



THE WALKING DEAD: WESTERN-STYLE

You've just ridden into a town after a long month out on the range away from civilization. Seems the town was infected by the zombie curse and the good citizens have taken to isolate their infected in the old corral down by the tracks. You ride by looking at the large group of zombies wandering around and around like the brain dead cattle you spent most of your life herding. But it's a Saturday night and after a few drinks you and the boys head down to the corral to let off some steam and relax by using the zombies as target practice. Seems the whole town is down there so you need to pick a good spot on the fence and have at it - you have a gun, shoot 'em in the head. That's a sure way to kill 'em.



HELLDORADO

The bartender has his back to you as you go right up to the bar with one thing on your mind - a glass of whisky to wash down the trail. "A little dead in here ain't it?" He slowly turns around and then you notice as your eyes adjust to the dim light that the Saloon is filling up with zombies - and the only way back outta town is thru them.

Ammo

5 or 10 pistol, 10 rifle, 4 shotgun

Starting Position

Standing near bar.

Safely holstered pistol(s) loaded with five rounds (each).

Rifle and shotgun safely.

Procedure

When ready, yell *"I'm not dyin' for a drink."*

At the buzzer, Nevada Sweep the rifle targets; 1-2-3-4-3-2-1-2-3-4.

Make rifle safe and engage pistol targets in a continuous Nevada Sweep 1-2-3-4-5.

Two pistol shooters, repeat.

Make pistols safe and engage shotgun targets 1-2-1-2.

Time stops.



BRAIN ROBBING IN NORTHFIELD

As you come out of the bank loaded down with bags of cash you withdrew for the boss to pay the ranch hands, you discover some of the citizens have been infected with the zombie curse and they're hungry for your brains. It's one thing to get shot at, but, another to have to worry about being eaten! You make your way to the stable where you decide to make your stand by the corral.

Ammo

5 or 10 pistol, 10 rifle, 4 shotgun, Pocket Pistol/Derringer

Starting Position

Standing near the wagon, rifle loaded with ten rounds safely held in the rifle stand.

Safely holstered pistol(s) loaded with five rounds (each).

Shotgun safely staged, four shotshells on your person

Procedure

When ready, say **"Come get some, squareheads!"**

At the buzzer, engage pistol targets 1, 5, 2, 4, 3. Two gun shooters, repeat. Make pistols safe.

Alternately engage R1 & R2 with five shots (1-2-1-2-1)
then R3 & R4 with five shots (3-4-3-4-3).

Engage shotgun targets any damn way you want, you've been thinkin' hard enuff.

Make shotgun safe, move to table and engage Pocket Pistol/Derringer. Make gun safe.

Time stops.



DEADHEADS FLOCK TO FEEDING FRENZY

You're in the sheriff's office, looking out the window. Outside in the dim light you see a large mob coming towards the jail. Your heart starts to race thinkin' it's an angry mob coming to invite you to a necktie party. But it's worse! The town is full of zombies. Lucky for you there are plenty of guns and ammo in the sheriff's office, because they're between you and the road outta town.

Ammo

5 or 10 pistol, 10 rifle, 4 shotgun, Pocket Pistol/Derringer

Starting Position

Standing at firing line. Safely holstered pistol(s) loaded.

Rifle and shotgun safely staged.

Pocket Pistol/Derringer safely staged on table.

Procedure

When ready, drop the dummy and shout **"Munch on lead you deadheads!"**

At the buzzer, thru the window, sweep rifle targets in a Nevada Sweep;1-2-3-4-3-2-1-2-3
4.

Engage shotgun targets thru the window 1-2-3-4. Make shotgun safe

Move to the doorway, engage pistol targets in a 1-2-3-2-1. Two gun
Shooters repeat.

Move to table and engage Pocket Pistol/Derringer. Make gun safe.

Time stops.



SHOOTOUT AT THE ZOMBIE CORRAL

It's Saturday night and after a few drinks, you and the boys head down to the corral to let off some steam and relax by using the zombies as target practice. Seems the whole town is down there, so you need to pick a good spot on the fence and have at it. You have a gun, shoot 'em in the head. That's a sure way to kill 'em!

Ammo

5 or 10 pistol, 10 rifle, 4 shotgun

Starting Position

Seated on horse, rifle loaded with ten rounds staged safely,
Pistol(s) loaded with five rounds (each), safely holstered.
Shotgun safely staged on stand; four rounds on your person

Procedure

When ready, yell **"Just like shootin' fish in a barrel!"**

At the buzzer, draw pistol, and Nevada Sweep pistol targets; 1-2-3-4-5. Two gun shooters repeat.

Make pistol safe, dismount horse, move to rifle, and engage rifle targets; 1-2-3-4-5-5-4-3-2-1.

Make rifle safe and engage shotgun targets, 1-2-1-2.

Time stops.



LONG RANGE RIFLERY, PISTOL PROWESS, AND SHOTGUN PROFICIENCY

.*THIS STAGE IS OPTIONAL!*****

Ammo

10 Per Rifle, 5 pistol, 4 shotgun.

Targets

3 rifle caliber rifle, 2 pistol caliber rifle, 2 pistol/shotgun, .22 gallery target (weather permitting)

Starting Position

Standing with low ready pistol(s),
Rifle safely held at Cowboy Port Arms, or
Shooter in position with single-shot rifle

Procedure

At the buzzer, shooters engage the appropriate target for their caliber, alternating shots on 2 targets, except for the .22 target.

POSSE MEMBERS: you will keep your same work assignments on this stage!

POSSE LEADERS: Keep the action moving- run this stage like any other. Try to accommodate two shooters at once, shooting different banks of targets. Position shooters so brass falls on mat.

PLEASE NOTE that there is a SEPARATE scoring sheet for this stage! Do NOT put scores for Long Range on the regular sheets.
Time is not the primary scoring method, hits are. For this stage, the shooter must announce his/her caliber choice to the scorer before the stage begins.

.22 rifle shooters are scored in repeating or single shot rifle OPEN category, depending on action type.

Shotgun Stampede is also scored separately.

Counters count Hits only, last shot stops the clock.

Time breaks ties in number of hits only.

If time allows, shooters may shoot a second gun of a different caliber, but after all shooters have completed their first gun