



Stage 1- Limited Progressive



Round Count: 12

Scoring Method: Limited Vickers

Starting Position: Per String Description

Start Signal: Audible

Concealment: Not Required

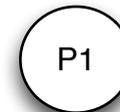
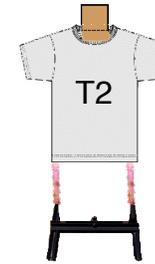
Scenario: None. This is a Standards stage.

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 P1, 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 and 2 of which must be body hits.



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



Stage 2: Legal Issues

Round Count: 12

Scoring Method: Vickers Count

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

Start Signal: Audible

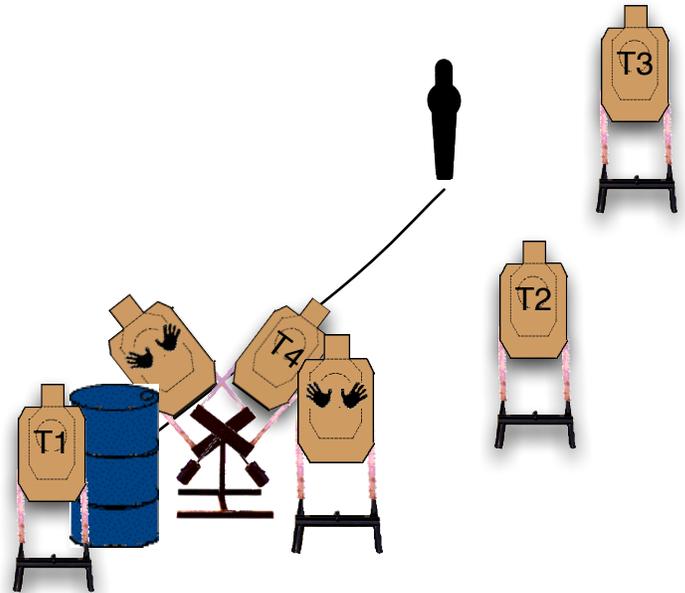
Stop Signal: Last Shot Fired

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.

Concealment Garment: Required

Procedure: On the start signal, draw and engage all threats, using the desk as cover. 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.





Stage 3: Jack This!



Round Count: 15

Scoring Method: Vickers Count

Starting Position: Sitting at position P1, hands in lap.

Start Signal: Audible

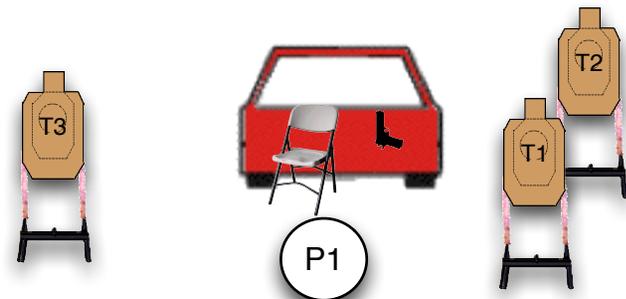
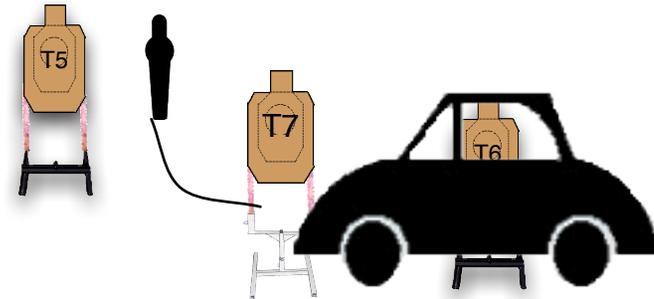
Stop Signal: Last Shot Fired

Scenario: You're in your car taking a shortcut through a bad part of town, when another car cuts in front of you and stops. All of a sudden, a bunch of Bad Guys pile out and rush you. You retrieve your handgun from the glove compartment and defend yourself!

Concealment Garment: Not Required

Procedure: On the start signal, retrieve your loaded handgun from the glove compartment of your car, then engage all threats.

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



Note: The Bad Guy car is considered hard cover. All rounds must be fired through the side windows of your car.

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Stage 4- Harder Cover



Round Count: 18

Scoring Method: Vickers Count

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

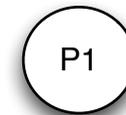
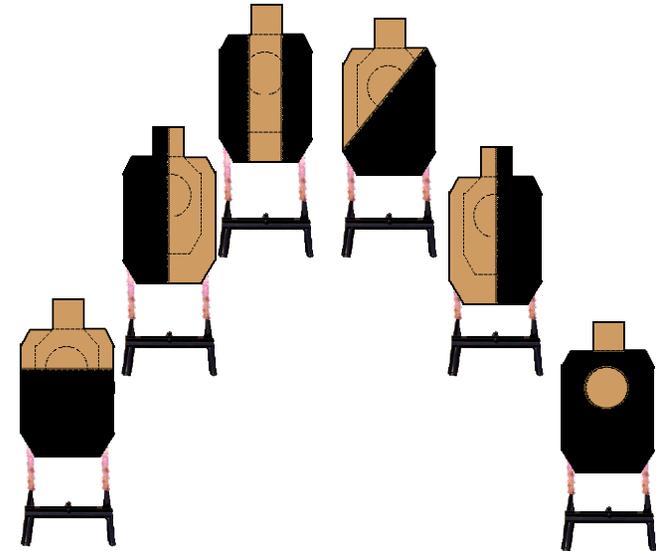
Start Signal: Audible

Concealment: Not Required

Scenario: None. This is a Standards stage.

Procedure: On the start signal, draw and engage threats T1 through T6, using Tactical Sequence, with at least three rounds each.

Scoring: All threats must have 3 hits, at least 1 of which must be a head hit.



Notes: After each target has been engaged with one round, remaining rounds may be fired in any order.



Stage 5: Honey, I'm Home



Round Count: 17

Scoring Method: Vickers Count

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

Start Signal: Audible

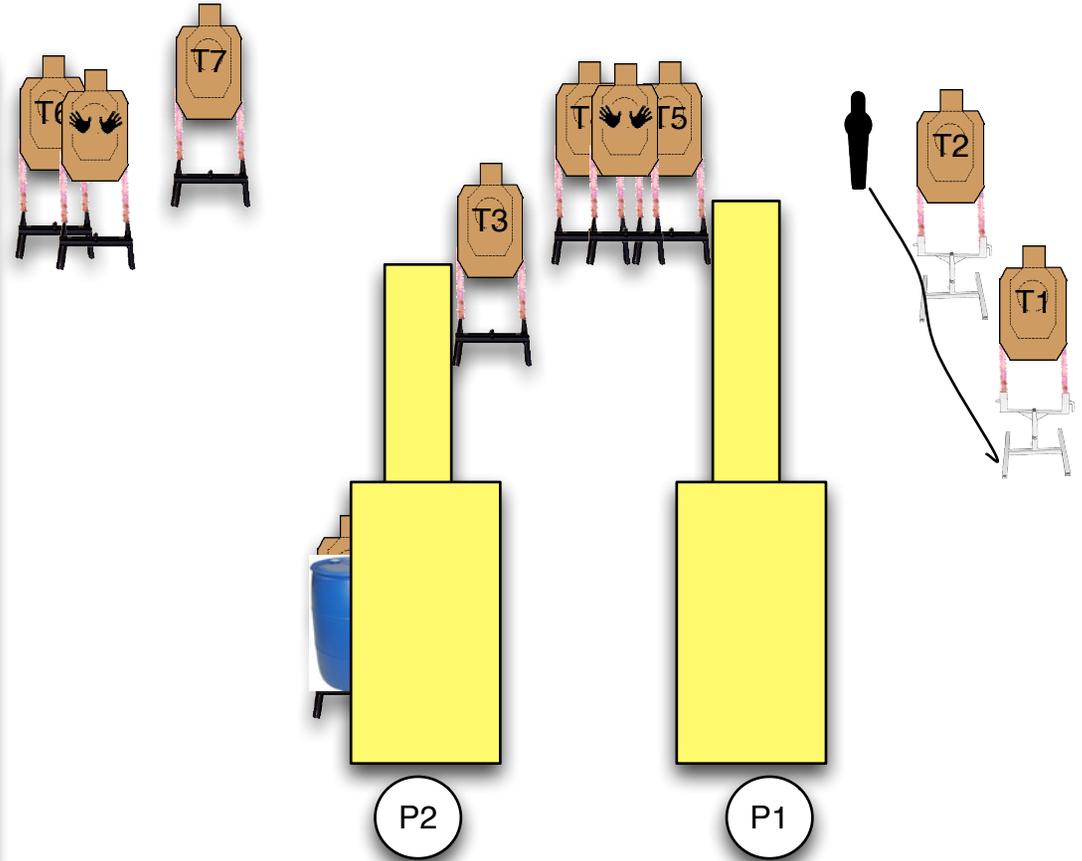
Stop Signal: Last Shot Fired

Scenario: You come home from work and are just about to walk inside your house when you hear your daughter scream. You rush inside to find that a group of armed men has broken in. Some of them are threatening your family, while the rest are ransacking the place for anything of value. You must defend your loved ones!

Concealment Garment: Required

Procedure: On the start signal, engage PP1 and T1 through T5 from P1. Move to position P3 and engage T6 through T8.

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





Stage 6: Small Craft

Advisory



Round Count: 15

Scoring Method: Vickers Count

Starting Position: Seated in canoe, loaded handgun and ammunition in box on top of kayak, holding on to paddle with both hands.

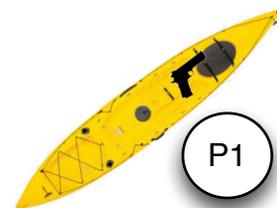
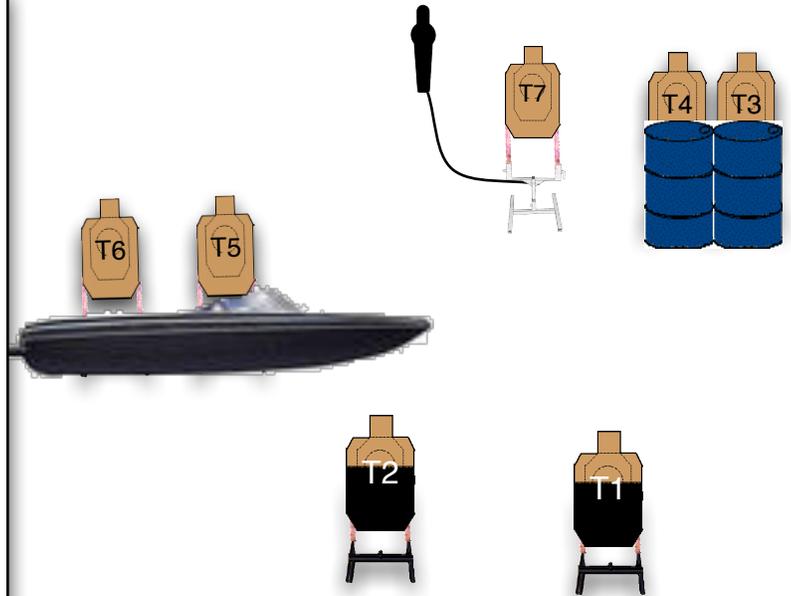
Start Signal: Audible

Concealment Garment: Not Required

Scenario: You're out canoeing on Lake Michigan, when you encounter what appears to be a drug transfer at a small dock. The Bad Guys don't want witnesses and start shooting. A couple of them jump in the water and start swimming your way, while a few more start getting their boat ready to chase you down. Since you can't escape, you're forced to engage them.

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

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



Note: The Shooter will start in the canoe leaning away from the targets.



Stage 7- Dog Days Of Summer



Round Count: 4

Scoring Method: Vickers Count

Starting Position: Standing at position P1, hands on table, empty handgun laying on table, muzzle pointed down range, loose ammo, magazines/speedloaders/moonclips, and any loading aids on table.

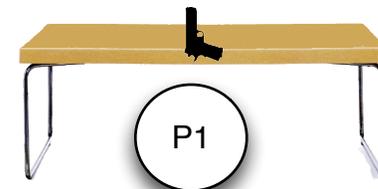
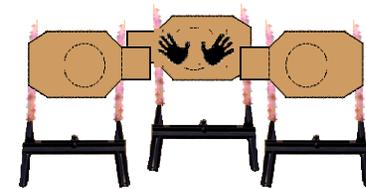
Start Signal: Audible

Concealment: Not Required

Scenario: You are in your backyard cleaning your handgun. Your dog is roaming around the yard when two feral dogs jump over the fence and attack him. You have to quickly load your handgun and save your dog!

Procedure: On the start signal, load your handgun and engage T1 and T2 with at least two rounds each.

Scoring: All threats must have two hits.



Notes: Handgun may be positioned anywhere in the marked area on the table, but must be laying on it's side with the muzzle pointed downrange and action open. The handgun may not be propped up by anything. Loose ammunition, magazines/speedloaders/moonclips, and any loading aids may be positioned anywhere on the table between the Shooter and the handgun. A moonclip may be positioned in or on any moonclip loading aid. Shooter may have up to their normal Division limit of ammunition on the table (24rds for ESR/SSR, 25rds for CDP, 31rds for SSP/ESP). Ammo must be loose on table, not position in or on any loading aids.



Stage 8: Fireworks



Round Count: 17

Scoring Method: Vickers Count

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

Start Signal: Audible

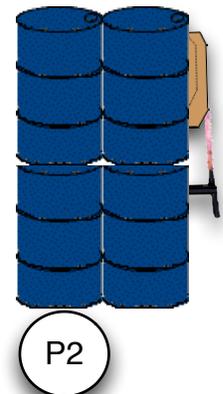
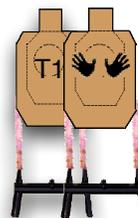
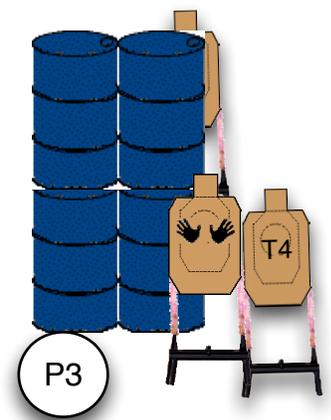
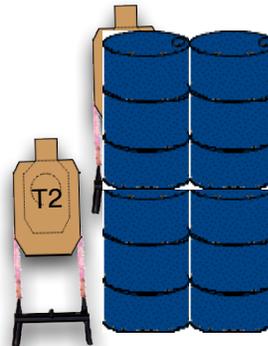
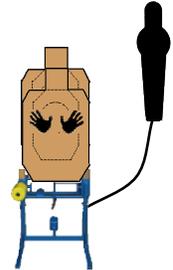
Stop Signal: Last Shot Fired

Concealment Garment: Required

Scenario: You're at a friend's house for a 4th Of July party. During the nearby fireworks show, a group of thugs decides to rob everyone, since anyone nearby would likely mistake any gunfire for fireworks. It's up to you to save the day.

Procedure: On the start signal, draw and engage T1 and T2 while moving to position P2. From P2, engage targets T3 through T5. Move up to position P3 and engage targets T6 through T8 and popper PP1.

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



Notes: T8 (the MaxTrap) is a completely disappearing target. Shooter may not advance beyond P3.

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