

Stage 1 Mr. Myers Mayhem

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing at SP hands relaxed at your side. Gun unloaded and holstered. PCC low ready. All loading devices placed in closed drawer. ONE LOADING DEVICE LOADED TO FIVE ROUNDS ONLY.

SCENARIO:

It's halloween night and a bunch of Michael Myers wannabe's are on the attack, But good thing for you these knife wielding freaks are susceptible to lead poisoning.

PROCEDURE:

At the signal retrieve your equipment and engage all threats with two rounds each.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

DISTANCE: 2-10 yards

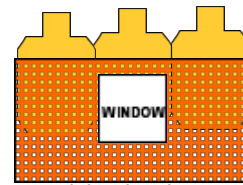
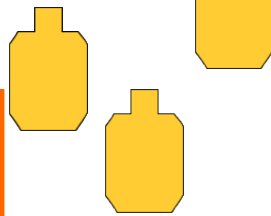
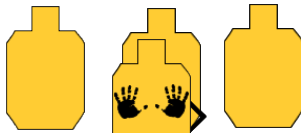
SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:

Berm



Targets laying against berm

5 Yards

10 Yards



15 Yards



20 Yards

Stage 2 A Full Moon

RULES: IDPA Rules

Created By: Steve Salvo

START POSITION:

Start at SP laying on the ground, gun loaded and laying on ground next to you. All other loading devices are laying on the ground.

SCENARIO:

Its a full moon Holloween night and you where running from Werewolves and you hurt your ankle so you can not stand and run, forcing you to fight off the attacking Werewolves. You find a wall for some protection to shoot under.

PROCEDURE:

At the signal engage all targets with at least 2 rounds shooting under the wall while laying down. Steel activates swingers.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

DISTANCE: 10

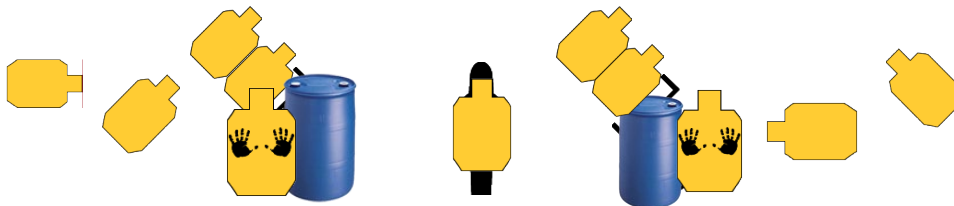
SCORED HITS:

PENALTIES: Per IDPA Rules

CONCEALMENT: No

NOTES: Steel activates swinger.

Berm

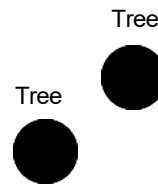
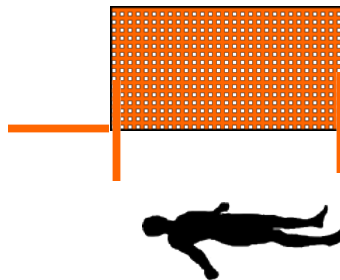


Steel activates swinger.

Down 3 area of all targets are cut off.

5 Yards

10 Yards



15 Yards

Stage 3 Slippery When Wet

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing at SP, Gun UNLOADED and holstered, PCC unloaded at the low ready. ONE loading device placed on the table. All others on person. **HANDS TOUCHING RED APPLES IN THE TUB WITHOUT LIFTING THEM.**

SCENARIO:

You are at a friends halloween party bobbing for apples when masked hoodlms crash the party.

PROCEDURE:

AT the signal engage all targets with two rounds each. Pushing the window open activates drop turner.

Note

Hands will be totally submerged in water touching apples at the start.
Unloaded start with one mag placed on table.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

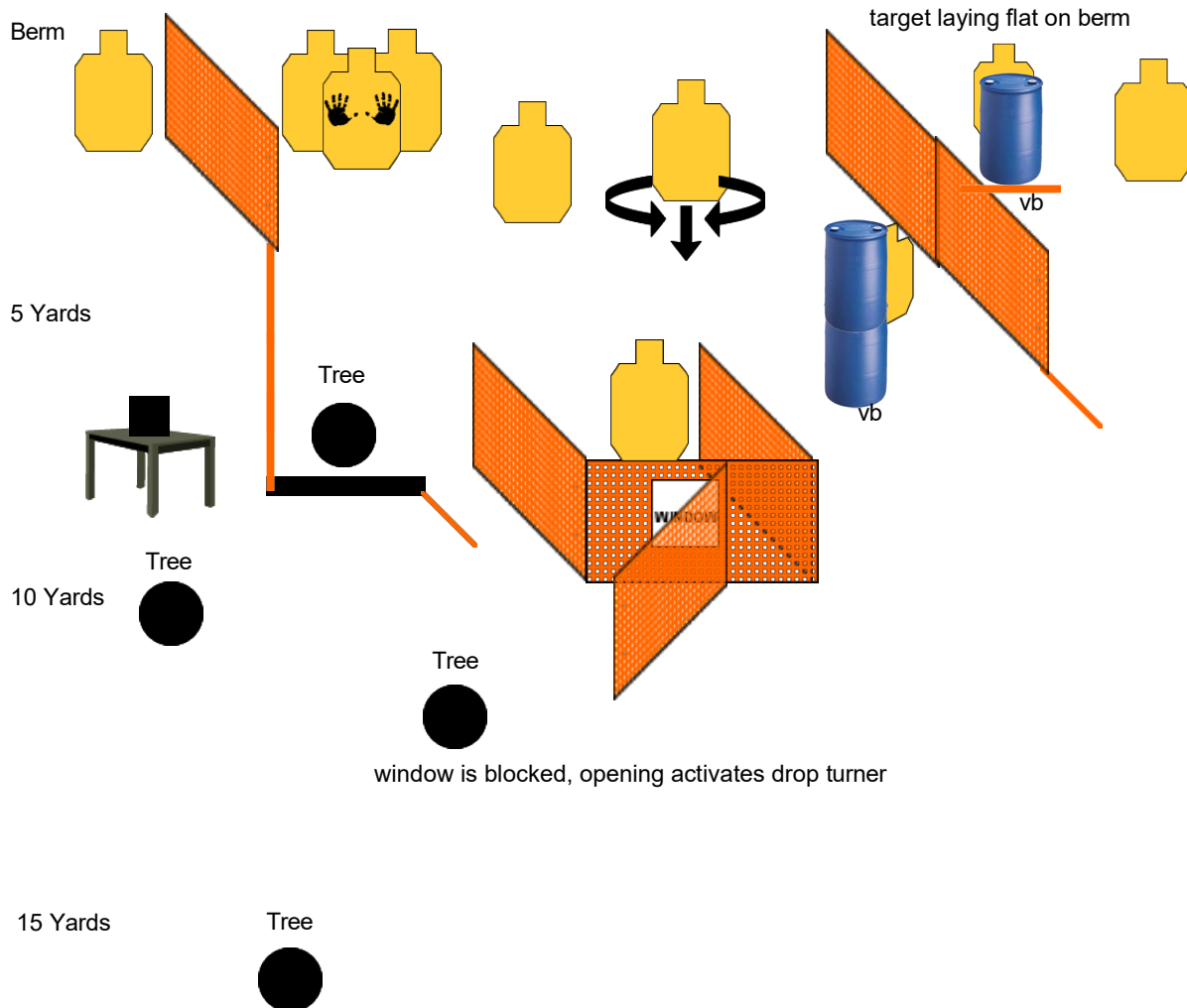
DISTANCE: 2-12

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:



Stage 4 Flying Dutchmen

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing at the SP with one toe touching start position. Gun loaded and holstered, Hands relaxed at side. PCC at the low ready.

SCENARIO:

You are out for a stroll at some broke down cemetery when it seems the local residents dont like your kind anymore!

PROCEDURE:

At the signal engage all threats with 2 rounds each from cover if available. OTHER than the ghostly mover T3 that requires three rounds.

Note

Steel activator is centered on zero

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 08

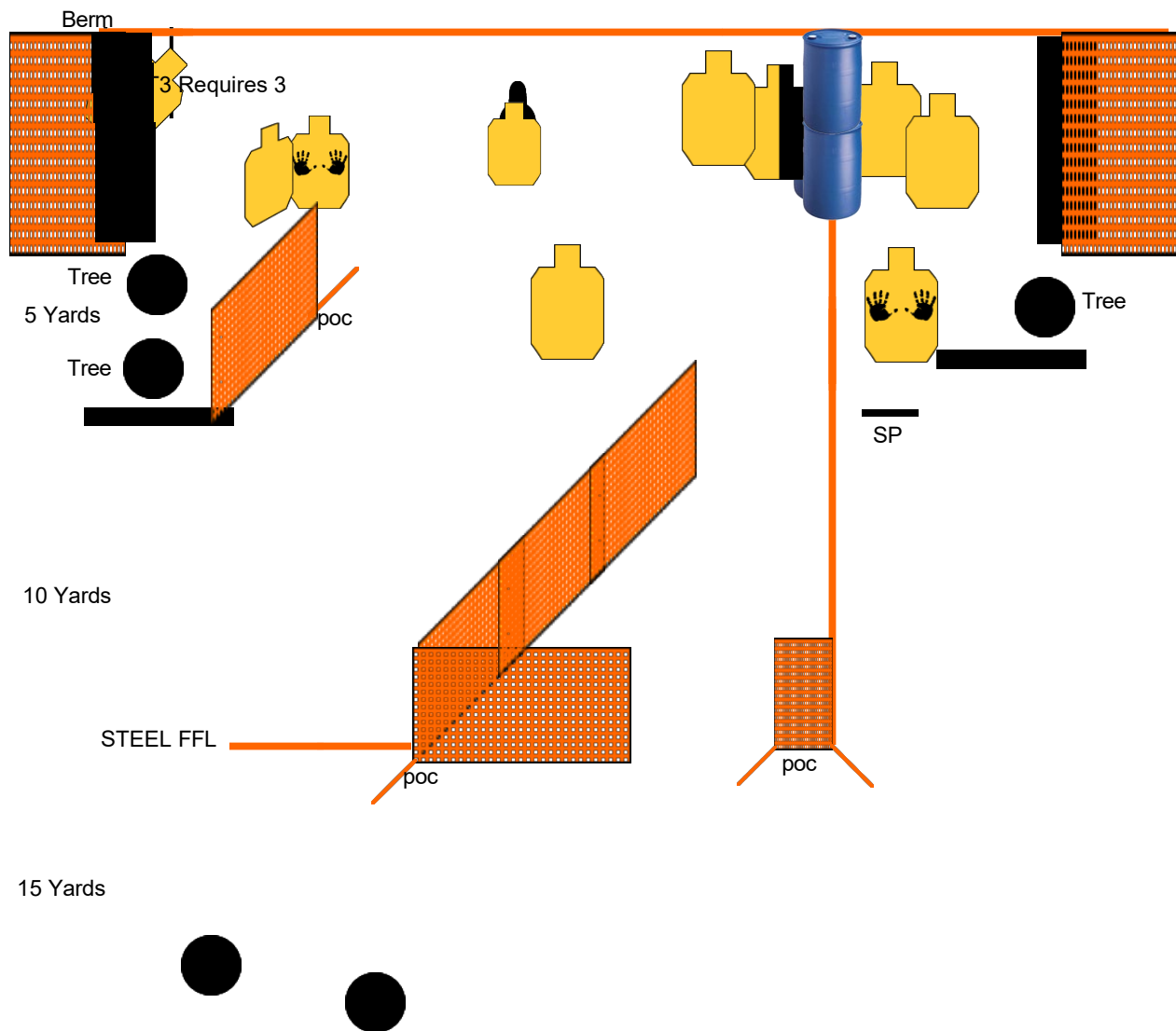
DISTANCE: 2-12 yards

SCORED HITS: 17

PENALTIES:

CONCEALMENT: Yes

NOTES:



Stage 5 The Purge

RULES: IDPA Rules

Created By: Steve Salvo

START POSITION:

Standing at any SP with hands touching the X'S. Gun loaded and holstered, PCC at the low ready. All other loading devices stowed as per IDPA rules.

SCENARIO:

The Purge has broken out in your neighborhood. Stop the attackers! While watching for unarmed civilians.

PROCEDURE:

At the signal engage all threats with 2 rounds each from available POC, Steel activates T7 disappearing target.

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 08

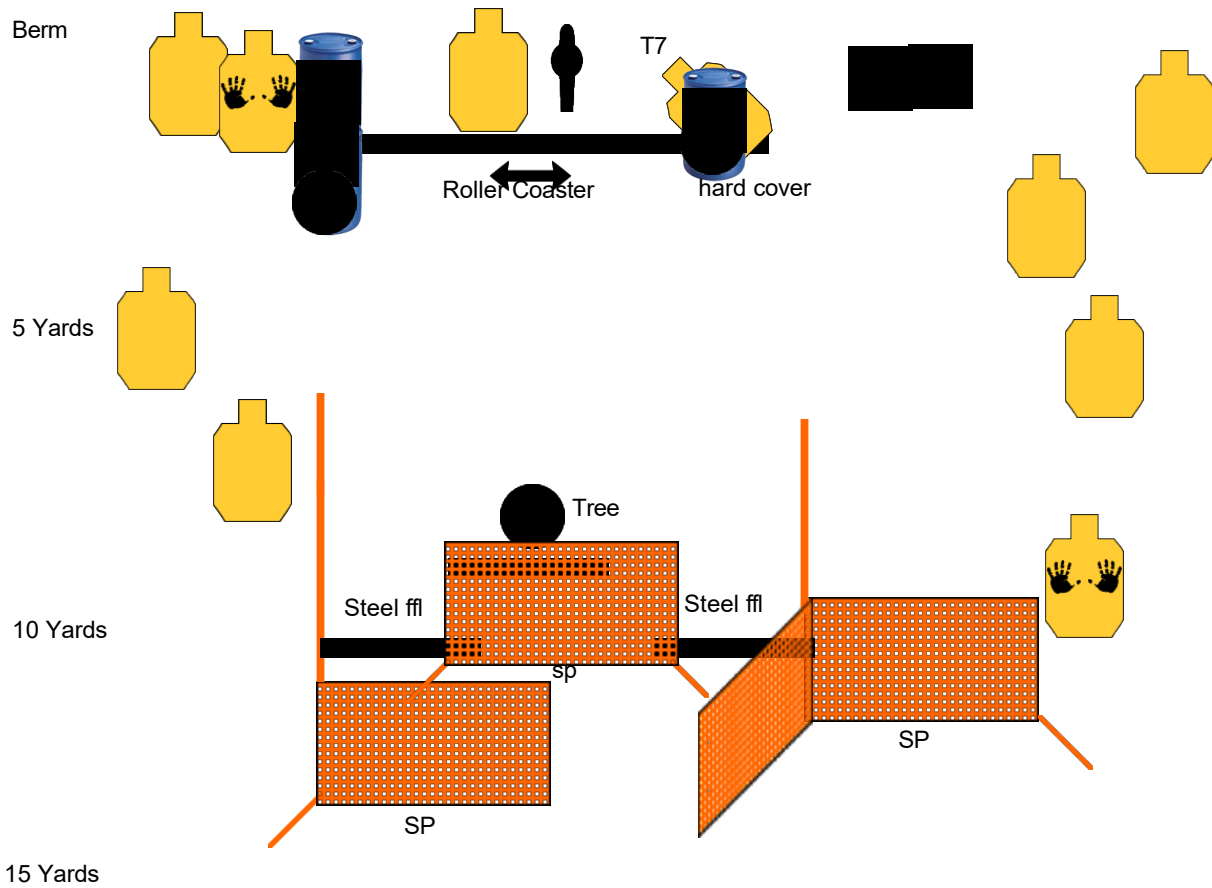
DISTANCE: 3-12 yards

SCORED HITS:

PENALTIES: Per IDPA Rules

CONCEALMENT: No

NOTES: Steel activates roller coaster target.



Stage 6 Zombie Attack

RULES: IDPA Rules

Created By: Steve Salvo

START POSITION:

Standing at any SP, with at least one foot touching SP. Gun loaded and holstered. PCC at the low ready.

SCENARIO:

You're too alive for the Zombies. They want fresh flesh. Head shots are the only sure way to stop the heard from entering your hideout.

PROCEDURE:

At the signal engage each threat with 1 shot to the head from cover when available.

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 17

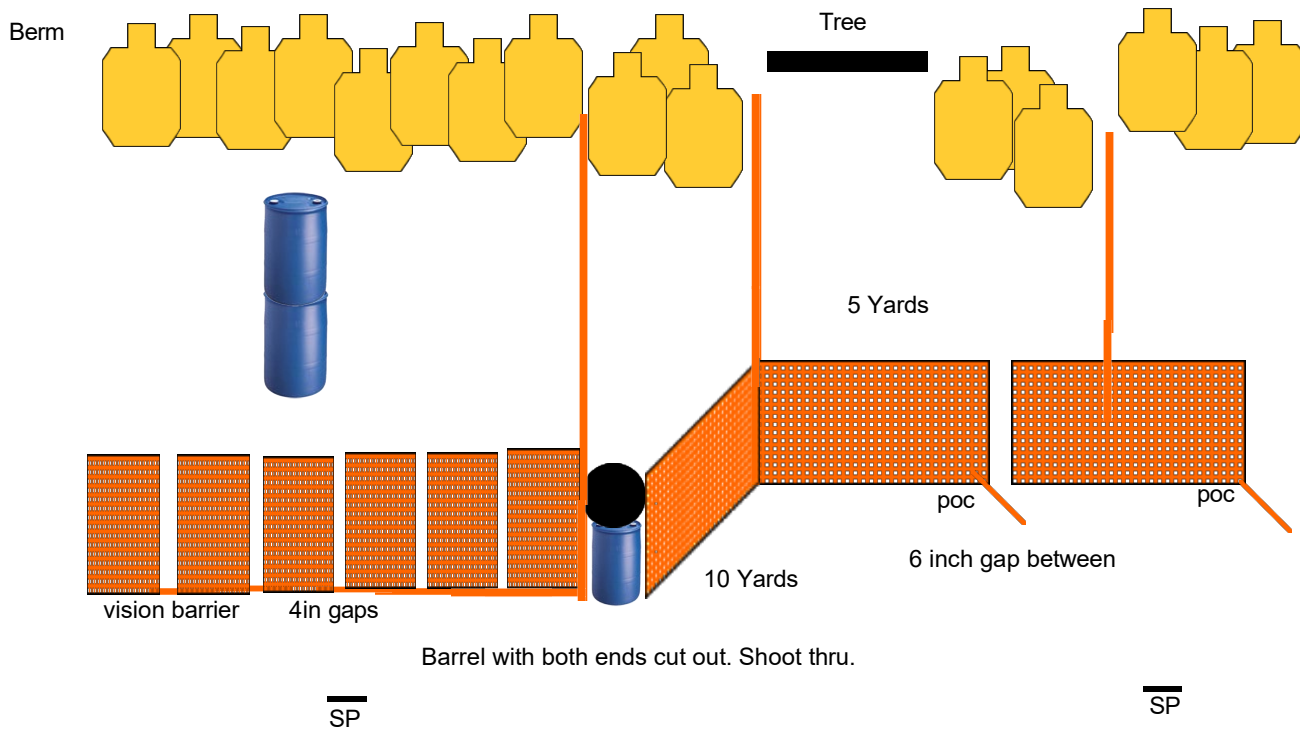
DISTANCE: 7-10 yards

SCORED HITS:

PENALTIES: Per IDPA Rules

CONCEALMENT: Yes

NOTES:



Stage 7 Upside Down Epidemic

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing at SP hands relaxed at your side, Gun unloaded and holstered. All loading devices placed on the barrel. PCC unloaded at the low ready.

SCENARIO:

You are out trick or treating when you discover your street has been overrun by these acrobat zombies.

PROCEDURE:

At signal engage all theats with two rounds each EXCEPT for T4 that requires 4 rounds from available cover.

Targets may be considered in the open in some cases depending on direction and stage plan.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 8

DISTANCE: 3-10 yards

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:

