



# Stage 1: Frightening

**Round Count:** 12

**Target Distance:** Up to 20 yards

**Targets Required:** 6 Threat Targets

**Props Required:** 1 Barricade, 1 Tarp

**Scoring Method:** Vickers Count

**Starting Position:** Standing facing down range at positions P1

**Start Signal:** Audible

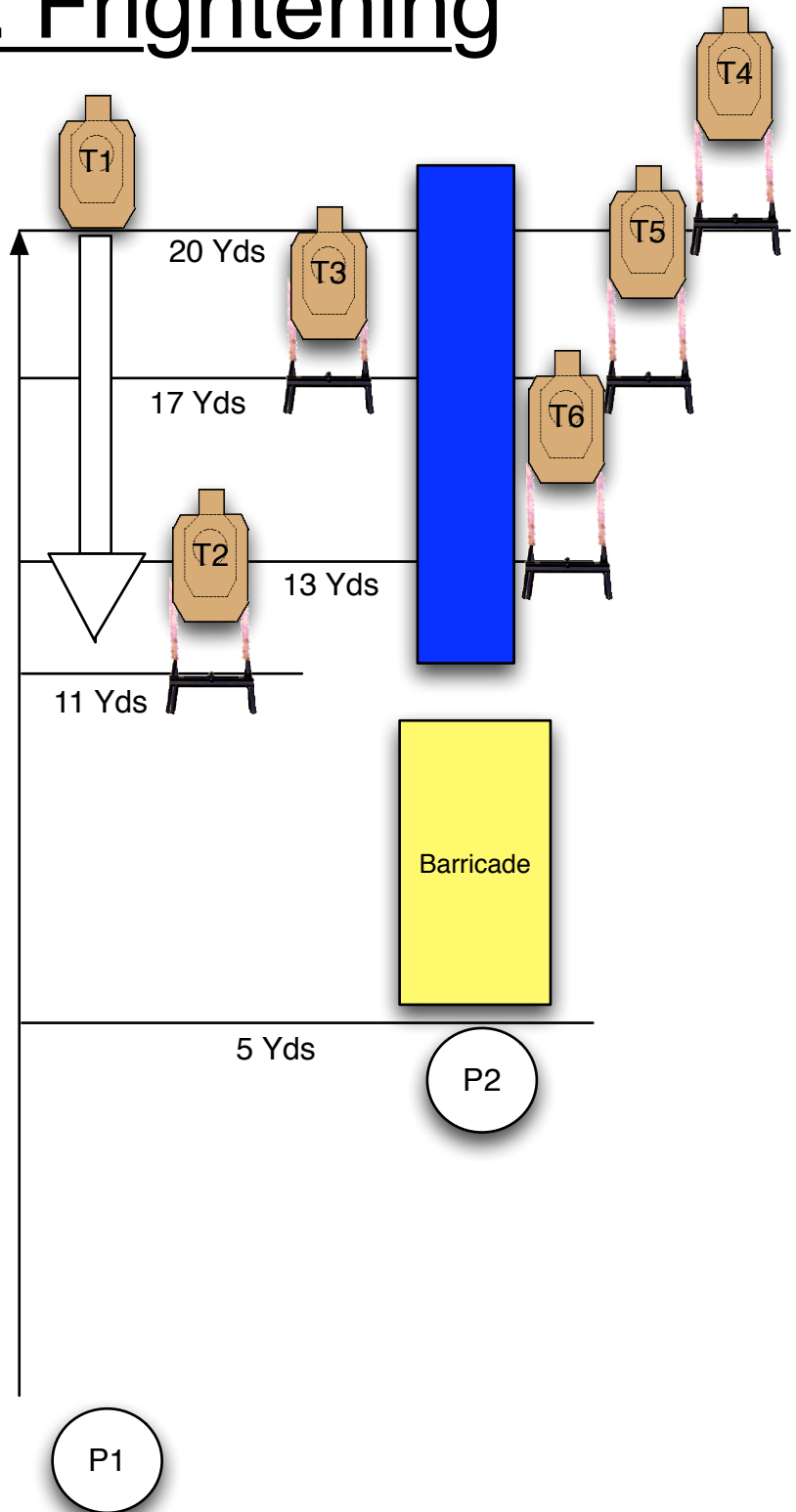
**Stop Signal:** Last Shot Fired

**Concealment Garment:** Required

**Scenario:** You're walking home from a Halloween party you attended, when you're jumped by a group of hoodlums. They all appear to be armed, and one of them is charging you. You engage the immediate threats and move to cover, only to discover more hoodlums.

**Procedure:** On the start signal, draw your handgun and engage T1 from position P1. Engage T2 and T3 while moving to position P2. Once at position P2, using the barricade for cover, engage T4 through T6.

**Scoring:** T1 through T6 should have two (2) hits each.



**Note:** T1 is attached to the moving target holder overhead. Some one will be needed to start and stop the target holder. T1 should start moving on the start signal. T1 must be engaged from P1- once Shooter leaves P1, they can no longer engage T1. Shooter must engage T2 and T3 while moving, and cannot re-engage them from P2. T2 through T6 should vary somewhat in height, and be placed so that shoot-throughs are not likely.



# Stage 2: Home Sweet Home

**Round Count:** 13

**Target Distance:** 2 to 20 yards

**Targets Required:** 5 Threat Targets,  
1 Popper, 1 Max Trap

**Props Required:** 2 Barricades, 3 Tarps,  
1 No-Shoot

**Scoring Method:** Vickers Count

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

**Start Signal:** Audible

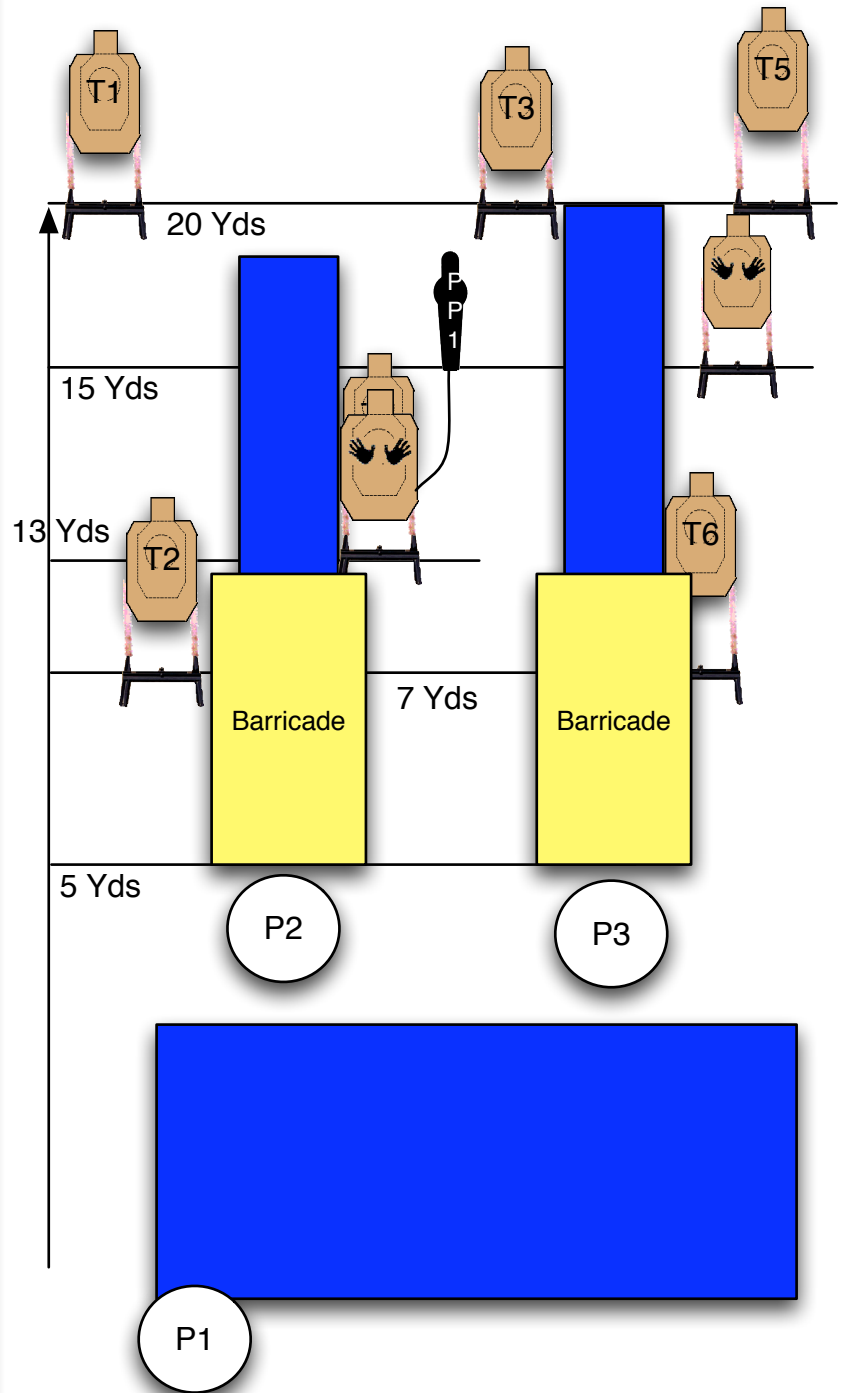
**Stop Signal:** Last Shot Fired

**Concealment Garment:** Required

**Scenario:** You come home from running some errands, and discover that your front door has been kicked in. You hear some yelling from inside your home, and realize that your spouse and child are inside. You draw your gun and go in to save them.

**Procedure:** On the start signal, draw and engage T1 and T2 from P1. When finished engaging T1 and T2, move to P2 and engage T3, PP1, and T4. Make-up shots at T1 or T2 **cannot** be made while moving to P2. Lastly, move to P3 and engage T5 and T6.

**Scoring:** T1 through T6 should have two (2) hits each. All steel must fall.



**Note:** Target heights should vary, and targets should be placed so that shoot-throughs are not likely. Shooter can engage T1 and T2 from P1 only- once the Shooter leaves P1 they cannot re-engage T1 or T2. Make sure Shooter keeps their muzzle point down range at all times.



# Stage 3: Gninethgirn

**Round Count:** 12

**Target Distance:** Up to 20 yards

**Targets Required:** 6 Threat Targets

**Props Required:** 1 Barricade, 1 Tarp

**Scoring Method:** Vickers Count

**Starting Position:** Standing facing down range at positions P1

**Start Signal:** Audible

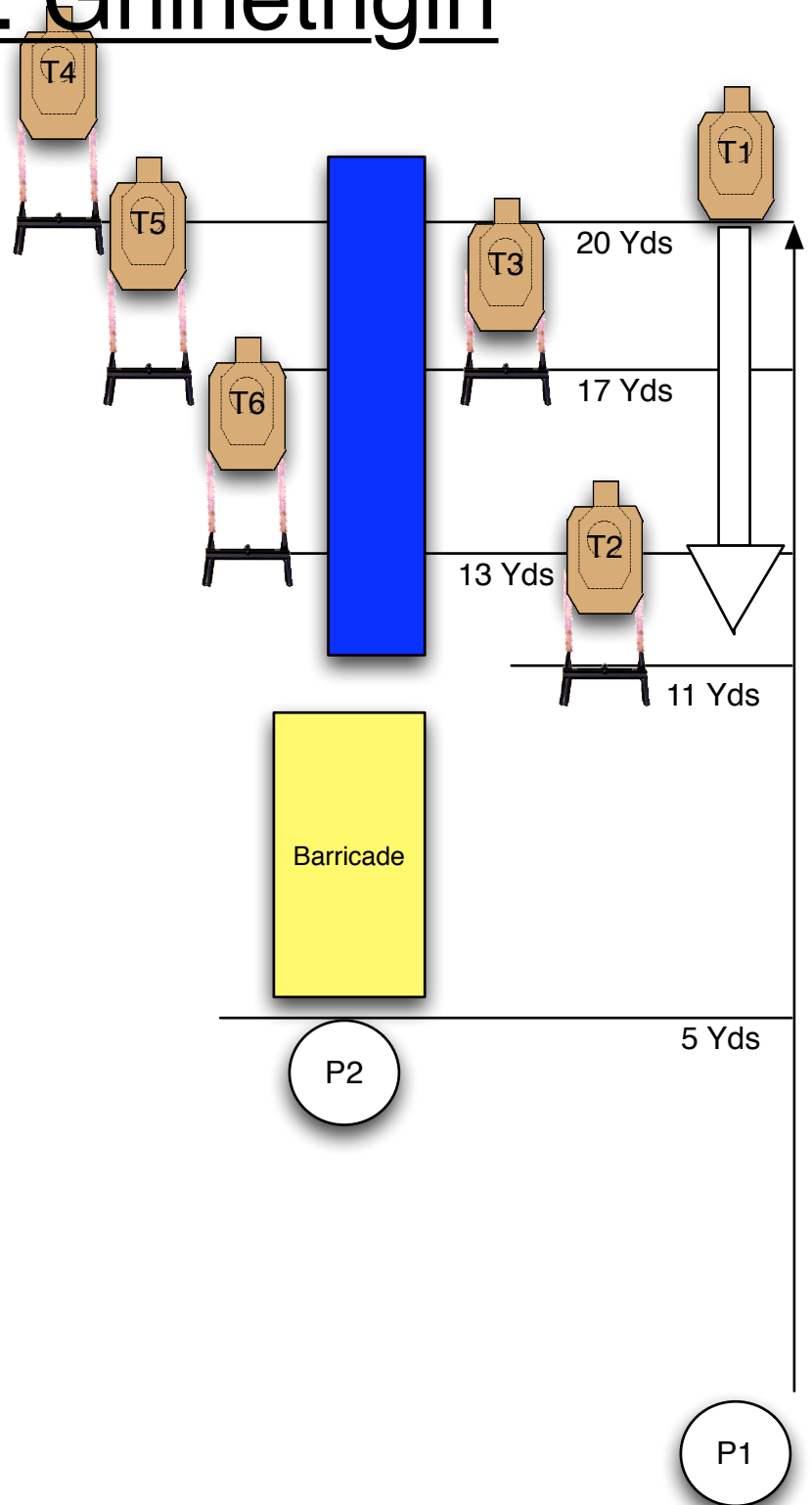
**Stop Signal:** Last Shot Fired

**Concealment Garment:** Required

**Scenario:** You're walking home from a Halloween party you attended, when you're jumped by a group of hoodlums. They all appear to be armed, and one of them is charging you. You engage the immediate threats and move to cover, only to discover more hoodlums.

**Procedure:** On the start signal, draw your handgun and engage T1 from position P1. Engage T2 and T3 while moving to position P2. Once at position P2, using the barricade for cover, engage T4 through T6.

**Scoring:** T1 through T6 should have two (2) hits each.



**Note:** T1 is attached to the moving target holder overhead. Some one will be needed to start and stop the target holder. T1 should start moving on the start signal. T1 must be engaged from P1- once Shooter leaves P1, they can no longer engage T1. Shooter must engage T2 and T3 while moving, and cannot re-engage them from P2. T2 through T6 should vary somewhat in height, and be placed so that shoot-throughs are not likely.



# Stage 4: Book Worms

**Round Count:** 17

**Target Distance:** 5 to 12 yards

**Targets Required:** 7 Threat Targets, 1 Popper, 1 Drop-Turner

**Props Required:** 3 Barricades, 3 Tarps, 1 No-Shoot

**Scoring Method:** Vickers Count

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

**Start Signal:** Audible

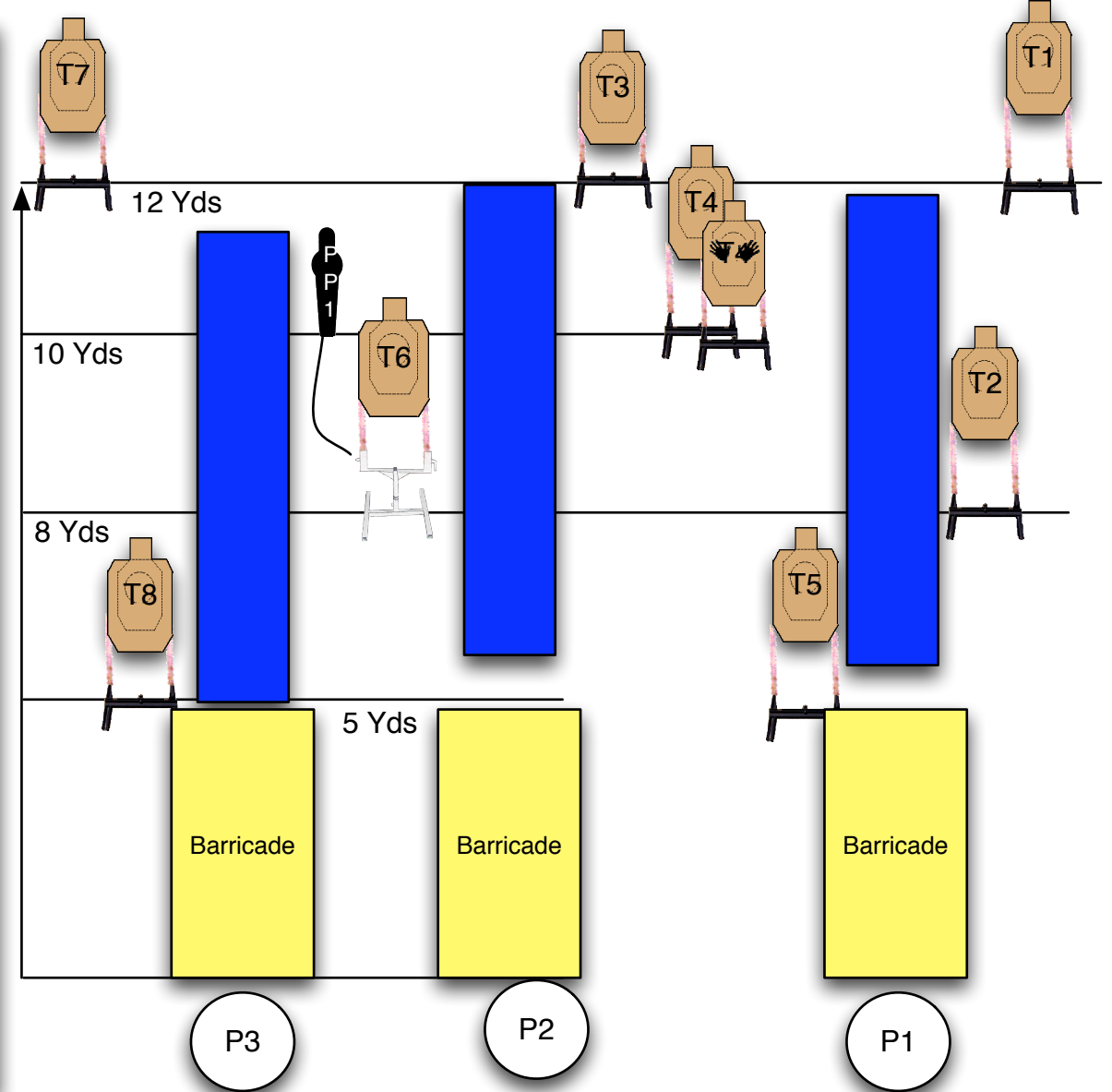
**Stop Signal:** Last Shot Fired

**Concealment Garment:** Required

**Scenario:** You're at the local library when two local gangs decide to have a big fight. There you are, minding your own business doing some studying, and the two gangs start up a massive brawl. It quickly escalates, weapons are brandished, and threats are made to everyone present. You decide it's a good idea to leave, but have to fight your way to the door. Using cover, you engage threats as you see them and gradually move to the door.

**Procedure:** On the start signal, draw and engage T1 and T2 from the right side of the barricade at P1. Then engage T3 through T5 from the left side of the barricade. Move to P2 and engage PP1 and T6. Finally, move to P3 and engage T7 and T8.

**Scoring:** T1 through T8 should have two (2) hits each. All steel must fall.



**Note:** Target heights should vary, and targets should be placed so that shoot-throughs are not likely. Make sure Shooter keeps their muzzle point down range at all times. Shooter may \*NOT\* take make-up shots on the move- once the Shooter leaves a position, they may no longer engage targets that were visible from that position.



# Side - BUG Spray

**Round Count:** 15

**Target Distance:** 1 to 12 yards

**Targets Required:** 5 Silhouettes

**Props Required:** 1 Table, 1 Chair, 1 Non-Threat, 1 IDPA Box

**Scoring Method:** Limited Vickers Count

**Starting Position:** Sitting at desk at P1, hands flat on the desk.

**Start Signal:** Audible

**Concealment Garment:** Not Required

**Scenario:** You are wrapping up at a card game your friend discovered. You cleaned house pretty well, and as the other players are leaving, they decide that they want their money, plus a little extra, back. They pull out weapons and threaten your and your friend's life. You stall for time and agree to give them their loses back, but pull out your BUG instead.

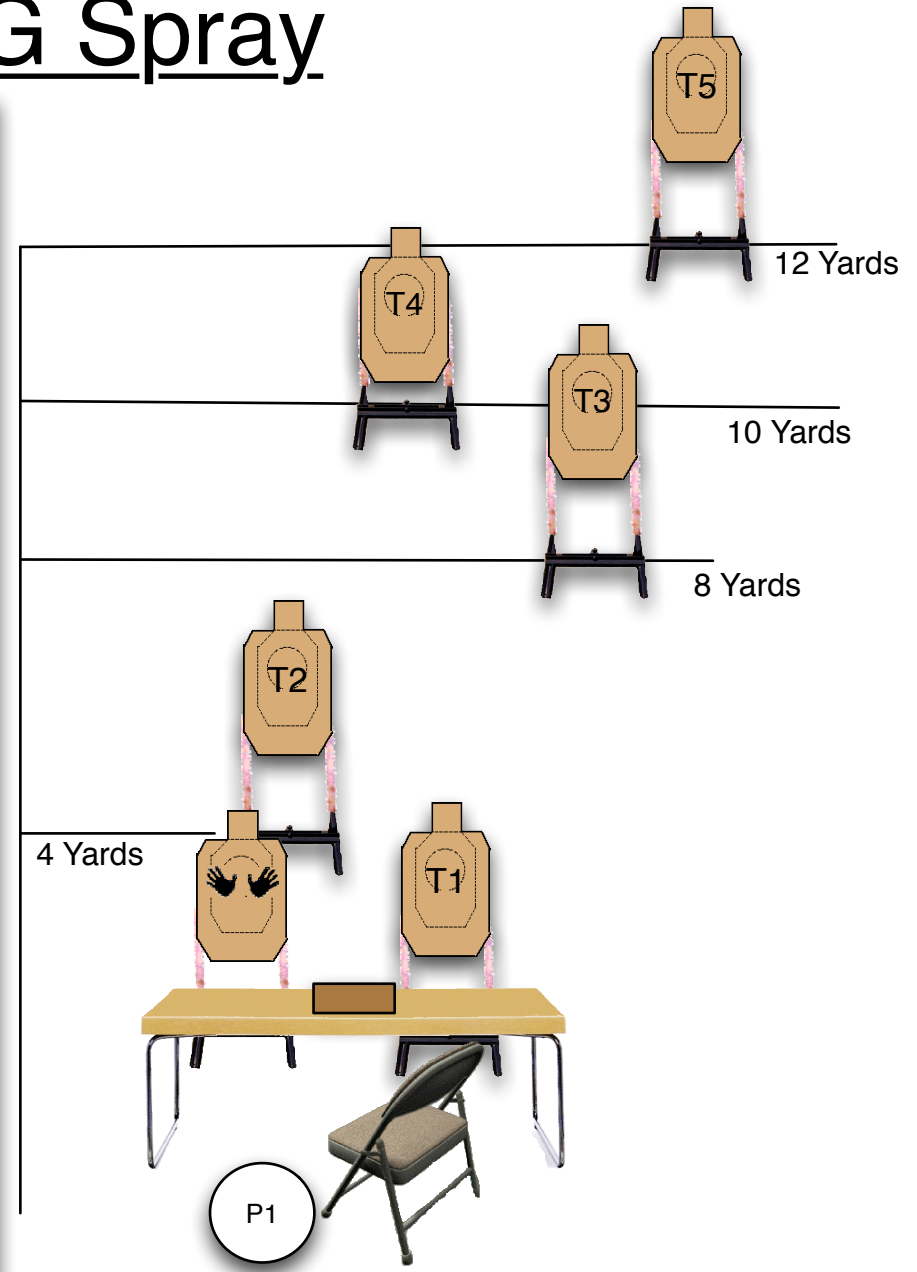
**Procedure:**

**String 1:** On the start signal, take your handgun out of the box and engage all threats with one (1) round each, strong hand only.

**String 2:** The same as String 1, except weak hand only.

**String 3:** The same as String 1, except free style.

**Scoring:** T1 through T5 shall each have three (3) hits each.



**Notes:** Target heights should vary, but make sure that they are not so high as to cause rounds to impact the ceiling if the Shooter stays seated. The "desk" is \*not\* considered cover. There are no Failure To Neutralize penalties in this Stage. Make sure the Shooter does not muzzle themselves when taking their handgun out of the box.