



# Stage 1- Move And Cover, v2



**Round Count:** 15

**Target Distance:** 3 to 10 yards

**Targets Required:** 3x Standard Threats

**Props Required:** 2x Barricades

**Scoring Method:** Vickers Count

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

**Start Signal:** Audible

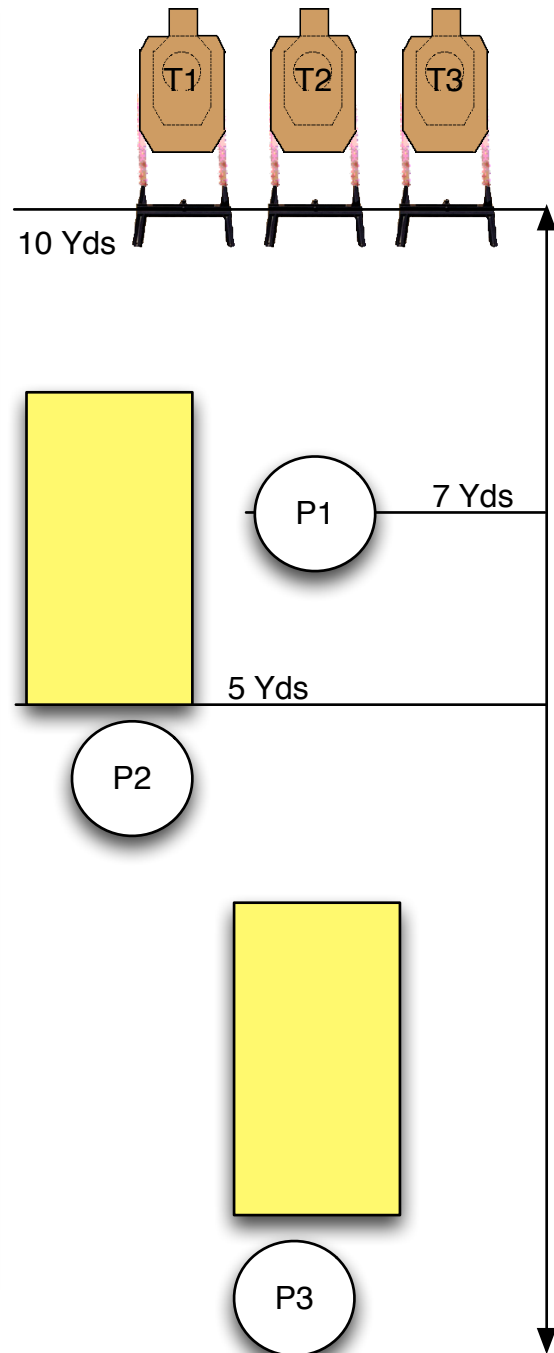
**Concealment:** Required

**Scenario:** You are taking a shortcut through an alley on your way home from work when you are confronted by three thugs who declare that they're going to kill you. Engage the Bad Guys while retreating to cover. While engaging the Bad Guys, you discover that they are all wearing body armor. Head shots are required to stop them.

**Procedure:**

On the start signal, shooter will draw and engage targets T1 through T3 with one round each while moving to cover at P2. At P2, shooter will engage each target with two rounds each. Shooter will then move to position P3 and re-engage each target with two rounds each to the head.

**Scoring:** All threats must have 5 hits, two of which must be head hits.



**Notes:** Target heights should vary. Shooter may use any IDPA-legal reload to reload as necessary.

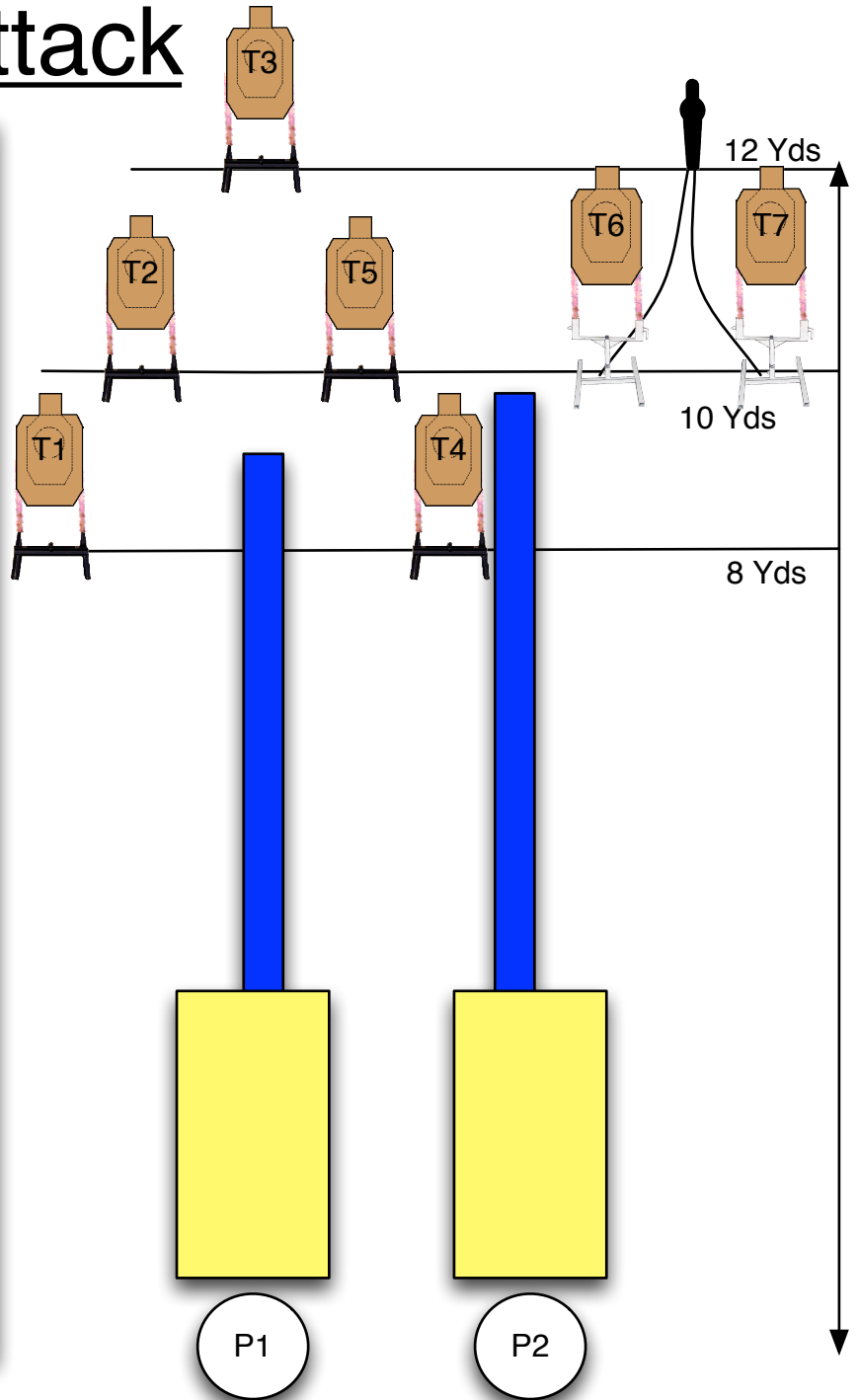
Racine IDPA 11/03/2012

Original CoF design by Russell Grothus, modified by Tom Ropers



# Stage 2- Apartment

## Attack



**Round Count:** 15

**Target Distance:** 8-12 yards

**Targets Required:** 5x Standard Threats,  
2x Drop-Turners, 1x Popper

**Props Required:** 2x Barricades, 2x Tarps

**Scoring Method:** Vickers Count

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

**Start Signal:** Audible

**Concealment:** Required

**Scenario:** You're cleaning out an apartment that you lease out, when the local drug gang decides that they want the place for themselves. Fight your way to exit to make your escape!

**Procedure:** On the start signal, draw and engage T1 through T5 from P1. Move to P2, and engage PP1 and T6 through T7.

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

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



# Stage 3- 5 To Glock Shoot



**Round Count:** 30

**Target Distance:** 4 to 20 yards

**Targets Required:** 5x Standard Threats

**Props Required:** None

**Scoring Method:** Limited Vickers

**Starting Position:** Standing at P1, handgun held at low ready.

**Start Signal:** Audible

**Concealment:** Not Required

**Scenario:** None. This is a standards stage.

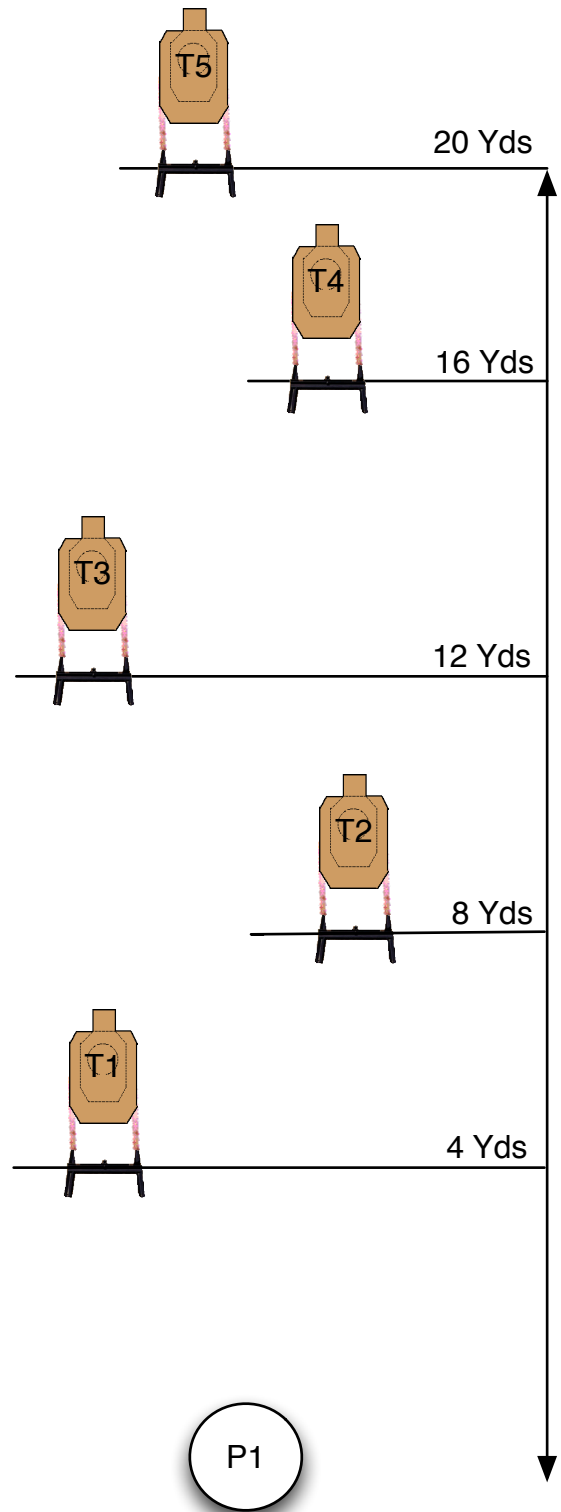
**Procedure:**

**String 1:** On the start signal, engage T1 through T5 with 2 rounds each.

**String 2:** Same as String 1.

**String 3:** Same as String 1.

**Scoring:** All threats must have 6 hits.



**Notes:** Target heights should vary. Shooter may use any IDPA-legal reload to reload as necessary.



# Side- Cleaning Up



**Round Count:** 14

**Target Distance:** 3 to 12 yards

**Targets Required:** 7x Standard Threats

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

**Scoring Method:** Vickers Count

**Starting Position:** Standing at P1, empty handgun laying on table, loaded BUG laying on table.

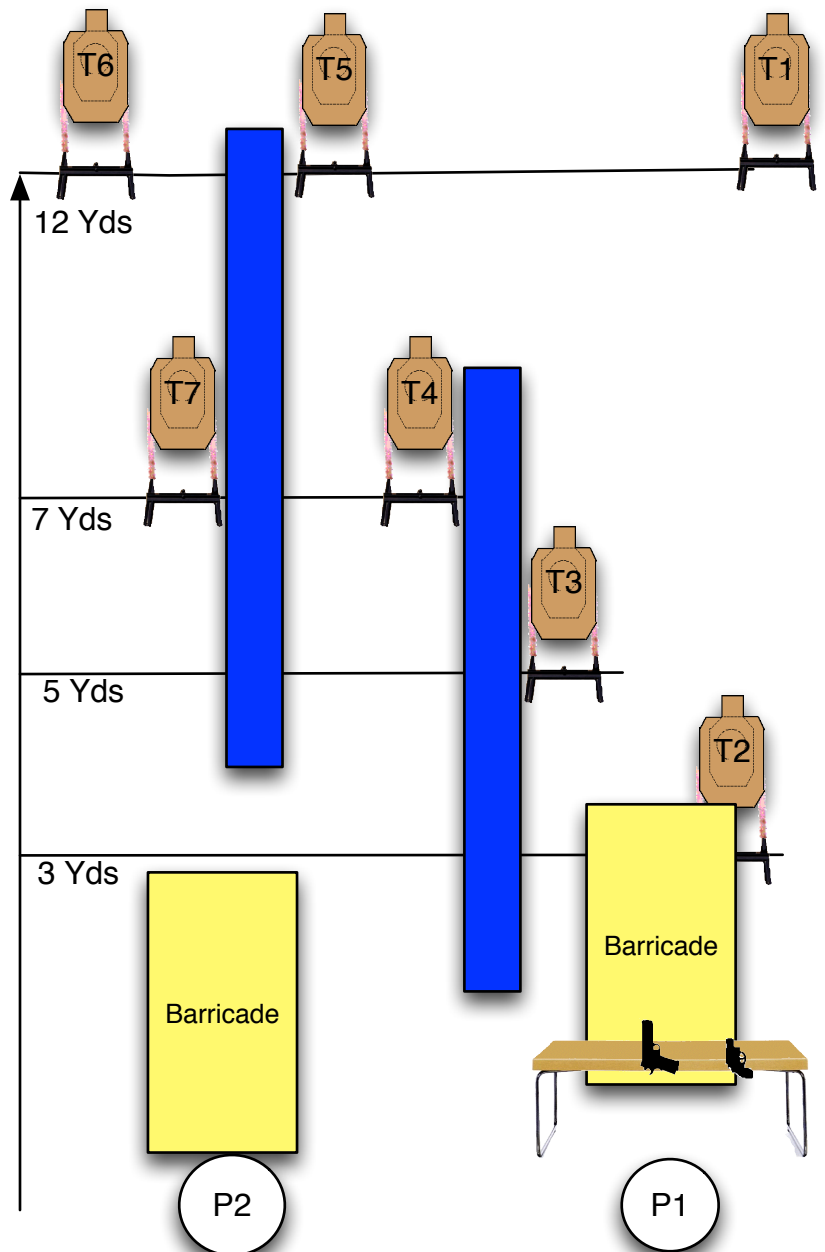
**Start Signal:** Audible

**Concealment:** Not Required

**Scenario:** You're taking some time to clean your primary carry gun, when a group of armed thugs break in and try to rob you. You have your back-up gun handy, so you grab it and engage the immediate threats. You then reload your primary carry handgun and engage any remaining threats.

**Procedure:** On the start signal, pick up your BUG gun and engage targets T1 through T3. when your BUG gun is empty, put it down, pick up and load your primary handgun, and continue engaging threats. Finally, move to position P2 and engage the remaining threats.

**Scoring:** All threats must have 2 hits.



**Note:** Target heights should vary, and targets should be set up so that shoot-throughs are not likely. Once the Shooter is done with their BUG, they should place it on the table with the muzzle pointed down range.