



# Stage 1: Monster Drill



**Round Count:** 12

**Target Distance:** 2-?? yds

**Targets Required:** 1 Frankenstein's Monster

**Props Required:** None

**Scoring Method:** Limited Vickers Count

**Starting Position:** Standing facing down range at position P1, pitch fork in strong hand.

**Start Signal:** Audible

**Scenario:** You've had it with Dr. Frankenstein's late night partying and noisemaking, so you're on your way to his castle to make him cut it out. On the way there, you run into his monster. Figuring that the pitch fork isn't going to help much, you drop it, draw your handgun, and let fly at the monster while retreating.

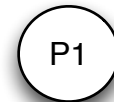
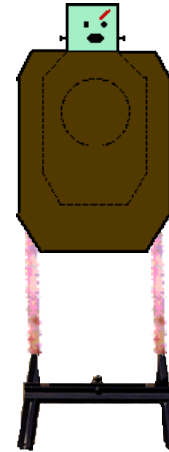
**Concealment Garment:** Required

**Procedure:**

**String 1:** On the start signal, drop the pitch fork, draw your handgun, and engage Frankenstein's Monster with 4 rounds to the body and 2 rounds to the head, while retreating.

**String 2:** Same as String 1, except all rounds are fired strong hand only.

**Scoring:** T1 should have 8 hits to the body, and 4 hits to the head.



**Notes:** Shooter must take all shots while retreating.



# 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

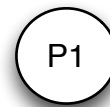
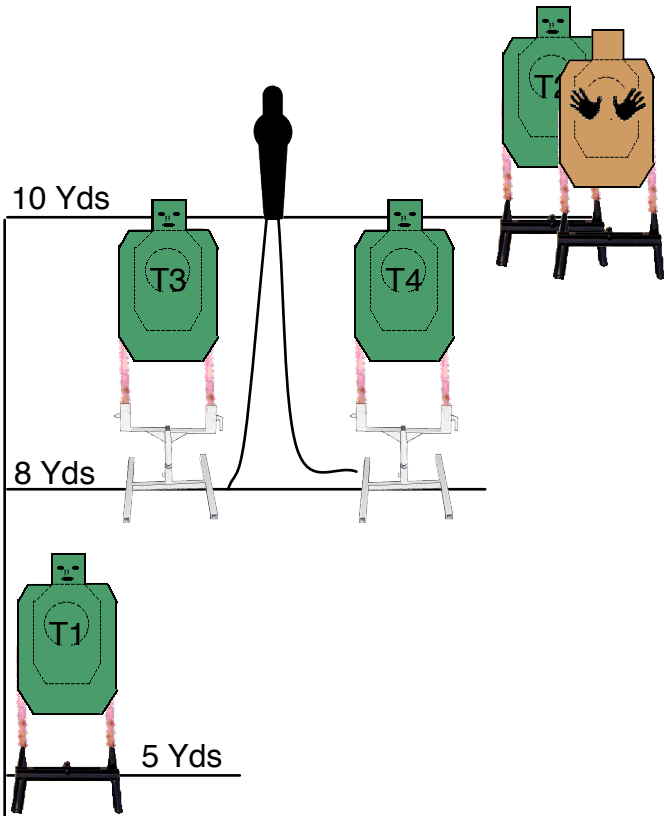
**Start Signal:** Audible

**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.

**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: Bayou Blues



**Round Count:** 15

**Target Distance:** 1-15 yds

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

**Props Required:** 1x kayak, 1x table

**Scoring Method:** Vickers Count

**Starting Position:** Sitting in kayak P1, hands holding oar, loaded handgun on table at strong side of kayak.

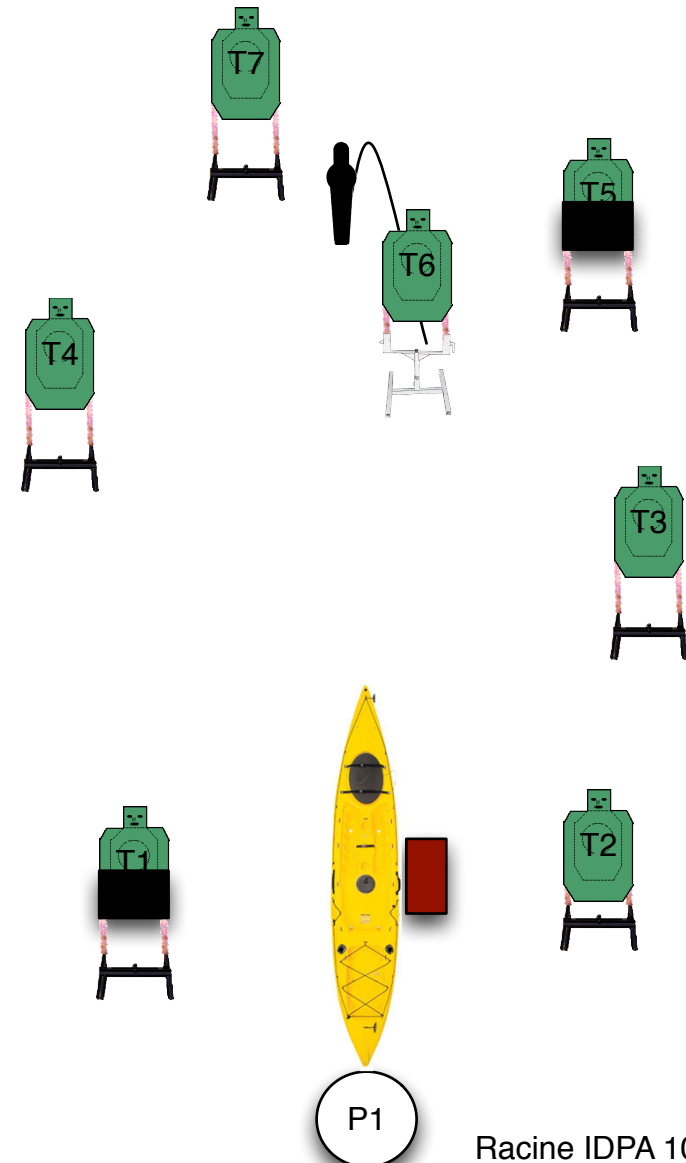
**Start Signal:** Audible

**Scenario:** You're out on a cruise around the bayous in your kayak when you're attacked by a bunch of swamp monsters. Luckily, you're armed and able to defend yourself.

**Concealment Garment:** Required

**Procedure:** On the start signal, draw your handgun and engage T1 through T7 and PP1 from the kayak.

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



**Notes:** All threats must be engaged in Tactical Priority.



# Stage 4 - Howl In The Night



**Round Count:** 10

**Target Distance:** 5-10 yds

**Targets Required:** 3x Standard Threats, 2x "Wolf" Threats

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

**Scoring Method:** Vickers Count

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

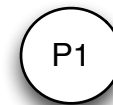
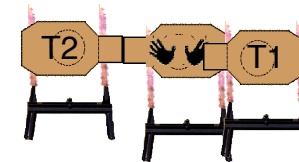
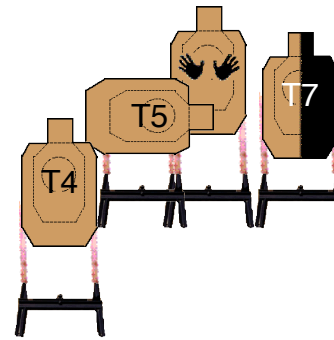
**Start Signal:** Audible

**Scenario:** You're out walking your dog in the woods one night, when you encounter a grisly scene. What appear to be werewolves are attacking a fellow hiker. Two of them peel off and go after your dog. Save your dog and the hiker if you can!

**Concealment Garment:** Required

**Procedure:** On the start signal, draw and engage T1 through T5 in Tactical Sequence.

**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 - Skeletons Are Out Of The Attic



**Round Count:** 19

**Target Distance:** 5-12 yds

**Targets Required:** 1x Popper, 1x Double-Swinger,  
6x Skeletons

**Props Required:** 1x Non-Threat, 3x Barrels, 2x  
Barricades, 1x Vision Barrier

**Scoring Method:** Vickers Count

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

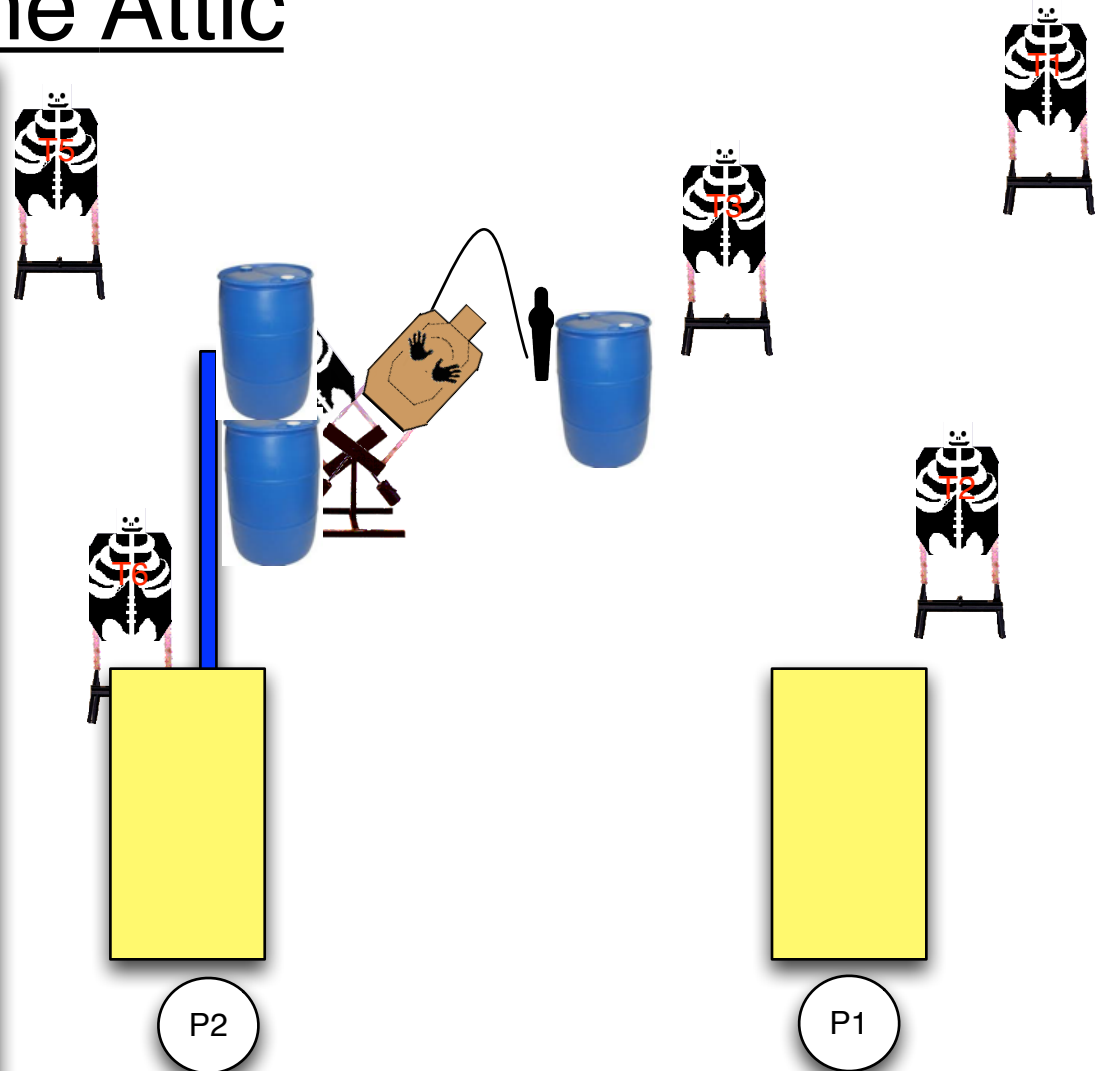
**Start Signal:** Audible

**Scenario:** You've just rescued your spouse from some  
skeletons at your creepy old Uncle's house on  
Halloween and are trying to get out. You're almost out  
when you find your uncle being attacked by more  
skeletons. Your ordeal doesn't seem to be over just yet...

**Concealment Garment:** Required

**Procedure:** On the start signal, engage T1 and T2 from  
the right side of the barricade, and T3 from  
the left side. Move to P2, and engage PP1, and T4 while  
moving. At P2, engage T5 and T6.

**Scoring:** T1 through T6 should have 3 hits, all steel must  
fall to score.



**Notes:** The Double-Swinger may not be engaged until activated. Only Hits on the skeletons' bones count as hits. PP1 and T4 may be *re-engaged* from cover at P2, but must be initially engaged while moving from P1 to P2.



# Stage 6: Z



**Round Count:** 12

**Target Distance:** 3-10 yds

**Targets Required:** 10x Standard Targets, 1x Popper, 1x Swinger

**Props Required:** 4x Non-Threats, 8x barrels, 2x Barricades

**Scoring Method:** Vickers Count

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

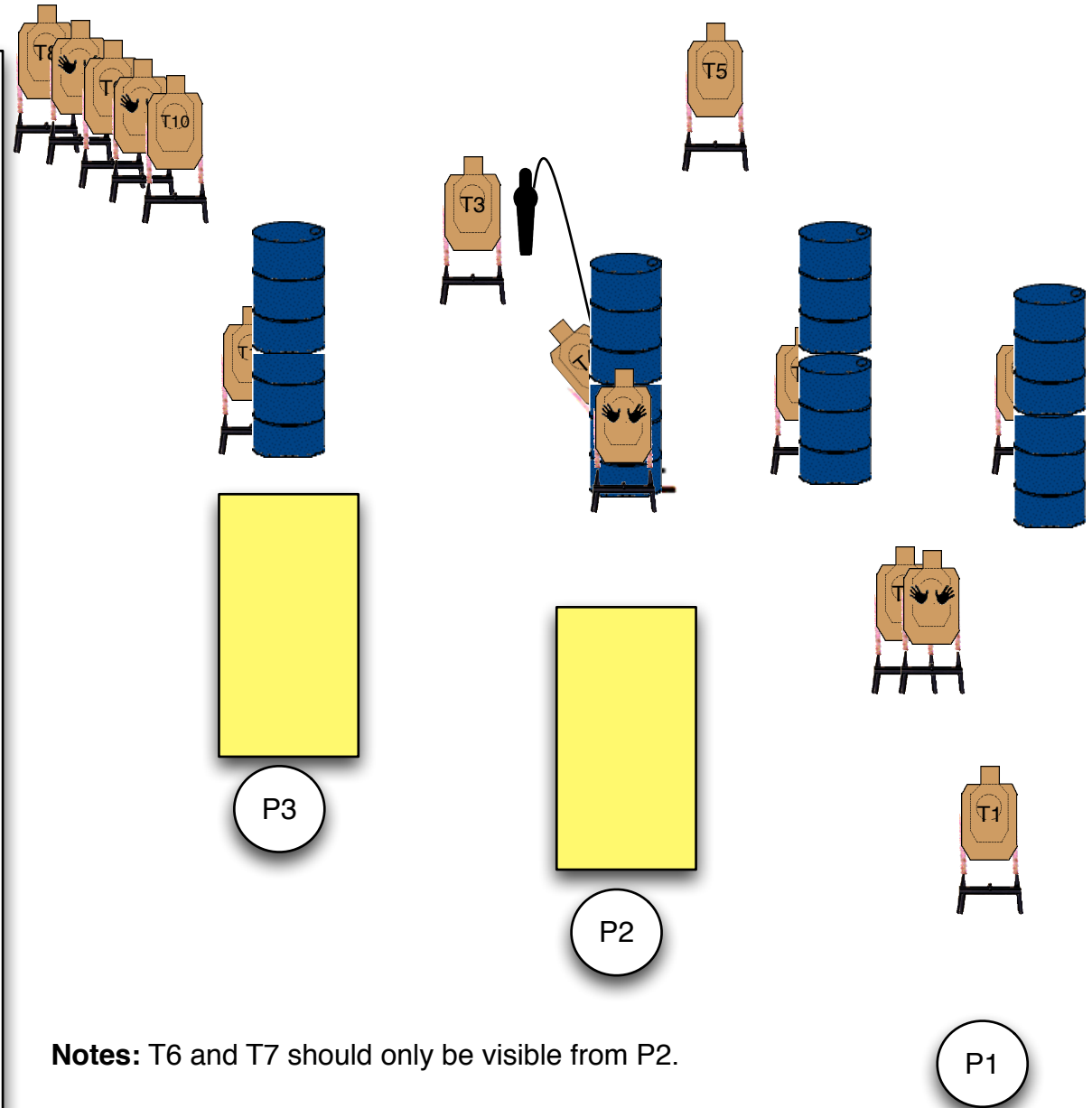
**Start Signal:** Audible

**Scenario:** A new virus is spreading fast and turning anyone it infects into the walking dead. You're on your way to a rendezvous to get you out of the area, when you encounter a bunch of zombies and some other people trying to get away. Do what you can to fight off the zombie menace!

**Concealment Garment:** Required

**Procedure:** On the start signal, engage T1 and T2 from P1, move to P2 and engage T3 through T7. Move to P3 and engage T8 through T11.

**Scoring:** T1 through T11 should have 1 head hit each. All steel must fall to score.



**Notes:** T6 and T7 should only be visible from P2.



# Stage 7: Trick Or Treat



**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

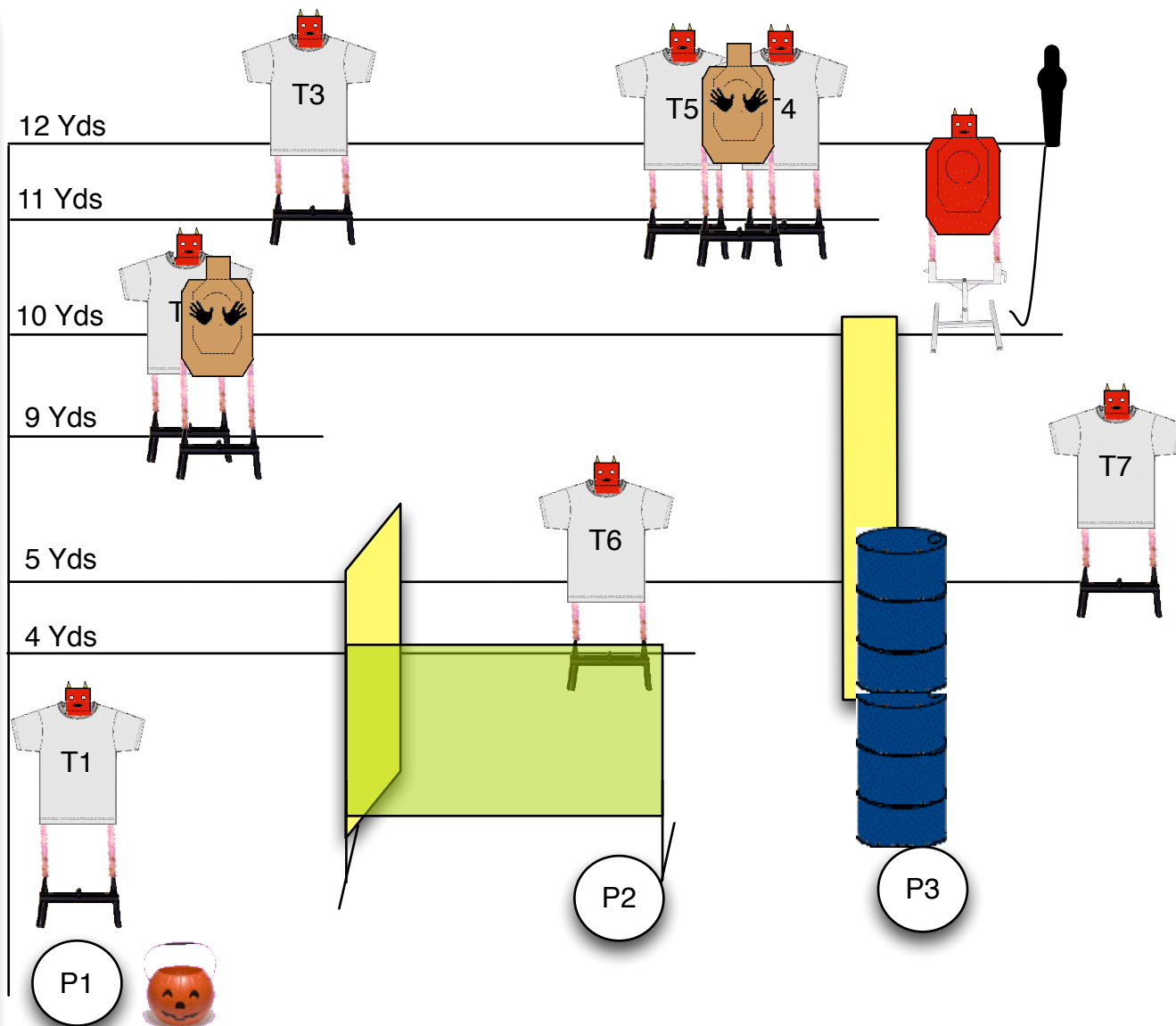
**Scenario:** You're out trick-or-treating, when you encounter a group of real-life goblins causing mayhem. They are searching for candy, which apparently makes them stronger. You engage them as you try to escape with the candy you have.

**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 TT4 through T6. Finally, move to P3 and engage T7, PP1, and T8. 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: Bumps In The Night



**Round Count:** 16

**Target Distance:** 4-15 yds

**Targets Required:** 8x 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

**Scenario:** You're visiting a haunted house near Halloween, only to discover that this one has \*real\* ghosts, and they're not very nice. Thankfully, you thought ahead and loaded your handmade "afterlife" ammo in your carry gun today, so you're able to fight your way to the exit.

**Concealment Garment:** Required

**Procedure:** On the star signal, draw and engage T1 through T3 through the portal at P1. Move to P2 and engage T4 through T6. Finally, move to P3 and engage T7 through T8.

**Scoring:** T1 through T8 should have 2 hits.

**Notes:** T4 through T6 cannot be re-engaged once the Shooter has left cover at P2. T5 should be 15 yards from P2. T1 and T3 should be 4 yards from P1. The remaining targets should vary in distance from their respective shooting positions.

