



The Long Riders - Oct

Stage 1 PUMPKIN Chuckin'

Ma is making pies for tonight's dinner while you and your buddies use the remaining pumpkin crop as target practice. Hurry, dinner's ready!

Targets 3 Pistol, 3 Rifle, 2 Shotgun
Ammo 5/10 pistol, 10 rifle, 6+ shotgun

Starting position: at center of mat with pumpkin in hand(s).

"Bowl" your pumpkin out to the pistol targets. ATB say, "***Pumpkin Chunkin' is for bumpkins!***" At the beep, "bowl" pumpkin out to the pistol targets. Timer will instruct shooter to shoot the pumpkin or a double tap sweep on the steel. Engage rifle targets in a progressive sweep. Shooter's choice: shotgun targets, no double taps, or **PUMPKINS!**

Stage 2 PUMPKIN 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
Ammo 5/10 pistol, 10 rifle, 4+ shotgun

Starting position: at center of mat with shotgun in hand(s).

ATB say, "***Eat lead - pumpkin bumpkins!***" At the beep, engage shotgun targets, no double taps. Engage rifle targets in a 1-3-1 sweep and repeat (short-cut allowed). Engage pistol targets same as rifle.

Stage 3 *Zombie Splat Spree*

One late evening you head to the Saloon. You drag your tired body up to the bar for some vittles and whiskey. The bartender has his back to you, but says, "A *little dead in here, ain't it?*" As he slowly turns around and your eyes adjust to the dim light, you see he is a zombie looking for his dinner – YOU!

Targets 3 pistol, 3 rifle, 2 Shotgun
Ammo 5/10 pistol, 10 rifle, 4+ shotgun
Props Bar

Starting position: standing next to bar

ATB say, "***No zombie's gonna eat me!***" Engage pistol targets in a 2-1-2 sweep. Engage rifle targets same as pistol and repeat (short-cut allowed). Engage shotgun targets, no double taps.

Stage 4 **TURKEY TIME - OPTIONAL!**

Time to set the table and fill it with some tasty, tantalizing turkey! Peddle your precision process and maybe you won't be a "Turkey"!

Targets 6 rifle, in pairs
Ammo 10 to 30 pistol caliber rifle

Starting position: at center of mat with rifle in hand(s).

Scoring Shooting is in 3 stages, with best shooters moving on to the advanced stages. Record hits and time for **EACH** shooter and stage, ranking by hits, with times as the tie breaker.

All shooters shoot the first target set (closest targets).

The top 50% advance to the second target set (middle targets).

Top 50% of these shooters then advance to the final target set (far targets).

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