



Stage 1- Limited Progressive



Round Count: 12

Target Distance: 7 to 10 yards

Targets Required: 3x Standard Threats w/ T-Shirts

Props Required: None

Scoring Method: Limited Vickers

Starting Position: Per String Description

Start Signal: Audible

Concealment: Not Required

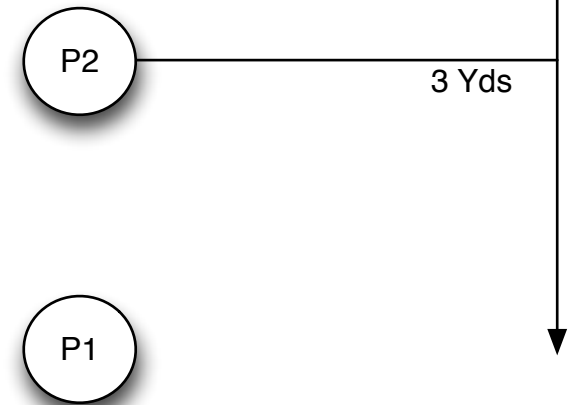
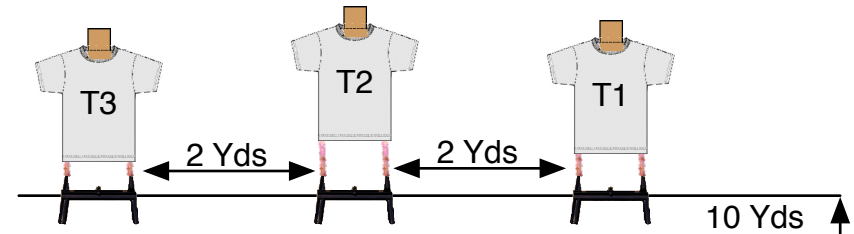
Scenario: None. This is a Standards stage.

Procedure:

String 1: Standing at P1, hands relaxed at sides. On the start signal, draw and engage T1 with 1 round to the head, T2 with 1 round to the head and 1 round to the body, and T3 with 1 round to the head and 2 rounds to the body, all **Strong Hand Only**.

String 2: Standing at P2, loaded handgun in weak hand held at low ready. On the start signal, engage T3 with 1 round to the head, T2 with 1 round to the head and 1 round to the body, and T1 with 1 round to the head and 2 rounds to the body, all **Weak Hand Only**.

Scoring: All threats must have 4 hits, 2 of which must be head hits.



Notes: Targets **must** have 2 head hits and 2 body hits- any head hits beyond 2 will be scored as misses. Shooters should shoot String 1 right to left for right-handed Shooters and left-to-right for left-handed Shooters. String 2 should be shot left-to-right for right-handed Shooters, and right-to-left for left-handed Shooters. Target heights should vary.



Stage 2- Bank Job



Round Count: 14

Target Distance: 1 to 12 yards

Targets Required: 4x Standard Threats, 2x Poppers, 2x Drop-Turners

Props Required: 2x Tarps, 1x Barricade, 2x Non-Threats

Scoring Method: Vickers Count

Starting Position: Standing at position P1, hands in surrender position.

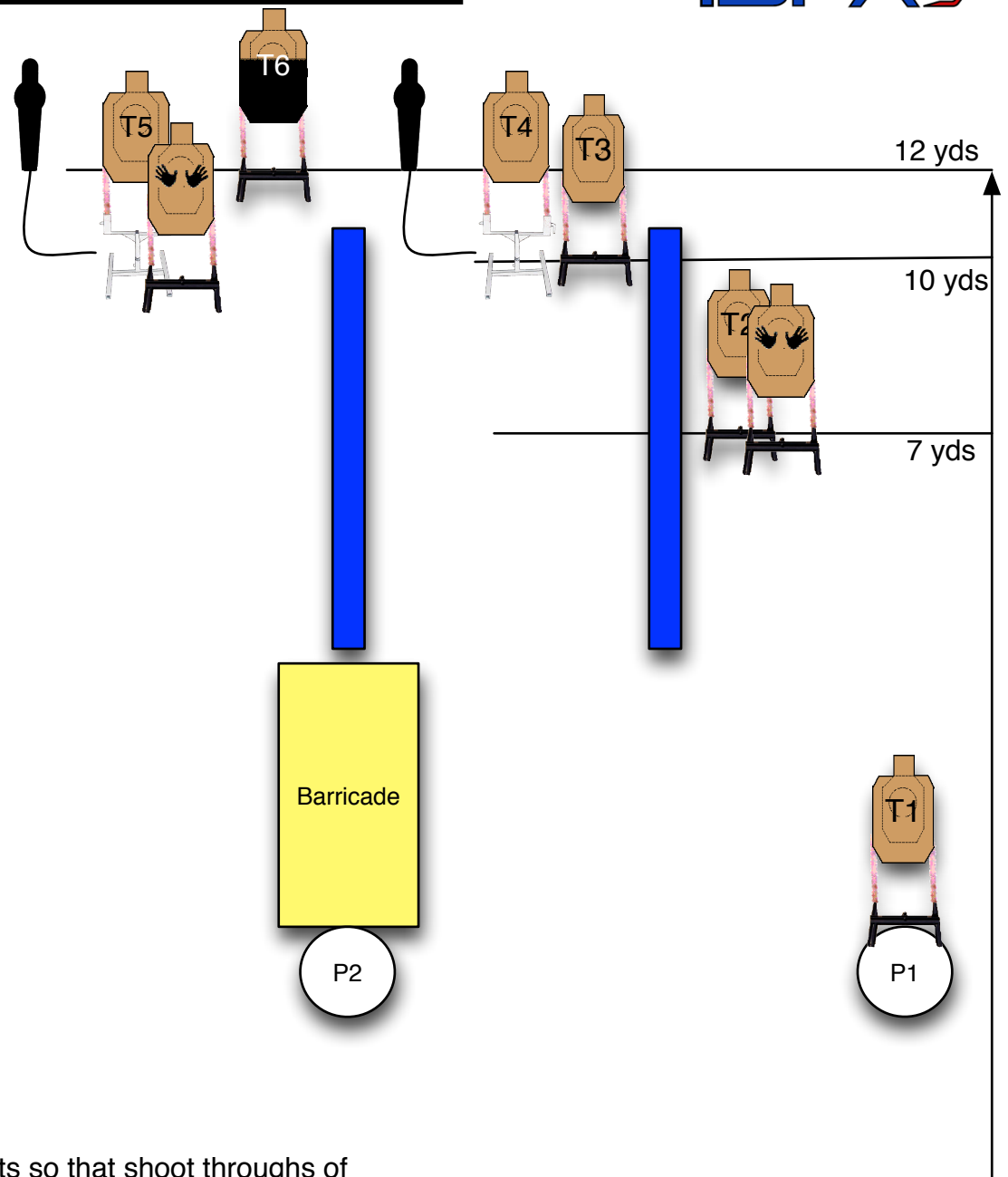
Start Signal: Audible

Concealment: Required

Scenario: You enter your bank and find a number of goons robbing it. You get the drop on one and then all hell breaks loose.

Procedure: On the start signal, draw and engage T1 from close retention. Engage T2 while moving to cover at P2. From P2, engage T3, T4 and PP1 from the right side of cover, and then T5, T6 and PP2 from the left side of cover.

Scoring: All cardboard threats must have 2 hits, and all steel must fall.



Notes: Target heights should vary. Make sure to locate targets so that shoot throughs of the tarps are not likely. Shooter *may* engage PP1, T3, and T4 while moving to cover at P2. T1 *must* be engaged from P1 only.

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Original CoF design by Mike Ramps, modified by Tom Ropers



Stage 3- Down But



Not Out

Round Count: 12

Target Distance: 5 to 10 yards

Targets Required: 6x Standard Threats w/ T-Shirts

Props Required: 1x Non-Threat Swinger

Scoring Method: Vickers Count

Starting Position: Kneeling at P1

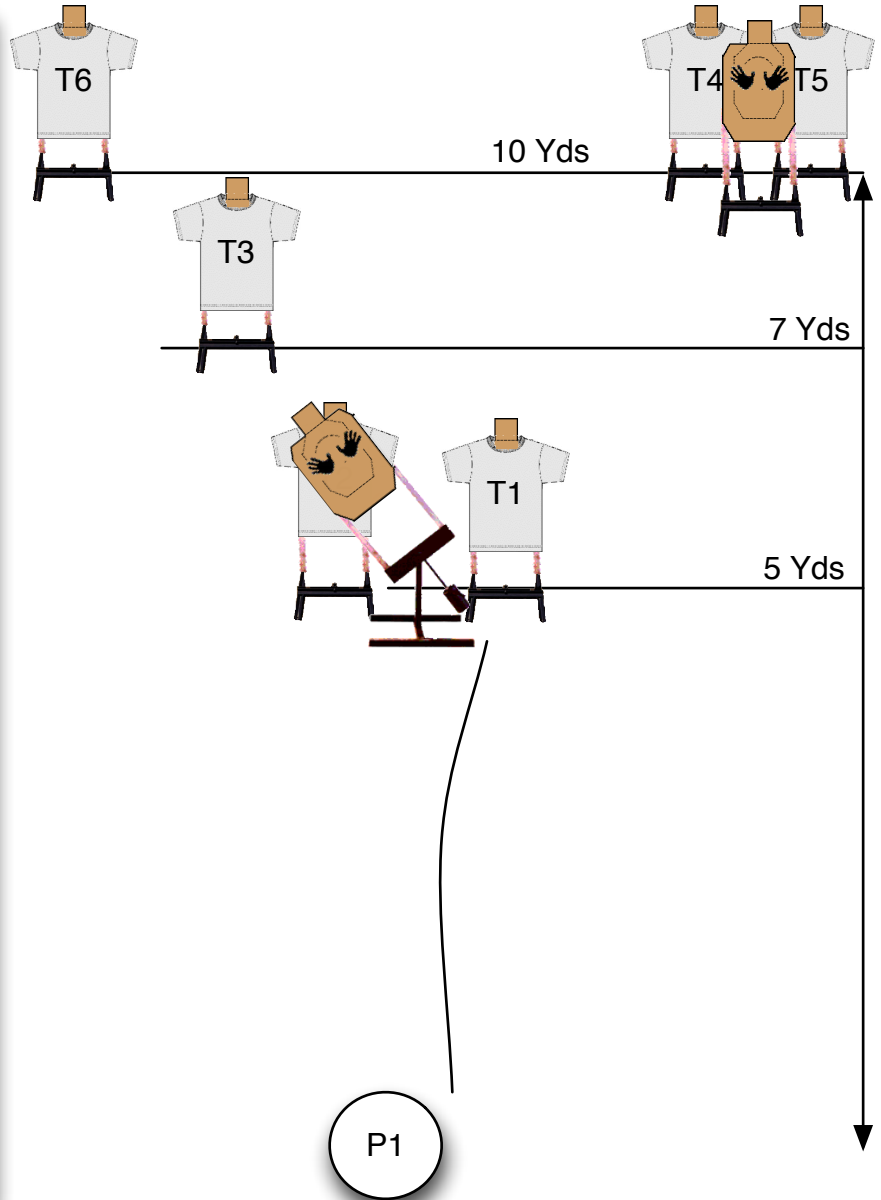
Start Signal: Audible

Concealment: Required

Scenario: You're attending a parade when a bomb explodes. You're knocked to the ground, and when you start to get up, you notice a group of terrorists advancing through the crowd.

Procedure: On the start signal, pull the cable to activate the swinger with your strong hand, then draw and engage all threats.

Scoring: All threats must have 2 hits.



Notes: Target heights should vary. Shooter must remain kneeling during entire stage. T4 and T5 should be 1/3 covered by the non-threat in front of them.



Side- Intruders v.2



Round Count: 13

Target Distance: 10 to 15 yards

Targets Required: 5x Standard Threats, 1x Popper, 1x Drop-Turner

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

Scoring Method: Vickers Count

Starting Position: Standing at position P1, loaded carbine laying on table with muzzle pointed downrange.

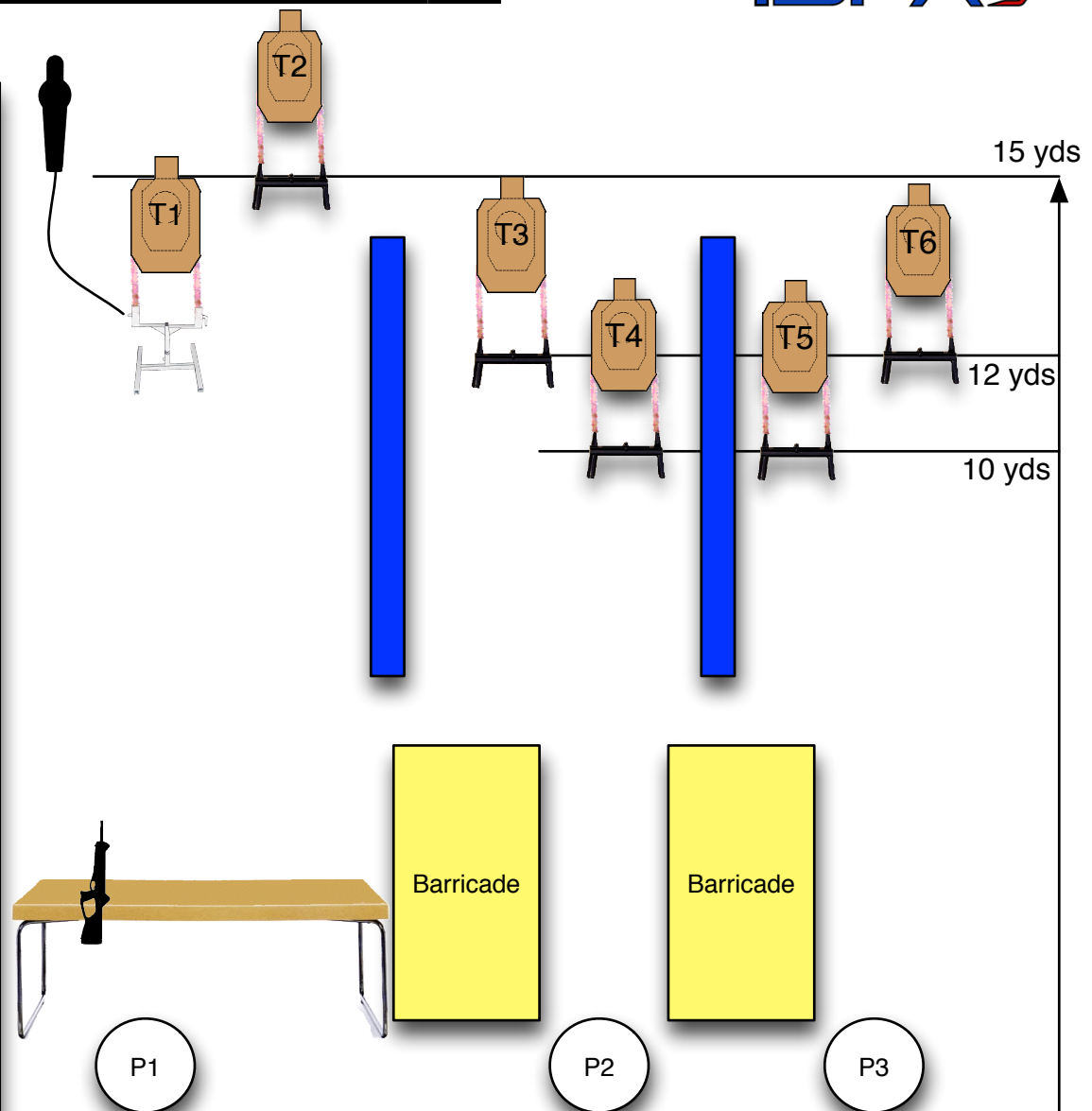
Start Signal: Audible

Concealment: Not Required

Scenario: You're getting ready to close your shop when a group of armed robbers storms in announcing a robbery. You grab your carbine to defend yourself, and then move through your shop making sure no other threats are present.

Procedure: On the start signal, pick up the carbine and any extra ammunition and engage the Popper, T1 and T2. Move to P2 and engage T3 and T4. Finally, move to P3 and engage T5 and T6.

Scoring: All cardboard threats must have 2 hits, and all steel must fall.



Notes: Target heights should vary. A concealment garment is NOT required. Make sure that the Shooter keeps the carbine muzzle pointed in a safe direction at all times. Make sure to locate targets so that shoot throughs of the tarps are not likely.

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