



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

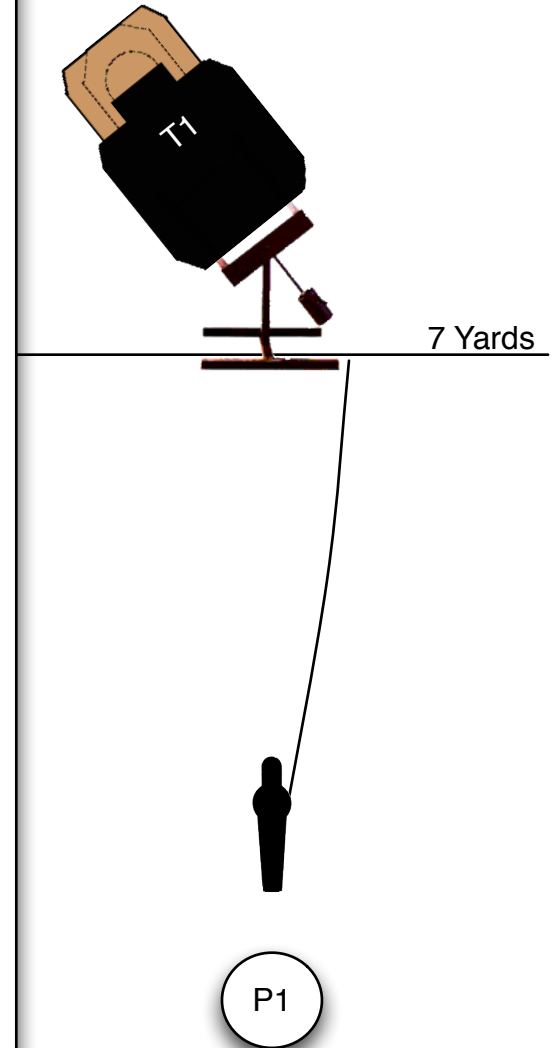
Start Signal: Audible

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 - Brains, It's

What's For Dinner

Round Count: 6

Target Distance: 4-10 yds

Targets Required: 1 Popper, 1 Max-Trap, 4x Standard Threats w/ Balloon heads

Props Required: None

Scoring Method: Vickers Count

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

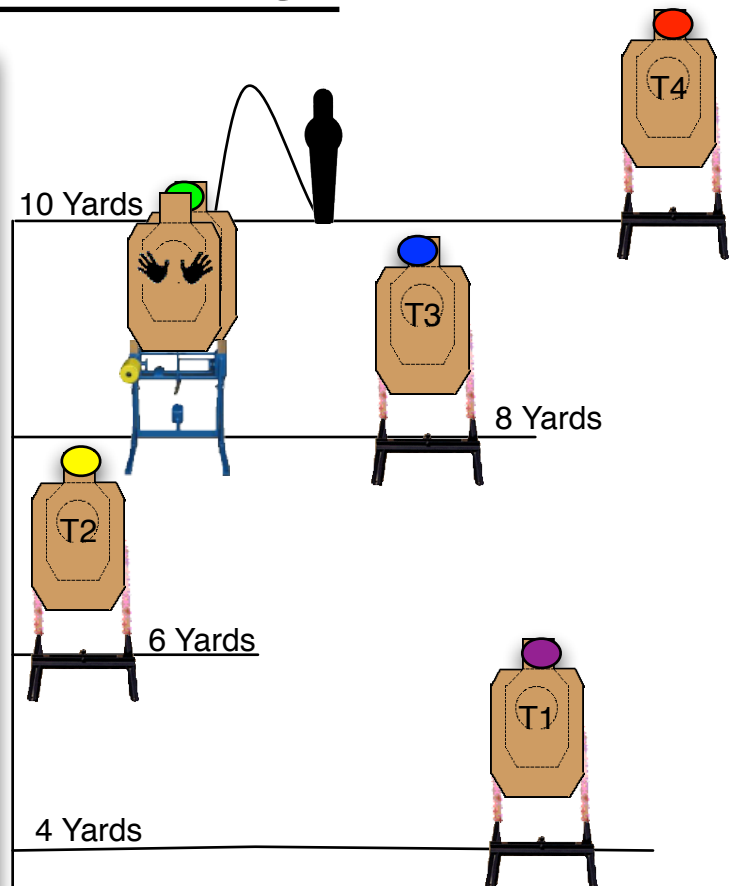
Start Signal: Audible

Scenario: You're on your way home for dinner when you encounter a bunch of zombies. They already have one victim, and start heading your way. Do what you have to to defend yourself!

Concealment Garment: Required

Procedure: On the start signal, draw and engage T1 through T5 and PP1.

Scoring: T1 through T5 must have their balloons popped to score. Steel must fall.



P1

Notes: The balloons must be popped to score. Any hits that do not pop balloons are scored as misses. The Max-Trap should be set up so that T5 is *not* a disappearing target.



Stage 3: Who's Your Mummy?



Round Count: 18

Target Distance: 5-12 yds

Targets Required: 6 Mummies

Props Required: 1 Non-Threat Mummy, 1 Barricade

Scoring Method: Vickers Count

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

Start Signal: Audible

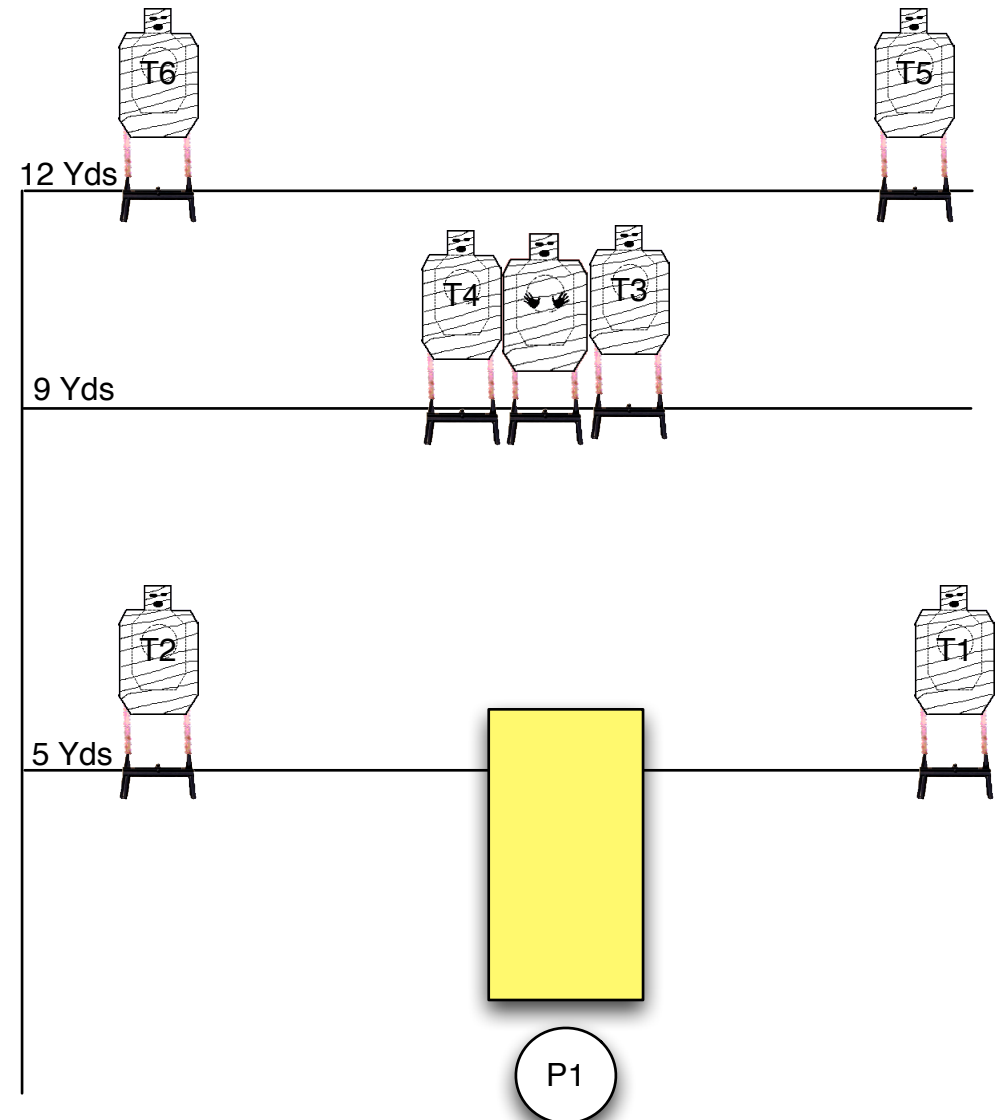
Stop Signal: Last Shot Fired

Scenario: While on a family vacation in Egypt, your Mom has gone missing. You're searching the pyramid you were visiting, when you find your Mom in the process of being mummified by a bunch of angry mummies. You draw your handgun and engage all of the mummies, being careful not to hit your "Mummy".

Concealment Garment: Required

Procedure: On the start signal, draw and engage all threats from P1 while using cover.

Scoring: T1 through T6 should have 3 hits each.



Notes: Randomly switch the locations of the non-threat and targets T3 and T4 between each Shooter.



Stage 4 - Howl In The Night



Round Count: 14

Target Distance: 5-10 yds

Targets Required: 5x Standard Threats, 2x "Wolf" Threats

Props Required: 4x Barrels, 1x Non-Threat, 1x Non-Threat "Dog"

Scoring Method: Vickers Count

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

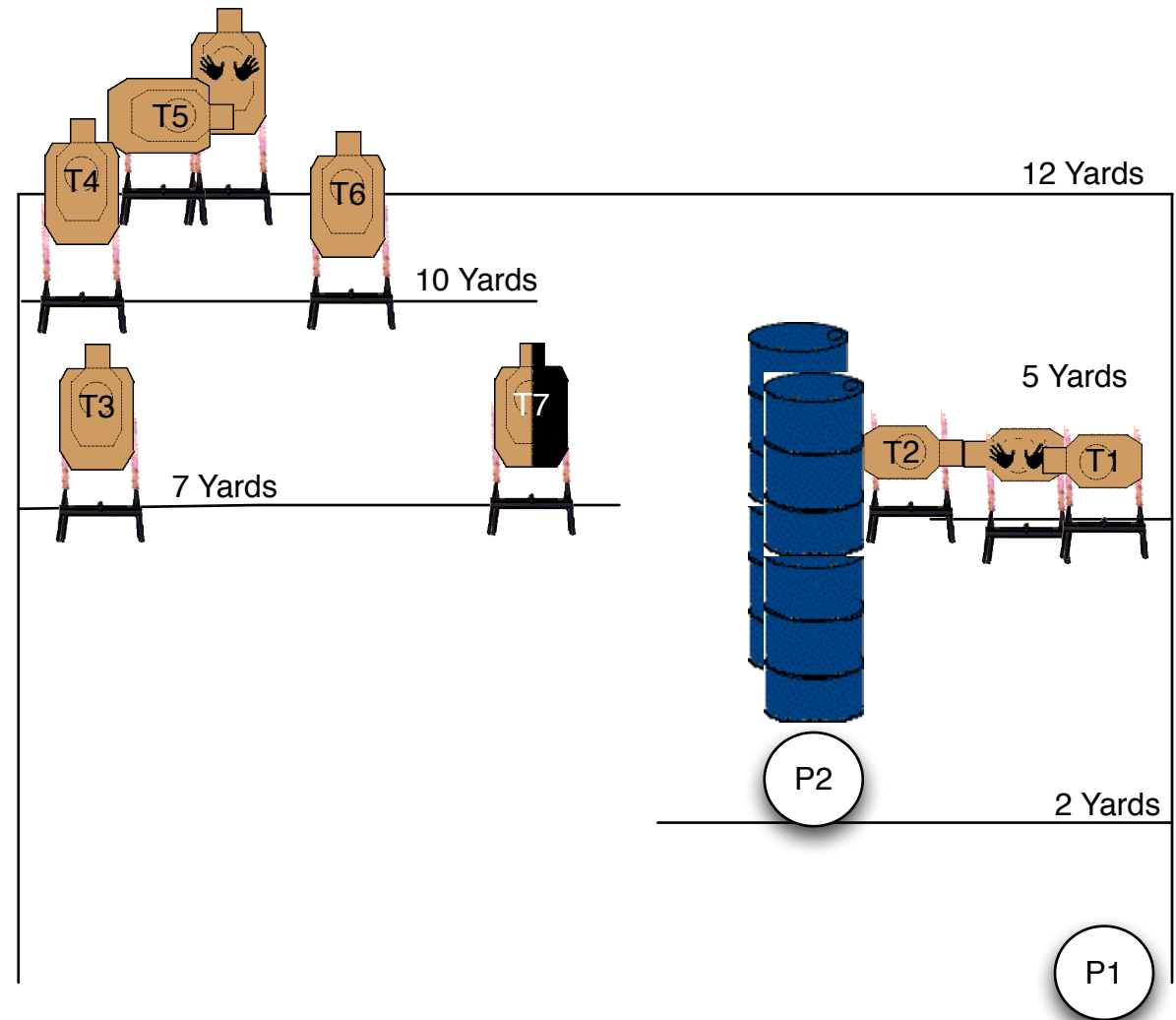
Start Signal: Audible

Scenario: You're out walking your dog in the woods one night, when you encounter what appears to be a couple of wolves. They go after your dog, and after engaging them, you discover something a bit more sinister going on...

Concealment Garment: Required

Procedure: On the start signal, draw and engage T1 and T2 while moving to cover at P2. From P2, engage T3 through T7.

Scoring: All threats must have 2 hits.



Notes: T1's head should be in front on the non-threat. T5 should cover about 25% of the non-threat.



Stage 5: Blood Bank



Round Count: 14

Target Distance: 3-12 yds

Targets Required: 7x Vampires

Props Required: 1x cot, 5x barrels, 2x barricades

Scoring Method: Vickers Count

Starting Position: Laying on the cot, with the strong side facing down range.

Start Signal: Audible

Stop Signal: Last Shot Fired

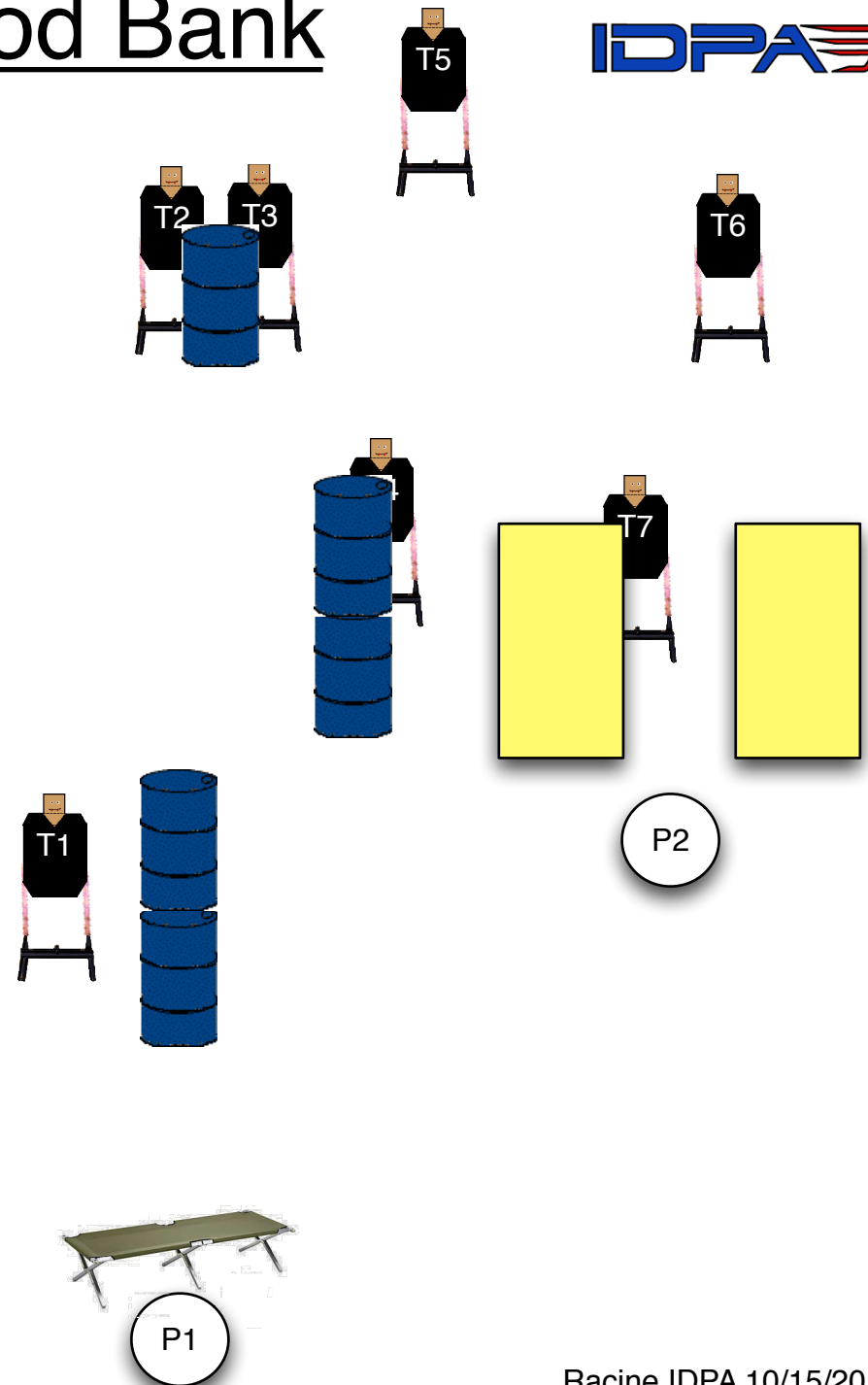
Scenario: You decided to donate blood, and went to the local blood donation center. Just as you've gotten comfortable on the donation chair, you realize that the staff are really vampires, and they want more than just a pint! You engage all of the vampires as you try to escape. Good thing you decided to try out your new garlic-enhanced defensive loads today!

Concealment Garment: Required

Procedure: On the start signal, stand up, draw your handgun, and engage all threats while moving to the "Exit" (P2), using cover as you go.

Scoring: T1 through T7 should have 2 hits each.

Notes: Shooter must use proper cover per IDPA rules. Vampires can be hit anywhere on the target, including portions painted black.





Stage 6: Trick Or Treat



Round Count: 12

Target Distance: 3-12 yds

Targets Required: 6x Standard Threats

Props Required: 1x Non-Threat, 1x Door, 1x Window, Walls as needed

Scoring Method: Vickers Count

Starting Position: Standing at P1, holding pumpkin in strong hand, loaded handgun in holster, extra ammunition in candy dish on table.

Start Signal: Audible

Stop Signal: Last Shot Fired

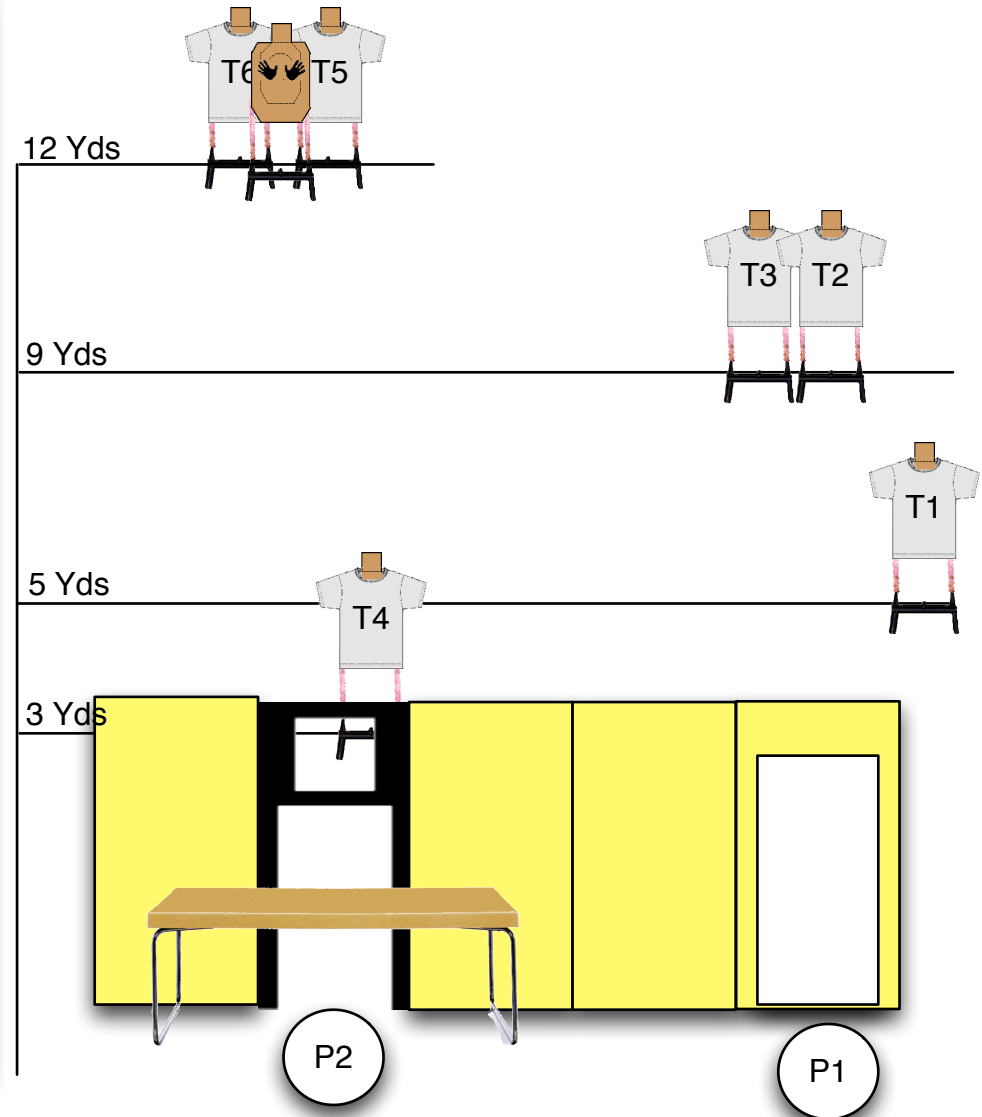
Scenario: You're at home after the end of trick-or-treating on Halloween. You hear a knock at your door, and thinking it's just late trick-or-treaters, you grab a candy bowl and head to the door. When you open the door, however, you discover a home invasion crew ready to pounce. You engage the immediate threats and then move to call 911, only to discover another invader trying to break in through a window, and a few more dragging a kid away into the bushes.

Concealment Garment: Required

Procedure: On the start signal, open the door, drop the pumpkin, draw and engage T1 through T3. Move to P2, reload from ammunition in candy dish, and engage T4 through T6.

Scoring: T1 through T6 should have 2 hits each.

Notes: Shooter must use proper cover per IDPA rules. All shots from P2 must be fired through the window. T1 through T3 may only be engaged from P1. If additional shots are desired on these targets, Shooter must move back to P1 from P2. T4 through T6 may only be engaged from P2.





Stage 7: Zombie Apocalypse



Round Count: 14

Target Distance: 2-10 yds

Targets Required: 7x Zombies

Props Required: 2x Non-Threats, Walls as shown

Scoring Method: Vickers Count

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

Start Signal: Audible

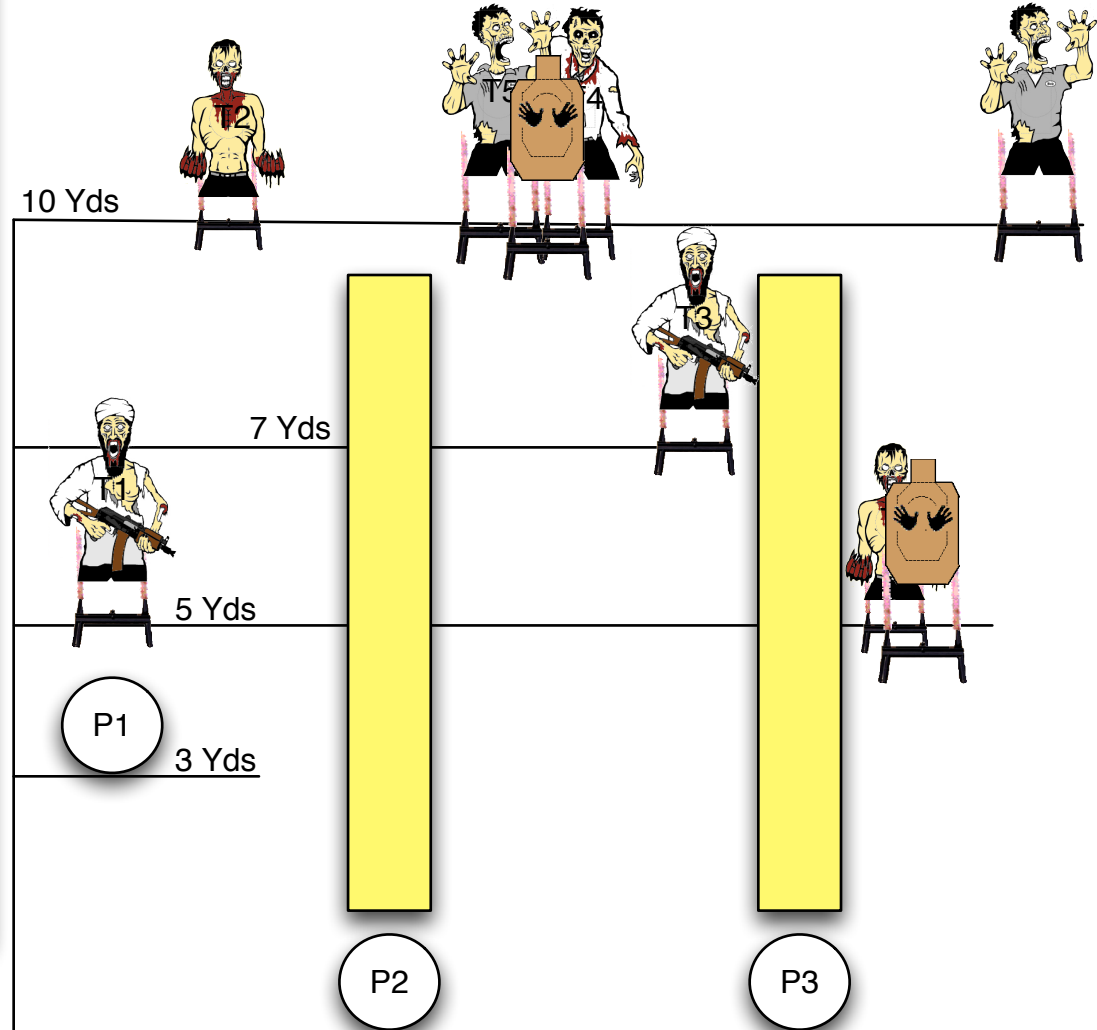
Stop Signal: Last Shot Fired

Scenario: You're at a grocery store stocking up for the Zombie Apocalypse when you realize the store has been overrun by the living dead. Do what you have to to escape, and try to save any fellow survivors if you can.

Concealment Garment: Required

Procedure: On the start signal, turn, draw and engage T1. Engage T2 while moving to cover at P2. From P2, engage T3 through T5. Move to P3 and engage T6 and T7.

Scoring: T1 through T7 should have 2 head hits each.



Notes: Only head hits count for score. All targets should be engaged in Tactical Priority. Make sure SHooter uses proper cover.



Stage 8: Who You Gonna Call?



Round Count: 13

Target Distance: 3-12 yds

Targets Required: 1x Popper, 6x Ghosts, 1x Swinger

Props Required: Wall Sections with Windows and Doorways as shown, 2x barrels

Scoring Method: Vickers Count

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

Start Signal: Audible

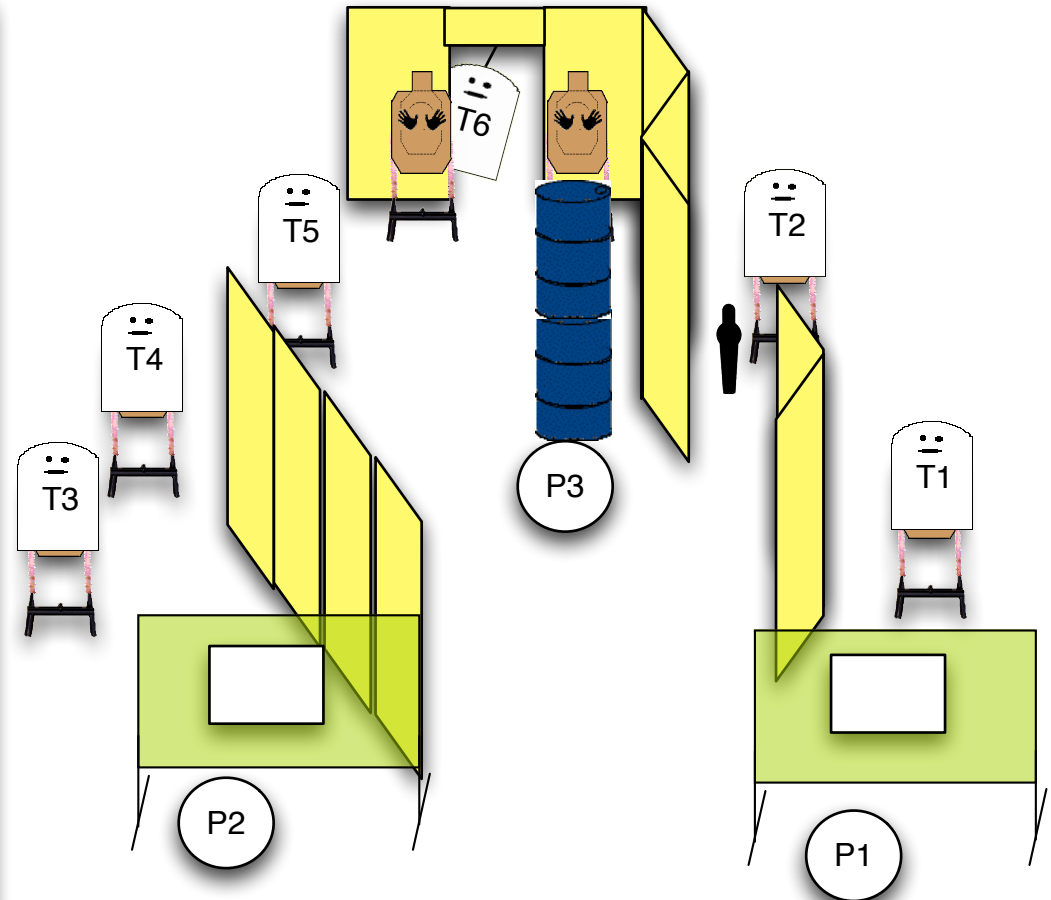
Stop Signal: Last Shot Fired

Scenario: You're one of the Ghostbusters, and you've been called to a business that is experiencing Level 3 infractions of Shuvs. You and your crew have been trapping them before they can bring forth Slor, but then your particle accelerator craps out. You break out your handgun and use it to finish off the remaining Shuvs. Good thing you loaded those new Ecto-Buster rounds!

Concealment Garment: Required

Procedure: On the start signal, draw and engage T1 through the window and T2 and the Popper from behind the wall. Move to P2 and engage T3 and T4. Finally, advance up the "hallway, and engage T5 and T6 as you see them.

Scoring: T1 through T6 should have 2 hits each. All steel must fall.



Notes: Shooter should use proper cover per IDPA rules. T1 can only be engaged through the window at P1. T3 and T4 can only be engaged through the window at P2. T2 and the Popper must be engaged before advancing- once the shooter begins to advance, they can no longer be engaged.