



Stage 1: Warehouse Scuffle



Round Count: 12

Target Distance: 6-10 yards

Targets Required: 6x Standard Threats

Props Required: 1x Barricade, 2x Non-Threats

Scoring Method: Vickers Count

Muzzle Safe Points: Left and Right edges of backstop.

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

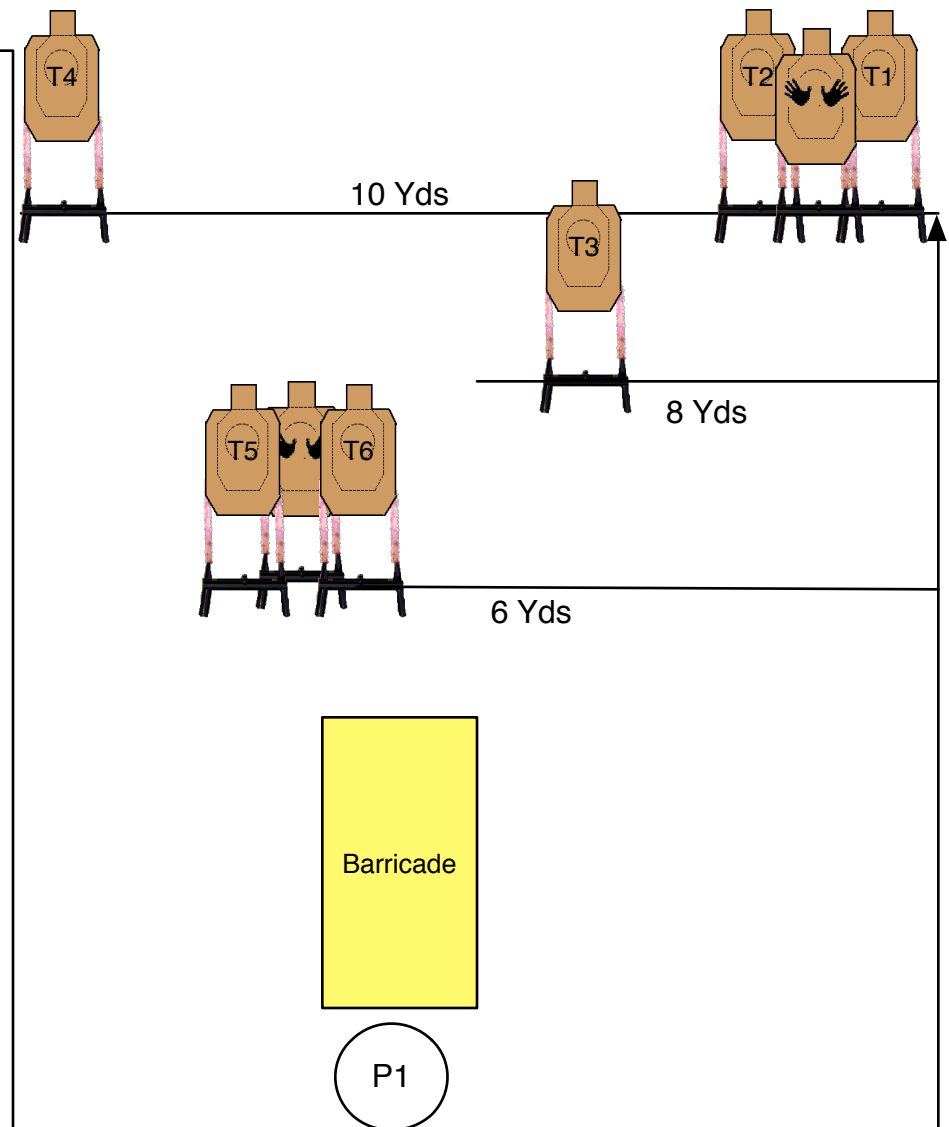
Start Signal: Audible

Scenario: You're at work when you hear a loud scuffle in the warehouse. You discover a gang of armed thugs threatening some of your coworkers, and when they see you, they threaten you as well. You must defend them as well as yourself.

Concealment Garment: Required

Procedure: On the start signal, draw, and engage T1 through T3 from the Right side of the barricade and T4 through T6 from the left side of the barricade.

Scoring: T1-T6 must have two hits.



Notes: The Non-Threat in front of T1 and T2 should be located so that its edges are in-line with the near edge of the down zero areas in the centers of T1 and T2. The Non-Threat behind T5 and T6 should be placed so the edges of the Non-Threat align with the near edges of the down 3 areas on T5 and T6.



Stage 2- Intruders v1



Round Count: 12

Target Distance: 10 to 15 yards

Targets Required: 4x Threat Targets, 2x Poppers, 1x Drop-Turner

Props Required: 1 Table, 2 Tarps, 2 Barricades

Scoring Method: Vickers Count

Muzzle Safe Points: Left and right edges of backstop

Starting Position: Standing at P1, loaded handgun in holster, carbine held at low ready.

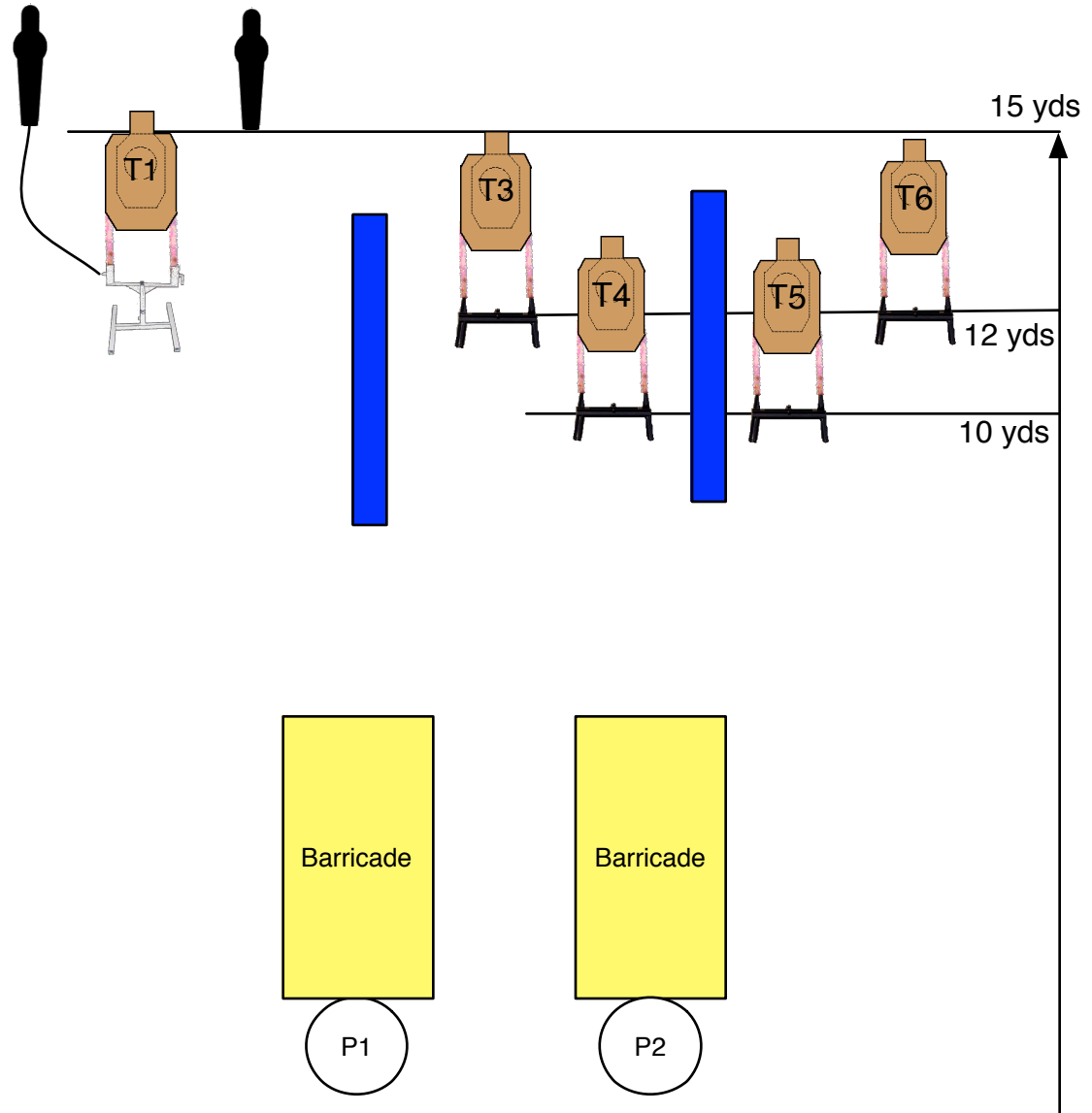
Stop Signal: Last Shot Fired

Scenario: You're getting ready to close your shop when a group of armed robbers storms in announcing a robbery. You grab your carbine to defend yourself, and then move through your shop making sure no other threats are present.

Concealment Garment: Not required

Procedure: On the start signal, engage the poppers and target T1 from the left side of the barricade at position P1. Then engage T3 and T4 from the right side of the barricade. Finally, move to P2 and engage T5 and T6 from the right side of the barricade.

Scoring: All Targets must have two hits, all steel must fall.



Notes: Target heights should vary. Make sure that the Shooter keeps the carbine muzzle pointed in a safe direction at all times. Make sure to locate targets so that shoot throughs of the tarps are not likely.



Stage 3: Standards



Round Count: 12

Target Distance: 7 yards

Targets Required: 3x Standard Threats

Props Required: None

Scoring Method: Limited

Muzzle Safe Points: Left and Right edges of backstop.

Starting Position: See String description

Start Signal: Audible

Scenario: None

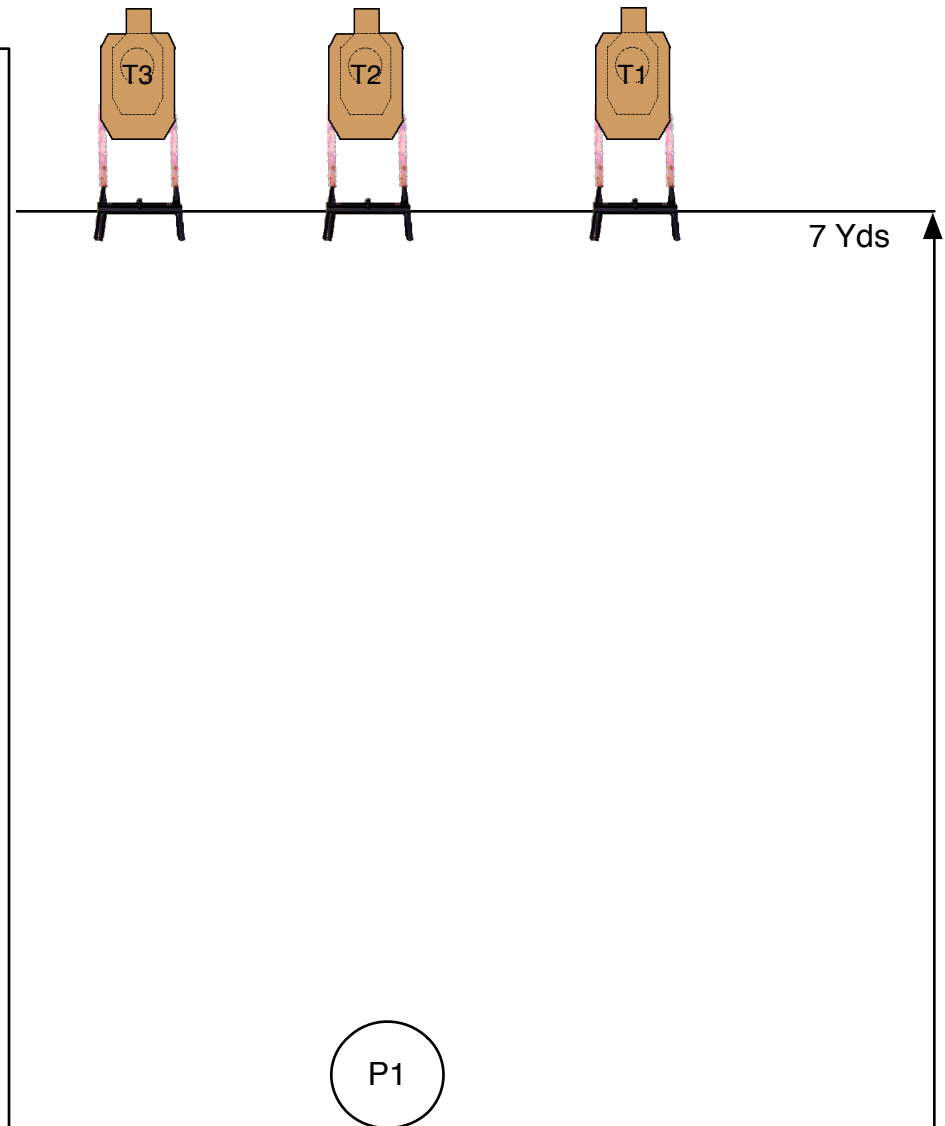
Concealment Garment: Not Required

Procedure:

String 1: Standing at position P1, hands relaxed at sides, on the start signal, draw, and engage T1 through T3 with 1 shot to the head and 1 to the body, strong hand only, in Tactical Sequence.

String 2: Standing at position P1, handgun held at a low ready position in the support hand, on the start signal, draw, and engage T1 through T3 with 1 shot to the head and 1 to the body, support hand only.

Scoring: T1-T3 must have four hits, 2 of which must be head shots.



Notes: Paste any low head shots after String 1.



Side Match- Intruders v2



Round Count: 12

Target Distance: 10 to 15 yards

Targets Required: 4x Threat Targets, 2x Poppers, 1x Drop-Turner

Props Required: 1 Table, 2 Tarps, 2 Barricades

Scoring Method: Vickers Count

Muzzle Safe Points: Left and right edges of backstop

Starting Position: Standing at P1, loaded handgun in holster, carbine held at low ready.

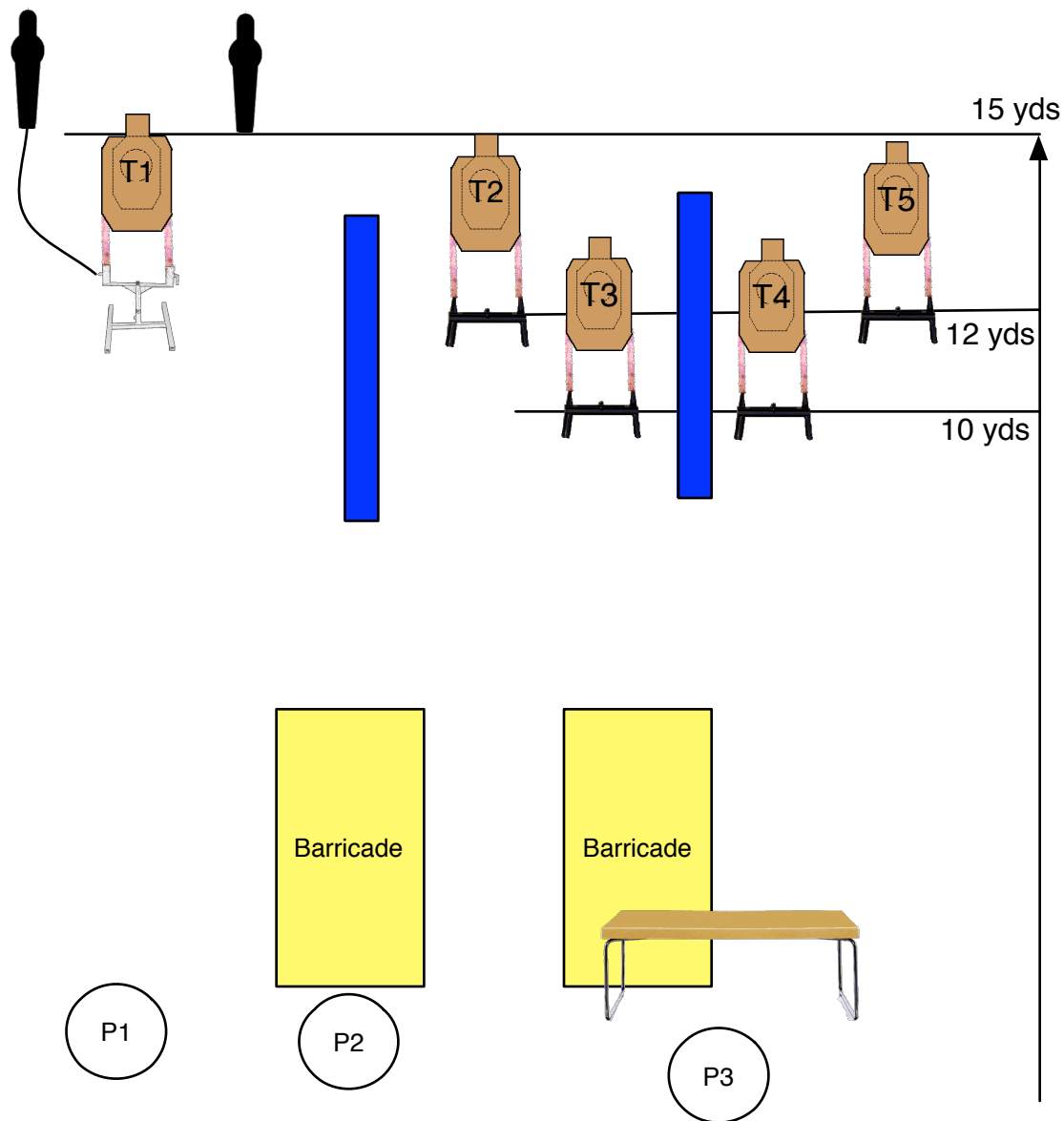
Stop Signal: Last Shot Fired

Scenario: You're getting ready to close your shop when a group of armed robbers storms in announcing a robbery. You grab your carbine to defend yourself, and then move through your shop making sure no other threats are present.

Concealment Garment: Not required

Procedure: On the start signal, engage the poppers and target T1. The carbine will have 10 rounds loaded. Next, move to P2 and engage Targets T2 and T3. Then move to P3 and engage Targets T4 and T5. Place the carbine on the table when it's empty and use your handgun to finish the stage.

Scoring: All Targets must have two hits, all steel must fall.



Notes: Target heights should vary. Make sure that the Shooter keeps the carbine muzzle pointed in a safe direction at all times. Make sure to locate targets so that shoot throughs of the tarps are not likely.

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