'n Shot



**Round Count:** 21

**Target Distance:** 5-12 yards

**Targets Required:** 2x Poppers, 5x Standard Threats

**Props Required:** 1x Table

**Scoring Method:** Limited Vickers

**Starting Position:** Standing facing down range at position P1, BUG held at low ready, loaded shotgun on table with muzzle pointed downrange.

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

**Scenario:** None

**Concealment Garment:** Not Required

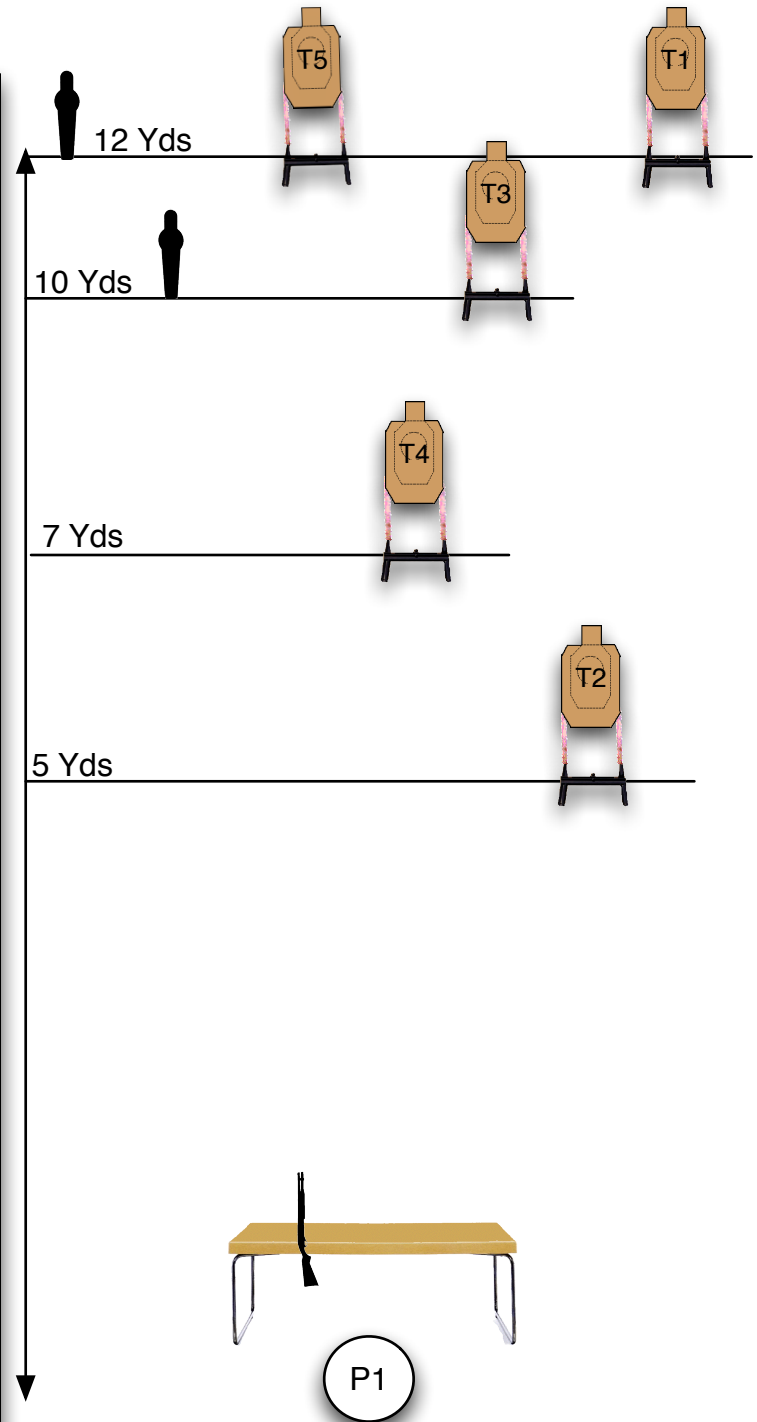
**Procedure:**

**String 1:** On the start signal, engage T1 through T5 with one round each, put down your empty BUG, pick up the shotgun, and engage PP1 and PP2.

**String 2:** Same as string 1, except rounds fired from BUG are strong hand only

**String 3:** Same as String 1, except rounds fired from BUG are weak hand only.

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



**Notes:** Target heights should vary. Steel should be scored as targets 6 through 11, and should be scored after every string.

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