



Stage 1: ATM Plot



Round Count: 15

Target Distance: 3-10 yards

Targets Required: 5x Standard Threats

Props Required: 1x ATM, 1x Tarp, 1x Non-threat

Scoring Method: Vickers Count

Starting Position: Standing facing the ATM, hands on either side of the barricade, loaded handgun in holster.

Start Signal: Audible

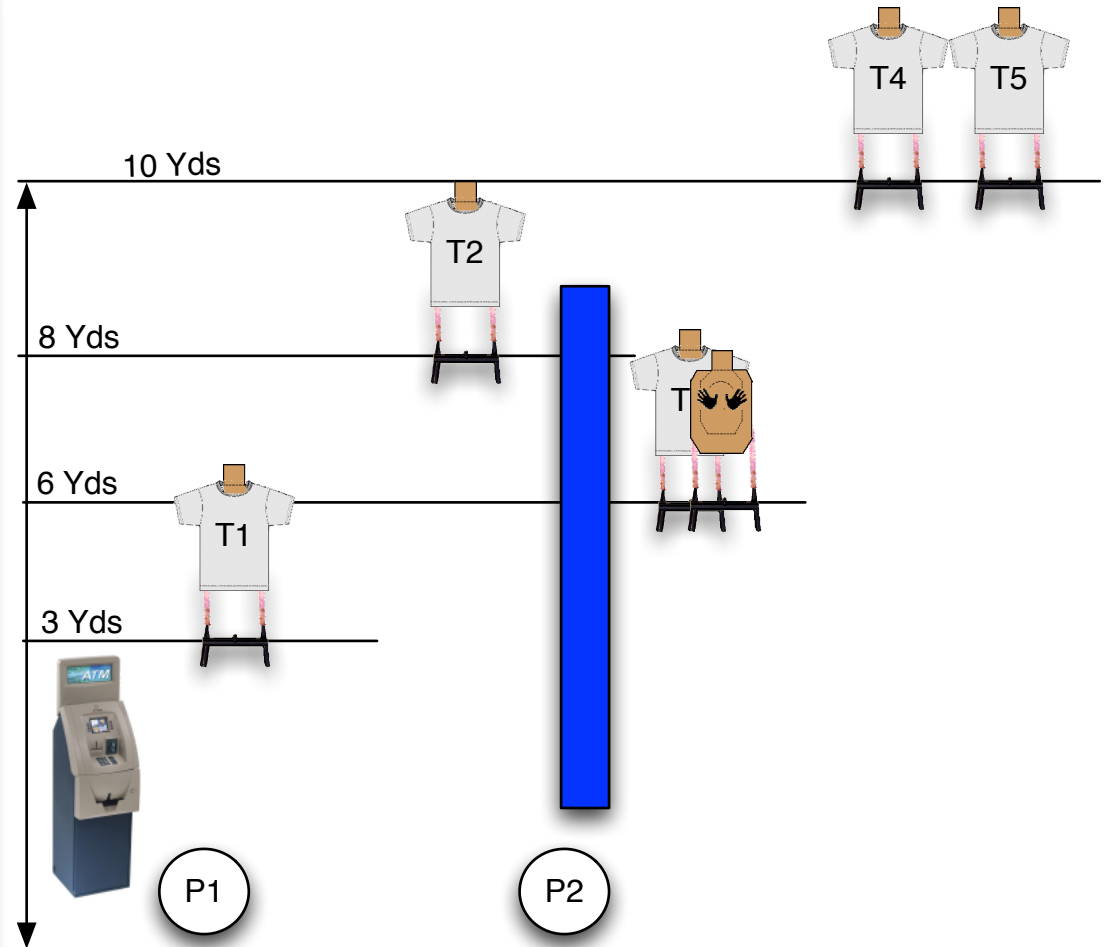
Stop Signal: Last Shot Fired

Scenario: You've stopped at an ATM when a gang of hoodlums decides to relieve you of your cash. They're all armed and making threats, so you're forced to defend yourself. You engage the immediate threats and move to get away, only to discover more hoodlums waiting for you.

Concealment Garment: Required

Procedure: On the start signal, engage T1 through T2 while moving towards P2. Once at P2, engage T3 through T5.

Scoring: All threats must have three hits, one of which must be a head shot.



Notes: Target heights should vary. T3 should be 33% covered by the non-threat.



Stage 2: Surprise



Round Count: 14

Target Distance: 2-15 yards

Targets Required: 2x Popper, 1x MaxTrap, 5x Standard Threats

Props Required: 2x Non-threats, 1x Barricade

Scoring Method: Vickers Count

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

Start Signal: Audible

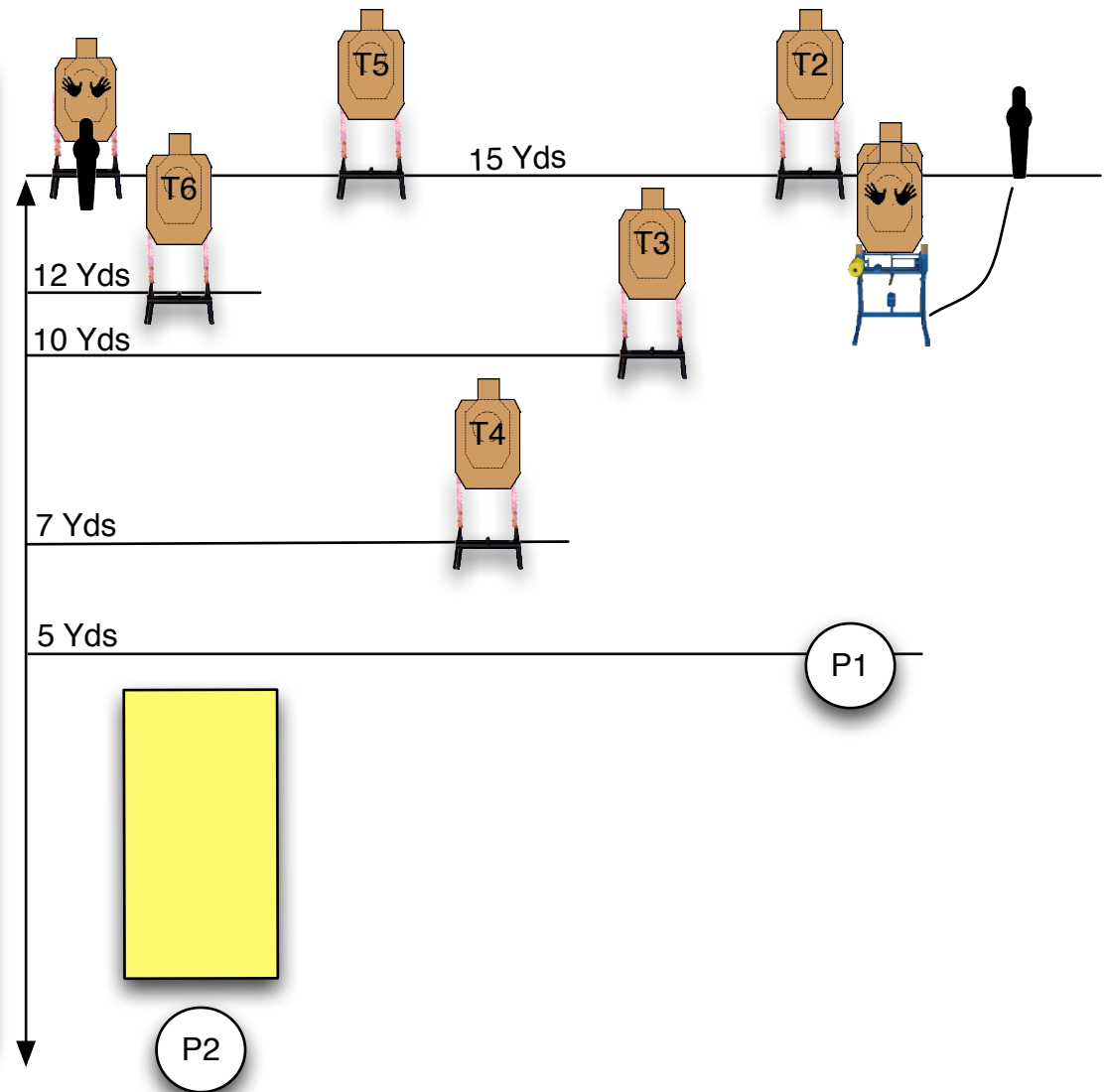
Stop Signal: Last Shot Fired

Scenario: You're leaving work at the end of the day and walking to the parking lot, when a bunch of hoodlums draw weapons and start shooting up the place. You move to cover, engaging the bad guys as you go.

Concealment Garment: Required

Procedure: On the start signal, draw and engage PP1 and T1 through T5 while moving to position P2. From P2, engage PP2 and T6.

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



Notes: Target heights should vary, and should be aligned so that shoot-throughs are not likely. Make sure that all shots impact the backstop and not the side walls!



Stage 3: Cookie Sale Gone Bad



Round Count: 12

Target Distance: 5-15 yards

Targets Required: 5x Standard Threats

Props Required: 1x Table, 1x Chair, 1x Tarp, 1x Non-threat

Scoring Method: Vickers Count

Starting Position: Sitting at P1, hands on table.

Start Signal: Audible

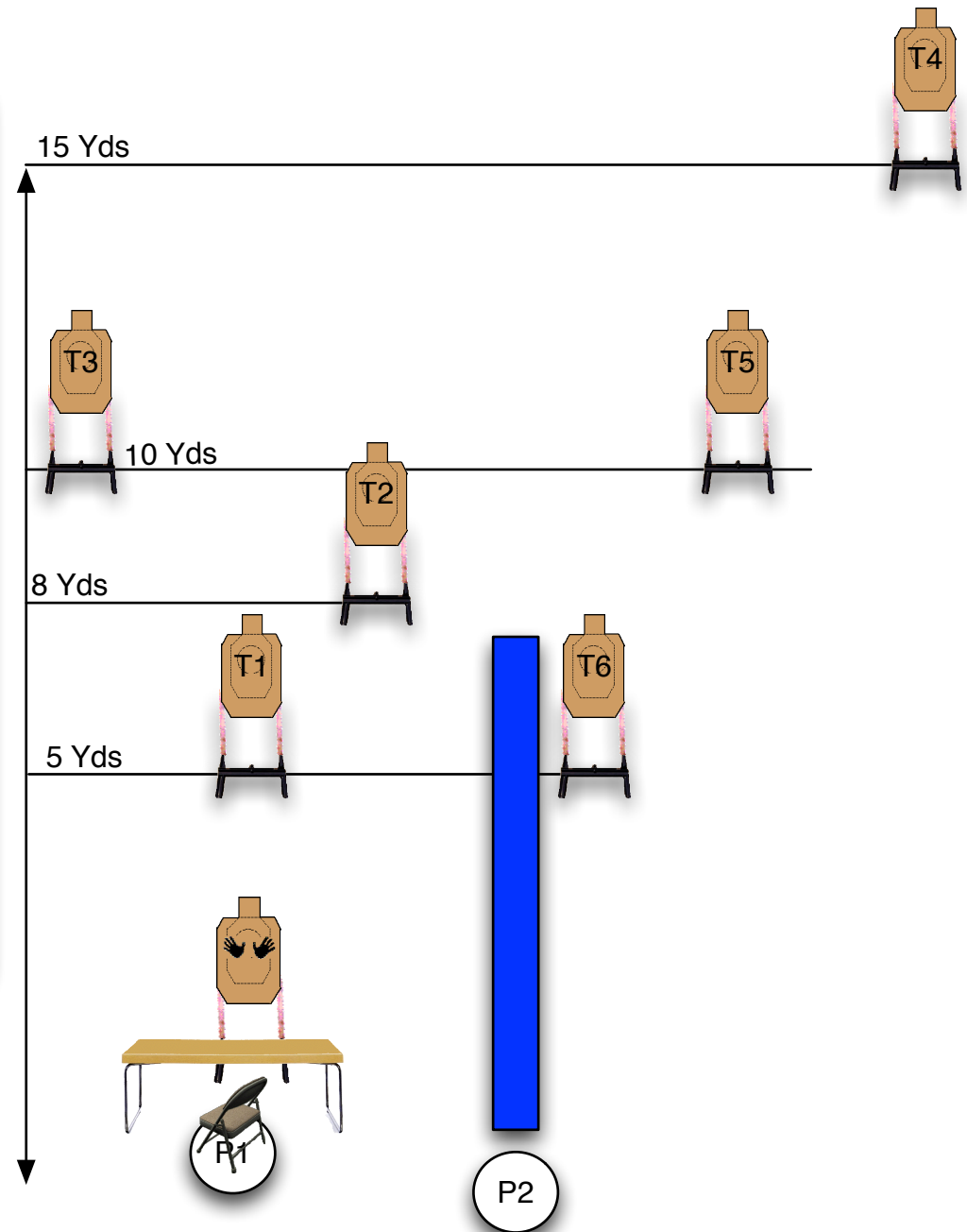
Stop Signal: Last Shot Fired

Scenario: You're with your daughter having a cookie sale, when a group of gangbangers approaches and decides to take whatever earnings you've had. They draw weapons and threaten you and your daughter's lives, so you're forced to defend yourself.

Concealment Garment: Required

Procedure: On the start signal, engage T1 through T3 while seated. Once finished, move to P2 and engage T4 through T6.

Scoring: All threats must have two hits.



Notes: Target heights should vary.



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

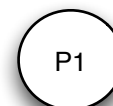
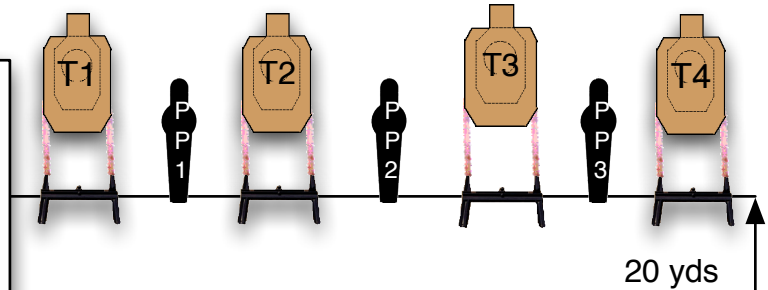
Stop Signal: Last Round Fired.

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.

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Original CoF design by Tom Ropers



Side: Home Invasion



Round Count: 12

Target Distance: 5-20 yards

Targets Required: 2x Poppers, 5x Standard Threats

Props Required: 1x Table, 2x Non-Threats, 1x Tarp, 1x Barricade

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1, shotgun held at low ready, loaded handgun in holster.

Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: None. It's late at night and you've been woken up by the sound of a window shattering. As you check out your home, you encounter a group of armed home invaders, and are forced to engage them to protect your family.

Concealment Garment: Required

Procedure: On the start signal, engage PP1 and PP2 with the shotgun. Move to P2 and engage the remaining threats with your handgun.

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

Notes: Target heights should vary. Shotgun begins loaded with 2 rounds. T1 should be 50% covered by the non-threat, and T2 and T3 should be 25% covered by the non-threat.

