



Stage 1 - Sleepy Hollow



Round Count: 6

Target Distance: 8-10 yds

Targets Required: 1x Popper, 1x Swinger w/ Headless Horseman

Props Required: 1x Barrel

Scoring Method: Vickers Count

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

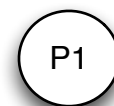
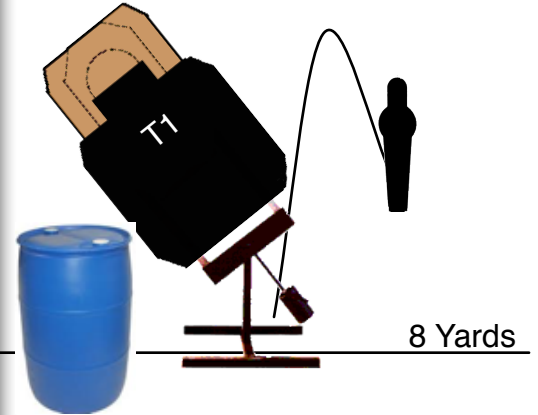
Start Signal: Audible

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, engage PP1 until down, and then engage the Headless Horseman with at least five rounds.

Scoring: T1 should have 5 hits, all steel must fall.



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

Racine IDPA 10/20/2012
Original CoF design by Tom Ropers



Stage 2 - Skeletons

In The Attic

Round Count: 13

Target Distance: 5-10 yds

Targets Required: 1x Popper, 1x Double-Swinger,
4x Skeletons

Props Required: 1x Non-Threat

Scoring Method: Vickers Count

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

Start Signal: Audible

Scenario: You're visiting your creepy old Uncle's
house on Halloween, when you realize
that your spouse has gone missing. You hear some
noises coming from the attic, so you go to check it
out. In the attic, you discover a bunch of skeletons
attacking your spouse.

Concealment Garment: Required

Procedure: On the start signal, engage T1 through
T4 and PP1 in Tactical Priority.

Scoring: T1 through T4 should have 3 hits, all
steel must fall.



P1

Notes: The Double-Swinger may not be engaged until
activated. Only Hits on the skeletons' bones count as hits.
Any hits fully in the black on a skeleton target are scored
as misses.



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

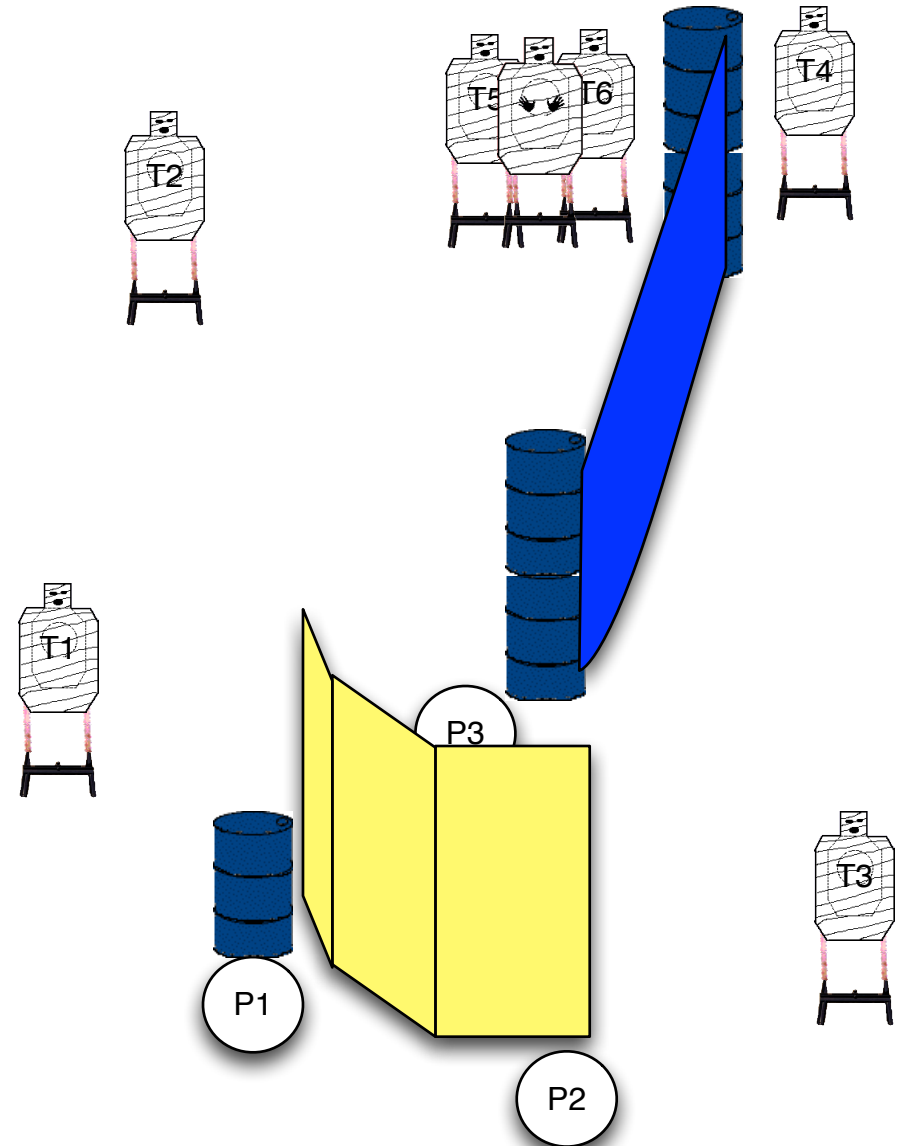
Stop Signal: Last Shot Fired

Scenario: While on a family vacation in Egypt, your Mom has gone missing. You're searching the pyramid you were visiting, when you encounter a group of angry mummies. Fearing the worst, you engage them and keep searching, and discover your Mom in the process of being "mummified".

Concealment Garment: Required

Procedure: On the start signal, draw and engage T1 and T2 from P1. Move to P2 and engage T3 and T4. Finally, move to P3 and engage T5 and T6.

Scoring: T1 through T6 should have 3 hits each.



Notes: T5 and T6 should be at least 33% covered by the Non-Threat, and should not be visible from P1.



Stage 4 - La Chupacabra



Round Count: 15

Target Distance: 5-10 yds

Targets Required: 5x "Dog" Threats

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

Scoring Method: Vickers Count

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

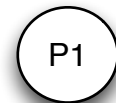
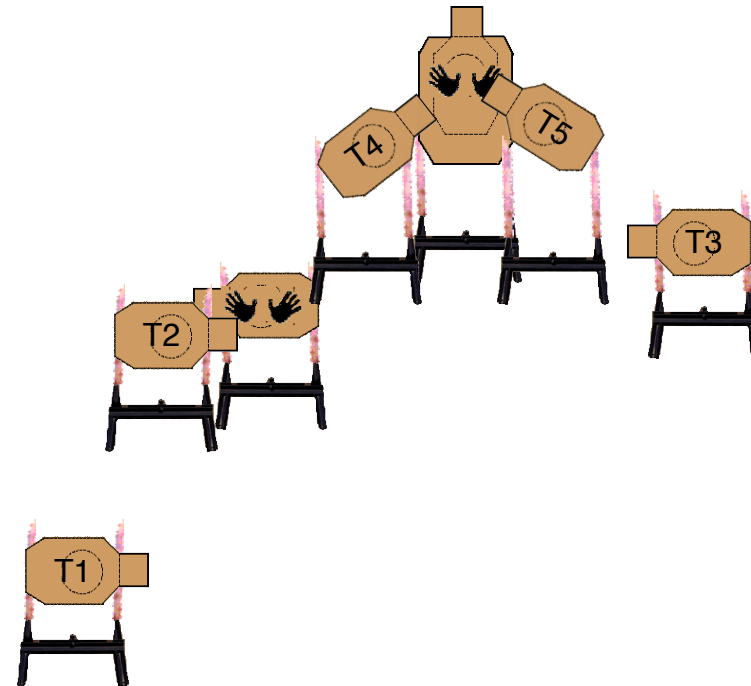
Start Signal: Audible

Scenario: You are on vacation in Arizona, walking through a park after dinner one evening with your son and your dog. Seemingly out of nowhere, a pack of Chupacabras attack your son and dog, leaving it up to you to protect them.

Concealment Garment: Required

Procedure: On the start signal, engage all threats in Tactical Sequence.

Scoring: All threats must have 3 hits.



Notes: Each threat must be engaged with one round before any threat may be engaged with any additional rounds.



Stage 5: Blood Bank



Round Count: 15

Target Distance: 3-12 yds

Targets Required: 7x Vampires, 1x Popper, 1x MaxTrap

Props Required: 1x cot, 2x barricades, 1x Non-Threat, 2x Barrels, 1x Tarp

Scoring Method: Vickers Count

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

Start Signal: Audible

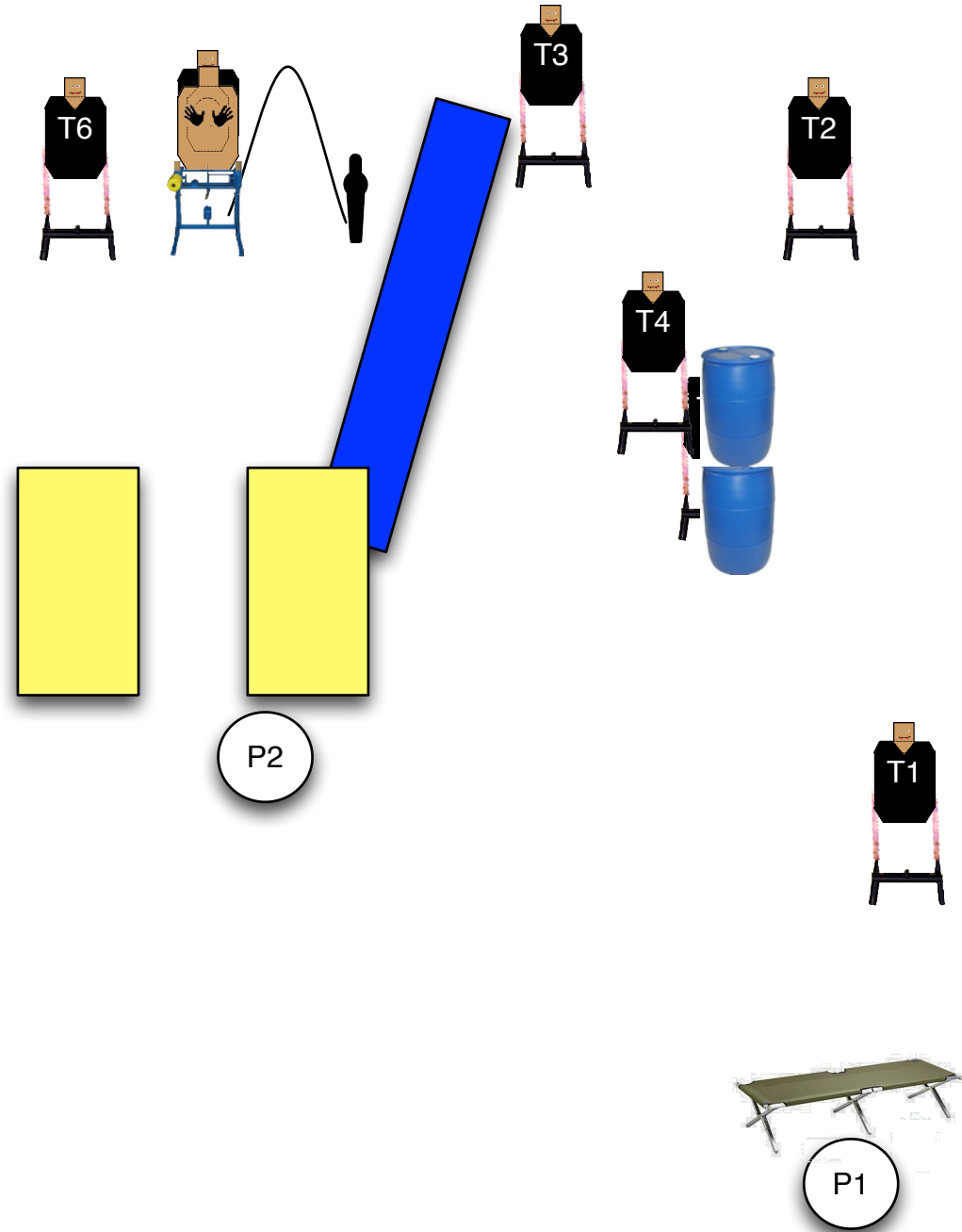
Stop Signal: Last Shot Fired

Scenario: You decided to donate blood, and go 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. All steel must fall.



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



Stage 6: Swamp Thang



Round Count: 15

Target Distance: 1-15 yds

Targets Required: 7x Swamp Creatures, 1 Drop-Turner, 1x Popper

Props Required: 1x barrel, 1x kayak, 2x non-threats

Scoring Method: Vickers Count

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

Start Signal: Audible

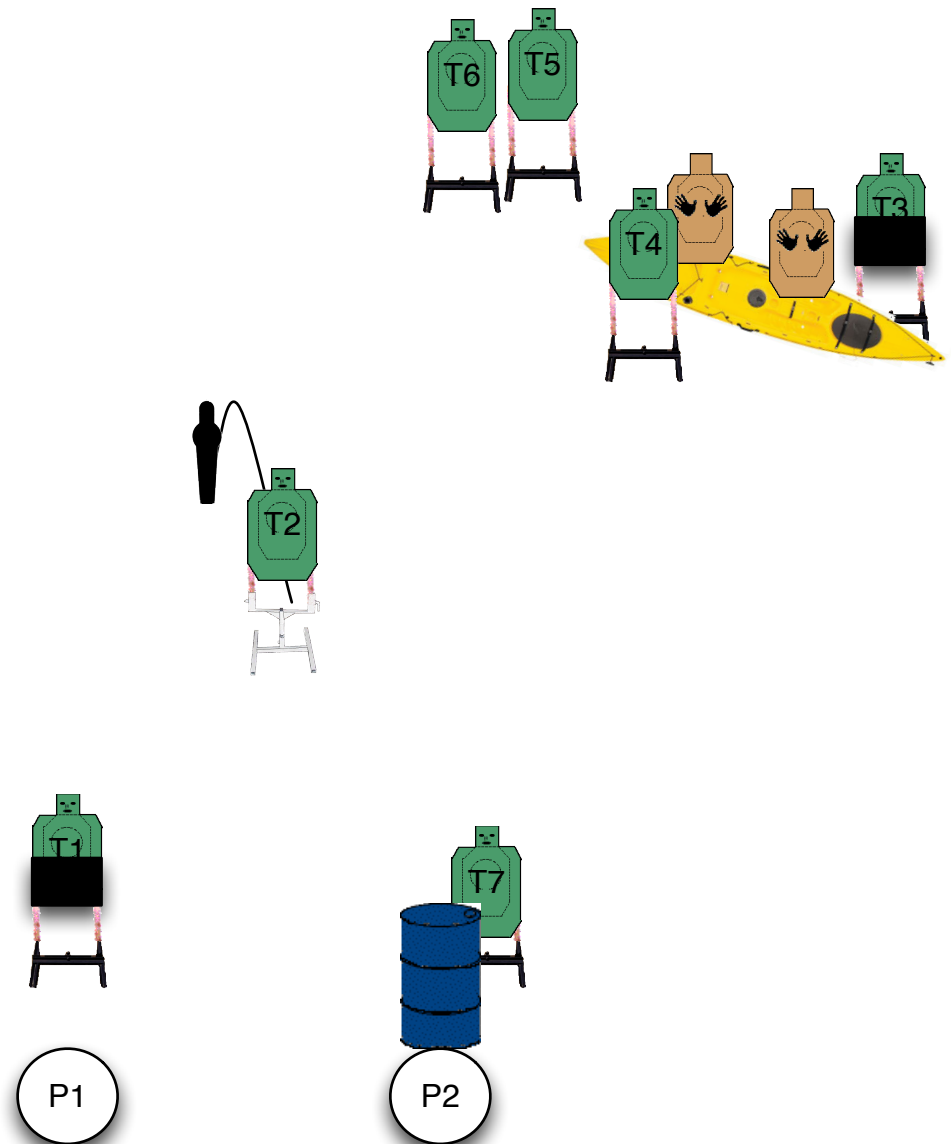
Stop Signal: Last Shot Fired

Scenario: You're waiting at the dock for some of your friends to come back from a kayak trip in the swamp, when you're attacked by swamp monsters. Defend yourself and your friends from the hideous beasts!

Concealment Garment: Required

Procedure: On the start signal, draw your handgun and engage T1, PP1, and T2 while moving to cover at P2. Once at P2, engage T3 through T7.

Scoring: T1 through T7 should have 2 hits each. All steel must fall.



Notes: Make up shots on T1 through Tx may be made from P2, but these targets **must** be initially engaged while moving.



Stage 7: Haunted



Round Count: 16

Target Distance: 3-12 yds

Targets Required: 8x Ghosts

Props Required: 4x barrels, 2x barricades, 1x window, 3x tarps or walls, 2x Non-Threats

Scoring Method: Vickers Count

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

Start Signal: Audible

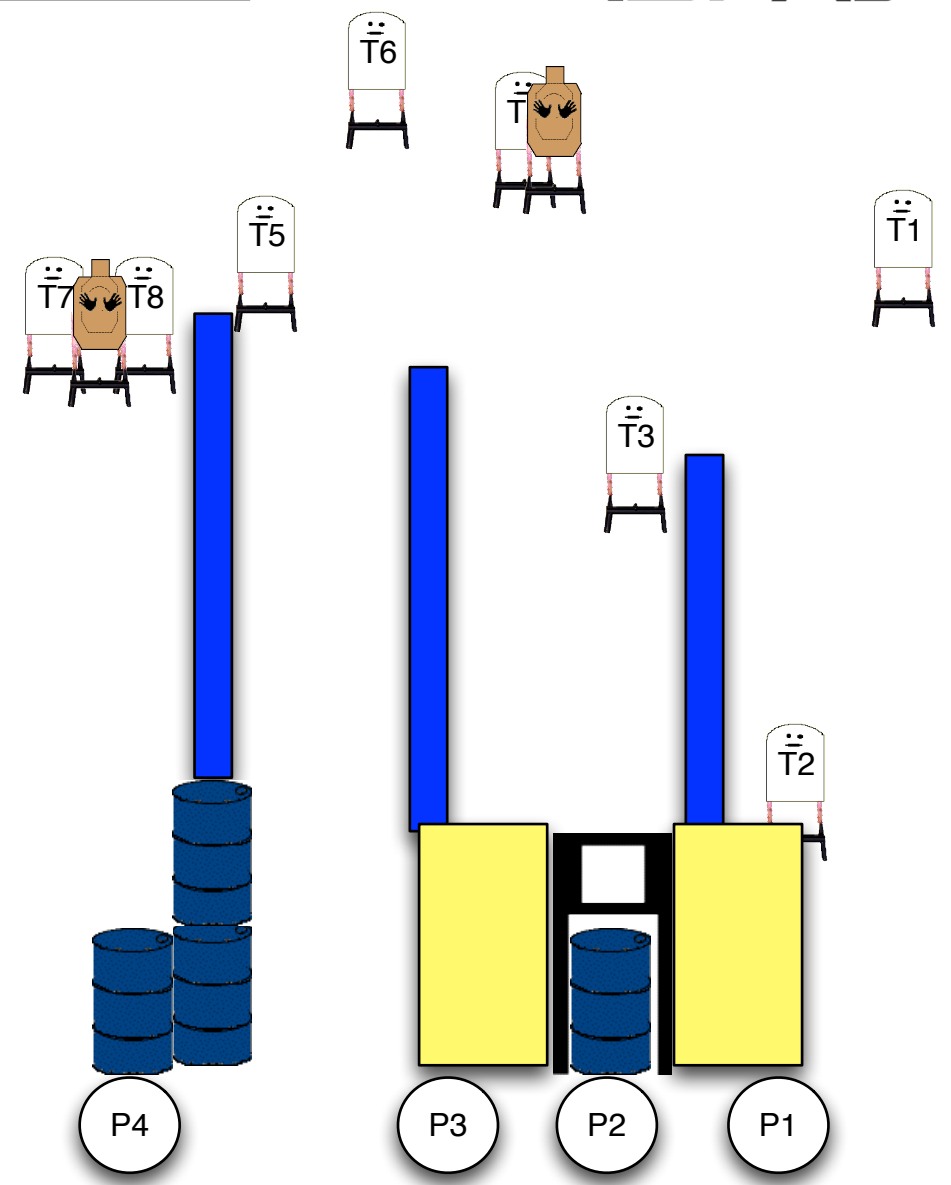
Stop Signal: Last Shot Fired

Scenario: You've heard from some of your children's friends that they went to check out the old abandoned farmhouse down the lane. It's getting late and your kids should have been home already, so you go down there to retrieve them. When you arrive, you hear one of your kids scream, so you rush in to save them. Little did you expect to actually find ghosts attacking your kids!

Concealment Garment: Required

Procedure: On the start signal, draw and engage T1 and T2 from the right side of the barricade at P1. Move to the window at P2 and engage T3 and T4. Then move to P3 and engage T5 and T6 from the side of the barricade. Finally, move to P4 and engage T7 and T8 from low cover.

Scoring: T1 through T8 should have 2 hits each.



Notes: T4 should be half hidden behind the Non-Threat. T7 and T8 should be 1/3 hidden behind the Non-Threat. Shooter must use the barrel at P4 for low cover and shoot around it.



Stage 8: Zombie Time

Round Count: 15

Target Distance: 3-12 yds

Targets Required: 7x Standard Targets,
1x Popper, 1x Out-n-Back

Props Required: 2x Non-Threats, 14x barrels

Scoring Method: Vickers Count

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

Start Signal: Audible

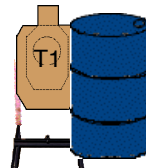
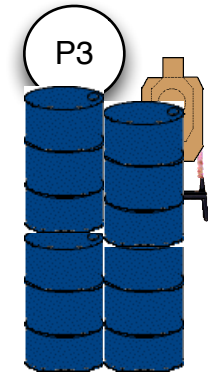
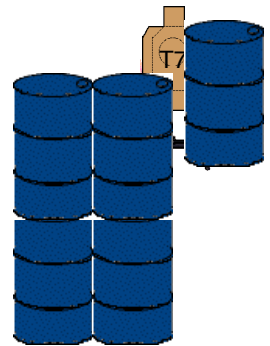
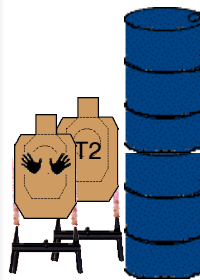
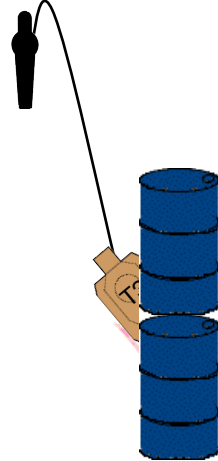
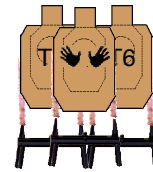
Stop Signal: Last Shot Fired

Scenario: A new virus is spreading fast and turning anyone it infects into the walking dead. You encounter a few and need to defend yourself.

Concealment Garment: Required

Procedure: On the start signal, turn to face down range, draw, and engage T1 and T2 while moving to cover at P3. From P3, engage PP1, T3, and T4. Move to P2 and engage T5 through T7.

Scoring: T1 through T7 should have 2 hits each. All steel must fall.



Notes: Shooter must use proper cover per IDPA rules. Make up shots on T2 from P2 are allowed, but T2 must be engaged while moving to P2 first. Make sure Pay careful attention to muzzle direction.