



Stage 1: Jail House Rock



Round Count: 15

Target Distance: 3-10 yards

Targets Required: 7x Threat Targets, 1x Popper

Props Required: 2x Non-Threats

Scoring Method: Vickers Count

Starting Position: Kneeling at P1 with ankles bound, hands relaxed on thighs, loaded handgun and all extra ammunition on ground in front of Shooter.

Start Signal: Audible

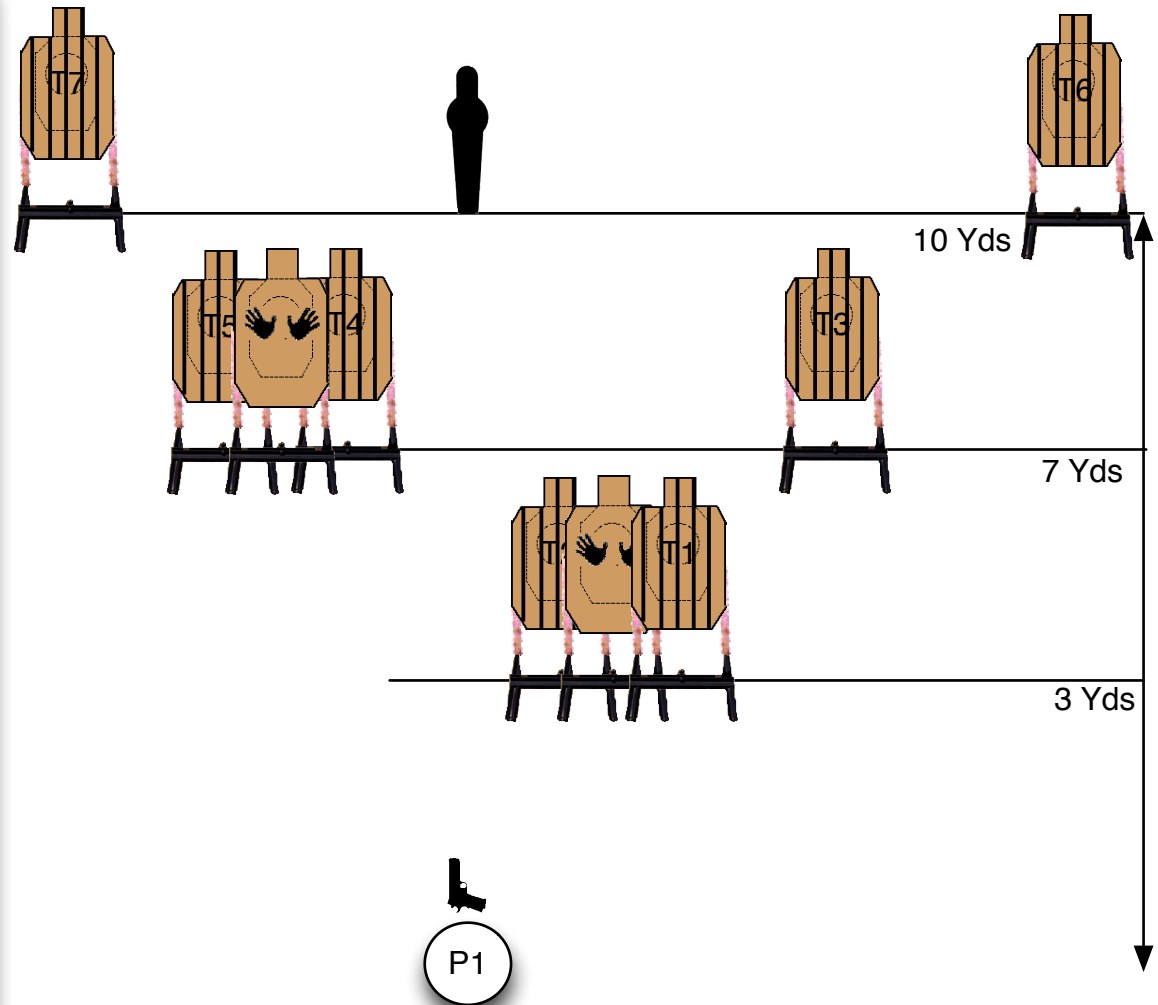
Stop Signal: Last Round Fired.

Scenario: You are a prison guard captured by the inmates during a riot. You've been disarmed and placed in a cell, and you see a few of your coworkers being brought in. One of them manages to toss his handgun and ammunition through the bars to you, so you engage the inmates.

Concealment Garment: Not Required

Procedure: Pick up the handgun and engage all threats.

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



Notes: Target heights should vary, but be positioned so that hits do not go over the berm. Shooter must stay kneeling during stage. Hits that are completely on the black bars on the threats will be scored as misses, as they are considered to have hit the bars to the cell.



Stage 2: Confrontation



Round Count: 15

Target Distance: 5-12 yards

Targets Required: 4x Standard Threats,
1x Shooter-powered mover

Props Required: 2x Non-Threats

Scoring Method: Vickers Count

Starting Position: Standing at P1, hands relaxed at sides, rope for Shooter-powered mover attached to belt.

Start Signal: Audible

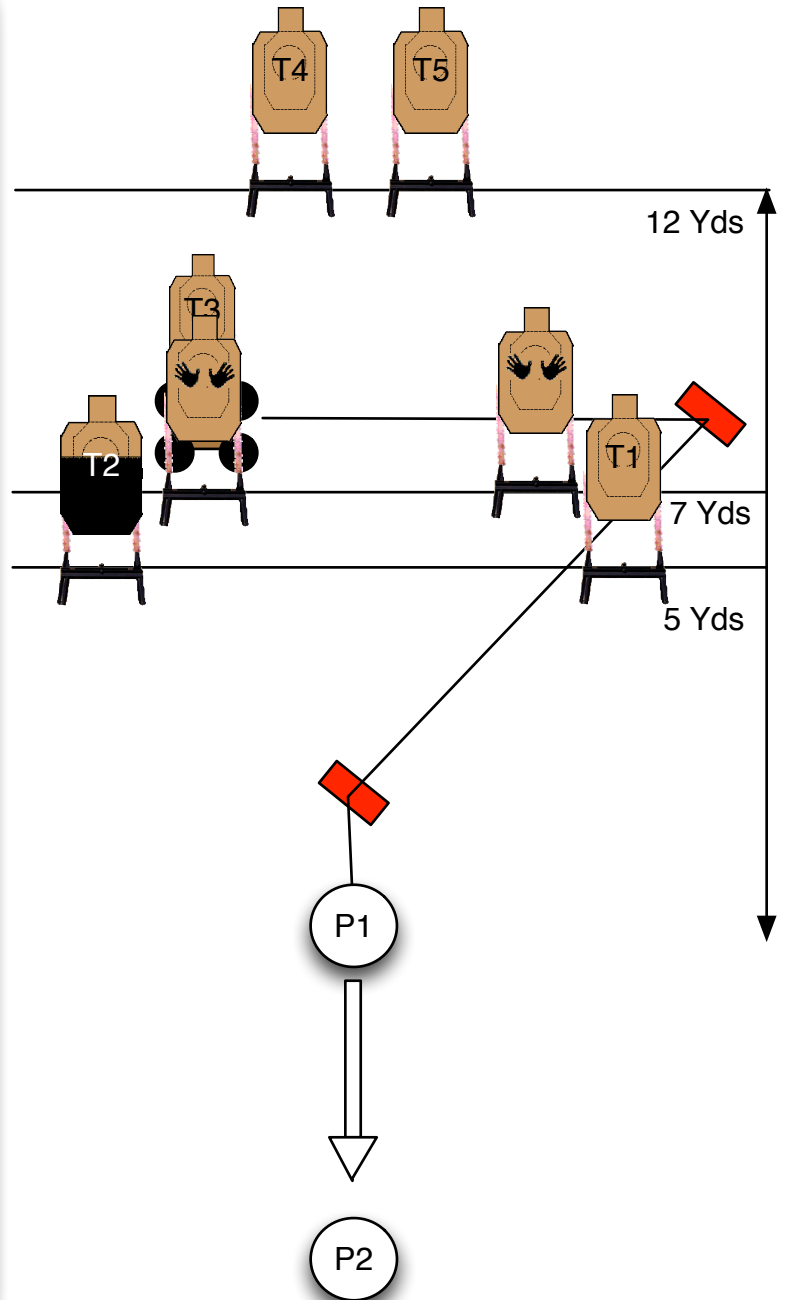
Stop Signal: Last Round Fired.

Scenario: You're enjoying a stroll through the park when a gang of ruffians all pull out weapons and start threatening everybody. You start backing up to get away, but have to engage them as they all start pointing their handguns at you.

Concealment Garment: Required

Procedure: On the start signal, draw and engage all threats while retreating.

Scoring: All threats must have 3 hits.



Notes: Target heights should vary. T3 is the Shooter-powered mover should start and end movement behind a non-threat. It is NOT considered a disappearing target, since the Shooter controls the speed of movement.



Stage 3: V4



Round Count: 18

Target Distance: 3-7 yards

Targets Required: 6x Threat Targets

Props Required: None

Scoring Method: Limited Vickers

Starting Position: Per string description.

Start Signal: Audible

Stop Signal: Last Round Fired.

Scenario: None. This is a Standards stage.

Concealment Garment: Not Required

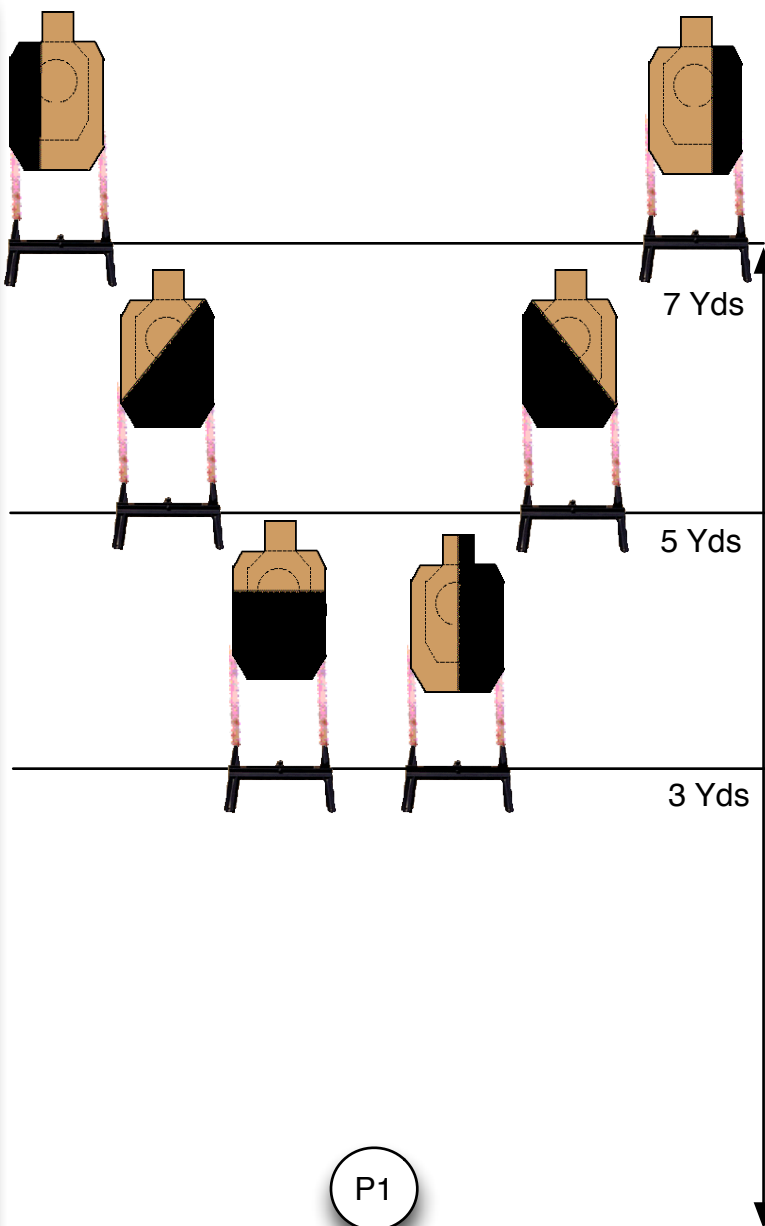
Procedure:

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

String 2: 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, in Tactical Sequence.

String 3: Starting at position P1, loaded handgun in weak hand held at low ready. On the start signal, engage T1 through T6 with one round each in Tactical Sequence.

Scoring: Each Threat requires 3 hits.



Notes: Target heights should vary.



Stage 4: End Of The Rainbow



Round Count: 16

Target Distance: 5-12 yards

Targets Required: 5x Standard Threats,
2x Poppers, 2x Drop-Turners

Props Required: 3x Non-Threats, 2x Barricades, 1x Window

Scoring Method: Vickers Count

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

Start Signal: Audible

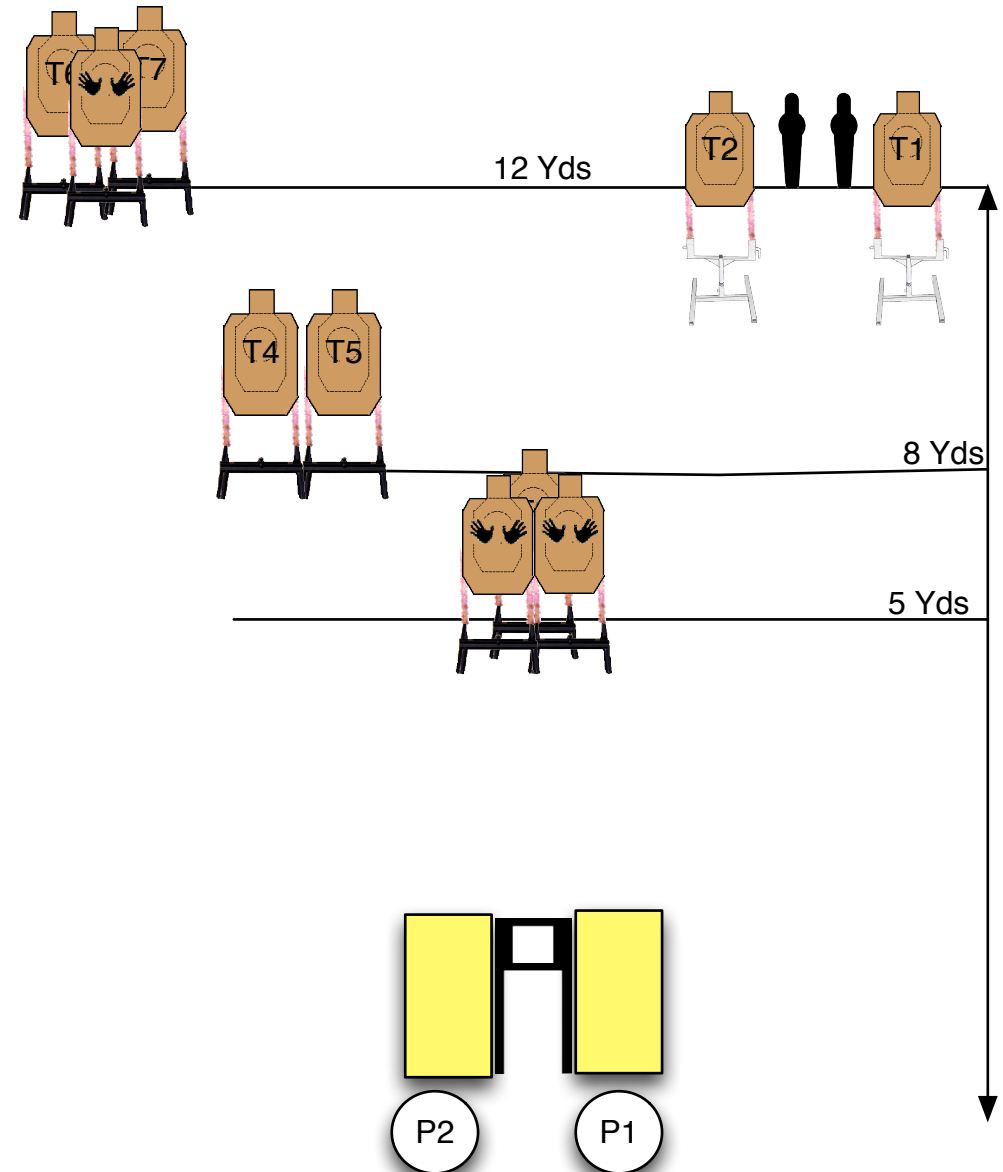
Stop Signal: Last Round Fired.

Scenario: You're at your office when a group of armed robbers breaks in. They've taken some of your coworkers hostage, and are threatening to kill everyone present "unless the gold is handed over". The problem is, there is no gold, and these guys don't seem the reasonable type.

Concealment Garment: Required

Procedure: On the start signal, draw and engage PP1, PP2, T1, and T2 from the right side of the barricade at P1. Engage T3 through the "window", and then move to P2 and engage T4 through T7 from the left side of the barricade.

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



Notes: Target heights should vary. T3 should have all of its head, and part of its torso visible from P1. T6 and T7 should be roughly 1/3 covered by the Non-Threat.



Stage 5: To Reload, Or Not To Reload, That Is The Question



Round Count: 6

Target Distance: 5-20 yards

Targets Required: 3x Threat Targets

Props Required: 2x barrels, 1x barricade

Scoring Method: Vickers Count

Starting Position: Standing at P1, hands relaxed at sides. unloaded handgun and one magazine/speedloader/monclip with 6 rounds on top of barrel at P1. One additional magazine/speedloader/moonclip with 6 rounds is located on top of barrel at P2..

Start Signal: Audible

Stop Signal: Last Round Fired.

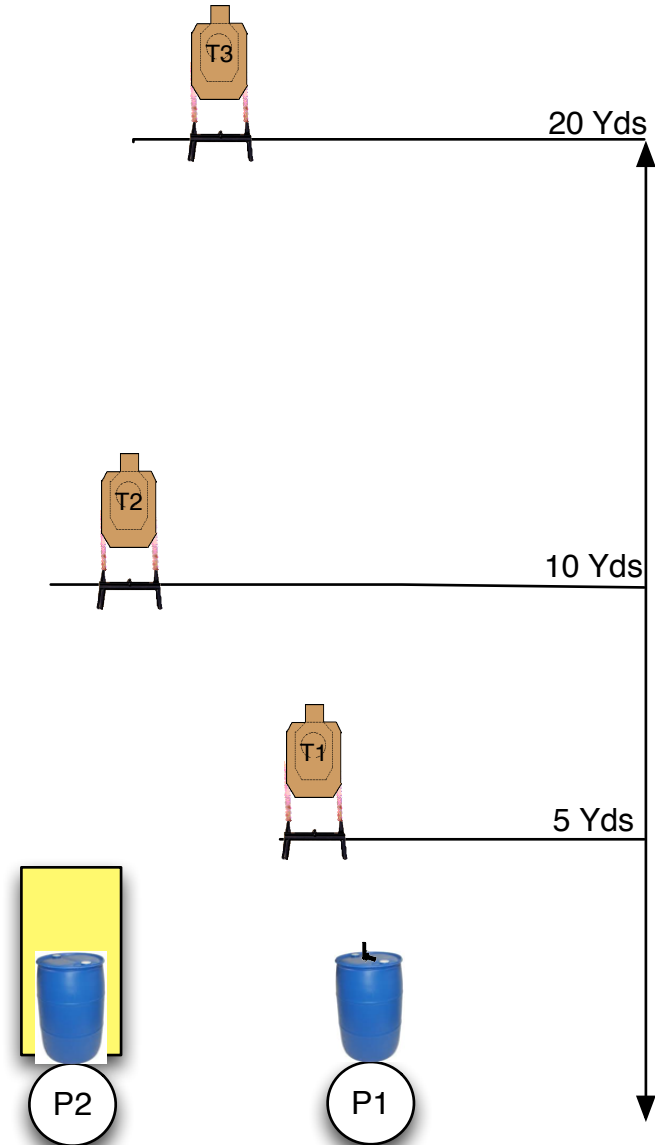
Scenario: None. This is a Standards stage.

Concealment Garment: Not Required

Procedure: On the star signal, pick up handgun and load, and engage targets T1 through T3. If the Shooter desires, they can move to P2, reload, and re-engage any of the targets.

Scoring: Each Threat requires 2 hits.

Notes: Target heights should vary. If Shooter chooses to reload and re-engage any targets, the reload must not begin until the Shooter is behind cover at P2.





Side Match: Save The Scientists, Save The World



Round Count: 14

Target Distance: 8-12 yards

Targets Required: 4x Standard Threats, 2x Poppers

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

Scoring Method: Vickers Count

Starting Position: Standing at P1, holding shotgun loaded
with 2 rounds at low ready.

Start Signal: Audible

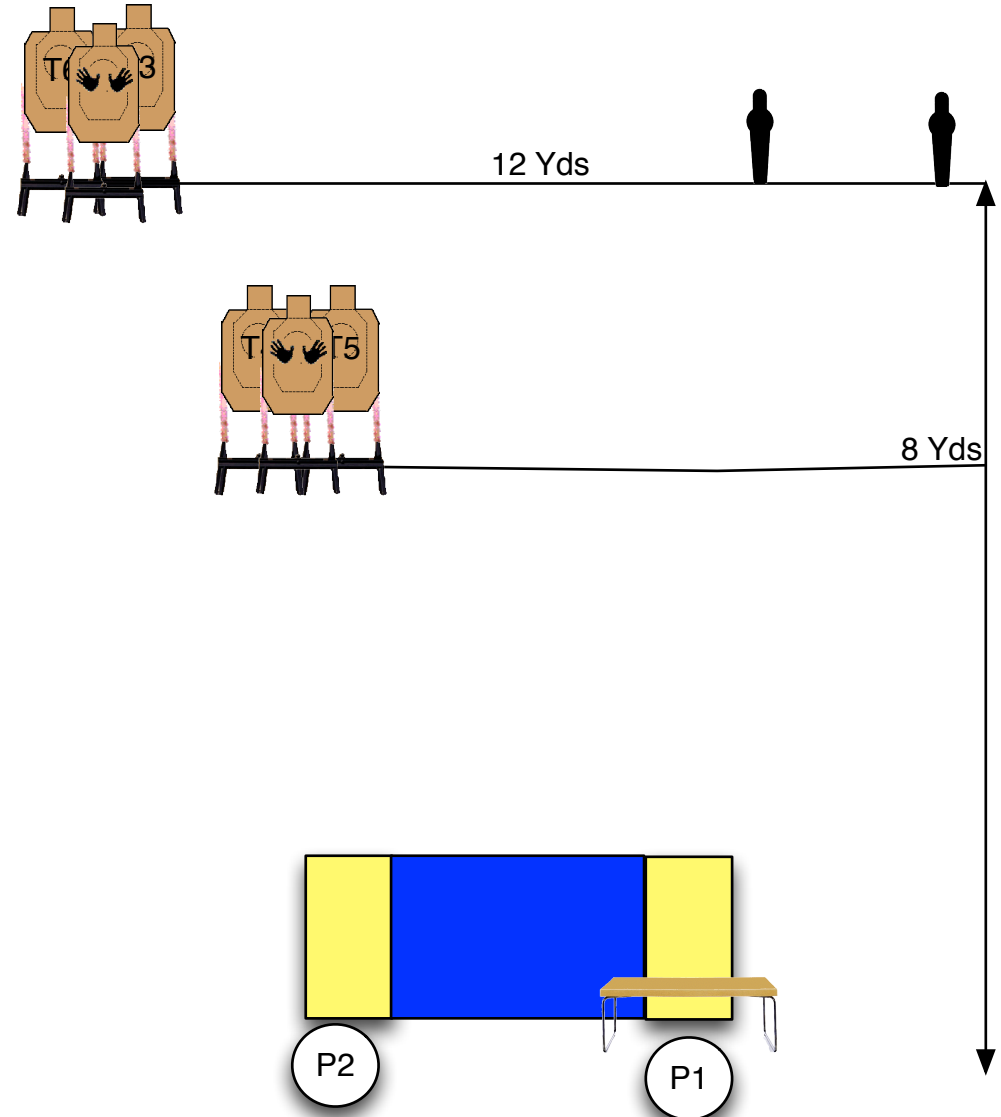
Stop Signal: Last Round Fired.

Scenario: You are a security guard for a medical research lab.
Some bio-terrorists have broken in to destroy the
place, and you're all that stands between them and their goals.
You stop the first intruders with your shotgun, and then
respond to some screams for help. You discover a few of the
scientists about to be murdered, so you intervene and save
their lives.

Concealment Garment: Not Required

Procedure: On the start signal, engage PP1, PP2 with the
shotgun. Put the empty shotgun down on the table
and move to P2. At P2, engage targets T1 through T4.

Scoring: All threats must have 3 hits. All steel must fall.



Notes: Target heights should vary. T1
through T4 should be roughly 1/3 covered by
the nearby Non-Threats.

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