



# Stage 1 - Sleepy Hollow



**Round Count:** 12

**Target Distance:** 8-10 yds

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

**Props Required:** 1x Barrel

**Scoring Method:** Limited

**Muzzle Safe Points:** Orange Cones

**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.

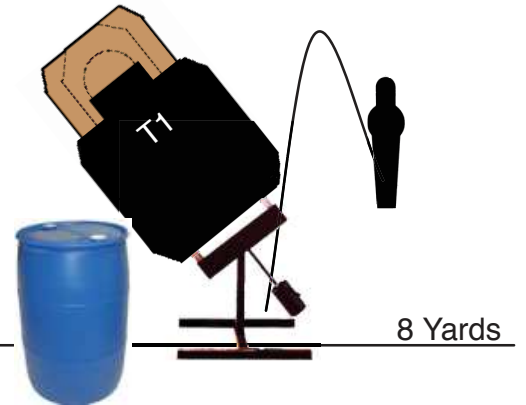
**Concealment Garment:** Required

**Procedure:**

**String 1:** On the start signal, draw and engage PP1 until down, and then engage the Headless Horseman with 5 rounds.

**String 2:** Same String 1, except strong hand only.

**Scoring:** T1 should have 10 hits, all steel must fall.



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

Badger IDPA 10/17/2015  
Original CoF design by Tom Ropers



# Stage 2: Get Away From Her, You B!@#\$\$!



**Round Count:** 14

**Target Distance:** 5 to 15 yds

**Targets Required:** 4x Standard Threats,  
1x Extra Large Threat

**Props Required:** 2x Barrels, 1x Non-Threat,  
2x Vision Barriers

**Scoring Method:** Unlimited

**Muzzle Safe Points:** Orange Cones

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

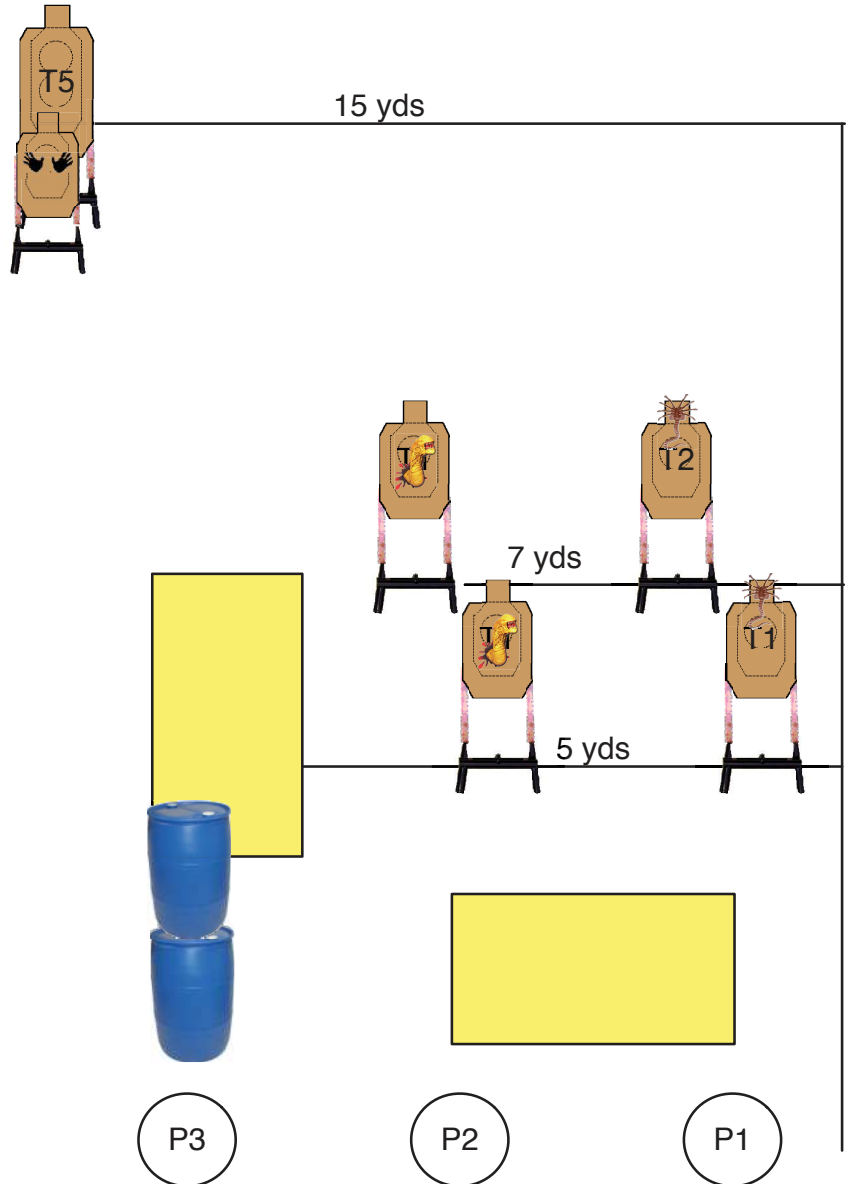
**Start Signal:** Audible

**Scenario:** You were part of a mission sent to Hadley's Hope to investigate the loss of communication with the colony. You discovered that the colony has been overrun by hostile aliens, and found only one survivor, a young girl named Newt. The alien queen has captured Newt, and you must rescue her.

**Concealment Garment:** Required

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

**Scoring:** T1 through T4 should have 2 hits each. T5 should have 6 hits.



**Note:** Target heights should vary. On T1 and T2, only the face hugger aliens are valid targets. Any hits on the cardboard that do not hit the face huggers will be scored as hits on a non-threat. For targets T3 and T4, only the chestbusters are valid targets. Any hits on the cardboard that do not hit the chest bursters will be treated as hits on a non-threat.



# Stage 3 - 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:** Unlimited

**Muzzle Safe Points:** Orange Cones

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

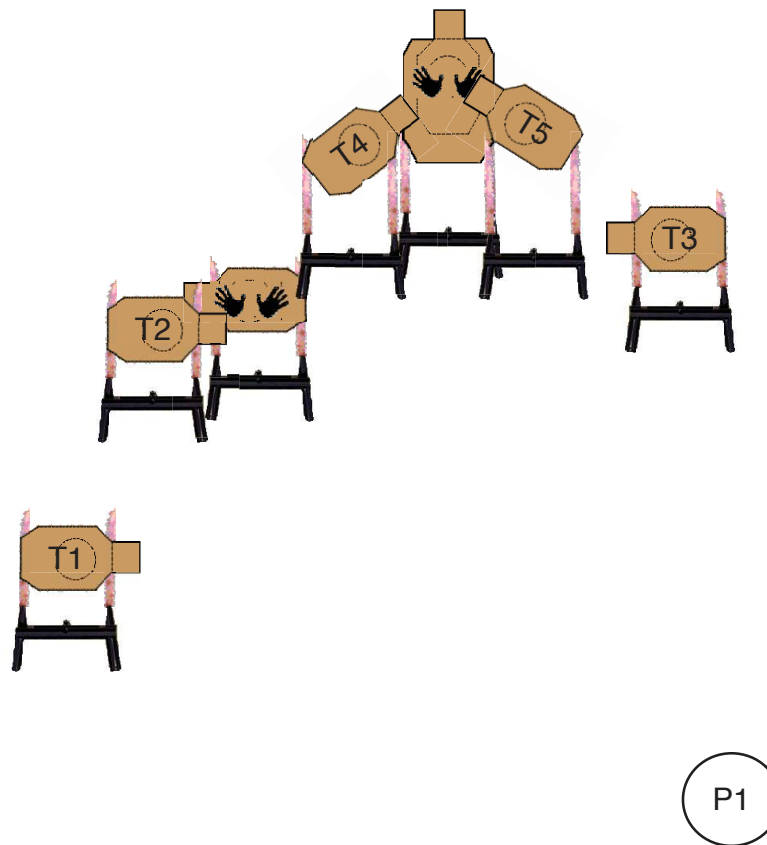
**Start Signal:** Audible

**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:** The "dog" non-threat should have its head covered by the nearest threat. The standard non-threat should have the nearest threat targets' heads in front of the non-threat.



# Stage 4: Blood Bank



**Round Count:** 16

**Target Distance:** 3-12 yds

**Targets Required:** 5x Standard Threats, 1x Popper, 1x Drop-Turner

**Props Required:** 1x Chair, 1x Wall, 4x Barrels

**Scoring Method:** Unlimited

**Muzzle Safe Points:** Orange Cones

**Starting Position:** Sitting on the chair, facing up range.

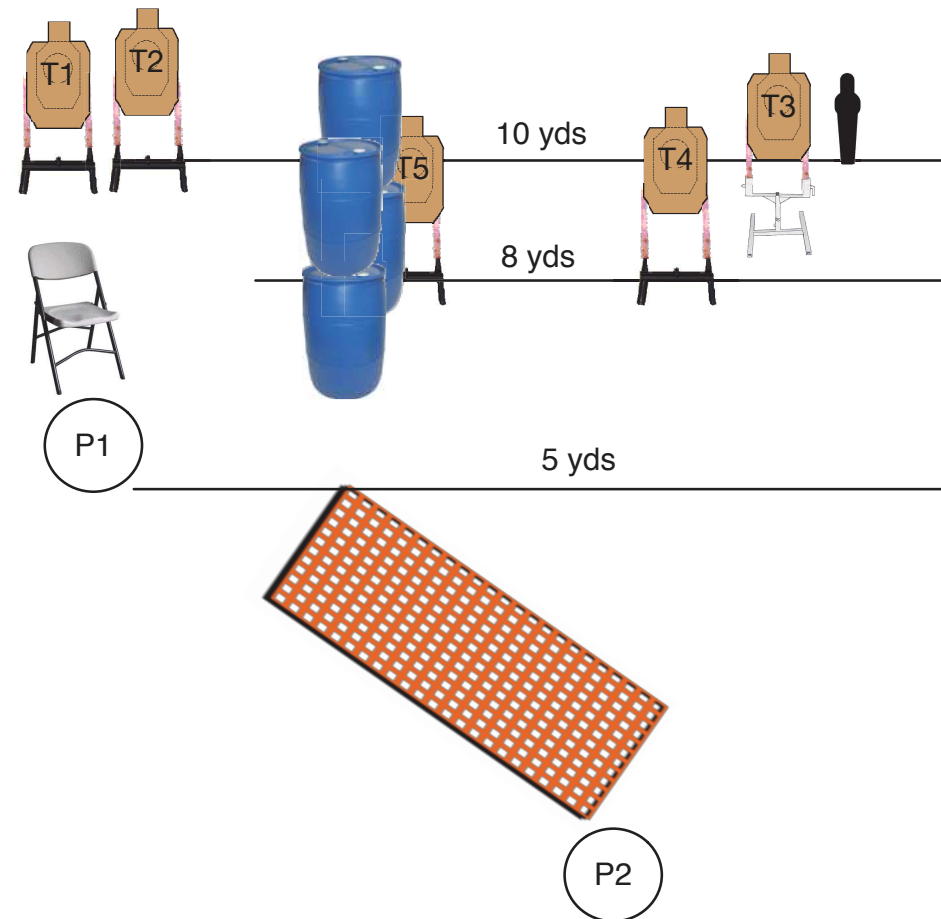
**Start Signal:** Audible

**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, turn around, draw, and engage T1 and T2 from Position P1. Move to P2 and engage T3 through T5 and PP1.

**Scoring:** T1 through T5 should have 3 hits each. All steel must fall.



**Notes:** T3 through T5 and the Popper should only be visible from P2.



# Stage 5: Not So Friendly



**Round Count:** 17

**Target Distance:** 4-12 yds

**Targets Required:** 1 Popper, 1 Swinger, 7 Standard Threats

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

**Scoring Method:** Unlimited

**Muzzle Safe Points:** Orange Cones

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

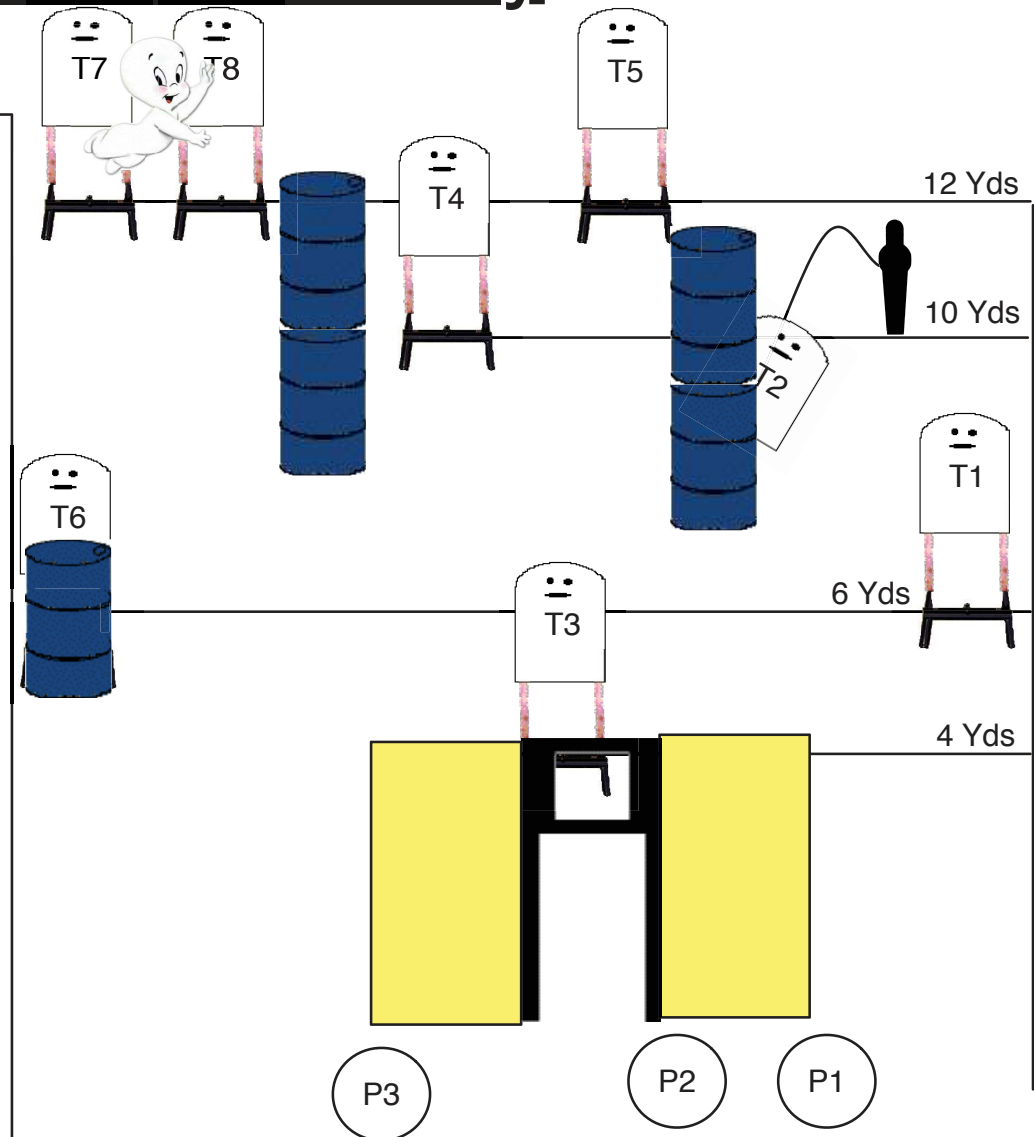
**Start Signal:** Audible

**Scenario:** You're visiting a haunted house near Halloween, only to discover that this one has \*real\* ghosts, and they're not very nice. 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 a swinging 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.



# 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:** Unlimited

**Muzzle Safe Points:** Orange Cones

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

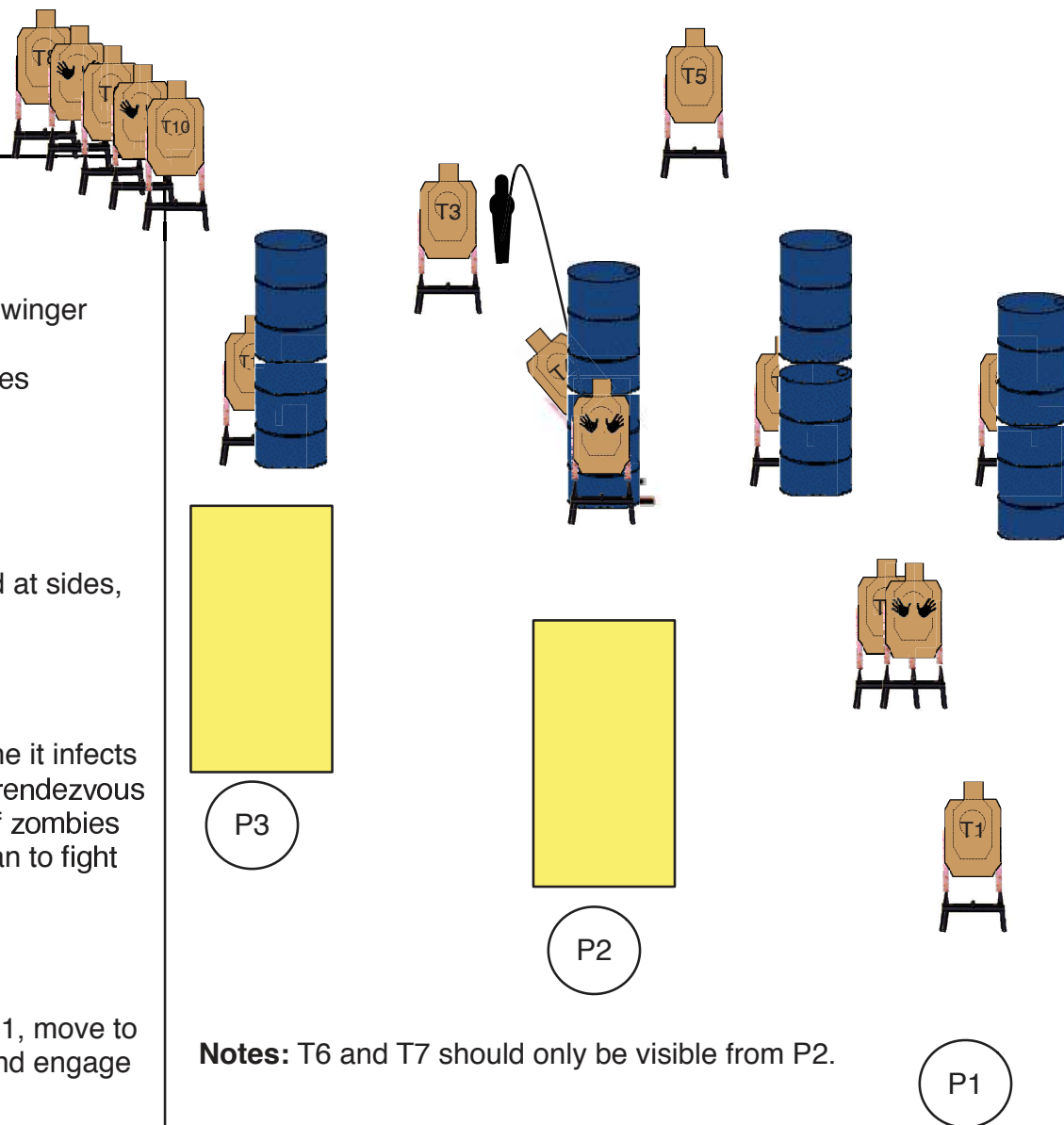
**Start Signal:** Audible

**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: 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:** Unlimited

**Muzzle Safe Points:** Orange Cones

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

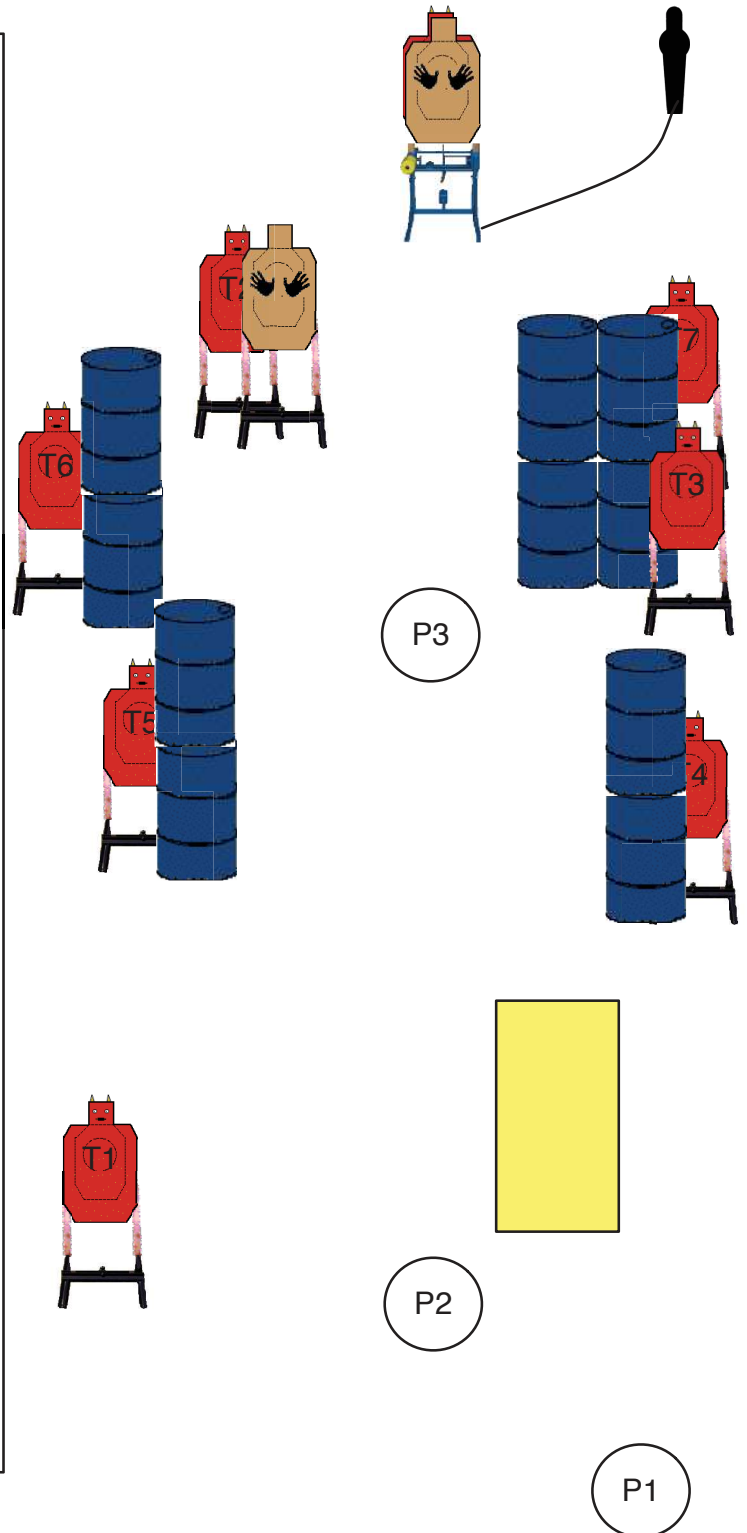
**Start Signal:** Audible

**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 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, T8 and the Popper should be visible only from P3. The MaxTrap should be set so that the threat fully disappears after activation.