

October 2024

Stage 1 – The Headless Horror!

In the shadowed canyons of the Old West, the infamous Long Riders, a seasoned posse renowned for their fearless pursuits, found themselves ensnared in a chilling Halloween nightmare. As the moon cast its eerie light, the headless horseman—a spectral figure from ancient folklore—sent a ghastly army of killer pumpkins to exact vengeance upon the posse. The pumpkins, with their sinister grins and fiery eyes, rolled and lunged at the unsuspecting riders. The Long Riders, undeterred by the supernatural threat, spurred their horses and drew their revolvers, engaging in a harrowing battle under the haunted sky. With each precise shot and daring maneuver, they shattered the cursed gourds and defied the vengeful specter, restoring peace to the forsaken frontier once more.

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 the pistol targets. Shooter says, *“Pumpkin guts are gonna fly high”*
ATB, engage pistol targets: Engage rifle targets by 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 pistol targets. (Rifle must be shot at steel)
Engage shotgun targets either direction. No double taps.

Stage 2 – The Bloodsucker Bloodbath

In the heart of Tombstone, Sheriff Montague Kid stood alone under the unforgiving desert sky, facing the ultimate test of his courage. As the sun dipped below the horizon, Dracula himself, cloaked in shadows and flanked by a horde of ghoulish minions, emerged from the darkness with a sinister intent. With the town's fate hanging in the balance, Montague Kid drew his silver revolver and faced the ancient vampire lord with unflinching resolve. The ensuing shootout was a dramatic clash of old world and new, as Dracula's malevolent forces lunged and swirled in the night, only to be met by Montague Kid's blazing gunfire and sharp aim. Each bullet found its mark, and with a final, decisive shot, the sheriff vanquished Dracula, restoring the peace of his beloved town amidst the lingering echoes of the fierce confrontation.

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 *“You shouldn't have “crossed” my path!”*.
ATB, engage pistol targets: 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 targets same as pistol targets.
Engage shotgun targets from either direction. No double taps

Stage 3 – Full Moon Mayhem

Under the light of a full moon in the rugged Old West, a group of determined silver minors had their peaceful evening shattered as ominous howls echoed across the prairie. Emerging from the inky darkness, a pack of werewolves, their fur bristling and eyes glowing with malevolent hunger, surged toward their camp. The silver minors, accustomed to the perils of the frontier, faced a terror beyond their experience as the beasts clawed and snapped at their defenses. With a mix of courage and desperation, the silver minors grabbed their pickaxes and rifles, fighting back against the supernatural onslaught. Under the moonlit sky, the battle was fierce and relentless, but their grit and resolve eventually drove the werewolves away, leaving the silver minors battered but unbroken, their camp standing resolute against the night's primal threat.

Targets	2 pistol, 2 rifle, 2 Shotgun (1 round and 1 squares for P/R)
Ammo	5/10 pistol, 10 rifle, 4+ shotgun
Props	N/A
<u>Starting position:</u>	At center of mat

Shooter says, "*Eat silver - dog face!*".

ATB, engage rifle targets with 2 rounds on the circle and 3 rounds on the square, then repeat.

Engage pistol targets same as rifle targets.

Engage shotgun targets any direction. No double taps

Stage 4 – Zombie Turkey Shoot

As Thanksgiving approached in the dusty town of Pine Ridge, the townsfolk were in for a most unusual holiday challenge. What was meant to be a peaceful feast turned into a frantic showdown when a horde of zombie turkeys, risen from the grave with an insatiable hunger for more than just stuffing, descended upon the town. With their feathers matted and eyes glowing with eerie hunger, the turkeys clucked and pecked with unnatural aggression. Armed with shotguns and a fierce determination to protect their feast, the townspeople took to the fields, their shots echoing through the crisp autumn air as they blasted the undead birds into a flurry of feathers and gobbles.

Targets	6 rifle, in pairs
Ammo	10 to 30 pistol caliber rifle
Props	N/A
<u>Starting position:</u>	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.