

OCTOBER 2025 – THE LONG RIDERS - Halloween Special!

Stage 1 – Poltergeist in the pumpkin patch

You kneel in the pumpkin patch, fingers tracing the rough skin of your prize gourds as the sun hangs low in the western sky. Suddenly, a chilling breeze sweeps through, and before you can react, something lunges at you, its icy grip tightening around your arm. Heart racing, you grab the nearest pumpkin and throw it with all your might. It sails through the air, bursting against something unseen with a satisfying squish. For a moment, you catch a glimpse of a human outline as the orange pulp splatters, and determination floods your veins. This isn't just about pumpkins anymore; you're ready to stand your ground.

Targets: 3 pistol, 3 rifle, 2 shotgun (1 Center round & 2 squares for P/R)
Ammo: 5/10 pistol, 10 rifle, 4+ 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 pistol targets and say “*This ain’t no place for restless souls—get on outta here!*”

ATB,

Engage pistol targets: Double tapping from either end, then single tap targets in the same direction finishing with the 10th round on the center target.

Engage rifle targets: Same as rifle targets. (Rifle must be shot at steel)

Engage shotgun targets: Either direction. No double taps.

Stage 2 – Why didn’t we go the long way?

You and your rangers thought you’d found a clever shortcut to get home, but the path led you deep into a murky, foreboding swamp that seemed to close in around you. The eerie mist curled around the gnarled trees, and the unsettling silence was broken only by the occasional splash in the water. Suddenly, the water erupted, and out of the dark, murky depths emerged the grotesque figure of the Creature from the Black Lagoon, its scaled skin glistening and eyes glowing with malevolent intent. Heart pounding, the group scrambles to draw guns as the creature lunges with terrifying speed. The swamp is soon filled with the thunderous roar of gunfire and angry creature growls, each shot a desperate attempt to fend off the nightmare that had intruded on your shortcut.

Targets: 3 pistol, 3 rifle, 2 shotgun (1 Center round & 2 squares for P/R)
Ammo: 5/10 pistol, 10 rifle, 4+ shotgun
Starting position: At center of mat

Shooter says, “*Hold tight, men! We’re about to wrangle ourselves a real nightmare!*”.

ATB,

Engage pistol targets: 4 rounds on square / 1 round on circle. 2nd pistol – repeat using other square.

Engage rifle targets: Same as pistol targets.

Engage shotgun targets: Either Direction. No double taps.

Stage 3 – Frankenstein’s frontier

As the sun set over the dusty streets of Tombstone, a dark secret came to light in the undertaker's shop. The townsfolk gasped in shock when the door swung open, revealing the towering figure of a Frankenstein monster, a patchwork of stitched-together limbs and glowing eyes. Though the creation was gentle and confused, the angry mob, spurred by fear and misunderstanding, began to chase it through the town. You knew you had to act fast to save the misunderstood creature. Grabbing your guns, you stood your ground at the edge of town, firing warning shots to keep the mob at bay. The night was alive with the sound of gunfire and the monstrous creature’s anguished roars as you fight to give it a chance to escape the fury of the townsfolk and find refuge far from their wrath.

Targets: 2 pistol, 2 rifle, 2 shotgun (1 Center round & 2 squares for P/R)
Ammo: 5/10 pistol, 10 rifle, 4+ shotgun
Starting position: At center of mat

Shooter says, *"Come on big fella! I’m here to bust you out of this mess!"*.
ATB,

Engage rifle targets: 2 rounds on the circle and 3 rounds on the square, then repeat.

Engage pistol targets: Same as rifle targets.

Engage shotgun targets: Either direction. No double taps.

Stage 4 – Turkey Time: The Zombie Feast

Lincoln County had never seen anything quite like this. Under the pale light of the moon, hordes of zombie turkeys—creepy, feathered fiends with glowing, hollow eyes—shuffled through the town, driven by a dark hunger for revenge against Billy the Kid. These were the very same birds he’d chased off to hunt with the other regulators on that fateful day when John Tunstall was shot. As the undead poultry clucked and pecked their way toward Billy, you sprang into action, determined to help him fend off the grotesque invaders. With your revolver drawn and heart pounding, you joined Billy in a desperate gunfight, the night echoing with the crack of gunfire and the eerie gobbles of the relentless zombie turkeys, each shot a valiant attempt to push back the bizarre and terrifying menace.

Targets: 6 rifle, in pairs
Ammo: 10 to 30 pistol caliber rifle
Starting position: At center of mat with rifle in hand(s).

Rifle targets: Alternate 10 shots on the 2 rifle targets for the shooting round.

Second Round: Shooters selected repeat process with middle rifle targets.

Third Round: Shooters selected repeat process with far rifle targets.

Posse Leaders Ensure people work the stage and relieve other members so they can shoot.