



Stage 1: Four Plus



Three

Round Count: 11

Target Distance: 10 yards

Targets Required: 4x Threat Targets,
3x Poppers

Props Required: None

Scoring Method: Vickers Count

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

Start Signal: Audible

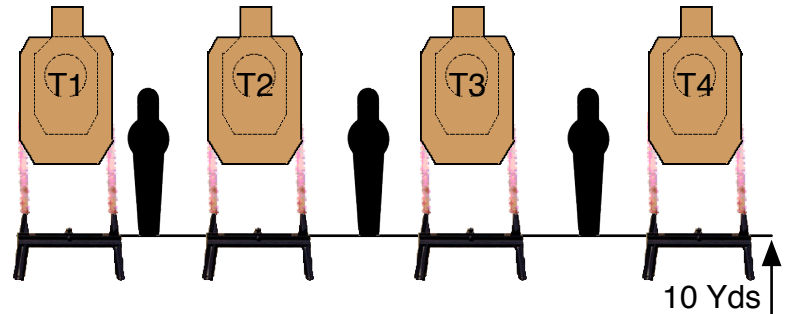
Stop Signal: Last Round Fired.

Scenario: None. This is a Standards stage.

Concealment Garment: Not Required

Procedure: On the start signal, draw and
engage all targets. Targets
may be engaged in any order. Any IDPA-
legal reload may be used, if required.

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



Notes: Target heights should vary. Make sure that Shooter starts with handgun loaded to division capacity.

Racine IDPA 05/04/2013

Original CoF design by Russ Grothus, modified by Tom Ropers



Stage 2 - 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

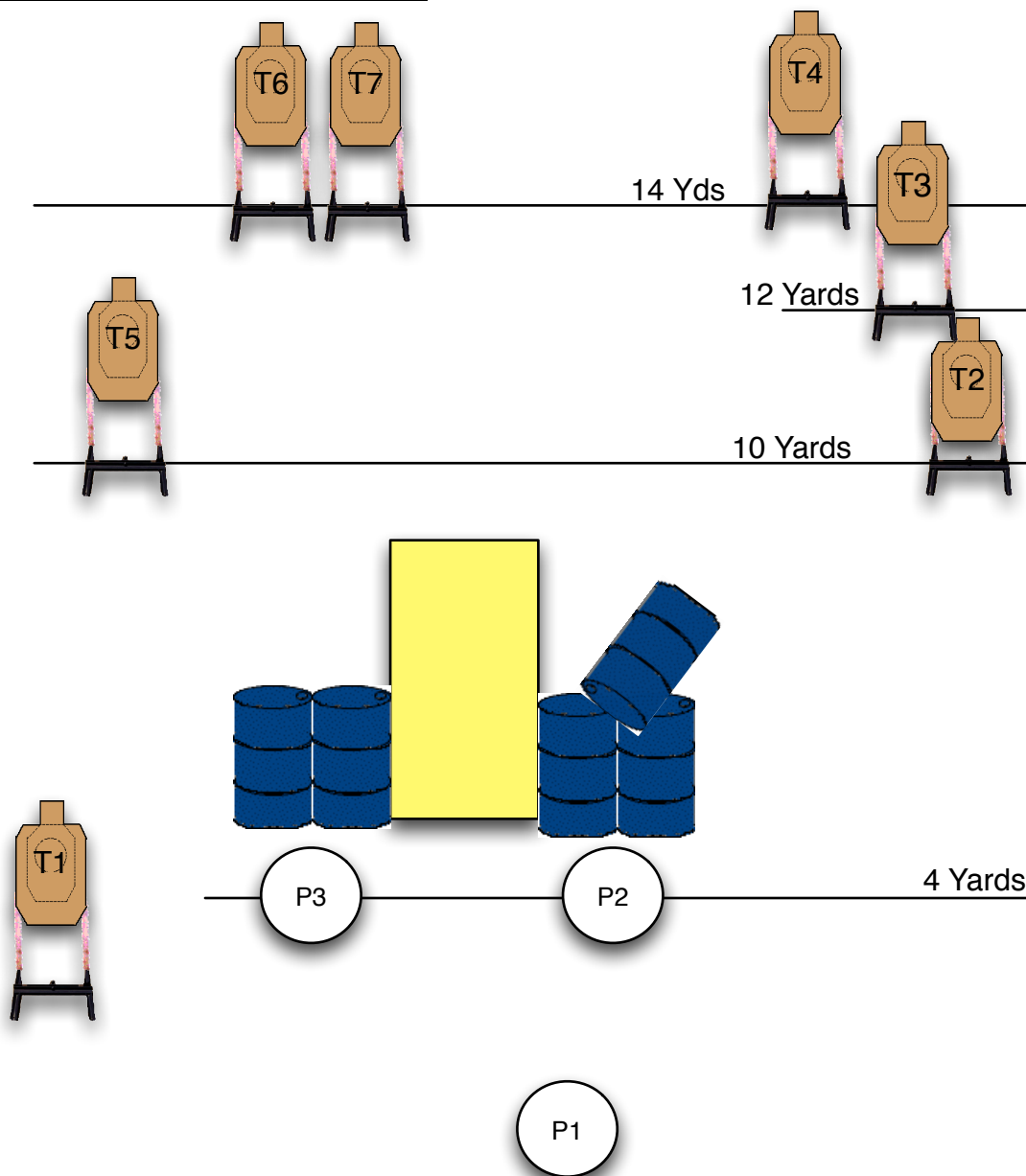
Start Signal: Audible

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.



Stage 3 - Closer To The Heart



Round Count: 6

Target Distance: 6-10 yards

Targets Required: 3x Standard Threats

Props Required: None

Scoring Method: Vickers Count

Starting Position: Standing at P1, holding briefcase at side with strong hand.

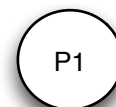
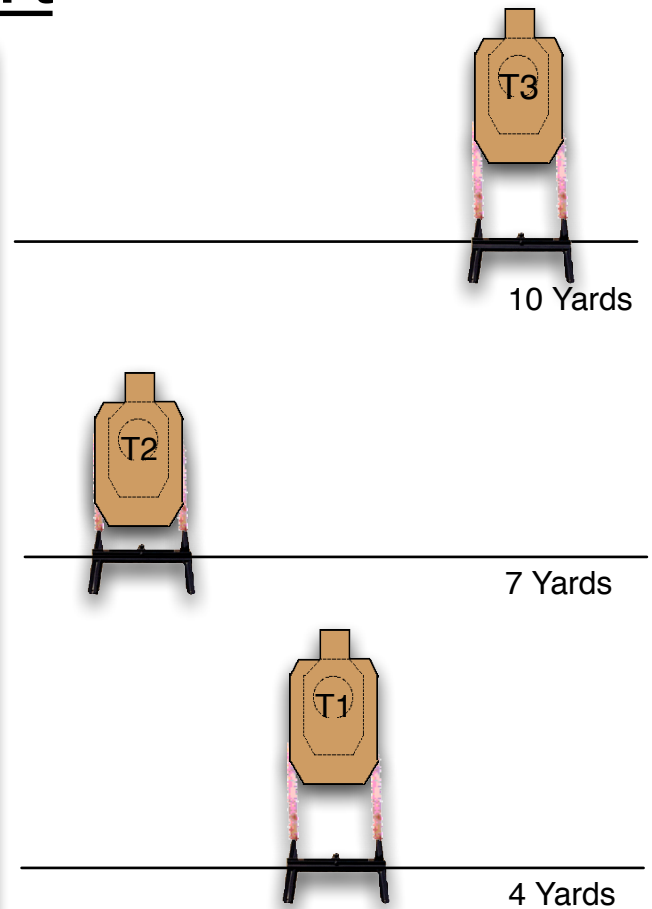
Start Signal: Audible

Concealment Garment: Required

Scenario: You're walking from your car to a client's office when you're jumped by a group of Bad Guys that are high on PCP. Only immediately disabling shots will prevent them from harming you, so shoot straight!

Procedure: On the start signal, drop the briefcase, draw, and engage threats T1 through T3 with 2 rounds each.

Scoring: T1 through T3 shall have two (2) hits each, only -0 hits will count for score.



Notes: Threats must be engaged in Tactical Priority. Only hits to -0 areas on the target count for score- all other hits are scored as misses.



Stage 4 - 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

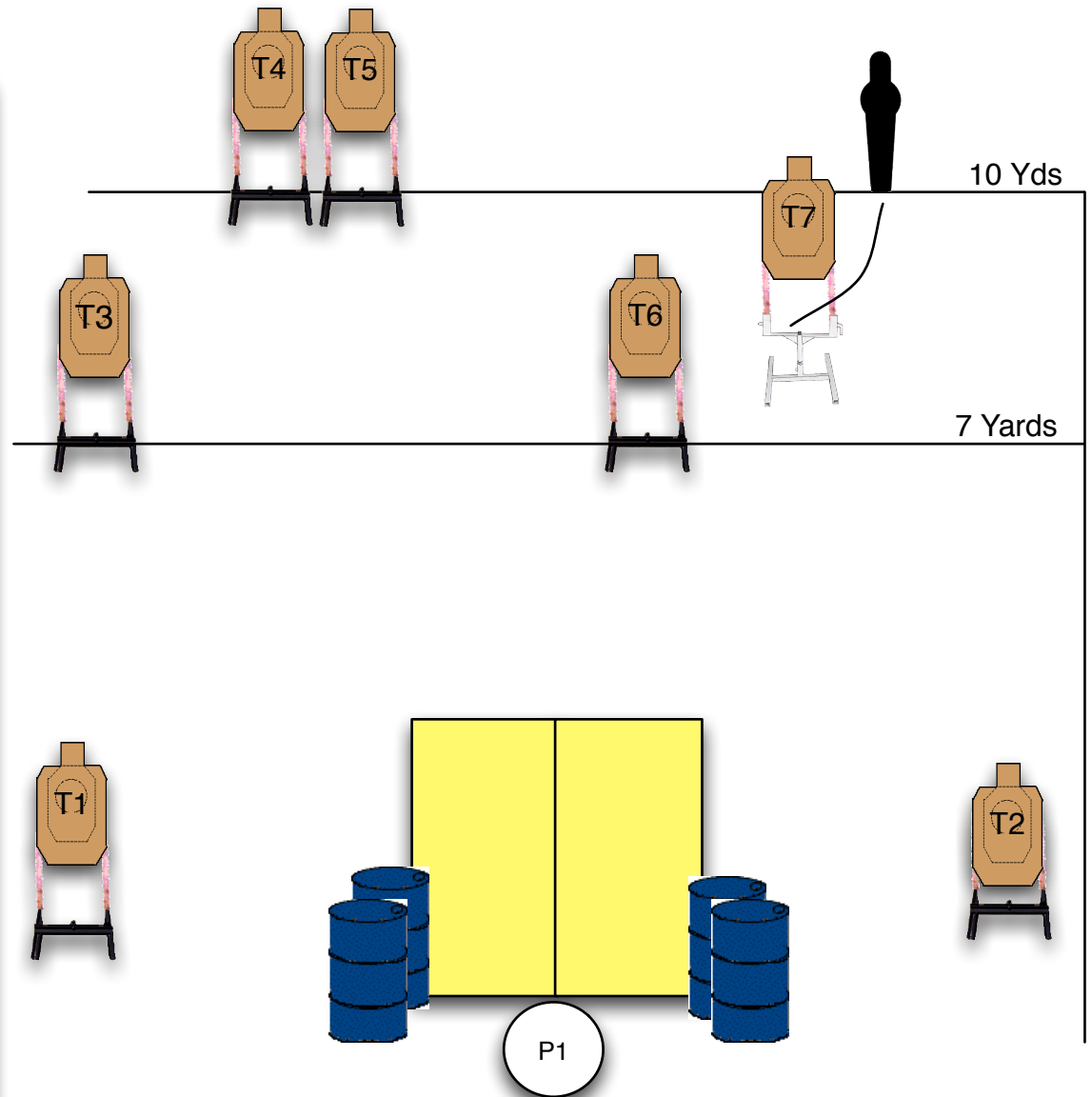
Start Signal: Audible

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 5: Home Invasion



Round Count: 16 rounds

Target Distance: 5 to 20 yards

Targets Required: 5x Threat Targets, 2x Poppers, 2x Drop-Turners

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

Scoring Method: Vickers Count

Starting Position: Standing at P1, facing down range

Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You've come home from a walk around the block only to discover a group of armed men holding your daughter at gunpoint. You deal with those bad guys, and then move to your house to discover your spouse being held by more armed men. You engage them through the open window, and then start heading to the front door to discover another bad guy responding to your shots.

Procedure: On the start signal, draw and engage T1-T3 from P1, using the barrel as cover. Move to P2 and engage T4-T6 and the Poppers through the window. Finally, move to P3 and engage T7.

Concealment Garment: Required

Scoring: Targets T1 through T6 should have 2 hits each. T7 should have 2 hits to the body and 1 to the head. All steel must fall.

Notes: Target heights should vary somewhat. T1 through T3 may only be engaged from P1. T4-T6 and the Poppers may only be engaged from P2 through the window. P7 may only be engaged from P3. The non-threat in front of T6 should have the top of it's head just above the bottom of the -0 area on T6.

