



Stage 1- Costume Shop

Round Count: 16 rounds

Target Distance: 3-12 yds

Targets Required: 2x Mummies, 2x Vampires, 1x Frankenstein's Monster, 3x Bats, 1x Max Trap

Props Required: 1x No-Shoot, 2x Tarps, 2x Barricades

Scoring Method: Vickers Count

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

Start Signal: Audible

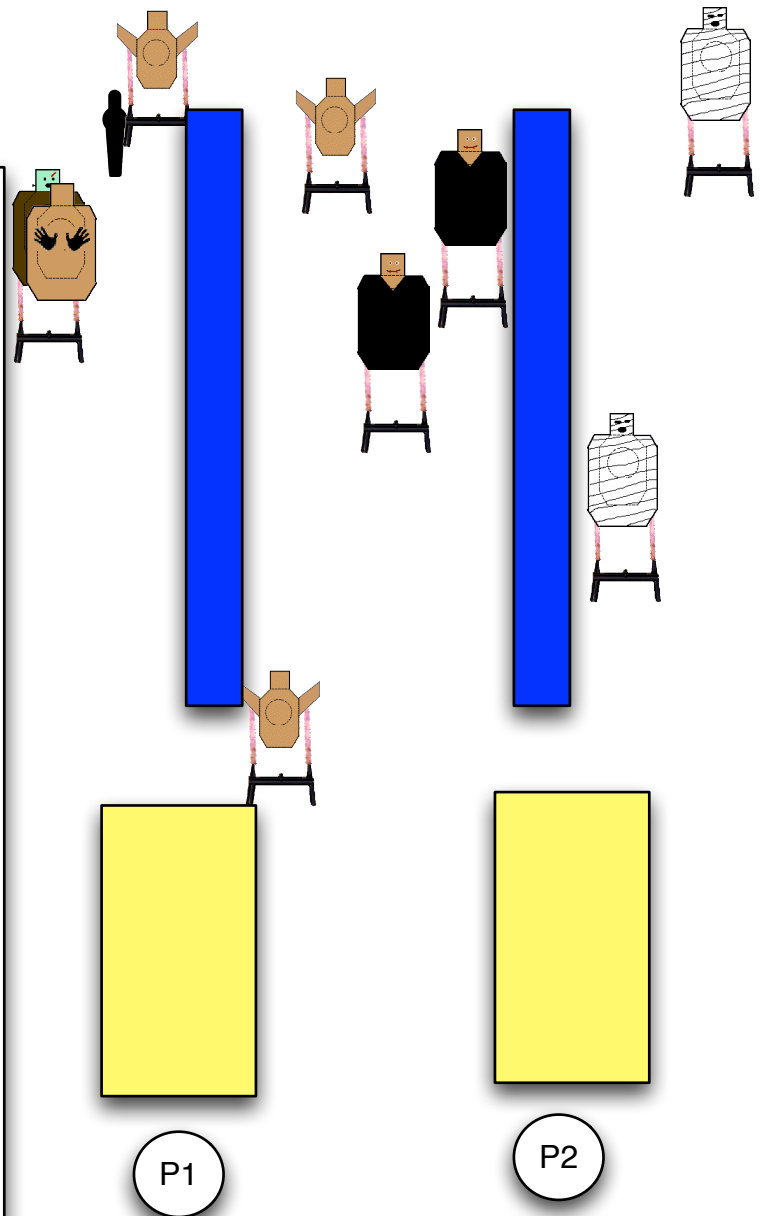
Stop Signal: Last Shot Fired

Scenario: You're returning your Halloween costume to the costume shop you rented it from. Little did you know that some vampires, mummies, bats, and a monster were not pleased with having their likenesses rented out (especially with not receiving any licensing fees!), and had decided to shut the shop down. Permanently. You have to fight your way out.

Procedure: On the start signal, draw and engage all threats as they become visible.

Concealment Garment: Required

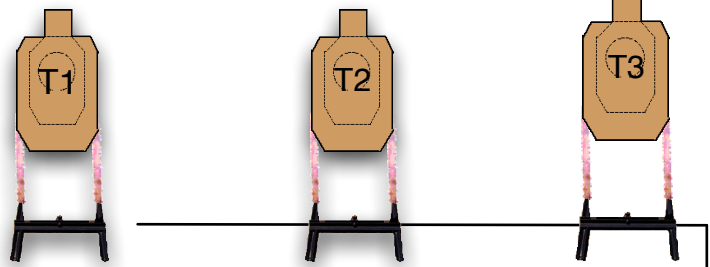
Scoring: Frankenstein's Monster and the vampires should have 2 hits. The Bats should have one hit. The Mummies should have 3 hits. All steel must fall.



Notes: Score "Bats" as normal. Hits on the wings are -3. For the Vampires, consider the black areas as hard cover.



Stage 2- Standards



Round Count: 18

Target Distance: 7 to 10 yards

Targets Required: 3 Threat Targets

Props Required: None

Scoring Method: Limited Vickers

Starting Position: See String Descriptions

Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: None- this is a standards stage

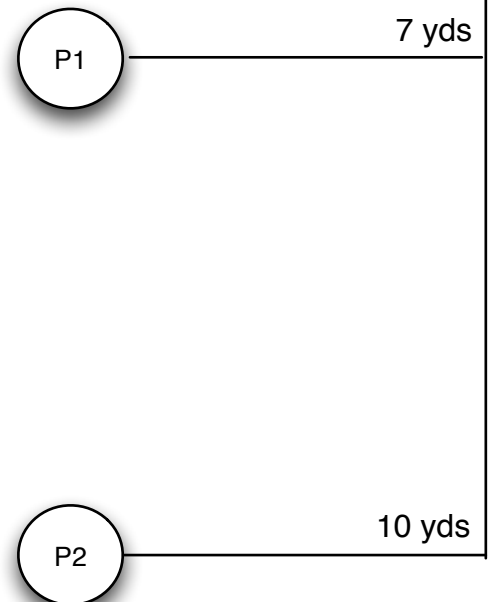
Procedure: The firearm should be loaded with 6 rounds only for each string.

String 1: Starting with the firearm in the weak hand held at a low ready position at Position P1, on the start signal engage Targets T1 through T3 with 2 rounds each, weak hand only.

String 2: Starting with the firearm in the holster at position P2, on the start signal draw and engage Targets T1 through T3 with 2 rounds each, strong hand only.

String 3: Starting with the firearm in the holster at Position P2, on the start signal, draw and engage Targets T1 through T3 with 2 rounds each to the head.

Scoring: Each Target should have 4 hits to the body, and two hits to the head.



Notes: Target heights should vary. Lateral distance shall be whatever fits best in the bay, but should be at least 2 yards apart. Shooter can engage the targets in any order they choose.



Stage 3- Hotel California?

Round Count: 13 rounds

Target Distance: 1-12 yds

Targets Required: 5x standard threats, 1x Max Trap

Props Required: 1x No-Shoot, 2x Tarps, 2x Barricades, 1x Barrel

Scoring Method: Vickers Count

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

Start Signal: Audible

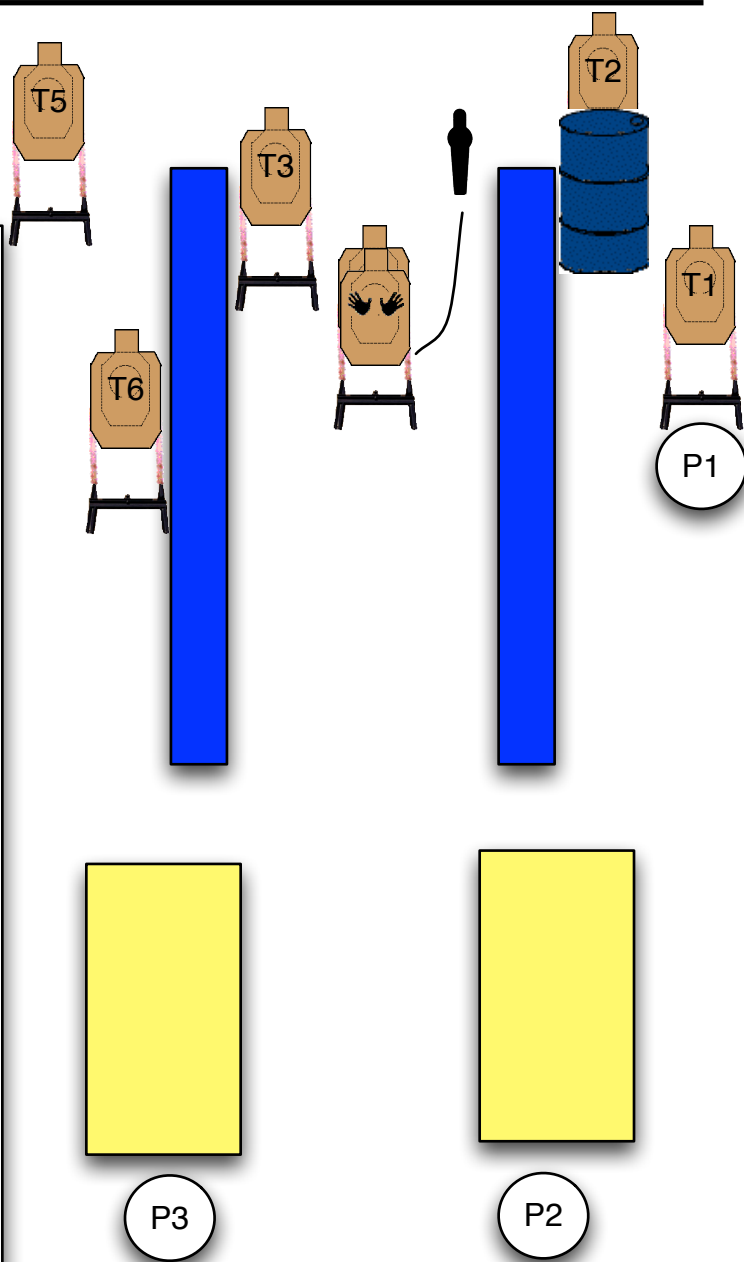
Stop Signal: Last Shot Fired

Scenario: You're by yourself on a long business road trip, and ran into a bad thunderstorm. You decide to stop at the first hotel you find to wait out the storm. The hotel looks a little rundown, but it's out in the middle of nowhere, so you don't think anything of it. You check in, get a key, and head to your room. On the way there, you're jumped by a bunch of gang-bangers, and must defend yourself as you fight your way back to your car to get out of there.

Procedure: On the start signal, draw and engage T1 from close retention, then engage T2 while retreating to P2. From P2, engage T3, PP1, and T4. Move to P3 and engage T5 and T6.

Concealment Garment: Required

Scoring: All threats should have 2 hits. All steel must fall.



Notes: T1 MUST be engaged from close retention, and T2 MUST be engaged while moving to P2. Once the Shooter leaves P2, they may not engage T3, T4, or PP1 with additional rounds. T2 should be placed so that the bottom of the center "-1" zone is at the top of the barrel.



Stage 4- Exchange Fire

Round Count: 13 rounds

Target Distance: 3-13 yds

Targets Required: 1x Popper, 1x Drop-Turner, 5x Standard Threats

Props Required: 2x No-Shoots, 1x Barricade, 1x Chair, 1x Table

Scoring Method: Vickers Count

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

Start Signal: Audible

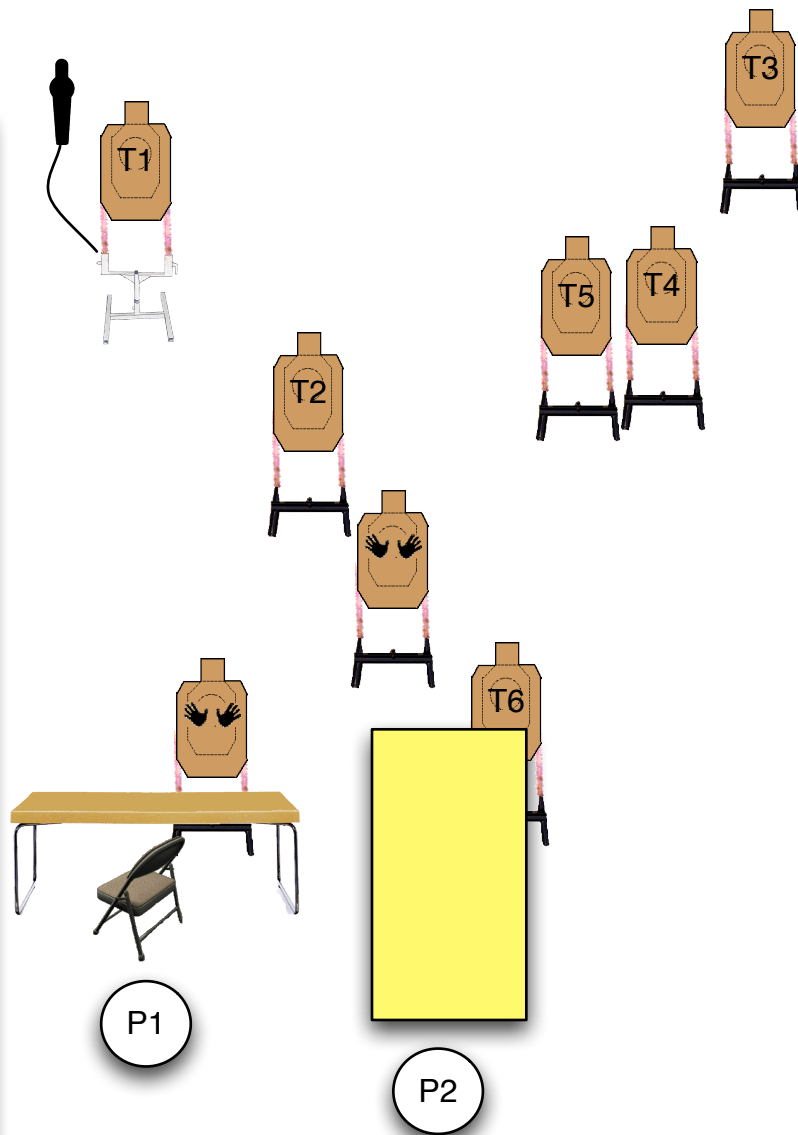
Stop Signal: Last Shot Fired

Scenario: You're at work at a currency exchange, when a group of armed robbers bursts in and announces a hold-up. You engage the robbers in the front of the store while you're moving to the back to escape, only to discover more robbers in the back. You engage them as well, since they stand between you and the exit.

Procedure: On the start signal, draw and engage PP1 and T1 from position P1. Engage T2 while moving to cover at P2. Finally, at P2, engage T3 through T6.

Concealment Garment: Required

Scoring: All threats should have 2 hits. All steel must fall.



Notes: PP1 and T1 can only be engaged from P1, though Shooter may engage from sitting or standing. T2 must be engaged while moving to P2. T3 through T6 can only be engaged from P2. P2 is 3 yards behind P1.



Side Match: Crane, Ichabod Crane

Round Count: 5

Target Distance: 15 yds

Targets Required: 1 Headless Horseman

Props Required: None

Scoring Method: Limited Vickers Count

Starting Position: Standing facing down range at position P1, BUG held at low ready.

Start Signal: Audible

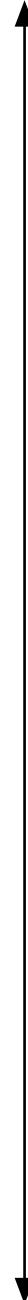
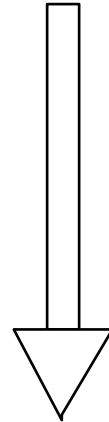
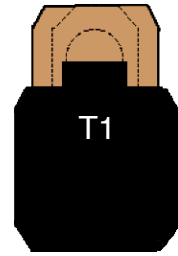
Stop Signal: Last Shot Fired

Scenario: Your name is Ichabod Crane, V. Yes, your ancestor is *that* Ichabod Crane. You recently moved to Sleepy Hollow, and are taking a walk through the woods. You hear a horse galloping your way, and figure it might be the Headless Horseman coming for you like he did your ancestor. This time, though, things will turn out a bit differently, as you're carrying a handgun and plan on putting a stop to the Headless Horseman once and for all.

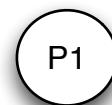
Concealment Garment: Required

Procedure: On the start signal, engage the Headless Horseman with all five rounds from your BUG.

Scoring: T1 should have 5 hits.



15 yds



Notes: The "horse" (black targets) acts as hard cover, so any hits on it are scored as misses. Hits on the Headless Horseman are scored as normal. On the start signal, the scorekeeper should activate the target dolly holding the Headless Horseman. Make sure the Shooter is finished engaging the target before the target reaches the Shooter.