



Stage 1: Sleepy Hollow



Round Count: 6

Target Distance: 7 yds

Targets Required: 1 Popper, 1 Swinger, 1 Headless Horseman

Props Required: None

Scoring Method: Vickers Count

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

Start Signal: Audible

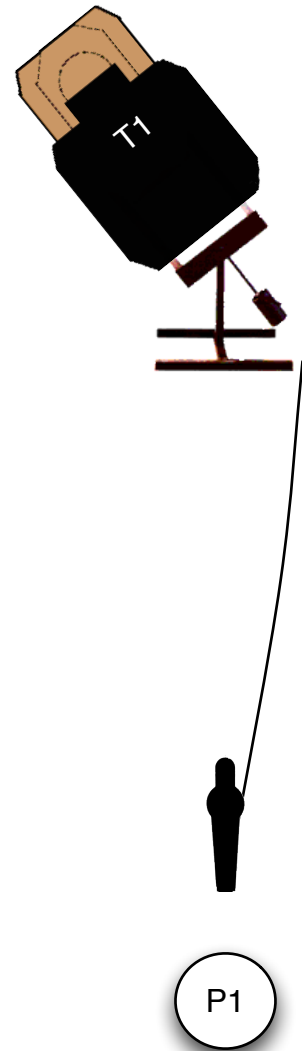
Stop Signal: Last Shot Fired

Scenario: You're walking home on Halloween. It's a nice evening, so you decided to take a path through some local woods instead of the long way following the streets. Out of nowhere, you hear an evil-sounding horse whinny, and look up to see a headless rider charging you. You draw your handgun and engage, promising yourself that you will *not* end up like Ichabod Crane.

Concealment Garment: Required

Procedure: On the start signal knock the popper over with your strong hand, draw, and engage the Headless Horseman with at least six rounds.

Scoring: T1 should have 6 hits.



Notes: The "horse" (black targets) acts as hard cover, so any hits on it are scored as misses.



Stage 2: Area 51



Round Count: 9

Target Distance: 5-10 yds

Targets Required: 1x Popper, 2x Drop-Turners,
2x Standard Threats

Props Required: 1x No-Shoot

Scoring Method: Vickers Count

Starting Position: Standing at P1, hands
relaxed at sides

Start Signal: Audible

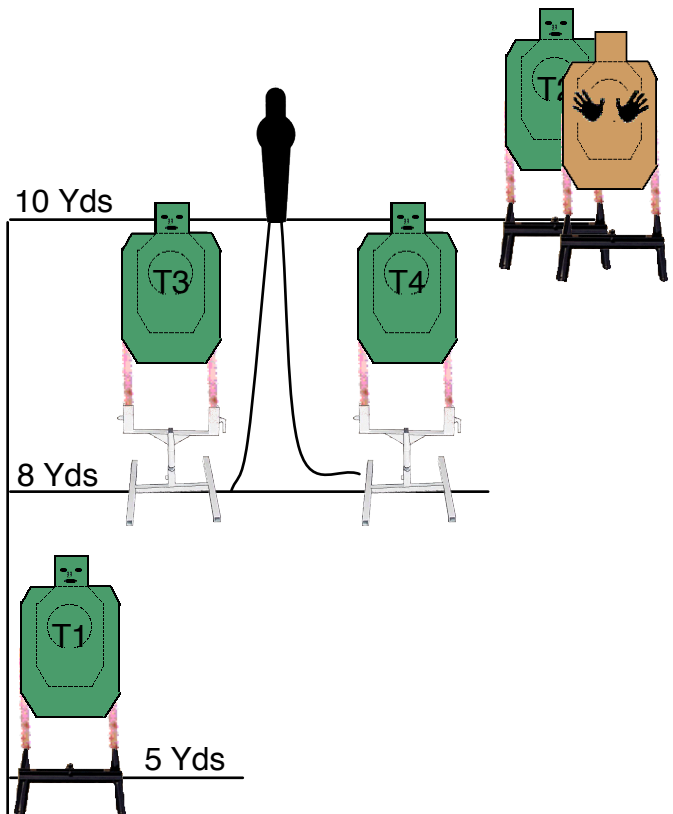
Stop Signal: Last Shot Fired

Scenario: You are a security guard working at Area 51. While on a routine patrol, the alarms start to sound, and you discover that the aliens held in captivity since the Roswell Incident have decided that they're sick of being poked, prodded, and autopsied, and have decided to break out.

Concealment Garment: Not Required

Procedure: On the start signal, draw and engage all threats in Tactical Priority.

Scoring: All threats must have two hits. Steel must fall to score.



Notes: T2 should be 1/3 covered by the non-threat. Shooter may not move from P1.

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Stage 3: Pumpkin Heads



Round Count: 18

Target Distance: 3-12 yds

Targets Required: 1x Plate Rack, 4x Pumpkin Head targets

Props Required: 1x Non-Threat, 5x Barrels

Scoring Method: Vickers Count

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

Start Signal: Audible

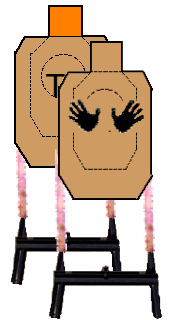
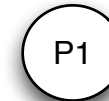
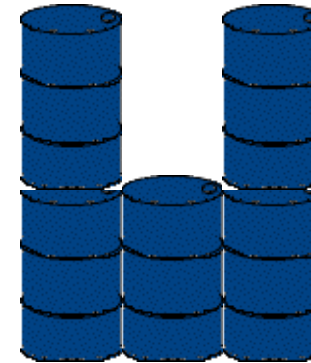
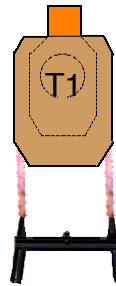
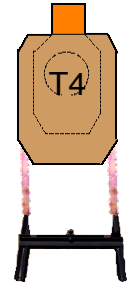
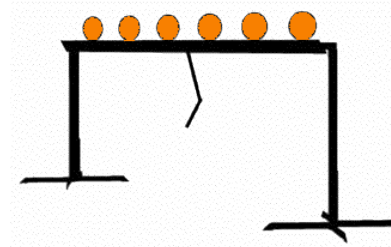
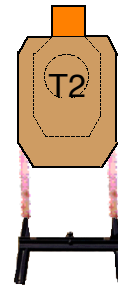
Stop Signal: Last Shot Fired

Scenario: You've run into Pumpkin Head and his minions on Halloween, and must fight to save your life!

Concealment Garment: Required

Procedure: On the star signal, draw and engage the two threats visible from either side of the barricades. Then engage the plates from between the barrels. Finally, move to the opposite side of the barrels and engage the remaining two threats.

Scoring: T1 through T4 should have 3 hits, at least one of which must be a head hit. All steel must fall.



Notes: Shooter can start from either side of the barrels, but may only engage Pumpkin Head targets from the outside of the outer barrels, and the plates only from between the two stacks of barrels. The Non-Threat should cover about 1/3 of the Pumpkin Head target adjacent to it.



Stage 4: Full Moon Frenzy



Round Count: 14

Target Distance: 4-10 yds

Targets Required: 4x Werewolves, 3x Werewolf Dogs

Props Required: None

Scoring Method: Vickers Count

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

Start Signal: Audible

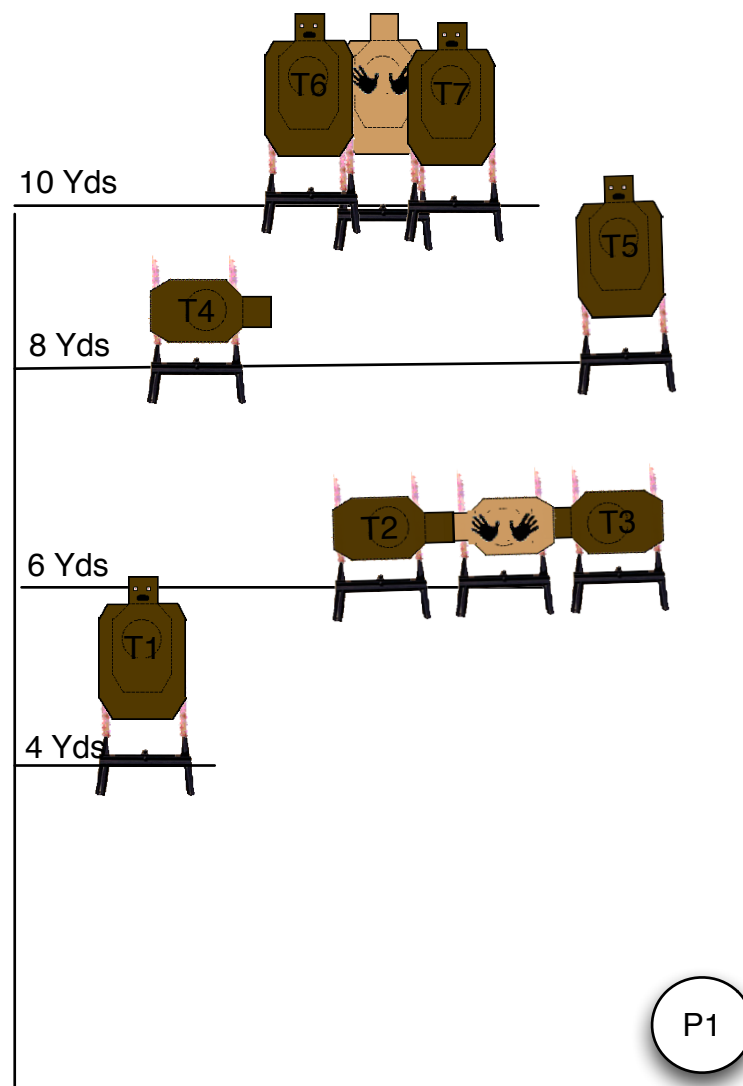
Stop Signal: Last Shot Fired

Scenario: You're walking through the park one evening, when you come across a terrifying scene- some werewolves are attacking a person out walking their dog. Being armed, you decide to intervene.

Concealment Garment: Required

Procedure: On the start signal, draw and engage all threats with two rounds each.

Scoring: T1 through T7 should have two hits each.



Notes: Targets must be engaged near to far.



Stage 5: Graveyard Shift



Round Count: 18

Target Distance: 5-10 yds

Targets Required: 6x Zombie targets

Props Required: 7x Headstones

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

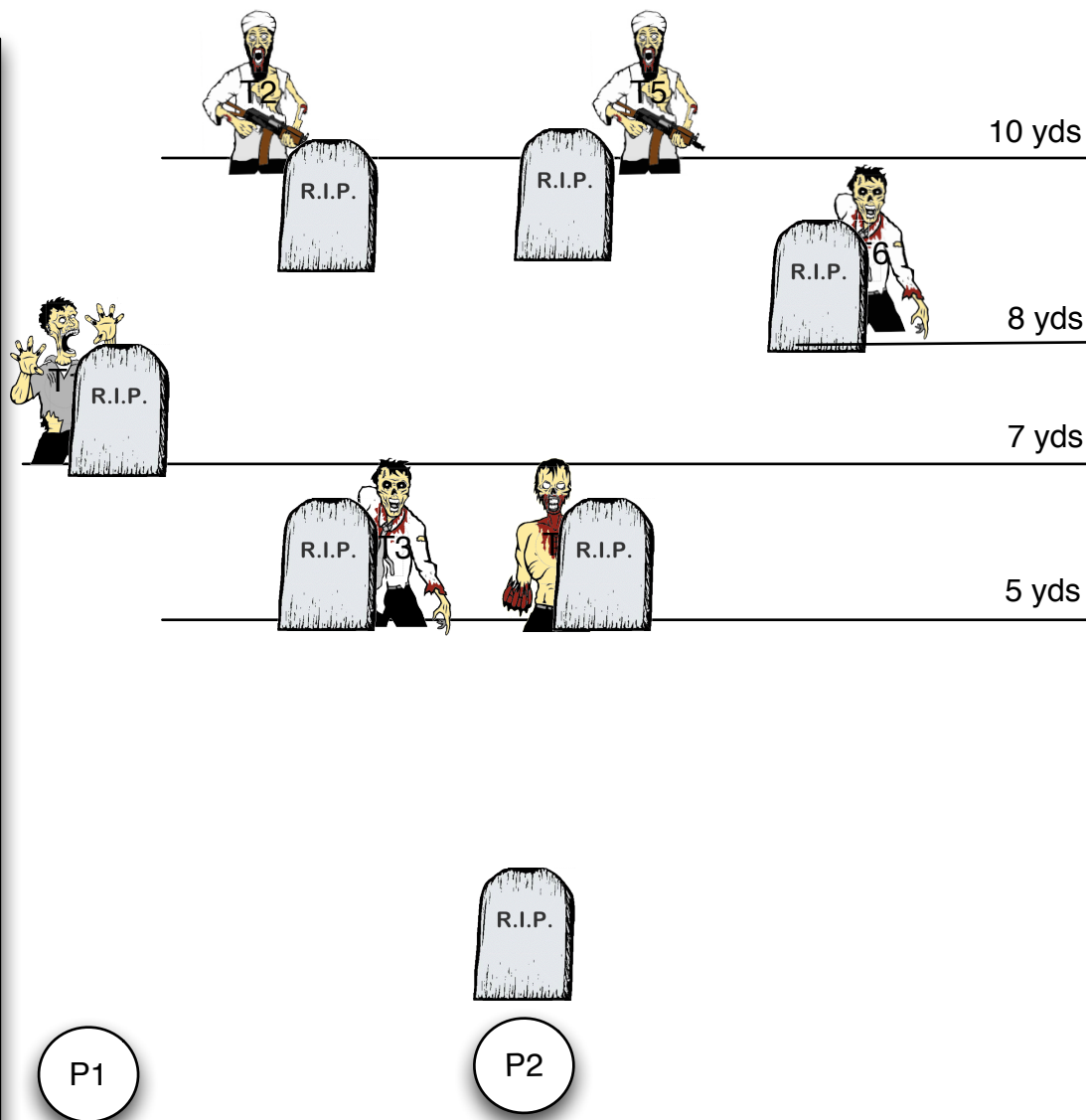
Scenario: You're on your way to pay your respects to a friend who passed away a number of years ago, when you realize that the cemetery is infested with zombies. You engage the first one you see and move to cover to engage the rest.

Concealment Garment: Required

Procedure: On the start signal, draw and engage T1 while moving to cover at P2. From P2, engage the remaining targets.

Scoring: All zombies must have 3 hits, at least one of which must be in the head.

Notes: The tombstones are hard cover. Shooter must use tombstone at P2 for cover when engaging T2 through T6.





Stage 6: Not So Friendly



Round Count: 17

Target Distance: 4-12 yds

Targets Required: 1 Popper, 1 Out-N-Back, 7 Standard Threats

Props Required: 2x Barricades, 1x Window, 5x Barrels

Scoring Method: Vickers Count

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

Start Signal: Audible

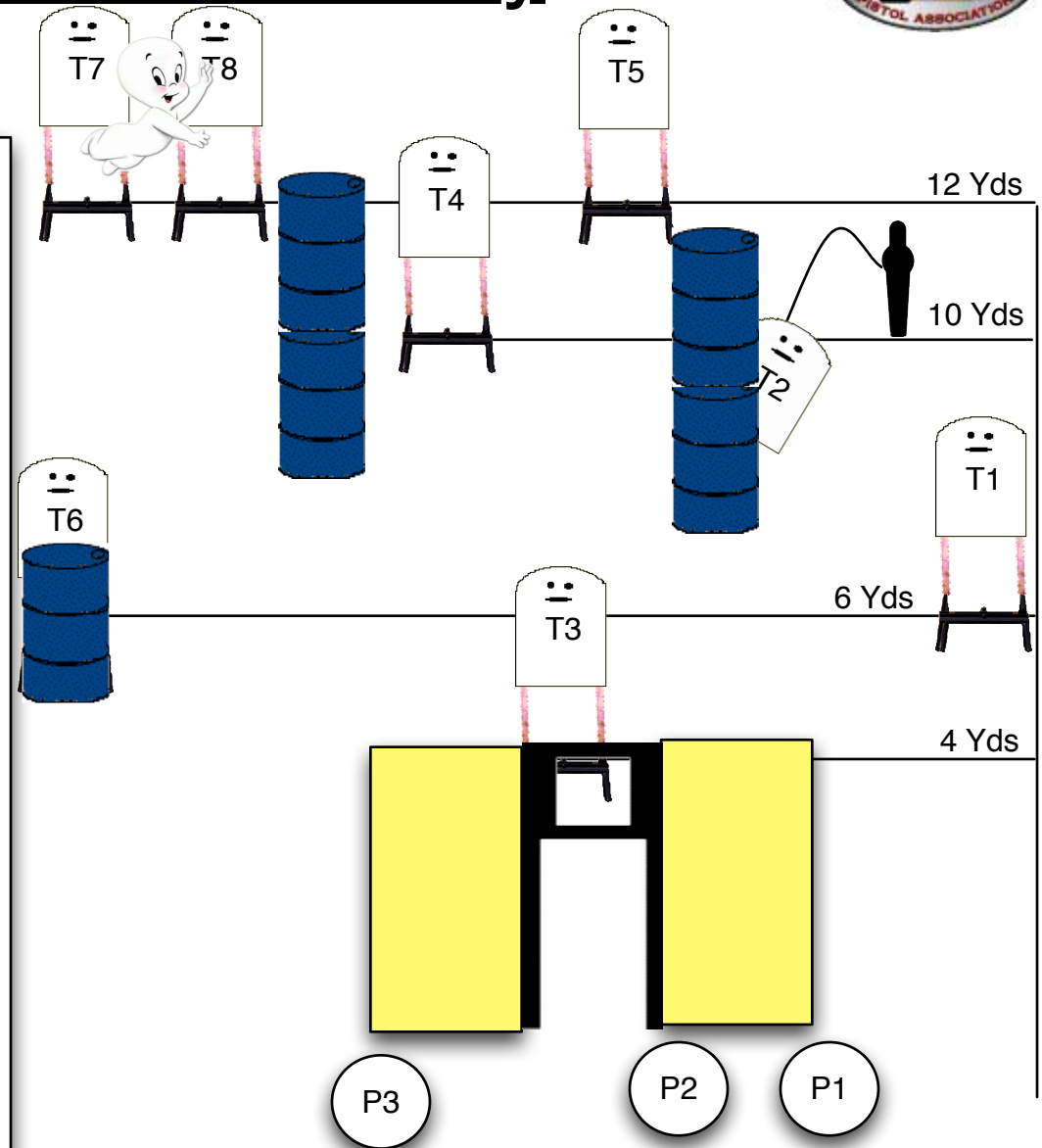
Stop Signal: Last Shot Fired

Scenario: You're visiting a haunted house near Halloween, only to discover that this one has *real* ghosts, and they're not very nice. Most of ghosts are attacking, but one, who is strangely familiar, is apparently being held hostage. You have to save yourself as well as the friendly ghost. You never know, it might pay to have friends in the afterlife.

Concealment Garment: Required

Procedure: On the star signal, draw and engage T1, T2, and PP1 from P1. Move to the window at P2 and engage T3 through T5. Finally, move to P3 and engage T6 through T8.

Scoring: T1 through T8 should have 2 hits. All steel must fall..



Notes: T2 is an out-and-back target. T3 through T5 should be set up so that shoot-throughs are not likely. T6 should be about 1/2 hidden behind the barrel. T7 and T8 should be roughly 1/4 covered by the non-threat ghost.

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Stage 7: Goblin Time



Round Count: 17

Target Distance: 1-12 yds

Targets Required: 7x Standard Threats, 1x Popper, 1x Drop-Turner

Props Required: 2x Non-Threats, 3x wall sections, 2x barrels

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1, hands relaxed at sides, candy holder in weak hand.

Start Signal: Audible

Stop Signal: Last Shot Fired

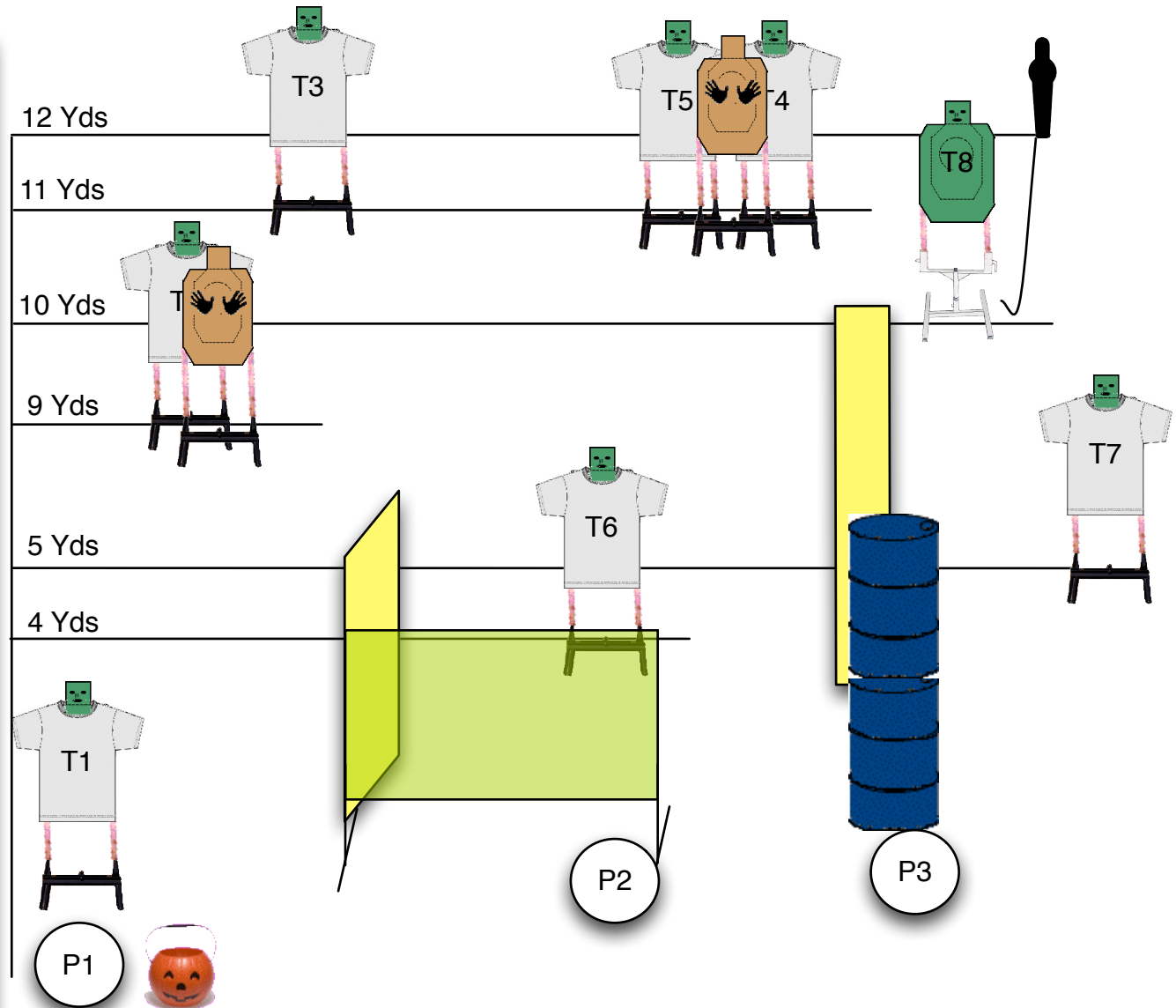
Scenario: You're out trick-or-treating, when you encounter a group of real-life goblins causing mayhem. They are searching for candy, which apparently makes them stronger. You engage them as you try to escape with the candy you have.

Concealment Garment: Required

Procedure: On the start signal, draw and engage T1 from close retention. Then move to P2, engaging T2 and T3 while moving. At P2, engage T4 through T6. Finally, move to P3 and engage T7, T8, and T9. You must bring the candy with you to P3.

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

Notes: T2 and T3 *must* be engaged while moving. T2, T4, and T5 should be approximately 1/3 covered by the no-shoots. T6 must be placed so that shoot-throughs are not likely. Shooter must bring candy with them as they move, but can put the candy down at P2 and P3 while they engage threats.





Stage 8: S.R.T.



Round Count: 17

Target Distance: 3-10 yards

Targets Required: 8x Demons, 1x MaxTrap, 1x Popper, 2x Non-Threats

Props Required: 1x barricade, 10x barrels

Scoring Method: Vickers Count

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

Start Signal: Audible

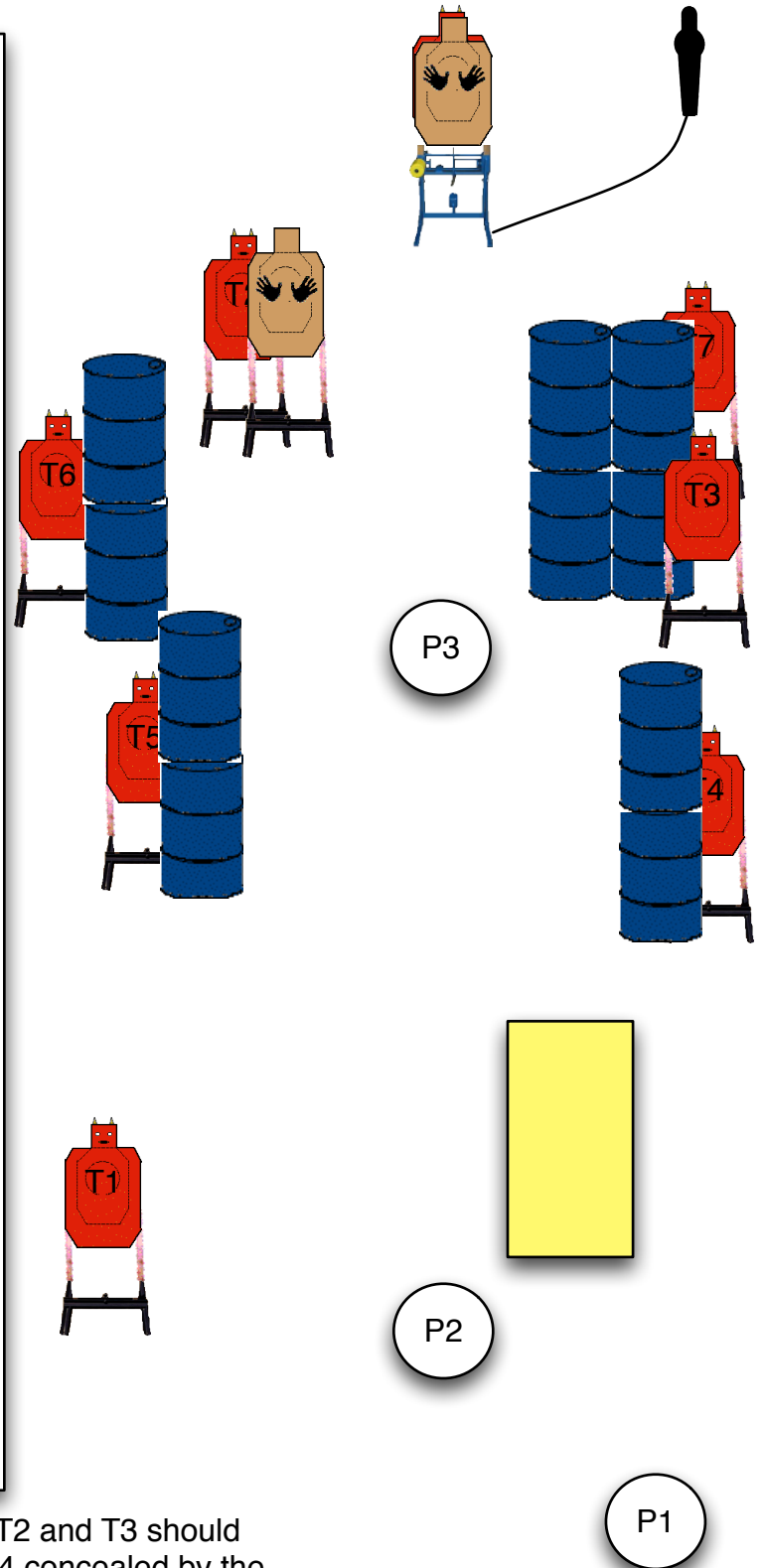
Stop Signal: Last Shot Fired

Scenario: You're a member of a covert Supernatural Response Team, and you're responding to a report of supernatural activity at a local warehouse. As you arrive, you see that a number of demons are raising a ruckus and threatening a few employees, so you start taking them out and sending them back from whence they came.

Concealment Garment: Required

Procedure: On the start signal, draw and engage T1 while moving to P2. From P2, engage T2 and T3. Then advance to P3, engaging T4 through T6 as they become visible. Finally, from P3, engage T7, the Popper, and T8.

Scoring: All targets must have two hits. All steel must fall.



Notes: T1 must be engaged while moving. Only T2 and T3 should be visible from P2. T2 should be approximately 1/4 concealed by the Non-Threat. T3 through T6 should become visible as the Shooter advances to P3. T7 and the Popper should be visible only from P3. The MaxTrap should be set so that the threat fully disappears after activation.