



# Stage 1: Area 51



**Round Count:** 9

**Target Distance:** 5-10 yds

**Targets Required:** 1x Popper, 1x Drop-Turner, 1x Max-Trap, 2x Standard Threats

**Props Required:** 2x Non-Threats

**Scoring Method:** Vickers Count

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

**Start Signal:** Audible

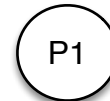
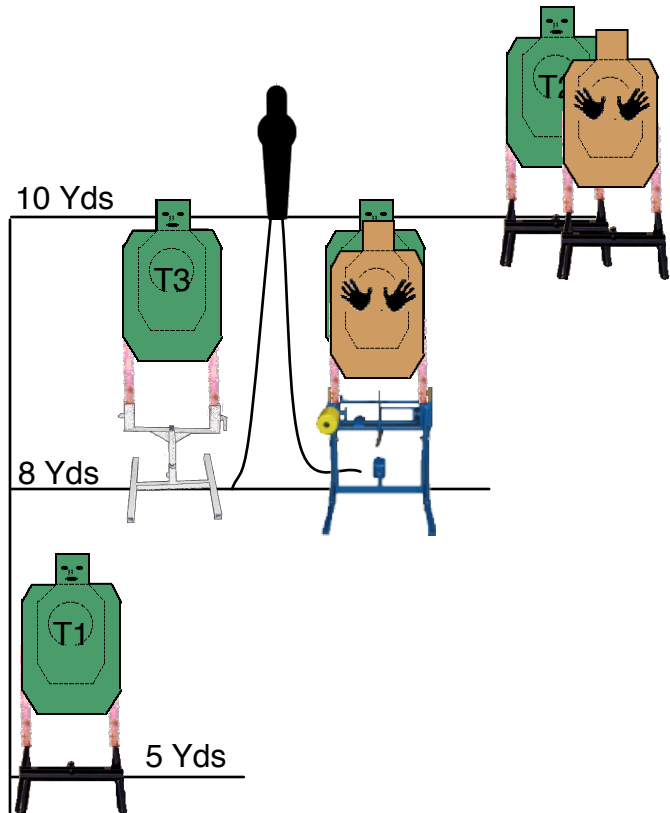
**Muzzle Safe Points:** Orange Cones

**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:** 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.



# Stage 2: Curse Of The Mummy



**Round Count:** 18

**Target Distance:** 5-12 yds

**Targets Required:** 6x Mummies

**Props Required:** 2x Barricades, 4x Barrels

**Scoring Method:** Vickers Count

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

**Start Signal:** Audible

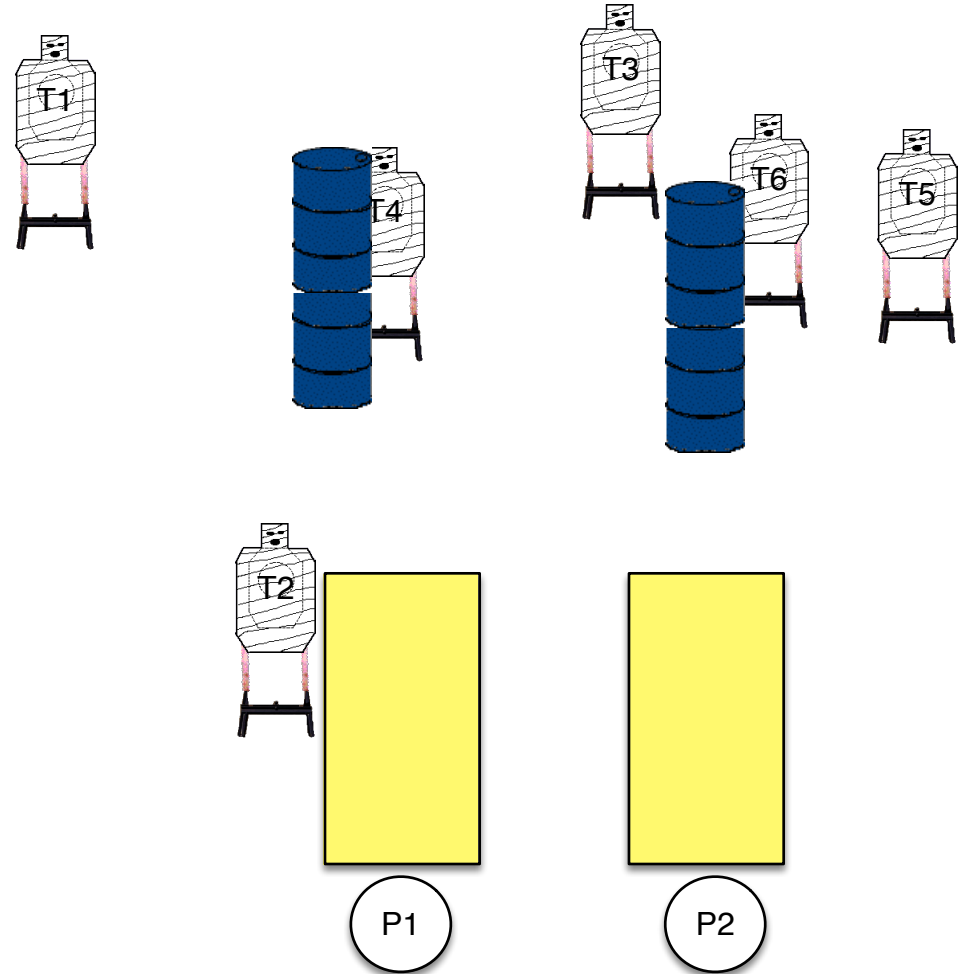
**Muzzle Safe Points:** Orange Cones

**Scenario:** You're exploring an ancient pyramid in South America, when you encounter a bunch of mummies that have come to life. Luckily, you're carrying concealed even while on vacation and have a means to defend yourself. Engage the Mummies while you try to make your escape. And you thought mummies were only in Egypt!

**Concealment Garment:** Required

**Procedure:** On the start signal, draw and engage T1 through T4 from P1. Move to P2 and engage T5 and T6.

**Scoring:** T1 through T6 should have 3 hits each.





# Stage 3 - No Bones About It



**Round Count:** 17

**Target Distance:** 5-12 yds

**Targets Required:** 1x Popper, 1x Double-Swinger, 8x 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

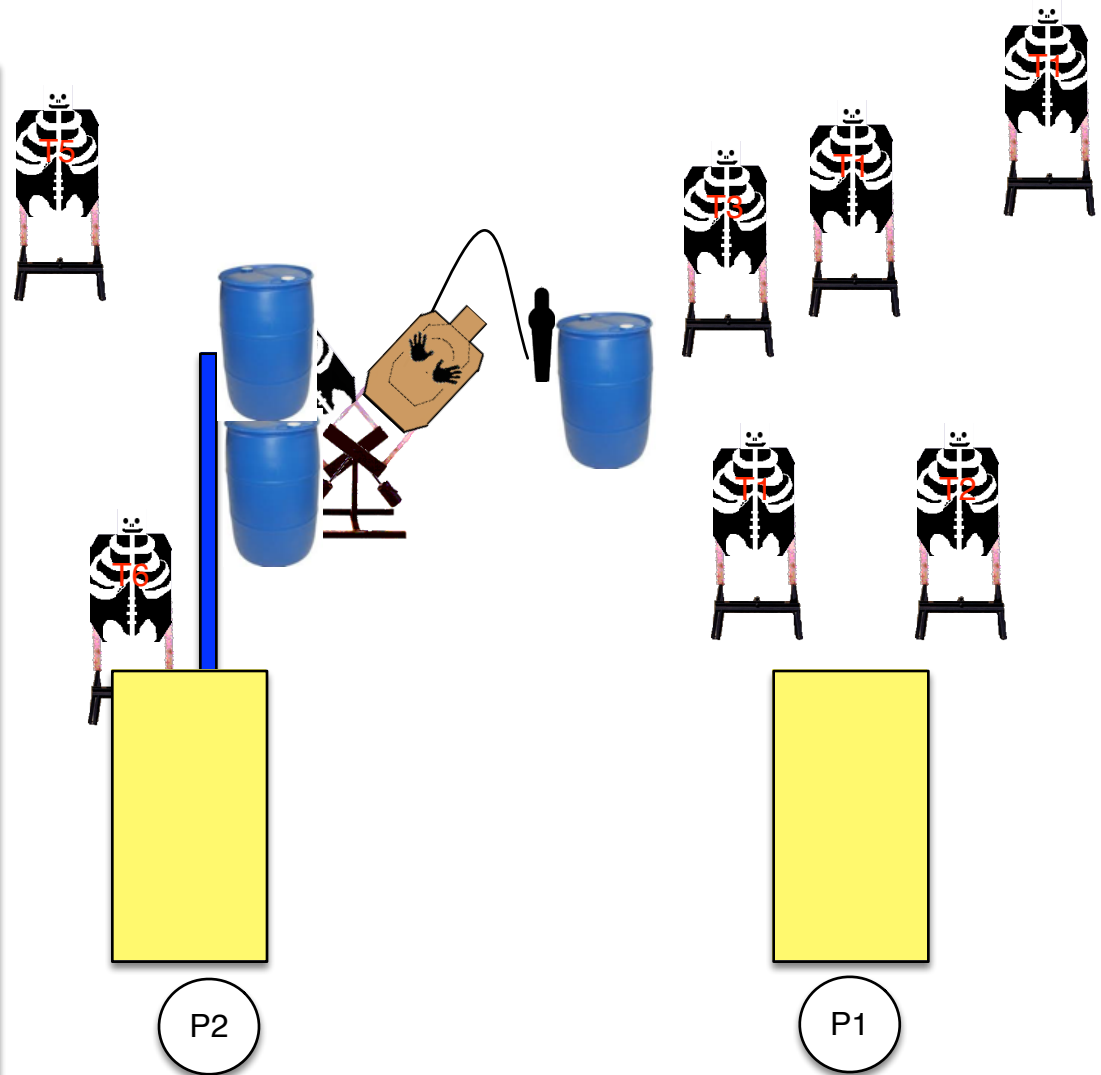
**Muzzle Safe Points:** Orange Cones

**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 T8 should have 2 hits each, 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 4: Area 51, Take 2



**Round Count:** 9

**Target Distance:** 5-10 yds

**Targets Required:** 1x Popper, 1x Drop-Turner,  
1x Max-Trap, 2x Standard  
Threats

**Props Required:** 1x No-Shoot

**Scoring Method:** Vickers Count

**Starting Position:** Standing at P1, handgun held  
at low ready.

**Start Signal:** Audible

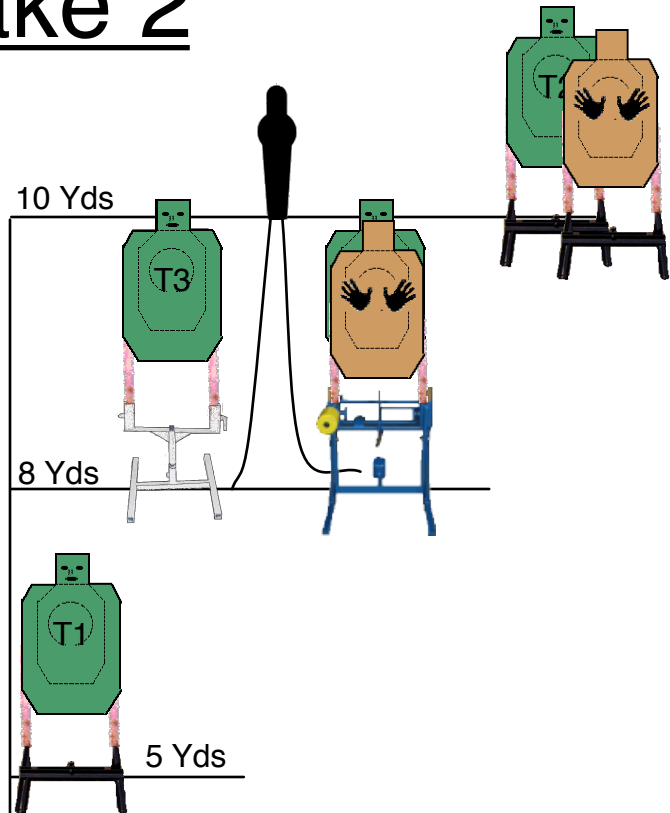
**Muzzle Safe Points:** Orange Cones

**Scenario:** Those aliens are still running amok,  
but now they've shut the power off and  
plunged the place into darkness. It's up to you to  
put an end to their mischief once and for all!

**Concealment Garment:** Not Required

**Procedure:** On the start signal, 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.



# Stage 5: 10-78



**Round Count:** 12

**Target Distance:** 3-10 yds

**Targets Required:** 12x Standard Targets

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

**Scoring Method:** Vickers Count

**Starting Position:** Standing at position P1, handgun held at low ready.

**Start Signal:** Audible

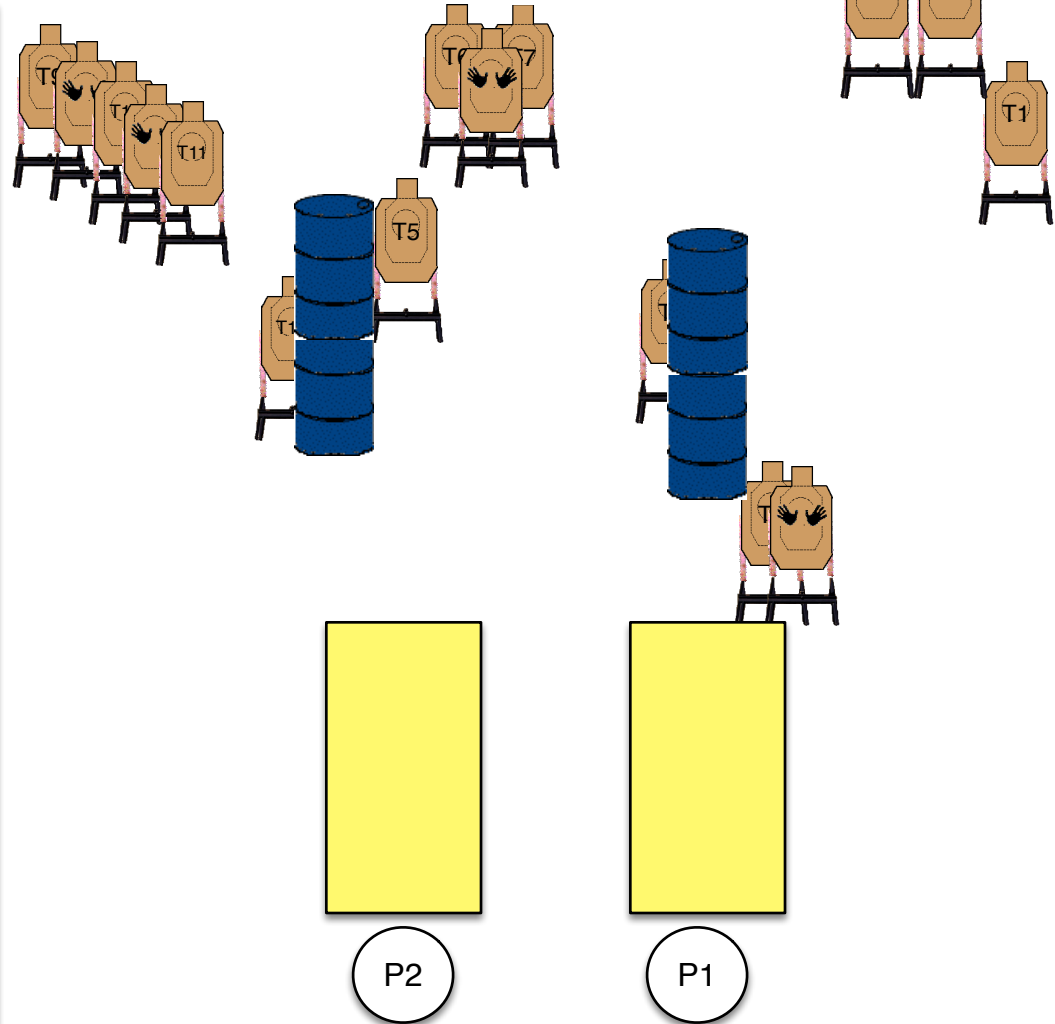
**Muzzle Safe Points:** Orange Cones

**Scenario:** You're a law enforcement officer responding to a report of civil unrest, when you encounter a scene from your nightmares. What appear to be zombies are shuffling around attacking people. You call for assistance, and get to work trying to save those that you can.

**Concealment Garment:** Not Required

**Procedure:** On the start signal, engage T1 through T4 from the right side of the barricade at P1, and T5 through T8 form the left side of the barricade. Move to P2 and engage T9 through T10.

**Scoring:** T1 through T12 should have 1 head hit each.





# Stage 6: Ghost Story



**Round Count:** 14

**Target Distance:** 4-15 yds

**Targets Required:** 4x Standard Threats, 2x Mini Poppers, 1x Double Swinger, 1x Drop-Turner

**Props Required:** 2x Non-Threats

**Scoring Method:** Vickers Count

**Starting Position:** Standing facing down range at position P1, handgun held at low ready

**Start Signal:** Audible

**Muzzle Safe Points:** Orange Cones

**Scenario:** You're out camping in the woods and telling ghost stories around the campfire with your friends. You start hearing strange noises coming from the woods around, and all of a sudden, you see ghostly apparitions appearing out of the woods. The apparitions attack your friends, and whether they are actually ghosts or just some thugs trying to scare people away, it's up to you to defend them.

**Concealment Garment:** Not Required

**Procedure:** On the star signal, engage T1 through T6 and poppers PP1 and PP2 from P1.

**Scoring:** T1 through T6 should have 2 hits. Steel must fall.

