



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 (1 center round and 2 squares for P/R)

Ammo 5/10 pistol, 10 rifle, 6+ shotgun

Starting position: at center of mat with pumpkin in hand(s). Timer will instruct shooter to shoot the pumpkin or the "steel" after the "bowl".

"Bowl" pumpkin to the pistol targets. Say, "***Pumpkin Chunkin' is for bumpkins!***" ATB, engage targets, per timer instructions. For "steel", engage shotgun targets, no double taps. Engage rifle targets by double tapping from either end, then single tap in the same direction and the 10th round on the center. Repeat with pistol. Rifle MUST be shot at steel.

Stage 2 PUMPKIN Bumpkins

While stacking wood for next season, some pumpkin heads try to get you.

Targets 3 Pistol, 3 Rifle, 2 Shotgun (1 center round and 2 squares for P/R)

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

ATB say, "***Eat lead - pumpkin bumpkins!***" Engage pistol targets by putting 4 rounds on a square and 1 round on the circle. Repeat for 2nd pistol but use the other square. Engage rifle the same as pistol. Engage shotgun from either direction.

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 2 pistol, 2 rifle, 2 Shotgun (1 round and 1 squares for P/R)
Ammo 5/10 pistol, 10 rifle, 4+ shotgun

ATB say, "*No zombie's gonna eat me!*" Engage rifle targets with 2 rounds on the circle and 3 rounds on the squares, then repeat. Engage shotgun targets, no double taps. Engage pistol same as rifle.

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.