



Stage 1: Standards



Round Count: 18

Target Distance: 7 yards

Targets Required: 3x Threat Targets

Props Required: 1x Barricade

Scoring Method: Limited Vickers

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

Start Signal: Audible

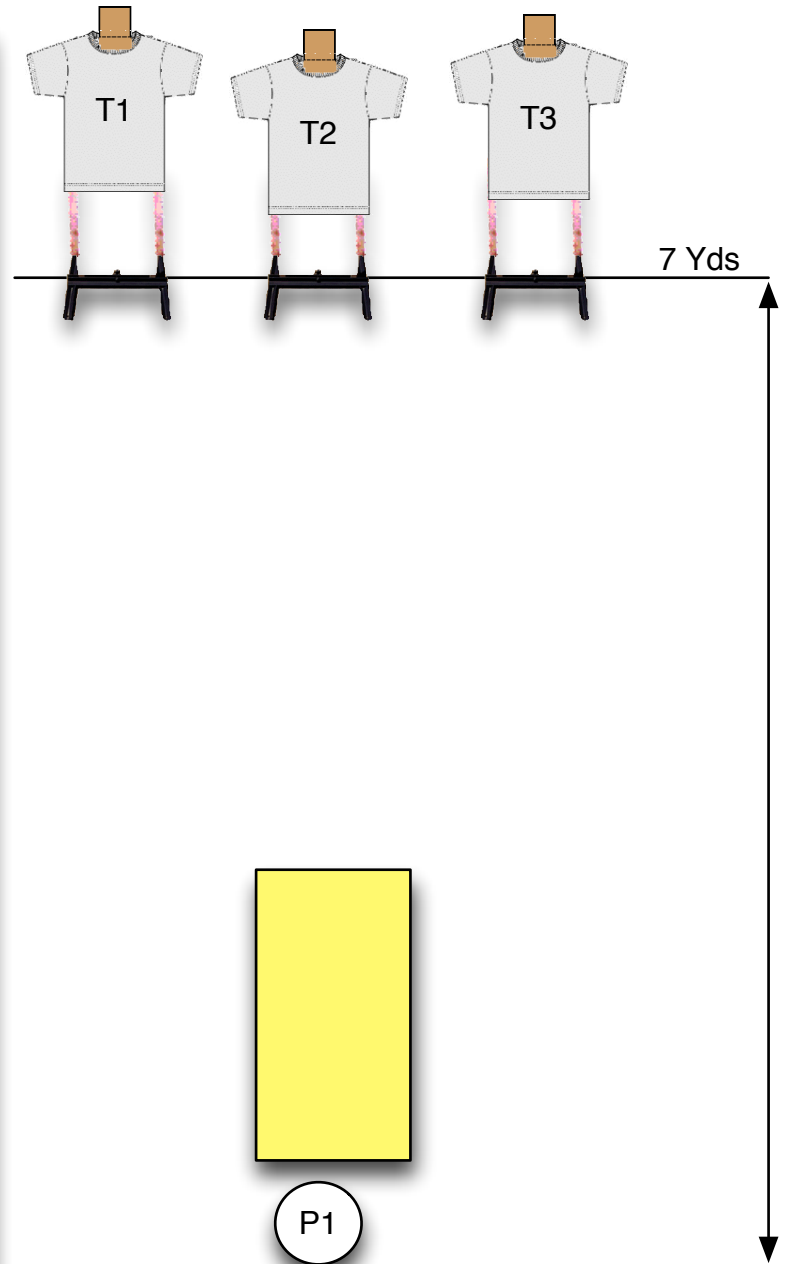
Stop Signal: Last Round Fired.

Scenario: None.

Concealment Garment: Not Required

Procedure: On the start signal, draw and engage T1 or T3 with 6 rounds (2 to the head, 4 to the body) from one side of the barricade. Perform a reload with retention, engage T1 or T3 (whichever has not yet been engaged) from the opposite side of the barricade with 6 rounds (2 to the head, 4 to the body). Perform a reload with retention and engage T2 from the same side of the barricade as you started from with 6 rounds (2 to the head, 4 to the body).

Scoring: Each Threat requires 2 head hits and 4 body hits.



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

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Original CoF design by Tom Ropers



Stage 2: Legal Trouble

Round Count: 12

Target Distance: 7-12 yards

Targets Required: 3x standard threats, 1x popper, 1x double-swinger

Props Required: 2x non-threats, 1x barrel, 1x table, 1x chair

Scoring Method: Vickers Count

Starting Position: Seated in chair at position P1, hands on table.

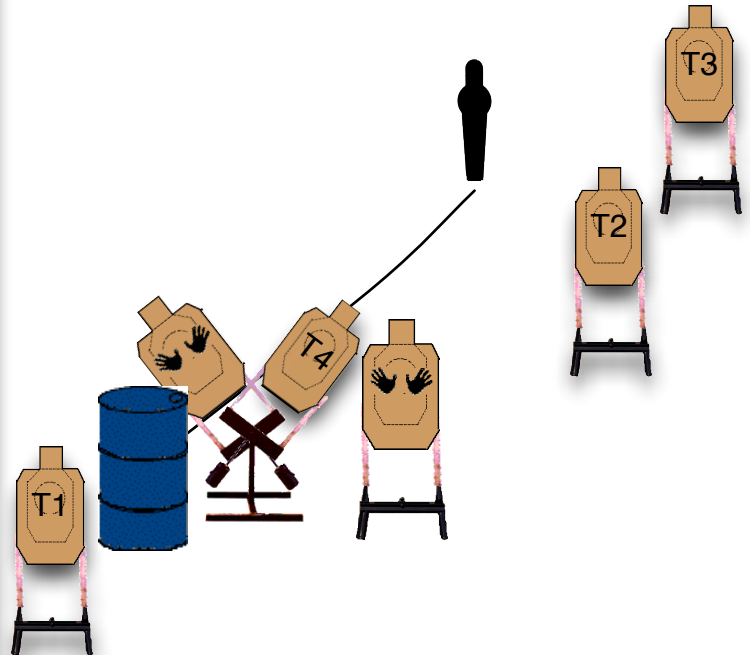
Start Signal: Audible

Concealment Garment: Required

Scenario: You're a lawyer wrapping up some business at the end of the day, when a group of armed men break in and threaten you and your coworkers' lives. One of the armed men is struggling with one of your coworkers and is attempting to stab him. The others all have handguns and are yelling "You're dead!". Three of the thugs seem to be wearing body armor, so failure drills are required.

Procedure: On the start signal, draw and engage all threats. T4 may be engaged at any time once activated.

Scoring: T1 through T3 must have 3 hits, at least one of which must be a head hit. T4 must have 2 hits. All steel must fall to score.



Notes: The table is not considered cover. Shooter may remain seated or may stand up to engage threats.



Stage 3 - Guard Duty



Round Count: 15

Target Distance: 3-10 yards

Targets Required: 6x Standard Threats, 1x Popper, 1x Drop-Turner

Props Required: 2x Barricade, 2x Barrels

Scoring Method: Vickers Count

Starting Position: Standing at P1, hands relaxed at sides

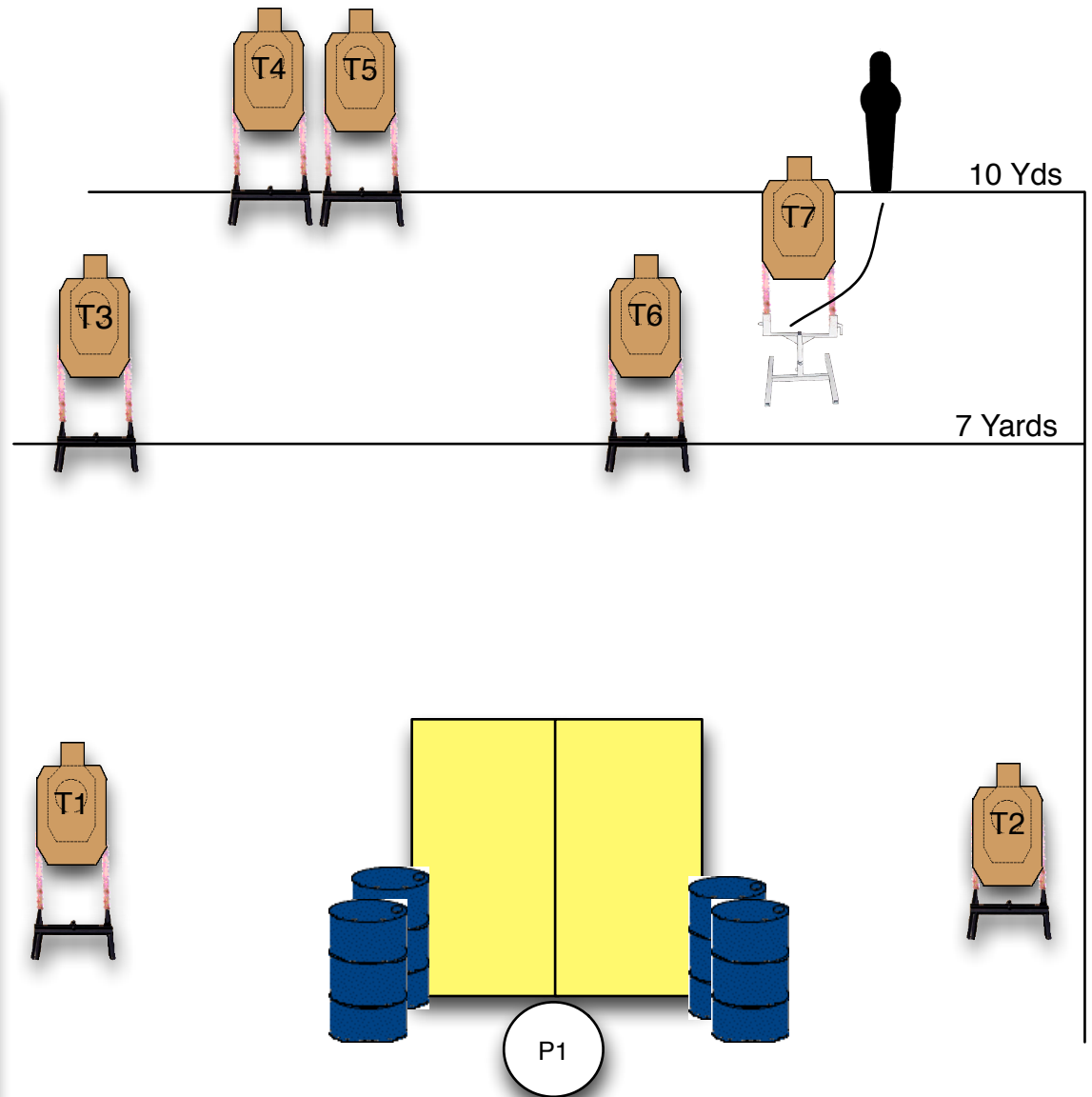
Start Signal: Audible

Concealment Garment: Not Required

Scenario: You are a security guard working for a pharmaceutical company. About half way through your shift, a group of armed men storms the place in search of drugs to steal. You are all that stands between them and the drugs.

Procedure: On the start signal, draw and engage all threats. Be sure to use proper cover!

Scoring: T1 through T7 shall have two (2) hits each, all steel must fall.



Notes: Target heights should vary, but be sure to keep them low enough so that all hits go into the berm. Make sure Shooter uses proper cover, as there are threats on both sides of the starting position.



Stage 4 - Lined Up



Round Count: 19

Target Distance: 6-12 yards

Targets Required: 6x Standard Threats, 1x Popper

Props Required: 1x Barricade

Scoring Method: Limited Vickers

Starting Position: Per String description.

Start Signal: Audible

Concealment Garment: Required

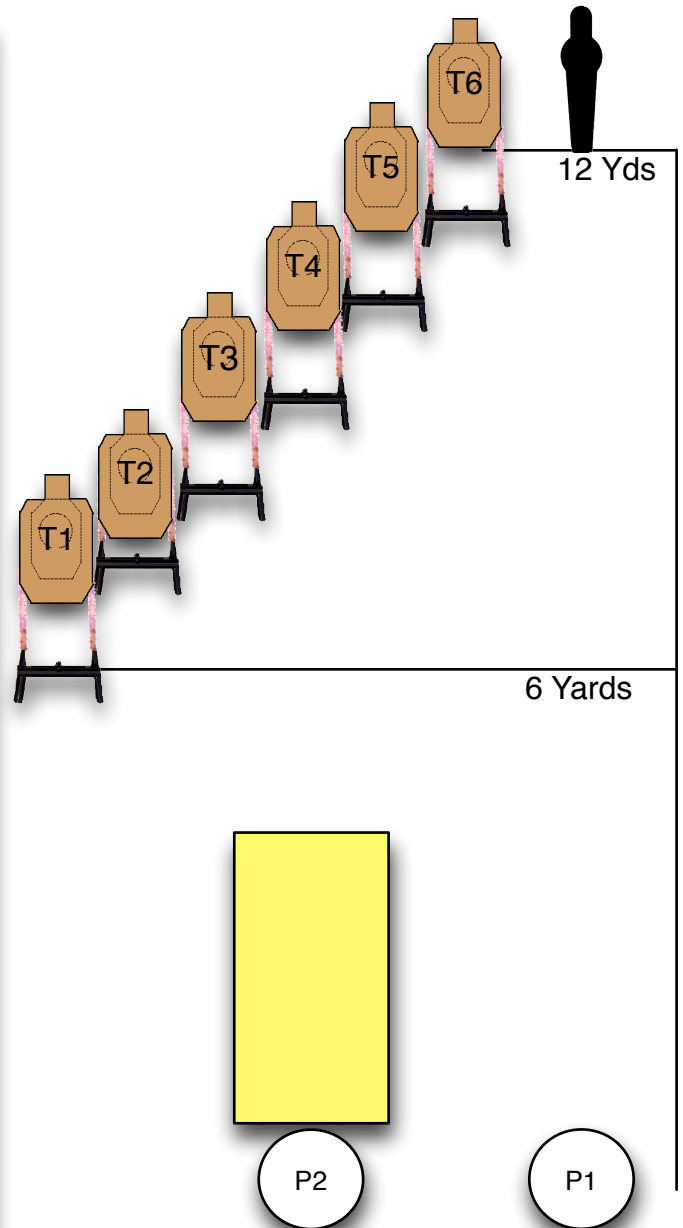
Scenario: None. This is a Standards stage.

Procedure:

String 1: Starting at position P1, hands relaxed at sides. On the start signal, draw and engage T1 through T6 with one round each, strong hand only.

String 2: Starting at position P2, hands relaxed at sides. At the start signal, draw and engage T1 through T6 with 2 rounds each and P1, using the barricade as cover.

Scoring: T1 through T6 shall have three (3) hits each, all steel must fall.



Notes: Target heights should vary, but be sure to keep them low enough so that all hits go into the berm. All targets should be engaged near to far.



Stage 5- Home Invasion



Round Count: 16

Target Distance: 4 to 14 yards

Targets Required: 4x Standard Threats, 2x Poppers, 2x Drop-Turners, 1x Max-Trap

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

Scoring Method: Vickers Count

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

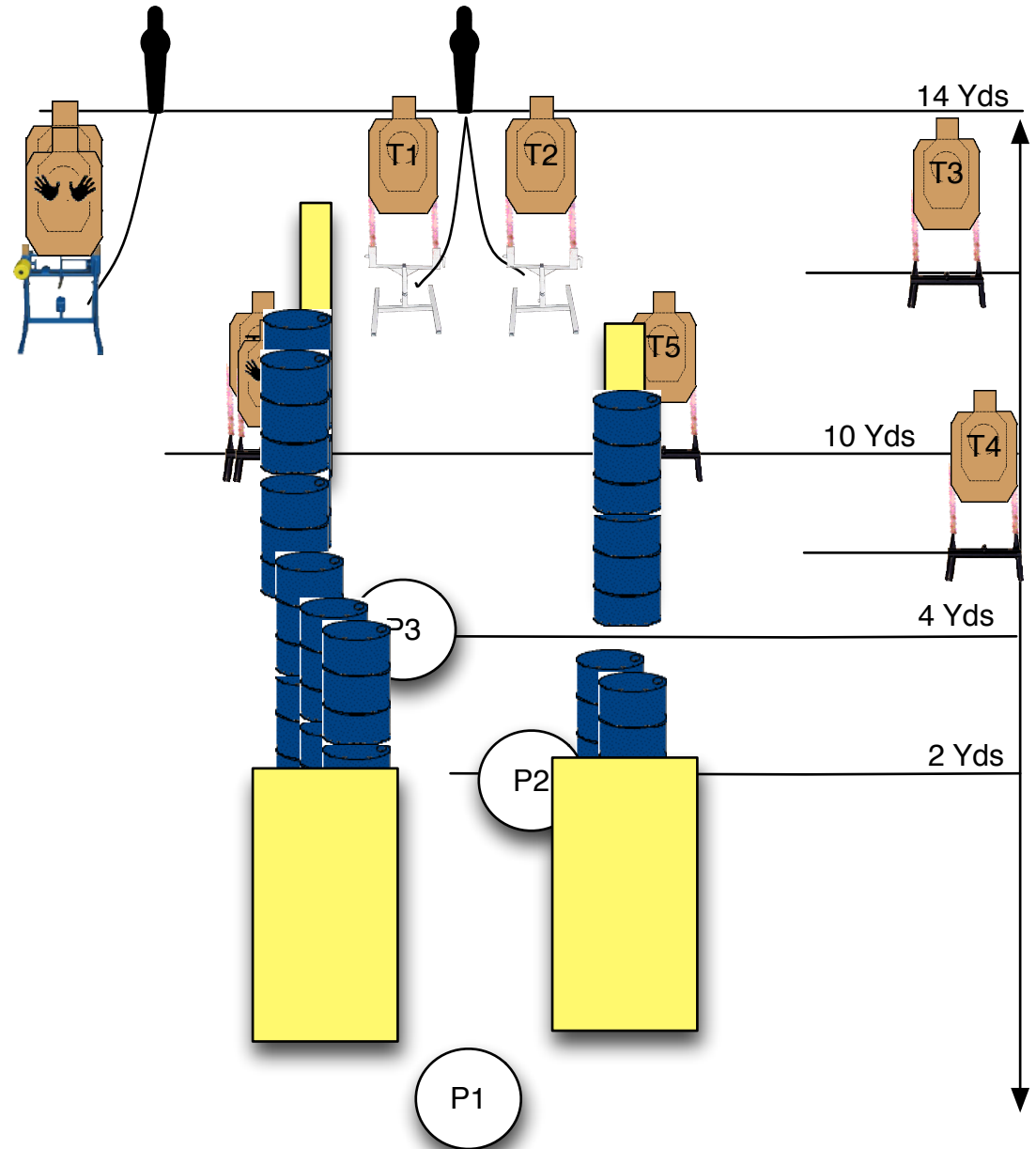
Start Signal: Audible

Concealment: Required

Scenario: You're at home when you hear a door kicked in. You are confronted by a bunch of armed thugs when you go to investigate. Knowing your spouse and child are in another room, you fight your way there to save them.

Procedure: On the start signal, draw and engage PP1, T1, and T2 from Position P1. Move to P2 and engage targets T4 through T6. Finally, move to position P3 and engage PP2, T6, and T7.

Scoring: All threats must have 2 hits. All steel must fall.



Notes: Target heights should vary. Targets should be placed so that shoot-throughs are not likely.



Stage 6 - Small Craft Advisory



Round Count: 16

Target Distance: 5-12 yards

Targets Required: 4x Standard Threats, 1x Popper, 1x Swinger

Props Required: 1x Table, 1x Chair, 2x Barrels

Scoring Method: Vickers Count

Starting Position: Sitting at P1, hands flat on table.

Start Signal: Audible

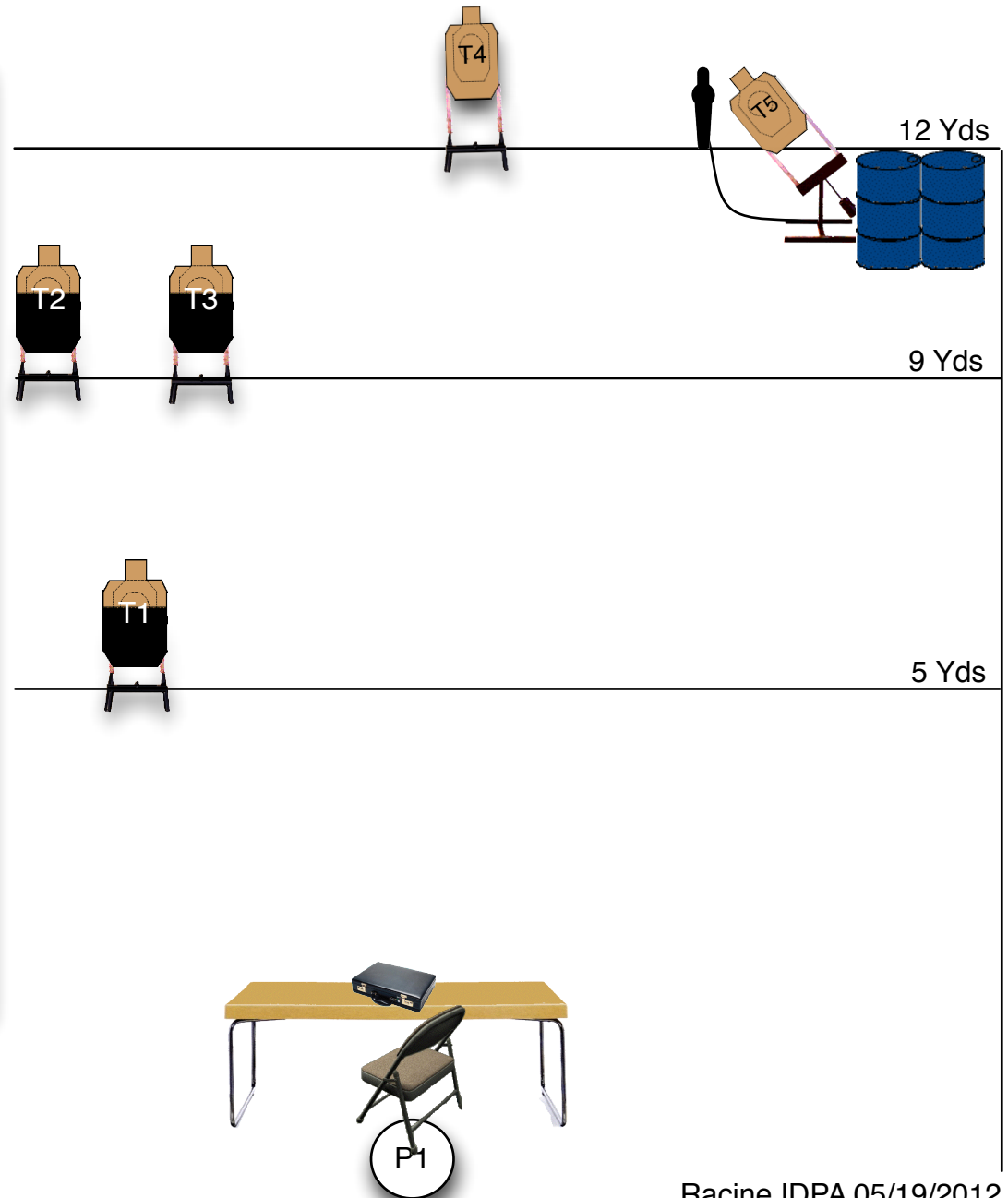
Concealment Garment: Required

Scenario: You're out kayaking early one morning, when you come across a smuggling operation. The smugglers don't take kindly to the intrusion, and pull out weapons, forcing you to defend yourself.

Procedure: On the start signal, pull your handgun out of the case and engage all threats.

Scoring: T1 through T5 shall have three (3) hits each, all steel must fall.

Notes: Target heights should vary, but be sure to keep them low enough so that all hits go into the berm. All targets should be engaged near to far. Make sure to watch for Shooters sweeping themselves when taking their handgun out of the case.





Stage 7 - Museum Mayhem



Round Count: 15

Target Distance: 5-10 yards

Targets Required: 6x Standard Threats, 1x Popper, 1x Cheddar Charger

Props Required: 3x Barricades, 2x Walls, 4x Barrels, 3x Non-Threats

Scoring Method: Vickers Count

Starting Position: Standing at P1, hands relaxed at sides

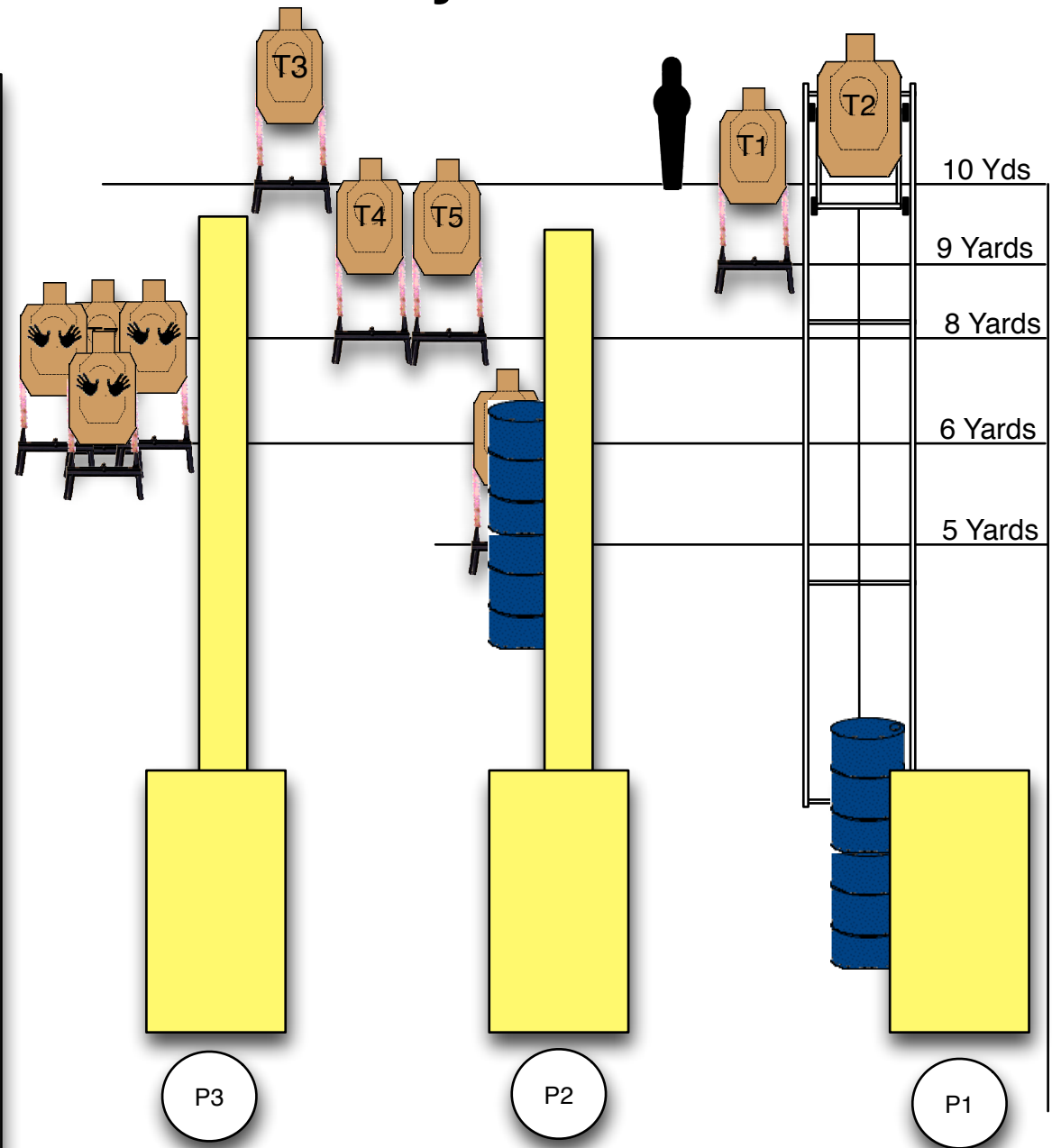
Start Signal: Audible

Concealment Garment: Required

Scenario: You're visiting the art museum while they're hosting an exhibit of rare and expensive artwork, when a group of armed robbers strike. The robbery is going poorly, and you fight your way back to where your family is only to discover them being held hostage by the ringleader.

Procedure: On the start signal, draw and engage PP1, T1, and T2 from P1. Move to P2 and engage T3 through T6. Finally, move to P3 and engage T7.

Scoring: T1 through T7 shall have two (2) hits each, all steel must fall.



Notes: Target heights should vary. Make sure that Shooter engages T1 *before* engaging T2.



Stage 8 - Basics



Round Count: 14

Target Distance: 3-10 yards

Targets Required: 7x Standard Threats

Props Required: TBD

Scoring Method: Vickers Count

Starting Position: Standing at P1, hands relaxed at sides

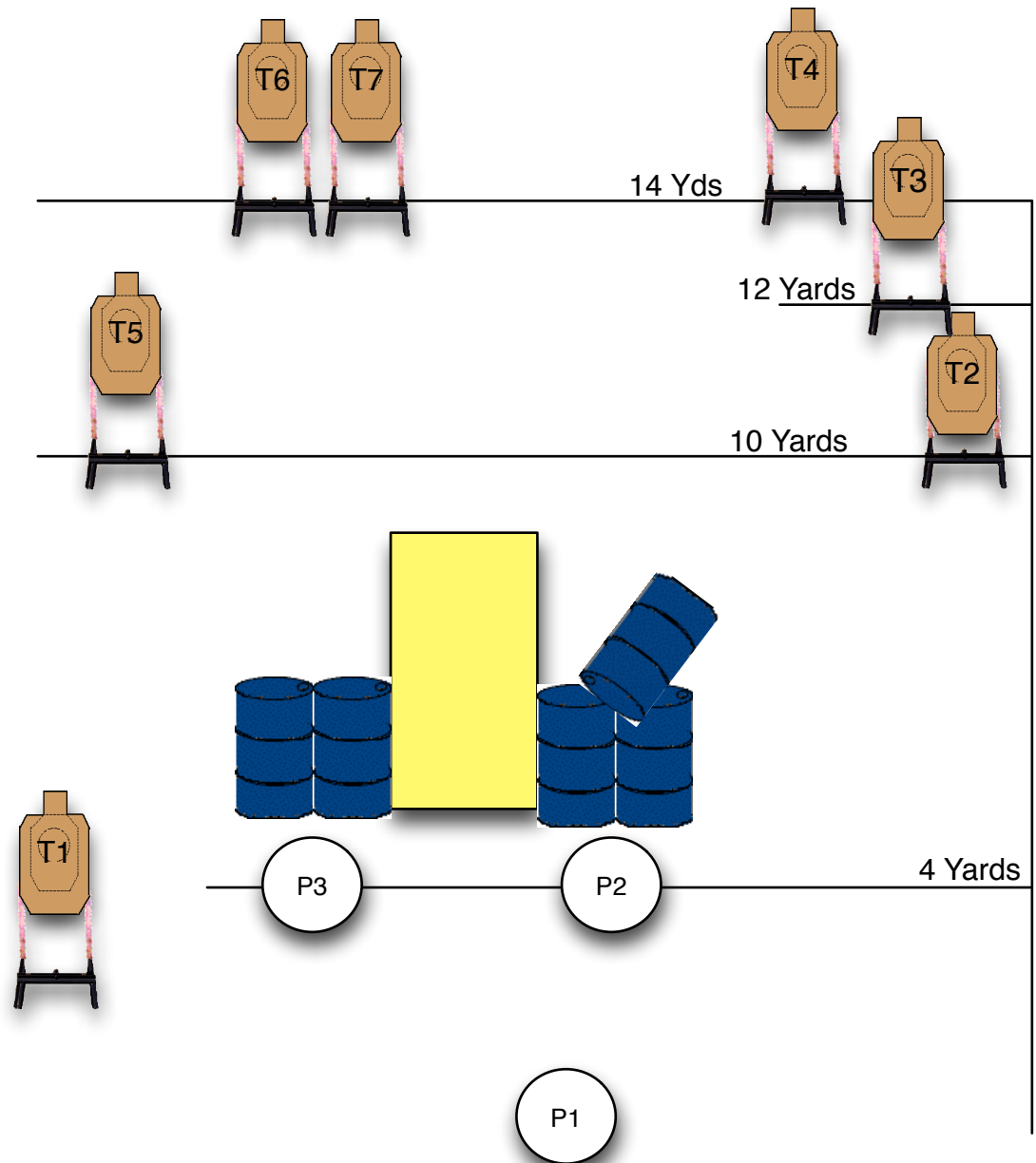
Start Signal: Audible

Concealment Garment: Required

Scenario: None. This is a Standards Stage.

Procedure: On the start signal, draw and engage T1 while moving to P2. At P2, engage T3 through T5 through the barrel. Move to P3 and engage T5 through T7.

Scoring: T1 through T7 shall have two (2) hits each.



Notes: Target heights should vary. Make sure that Shooter is moving while engaging T1, and that they use proper cover when engaging T5-T7.