



The Long Riders - Oct 2019

Stage 1 PUMPKIN Chuckin'

Playing Cowboy isn't always about shooting your way out of bar fights, rescuing innocents, or robbing banks. Today's your day off, and Ma and the kids are making pies for tonight's first-class dinner. The pumpkin harvest was plentiful, so you and your buddies gather extras for some target practice behind the barn. The dinner bell just rang- better hurry up, so you're not late.

Targets 3 Rifle, 2 shotgun, 3 pistol, PP/Derr.

Ammo 5/10 pistol, 10 rifle, 6+ shotgun, 4 PP/2 Derr.

Shooter standing at center of mat with pumpkin in hand(s). ***"Here's somepin' for you punkin bumpkins!"***. At the beep, engage the PP/Derr. target. "Bow!" pumpkin out to the pistol targets. Timer will instruct shooter to shoot a progressive sweep at steel or the pumpkin, after the pumpkin stops rolling. Engage rifle targets in a progressive sweep. Engage shotgun targets, no double taps.

Stage 2 PUMPKIN Stealin' Bumpkins

As you stack wood for the next season, you see some pumpkin heads trying to get the drop on you.

Targets 3 pistol, 3 rifle, 2 shotgun, PP/Derr.

Ammo 5/10 pistol, 10 rifle, 4+ shotgun, 4 PP/2 Derr.

When ready the shooter says, ***"No zombie's gonna eat me!"*** At the beep, engage PP/Derr. target. Engage shotgun targets left to right. Engage rifle targets in a 2-1-2 sweep and repeat. Engage pistol targets same as rifle.

Stage 3 *Zombie Splat Spree*

It's late one evening and you're tired, but the Saloon is open. So you tie your horse out front and walk in. 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 as your eyes adjust to the dim light you see that the bartender is a zombie. He's coming at you!

Targets 4 pistol, 4 rifle, 4 shotgun
Ammo 5/10 pistol, 10 rifle, 4+ shotgun

Loaded rifle and shotgun staged on rifle rack

Shooter seated at the table when ready says "***No zombie's gonna eat me!***"
Standing up, engage pistol targets in a 2-3-2-3 sweep. Engage rifle targets same as pistol. Engage shotgun targets.

Stage 4 **TURKEY TIME**

It's time to set the table, and fill it with some tasty, tantalizing turkey! Time to show your skill with the rifle and earn a "Turkey" for your efforts.

Targets 6 rifle, in pairs at 25, 50, 75 yards
Ammo 10 to 30 pistol caliber rifle

Shooter starts with rifle in hands. No double tapping of targets.

Scoring **READ CAREFULLY!** Shooting is done in 3 stages, with best shooters moving on to the next stages. Record hits and time for each shooter. Most hits are used with time as the tie breaker. All shooters proceed through the first stage of targets (closest targets). The best 50% will shoot the second stage of targets. Top 50% of these shooters then shoot the third target stage. Record ALL hits and time, even if people do not proceed to the next stage. **THIS STAGE IS OPTIONAL!**

Posse Leaders make sure that people work on the stage and relieve other posse members so they can shoot.