



# Stage 1: Home Invasion v2



**Round Count:** 12

**Target Distance:** 5-15 yards

**Targets Required:** 2x Poppers, 5x Standard Threats

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

**Scoring Method:** Vickers Count

**Muzzle Safe Points:** Left and Right edges of backstop.

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

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

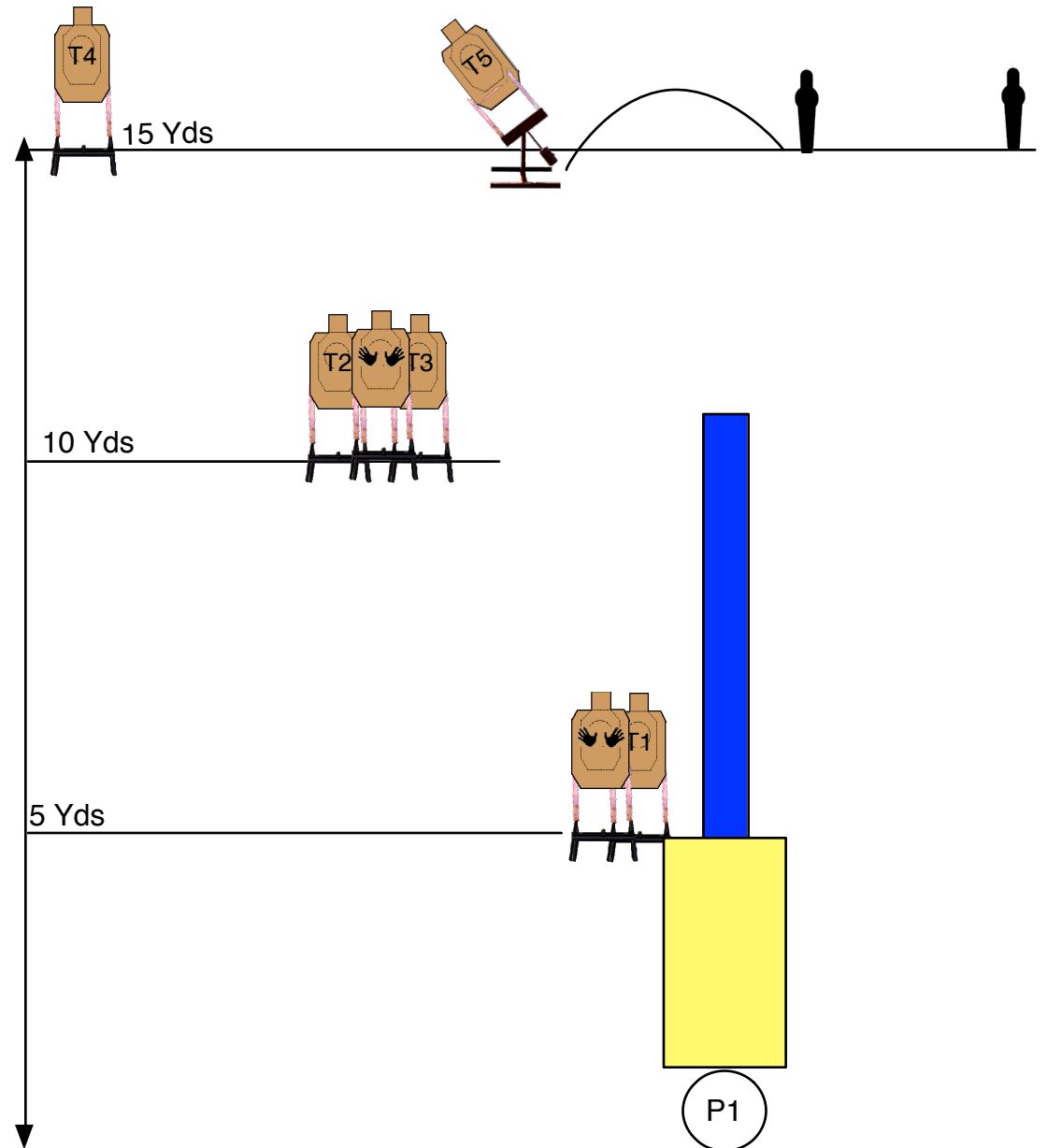
**Scenario: None.** It's late at night and you've been woken up by the sound of a window shattering. As you check out your home, you encounter a group of armed home invaders, and are forced to engage them to protect your family.

**Concealment Garment:** Not Required

**Procedure:** On the start signal, engage PP1 and PP2 from the right side of the barricade. Engage the remaining threats from the left side of the barricade.

**Scoring:** All threats must have two hits. All steel must fall.

**Notes:** Target heights should vary. T1 should be 50% covered by the non-threat, and T2 and T3 should be 25% covered by the non-threat.





# Stage 2: Legal Problems



**Round Count:** 14 rounds

**Target Distance:** 3 to 15 yards

**Targets Required:** 7x Standard Threats

**Props Required:** 2x Non-Threat, 2x Barricades,  
2x Tarps

**Scoring Method:** Vickers Count

**Muzzle Safe Points:** Left and Right edges of  
backstop.

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

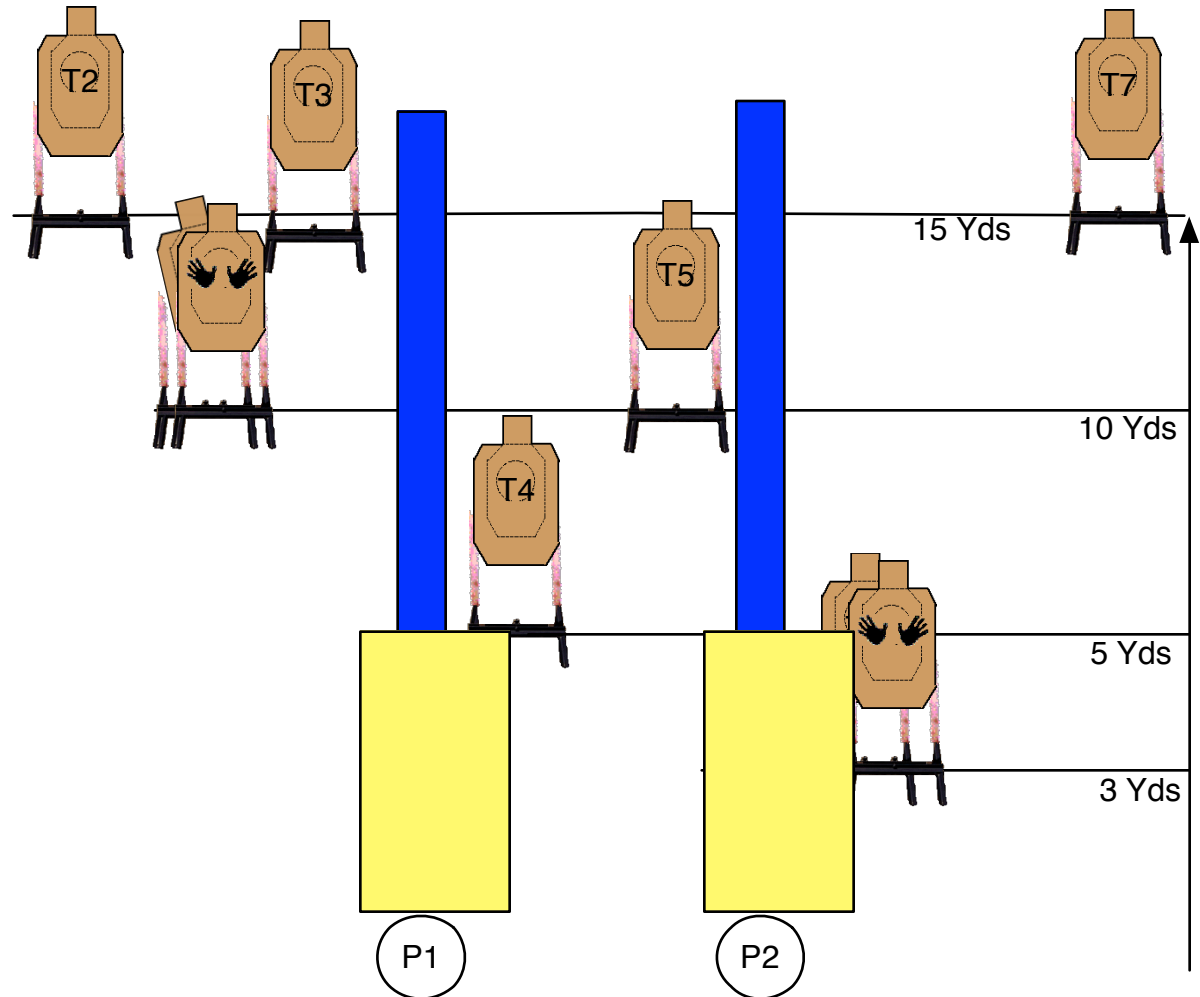
**Start Signal:** Audible

**Concealment:** Required

**Scenario:** You are a district attorney, and are at  
your office when a group of armed thugs  
storms in demanding revenge for criminal buddy of  
theirs that you prosecuted. Luckily, you are armed  
and able to defend yourself and your coworkers.

**Procedure:** On the start signal, draw and engage  
targets T1 through T3 from the left side  
of the barricade at P1. Engage T4 and T5 from the  
right side of the barricade. Move to P2 and engage  
T6 and T7.

**Scoring:** T1 through T7 should have 2 hits each.



**Note:** Target heights should vary, and targets should be set up so that shoot-throughs are not likely. T1 should be set so that all of the head, but little of the rest of the target is visible from P1. T6 should be set so that it is 2/3 hidden by the non-threat.



# Stage 3- Trash Day



**Round Count:** 14

**Target Distance:** 5 to 12 yards

**Targets Required:** 5x Standard Threats, 1x Drop-Turner, 2x Poppers

**Props Required:** 1x Non-Threat, 1x Trash Can, 1x Tarp, 1x Barricade

**Scoring Method:** Vickers Count

**Muzzle Safe Points:** Left and Right edges of backstop.

**Starting Position:** Standing at position P1, hands on trash can handle.

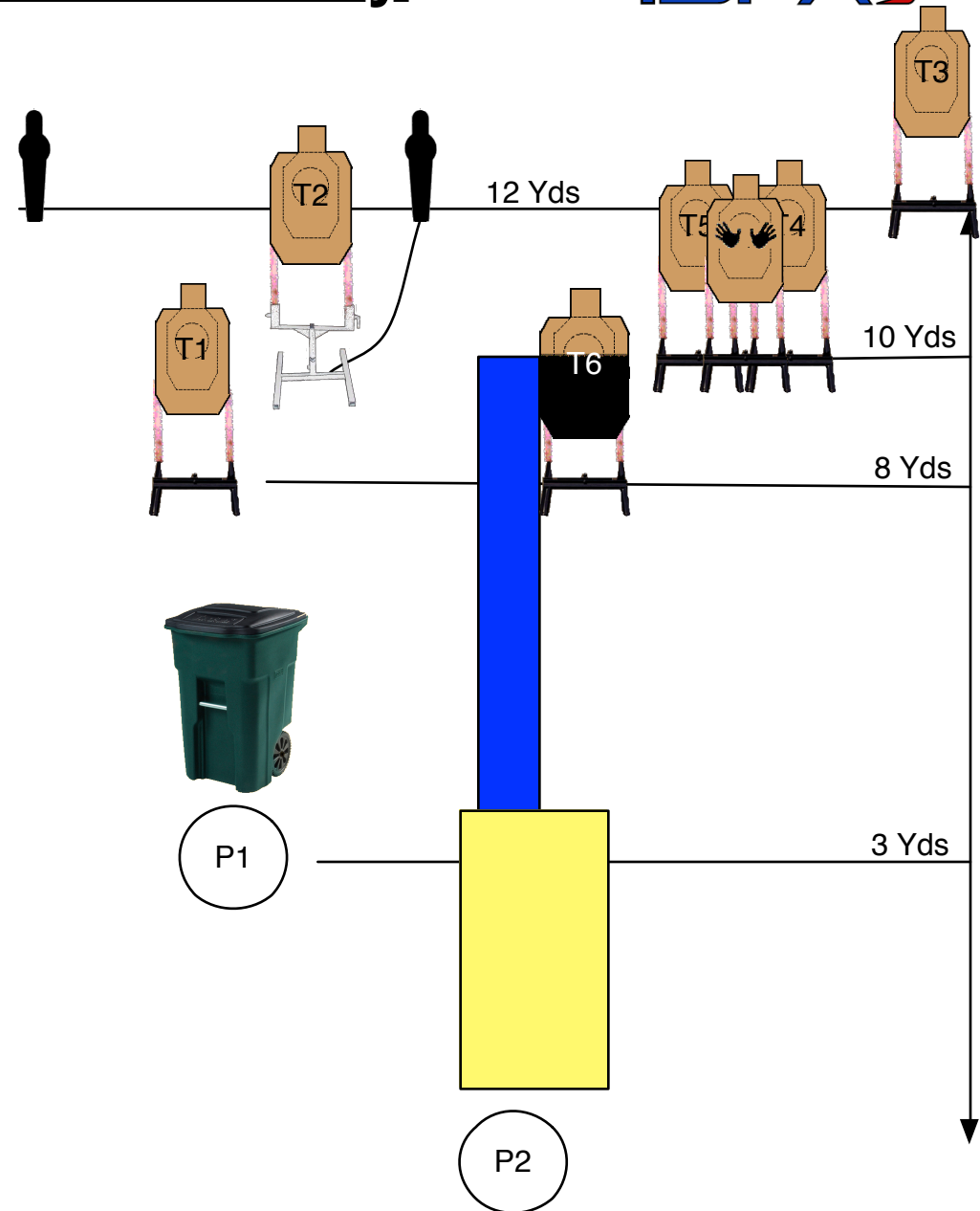
**Start Signal:** Audible

**Concealment:** Required

**Scenario:** You're taking out the trash when you are accosted by a group of armed men. You defend yourself from the immediate threat while retreating to your house, only to discover more armed thugs attacking your spouse.

**Procedure:** On the Start Signal, draw and engage T1, T2, PP1, and PP2 while retreating to P2. From P2, engage T3 through T6.

**Scoring:** All cardboard threats must have 2 hits. Steel must fall.



**Notes:** T1, T2, PP1, and PP2 may be re-engaged from P2, but **must** have been engaged while retreating from P1. T3 through T6 may only be engaged from P2. The trash can is not considered cover.

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Original CoF design by Tom Ropers



# Side Match: A BUG Essential v2



**Round Count:** 11

**Target Distance:** 3-12 yards

**Targets Required:** 5x Standard Threats

**Props Required:** 1x Table, 1x Non-Threat, 1x Tarp, 1x Barricade, 1x Briefcase

**Scoring Method:** Limited

**Muzzle Safe Points:** Left and Right edges of backstop.

**Starting Position:** Standing facing up range at position P1, hands relaxed at sides. Six rounds loaded in primary handgun. 5 rounds loaded in BUG, which is laying in the closed briefcase with the muzzle pointed down range.

**Start Signal:** Audible

**Scenario: None.** You're minding your business at home when your son mistakenly allows a bunch of ruffians into your house. You, of course, are armed, but have a limited number of rounds available in your primary handgun. You must fight your way to your backup gun and end the confrontation.

**Concealment Garment:** Required

**Procedure:** On the start signal, turn, draw, and engage T1 through T3 while moving to cover at P2. Once at P2, place your empty handgun on the table, muzzle pointed downrange, retrieve your back up gun from the briefcase, and engage T4 and T5 in Tactical Sequence.

**Scoring:** T1-T3 and T5 must have two hits. T4 must have three hits, one of which must be a head shot.

**Notes:** T1-T3 may be re-engaged from P2, but **must** have been engaged while retreating from P1. Target heights should vary. T1 should be 50% covered by the Non-Threat.

