

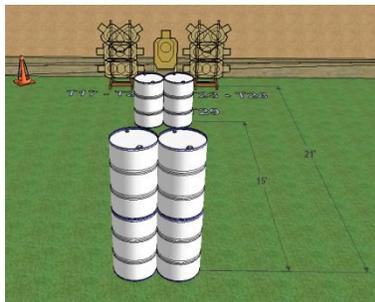
# AAFG IDPA Course of Fire, Halloween, 2015

*"You are interested in the unknown, the mysterious, the unexplainable. That is why you are here." - Plan 9 From Outer Space*

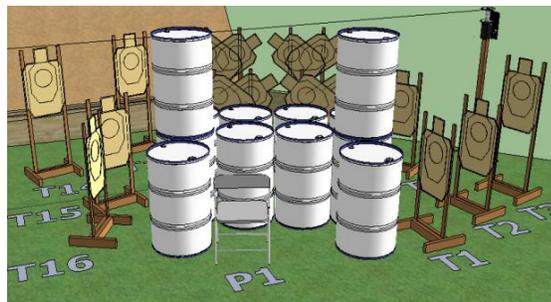
Six stages, 86 rounds minimum. Concealment garment is required for all stages. All IDPA rules apply except for target scoring as follows. Plain targets are zombies. Only hits to the head zone count on zombie targets. Targets with t-shirts are werewolves. Only hits to the body down zero zone count on werewolf targets. All other hits on these targets are scored as misses, with FTN penalties assessed as appropriate in unlimited scoring stages.

## Bay 1 - Zombies!

Stage 2



Stage 1



### Stage 1 - Right Side - Zombie Swarm

Unlimited scoring, 16 rounds minimum. You are delivering medical supplies when the zombies swarm your truck.

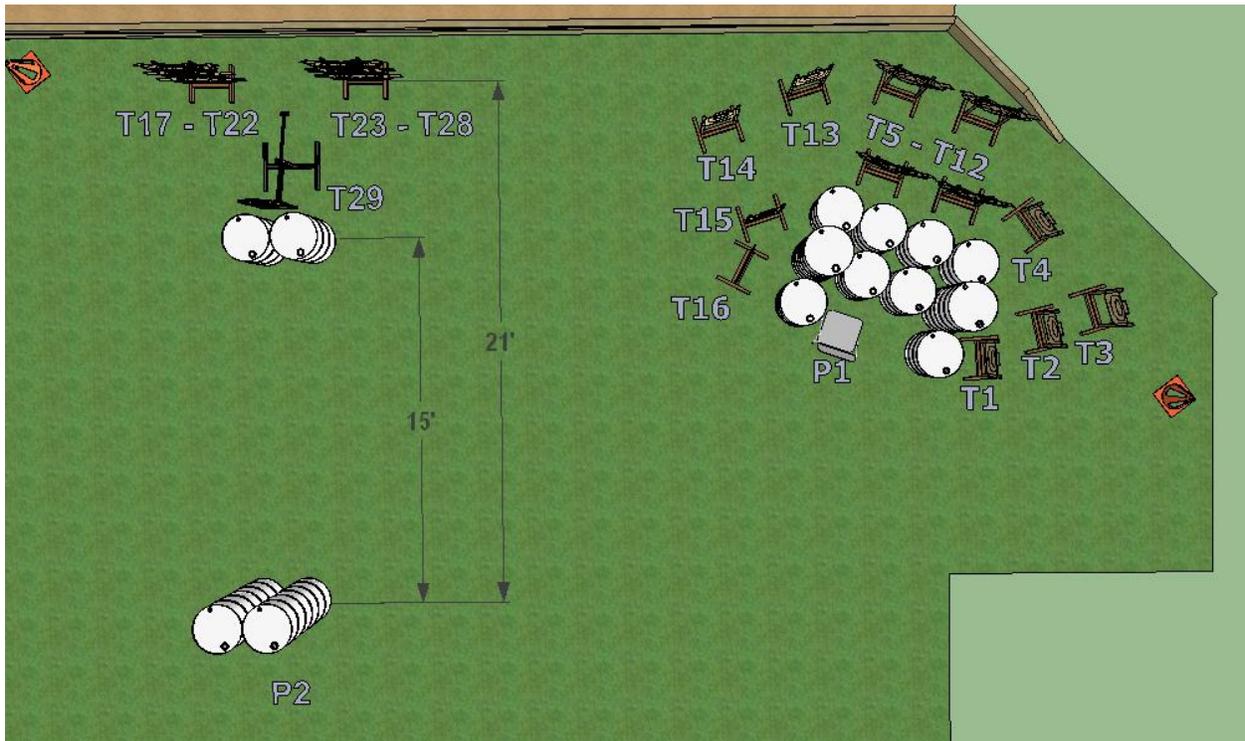
Start seated at P1. On signal draw and engage the zombie targets. Take all shots while seated. All targets are deemed to be equidistant from the shooter. Neutralize all zombie targets with a minimum of one shot to the head zone.

### Stage 2 - Left Side - 🎵 There are Zombies on My Lawn 🎵

Unlimited scoring, 13 rounds minimum. There are zombies on your lawn, and this time the sunflowers you planted aren't repelling them as they should. Bad enough that they are eating the petals, now they want your brain. You must stop the zombies by yourself before they get to you!

Start behind the barrels, one hand touching each barrel stack. You don't have to sing the theme song for Plants Versus Zombies, but it helps set the mood. On signal draw and neutralize the zombies from cover. The safety officer's assistant activates the rising target when you fire your first shot. Neutralize all zombie targets with a minimum of one shot to the head zone. The rising target is scored as a disappearing target.

## Bay 1 Setup and Scoring Notes

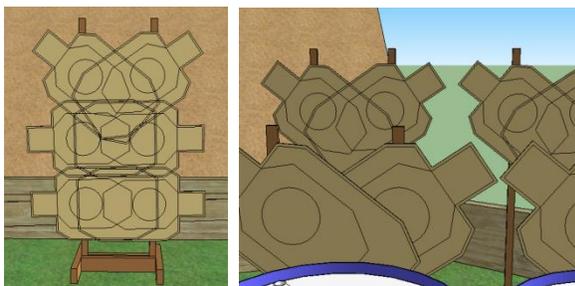


Set up Bay 1 as shown above and on the preceding page.

First set up Stage 1 as shown. Make sure there are no head shot shoot-throughs to other heads or target stakes. Shoot-throughs to target bodies are OK since these will be scored as misses. See double target arrays below.

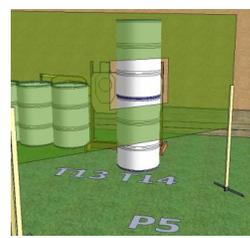
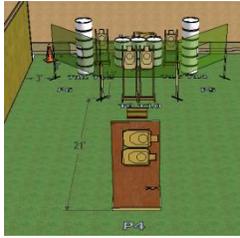
Next set up Stage 2 as shown, with two arrays of six targets each. Make sure the head zones are well clear of the targets stakes. Set up the rising target so that it disappears completely when it drops. See sextuple target array below.

Mark muzzle safe points with large safety cones.

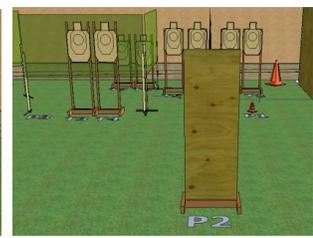


## Bay 2 - Werewolves!

### Stage 4



### Stage 3



### Stage 3 - Bay 2 Right Side - Werewolves in the Alley

Unlimited scoring, 16 rounds minimum. You are attacked by werewolves and try to retreat, but that doesn't help much.

Start at P1. On signal draw and engage T1-T2 in tactical sequence while retreating. Engage remaining werewolf targets as you see them. Engage all werewolf targets with a minimum of two rounds to the body down zero zone.

You may take makeup shots on T1-T2 from P2. You may not take makeup shots on T3-T4 once you leave P2. You may take makeup shots on T5-T6 from cover on the right side of the cloth barrier at P3.

**Note:** Cover all targets in this stage with t-shirts. See werewolf fashion note below.

### Stage 4 - Bay 2 Left Side - Hi-Ho, Werewolves of Arnold

Unlimited scoring, 14 rounds minimum. You return home to find that the wolfsbane didn't work and your home is now occupied by homicidal lycanthropes. To make matters worse, they are shedding all over the furniture!

Start at P4. On signal draw and engage T9-T10 from cover at P4. Engage remaining werewolf targets as you see them. Pressure plate activates swinging target T15. Engage all werewolf targets with a minimum of two rounds to the body down zero zone.

You may not take engage T9-T10 once you move from P4.

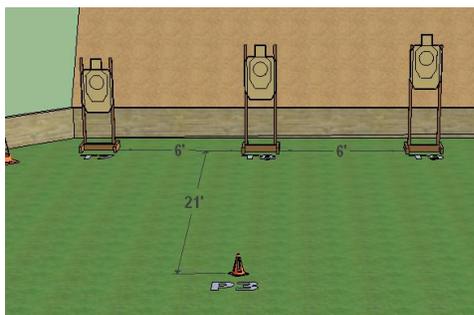
**Note:** Cover all targets in this stage with t-shirts. See werewolf fashion note below.

**Werewolf Fashion Note:** Werewolves wear their t-shirts slit up the sides to the armpits and draped over their bodies. Also, print of any kind on their chests violates their religious beliefs, so they wear their shirts inside out or backwards.

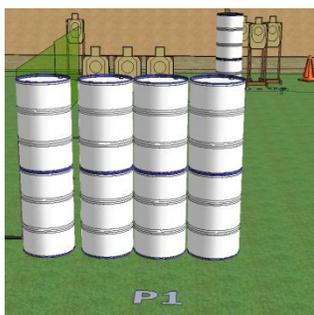


## Bay 3 - Zombies and Werewolves!

### Stage 6



### Stage 5



### Stage 5 - Right Side - Near Werewolves, Far Zombies

Unlimited Scoring, 9 round minimum. What next? Now they are teaming up! You are beset by a band of werewolves and a band of zombies.

Start at P1, hands touching the second barrel stack from the right. On signal draw and engage the zombie and werewolf targets as you see them. Engage all zombie targets with a minimum of one shot to the head zone. Engage all werewolf targets with a minimum of two rounds to the body down zero zone.

**Note:** Cover T1-T3 with t-shirts and leave T4-T6 bare. See werewolf fashion note below. Lay down the three Stage 6 targets while shooting Stage 5.

### Stage 6 - Left Side - Zombie Woof El Presidente

Limited Scoring, 18 rounds. You are beset by three freshly awakened Zombie Woofs, the fearsome zombie werewolves! According to the distinguished lycanthropist, the late Professor F. Zappa, these foul revenants are "just about as evil as you can be" when they emerge from their 300 year metamorphosis.

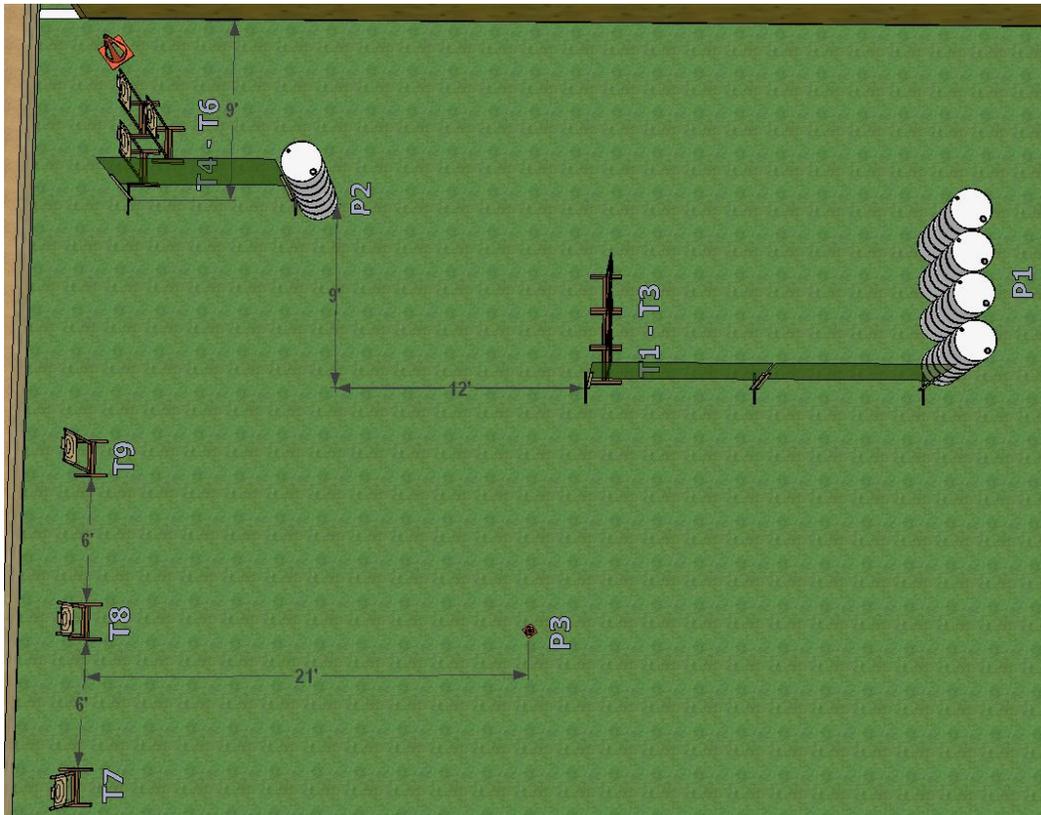
**String 1:** Start at P3, facing uprange, hands at sides, three rounds in the gun. On signal turn, draw and engage T7-T9 with one round to the head. Reload and re-engage T7-T9 with one round to the head. Reload with six rounds for String 2.

**String 2:** Start at P3, facing uprange, hands at sides, six rounds in the gun. On signal turn, draw and engage T7-T9 with two rounds to the body down zero zone. Reload and re-engage T7-T9 with two rounds to the body down zero zone.

**Note:** Cover all targets in this stage with t-shirts. See werewolf fashion note below.

**Werewolf Fashion Note:** Werewolves wear their t-shirts slit up the sides to the armpits and draped over their bodies. Also, print of any kind on their chests violates their religious beliefs, so they wear their shirts inside out or backwards.

## Bay 3 Setup and Scoring Notes



Set up Bay 3 as shown. First set up Stage 5. There should be a six inch gap between the leftmost and second from the left barrel stacks at P1. T1-T3 should be visible from this gap and from the right side of the barrels at P1. T4-T6 should be visible from the right side of the barrels at P1 and from P2. The shooter should be able to move along the cloth barriers downrange of P1 and on to P2 without exposure to T4-T6.

Next set up T7-T9 as shown for Stage 6. Lay these targets down when shooting Stage 5 to avoid shoot-throughs.

Cover T1-T3 and T7-T9 with t-shirts. Leave T4-T6 bare.

Mark P3 with a small cone and muzzle safe points with large safety cones.