



Stage 1: Reducing

The Bills

Round Count: 12

Target Distance: 7 yards

Targets Required: 3x Threat Targets,

Props Required: None

Scoring Method: Limited Vickers

Starting Position: Per string description.

Start Signal: Audible

Muzzle Safe Points: Orange cones at rear of bay

Concealment Garment: Not Required

Scenario: None. This is a Standards stage.

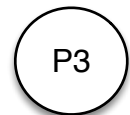
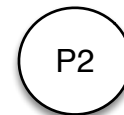
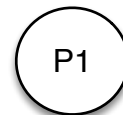
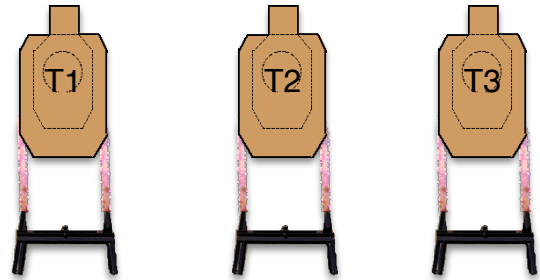
Procedure:

String 1: Standing facing down range at position P1, on the start signal, draw and engage T1 with two rounds to the body and two to the head.

String 2: Standing facing down range at position P2, on the start signal, draw and engage T2 with two rounds to the body, and two to the head, strong hand only.

String 3: Standing facing down range at position P3, holding you handgun at a low ready in your weak hand, on the start signal, engage T3 with two rounds to the body and two to the head, weak hand only.

Scoring: T1 through T3 must each have two hits to the body and two hits to the head.





Stage 2: Lunchtime Rush



Round Count: 12

Target Distance: 1-10 yards

Targets Required: 3x Threat Targets, 1x Swinger
1x Popper

Props Required: 2x Barrels, 1x Chair, 1x Table

Scoring Method: Vickers

Starting Position: Seated at P1, loaded handgun in holster, hands holding menu.

Start Signal: Audible

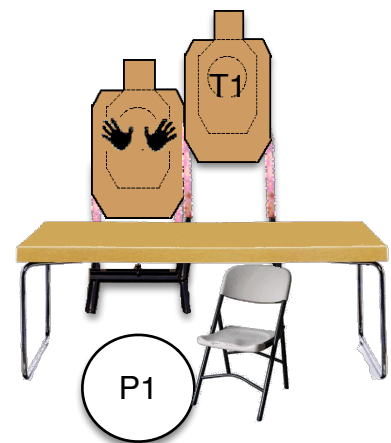
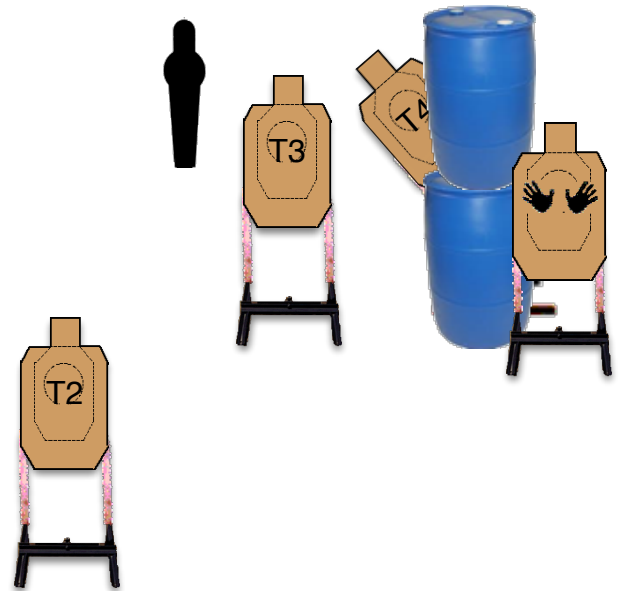
Muzzle Safe Points: Orange cones

Concealment Garment: Required

Scenario: You're about to order lunch at a new restaurant you've been meaning to try out, when a group of armed thugs rush in and declare a holdup.

Procedure: On the Start Signal, draw and engage T1 through T3 with three rounds each. Engage Popper PP1 until down and then T4 with two rounds.

Scoring: T1 through T3 must each have three hits, T4 must have two hits, and the steel must fall.



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Original CoF design by Tom Ropers



Stage 3: In The Dirt



Round Count: 12

Target Distance: 7 yards

Targets Required: 3x Threat Targets

Props Required: None

Scoring Method: Limited Vickers

Starting Position: Per string description.

Start Signal: Audible

Muzzle Safe Points: Orange cones at rear of bay

Concealment Garment: Not Required

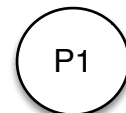
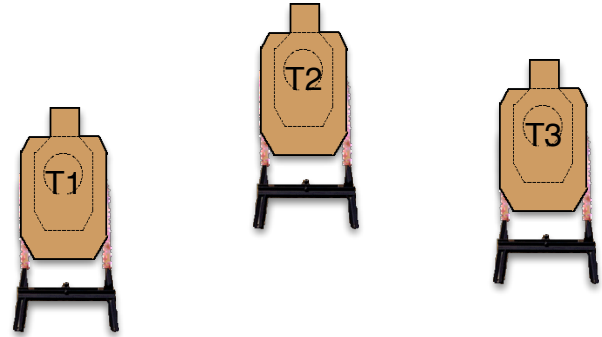
Scenario: None. This is a Standards stage.

Procedure:

String 1: Laying prone at Position P1, handgun loaded with six rounds held at low ready, on the start signal engage T1 through T3 with one round to the body and one round to the head in Tactical Sequence.

String 2: Laying prone at Position P1, handgun loaded with six rounds held at low ready, on the start signal engage T1 through T3 with one round to the body and one round to the head in Tactical Sequence, strong hand only.

Scoring: T1 through T3 must each have two hits to the body and two hits to the head.





Stage 4: Gator Gunnin'



Round Count: 12

Target Distance: 5-10 yards

Targets Required: 4x Reduced Size Threat Targets

Props Required: 1x Kayak, 1x Paddle

Scoring Method: Vickers Count

Starting Position: Sitting in kayak, hands holding paddle, loaded handgun in holster.

Start Signal: Audible

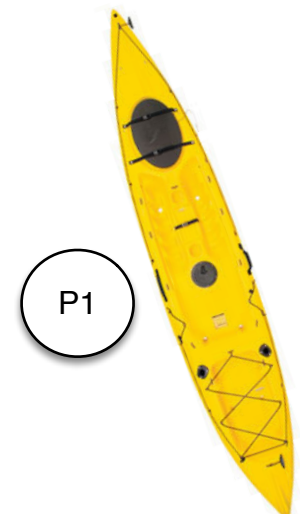
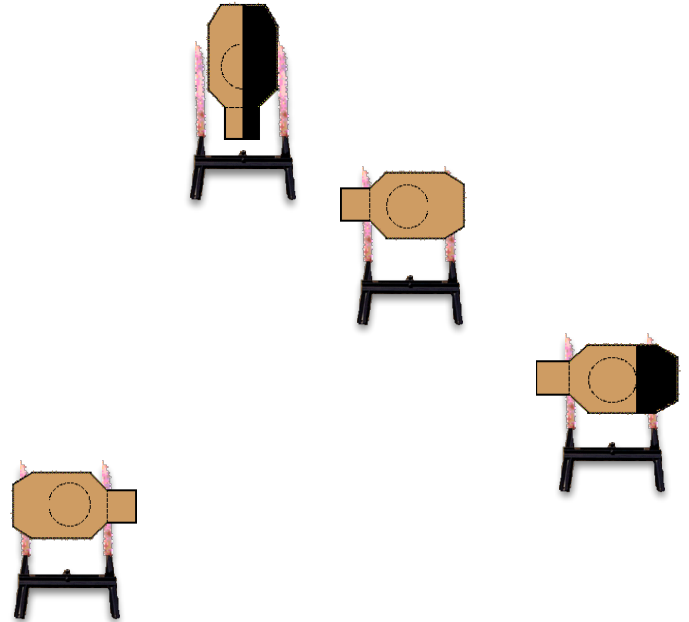
Muzzle Safe Points: Orange cones

Concealment Garment: Required

Scenario: You've been out fishing in the bayous and are on your way back in at the end of the day. You've had a very successful fishing trip, and have attracted the attention of a bunch of hungry alligators. You can't paddle fast enough to get away, so you're forced to defend yourself with your handgun. The gators are tough, and require multiple hits to stop them!

Procedure: On the start signal, put down the paddle, draw your handgun, and engage the 'gators with three rounds each in Tactical Sequence. At least one hit must be a head shot. Dropping the paddle out of the kayak will earn a procedural.

Scoring: T1 through T4 must each have three hits teach, at least one of which must be a head hit.





Stage 5: Now You See Them



Round Count: 16

Target Distance: 5-10 yards

Targets Required: 5x Threat Targets, 3x Drop-Turners

Props Required: 2x Barricades, 1x Foot Activator

Scoring Method: Vickers

Starting Position: Standing at P1 facing downrange, loaded handgun in holster, hands relaxed at sides.

Start Signal: Audible

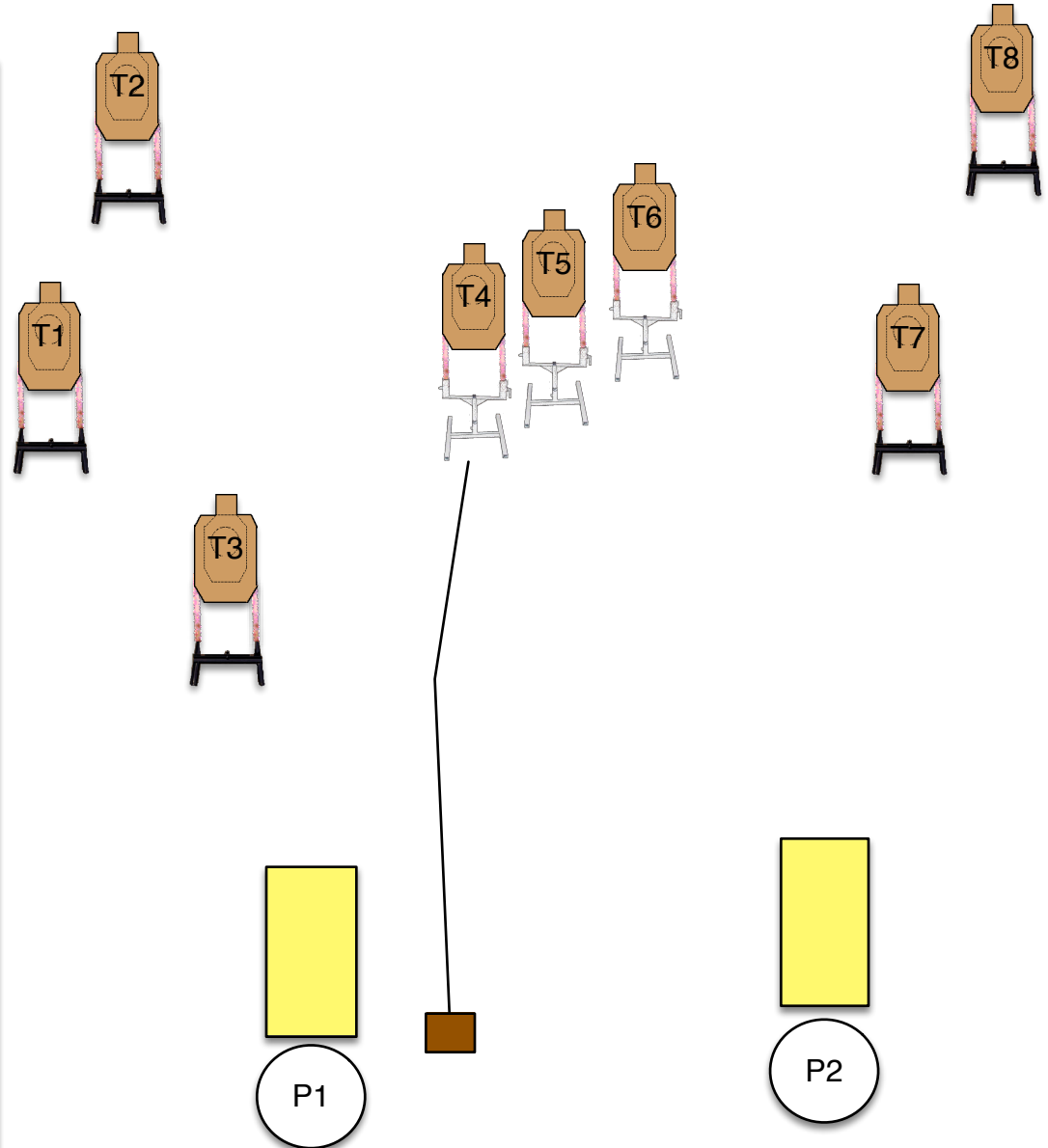
Muzzle Safe Points: Orange cones

Concealment Garment: Required

Scenario: You're enjoying a nice day taking a hike through a forest preserve, when you're accosted by an armed gang's marijuana grow area. They don't want any witnesses, so they come after you. You engage the immediate threats and then try to get away, only to run into more armed thugs as you make your escape.

Procedure: On the start signal, draw and engage T1 through T3 from the left side of the barricade at position P1. Move to P2, stepping on the foot activator and engaging T4 through T6 once activated and while moving. At P2, engage T7 and T8 from the right side of the barricade.

Scoring: T1 through T8 must have two hits each.





Stage 6: Shop Till You Drop



Round Count: 18

Target Distance: 5-20 yards

Targets Required: 6x Threat Targets, 1x Swinger, 1x Popper, 1x US Popper, 1x MaxTrap

Props Required: 6x Barrels, 2x Wall Sections, 1x Window Section, 3 Non-Threats

Scoring Method: Vickers Count

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

Start Signal: Audible

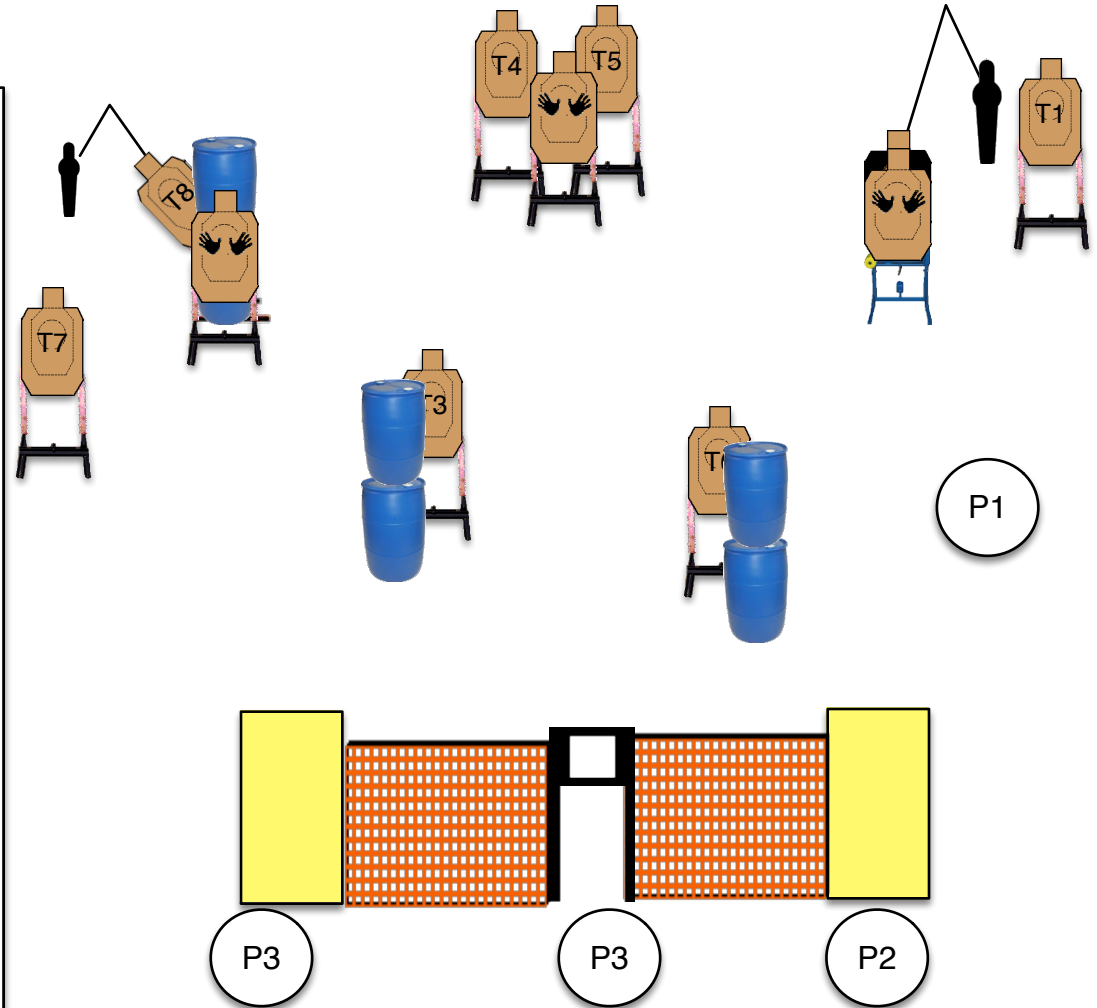
Muzzle Safe Points: Orange cones

Concealment Garment: Required

Scenario: You're out at the local department store when a group of terrorists decide to strike. You engage the immediate threats and try to make your escape, only to encounter additional terrorists that you must engage in order to survive.

Procedure: On the Start Signal, dew and engage T1, PP1, and T2 while retreating to P2. Move to P3 and engage T3 through T6. Finally, move to P4 and engage T7, PP2, and T8.

Scoring: T1 through T8 must have two hits each. All steel must fall to score.





Stage 7: Hostages



Round Count: 16

Target Distance: 1-10 yards

Targets Required: 8x Threat Targets

Props Required: 4x Barricades, 8x Barrels,
3x Non-Threats

Scoring Method: Vickers Count

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

Start Signal: Audible

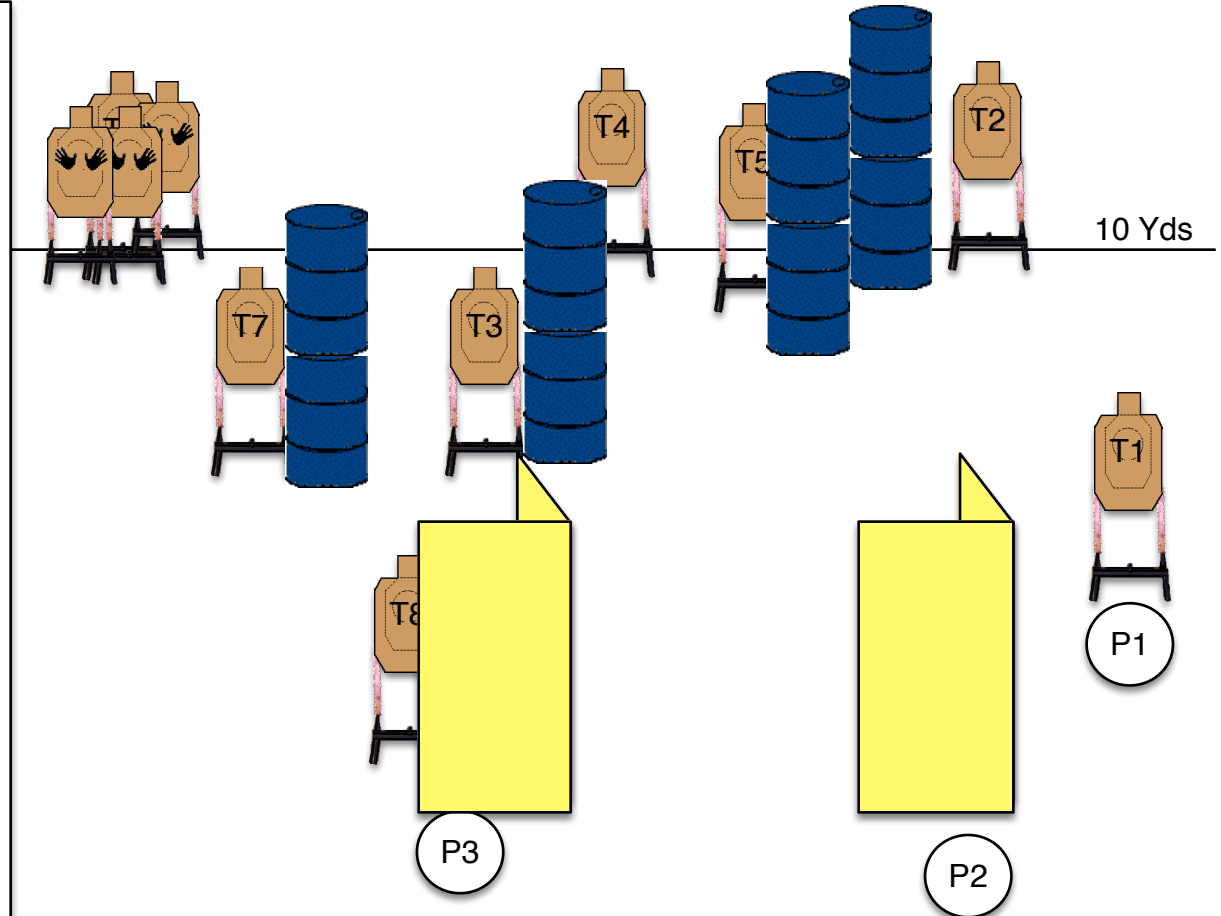
Stop Signal: Last shot fired.

Scenario: You're a Good Guy. There are lots of Bad Guys. You know what to do.

Concealment Garment: Required

Procedure: On the start signal, draw and engage T1 from close retention. Then engage T2 while retreating to P2. From P2, engage T3 and T4. Move to P3 and engage T5 through T8.

Scoring: All threats must have two hits.



Notes: Target heights should vary. Only T1 and T2 should be visible from P1. T3 and T4 should be visible from P2. T5 through T8 should only be visible from P3.

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Stage 8: Beight Reversed



Round Count: 12

Target Distance: 5-18 yds

Targets Required: 5x Threat Targets

Props Required: 2x Non-Threats

Scoring Method: Limited Vickers

Starting Position: Standing facing up range at position P1

Start Signal: Audible

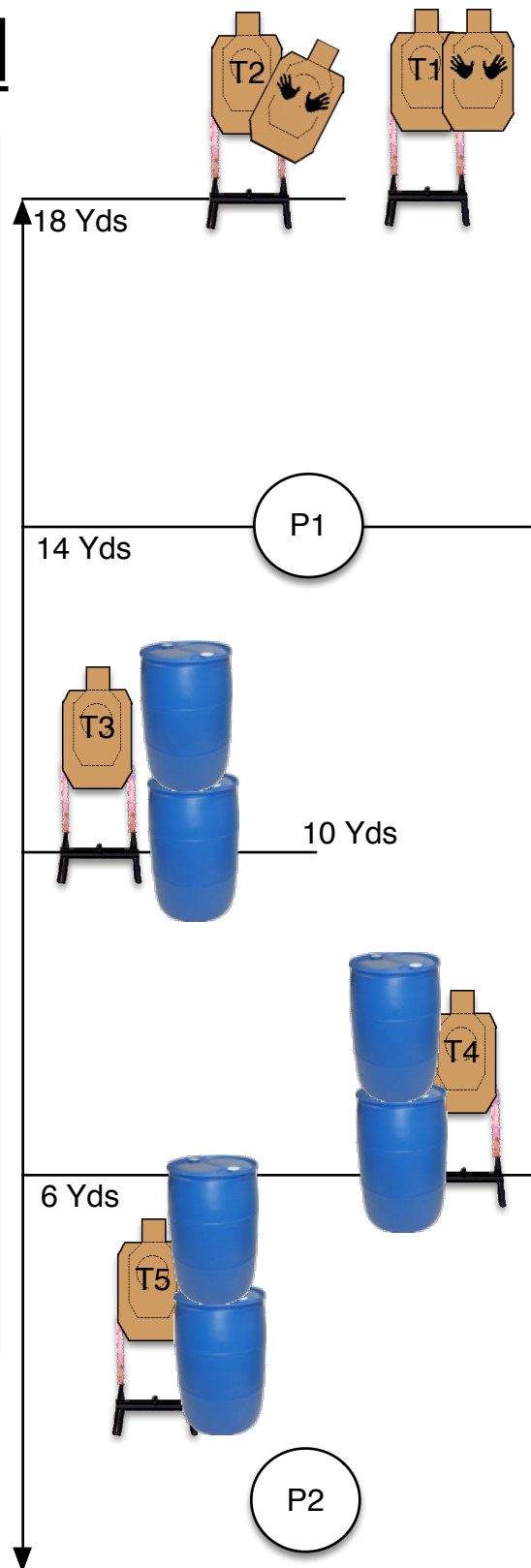
Muzzle Safe Points: Orange Cones

Scenario: None. This is a Standards stage.

Concealment Garment: Not Required

Procedure: On the start signal, turn, draw and engage Target T1 and T2 with 2 rounds to the body and one to the head. Perform a loaded cylinder/chamber reload, then retreat to P2, engaging the remaining targets as they become visible with 2 rounds to each. Targets T3 through T5 must be engaged while moving.

Scoring: T1 and T2 should have 3 hits each, one of which must be a head shot. Targets T3 through T5 should have 2 hits each,.



Notes: Target heights should vary somewhat. and targets should be set so that shoot-throughs are not likely.