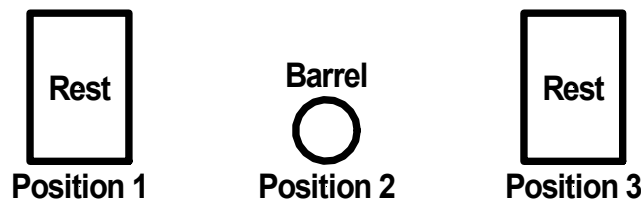
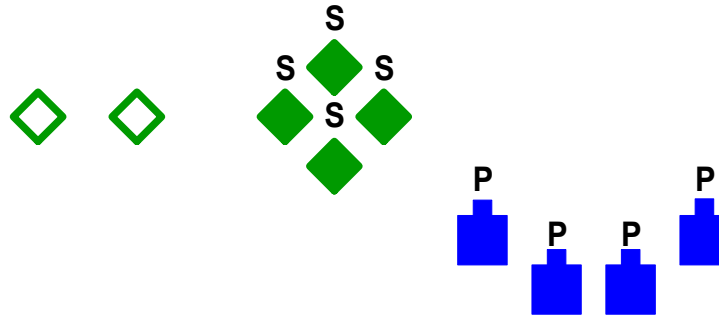


Stage 1 – Bay 3 – Cops Zombies!

| | | |
|-------------|------------------------|---|
| 10 Pistol: | Cowboys: Cops/1911: | Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered. Pistol loaded with 1 magazine containing 5 rounds, hammer resting on empty chamber, and holstered. Second magazine containing 5 rounds carried on person. |
| 10 Rifle: | Cowboys/1911: Cops: | Rifle loaded with 10 rounds, hammer down on empty chamber, held at Port Arms at Position 1. Rifle loaded with 1 magazine containing 10 rounds, hammer down on empty chamber, held at Cowboy Port Arms at Position 1. |
| 4+ Shotgun: | Cowboys/1911: Cops: | Shotgun, open and empty, staged on the rest at Position 1. Shotgun, loaded with 4 rounds, hammer down on empty chamber, staged on the rest at Position 1. |



Halloween! How in the heck did you get stuck with the midnight shift on Halloween! Can't really complain too much, you've gpt vacation coming and it has been quiet so far. Then, off in the distance, you see them...

Shooter starts at Position 1, holding the rifle in both hands at Cowboy Port Arms.

When ready shout "ZOMBIES!"

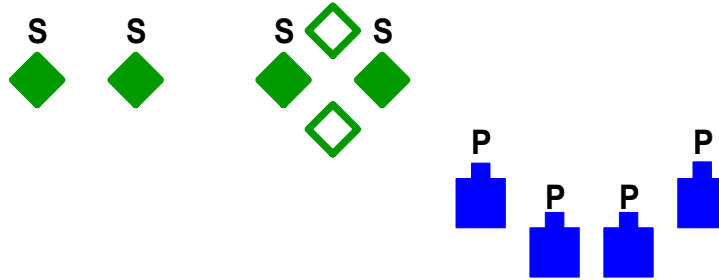
At the Buzzer, starting on the left, place three rounds on each of the first three targets, in any order, (triple taps are OK), and then place the 10th round in the far right target. At the shooters discretion, they may try for a headshot on the last target, it is a Zombie after all. If they hit the clay bird, it's a 5 second bonus. **Make the rifle safe on the rest.**

Pick up the shotgun and **Move to Position 2**, the barrel. Take down the 4 shotgun targets in any order, make ups are allowed in any order. **Move to Position 3** and make the shotgun safe on the rest.

Draw your pistol and, starting from either end, shoot the four pistol targets in a 3,2,3,2 sweep, by placing 3 rounds on the first target, 2 rounds on the second target, 3 rounds on the third target, and 2 rounds on the last target. Cowboys Holster their pistols. Cops and 1911s stage their pistol on the rest, open and empty, until cleared by the RO to reholster.

Stage 2 – Bay 3 – Cowboys Dawn With The Dead

| | | |
|-------------|------------------------|---|
| 10 Pistol: | Cowboys: Cops/1911: | Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered. Pistol loaded with 1 magazine containing 5 rounds, hammer resting on empty chamber, and holstered. Second magazine containing 5 rounds carried on person. |
| 10 Rifle: | Cowboys/1911: Cops: | Rifle loaded with 10 rounds, hammer down on empty chamber, staged on the rest at Position 2. Rifle loaded with 1 magazine containing 10 rounds, hammer down on empty chamber, staged on the rest at Position 2. |
| 4+ Shotgun: | Cowboys/1911: Cops: | Shotgun, open and empty, staged on the rest at Position 2. Shotgun, loaded with 4 rounds, hammer down on empty chamber, staged on the rest at Position 2. |



Morning! Time for some breakfast, maybe some of that pumpkin pie Cookie made yesterday, and some hot coffee, lots of coffee! That might make you feel more human. Sure like to know what in the heck was doing all that howling last night. Never heard anything like it before, and hope to never hear it again! Then, off in the distance, you hear it again...

Shooter starts at Position 1, holding the coffee cup in both hands.

When ready yell “Holy Bejeebus, The Dead Are Walking!”

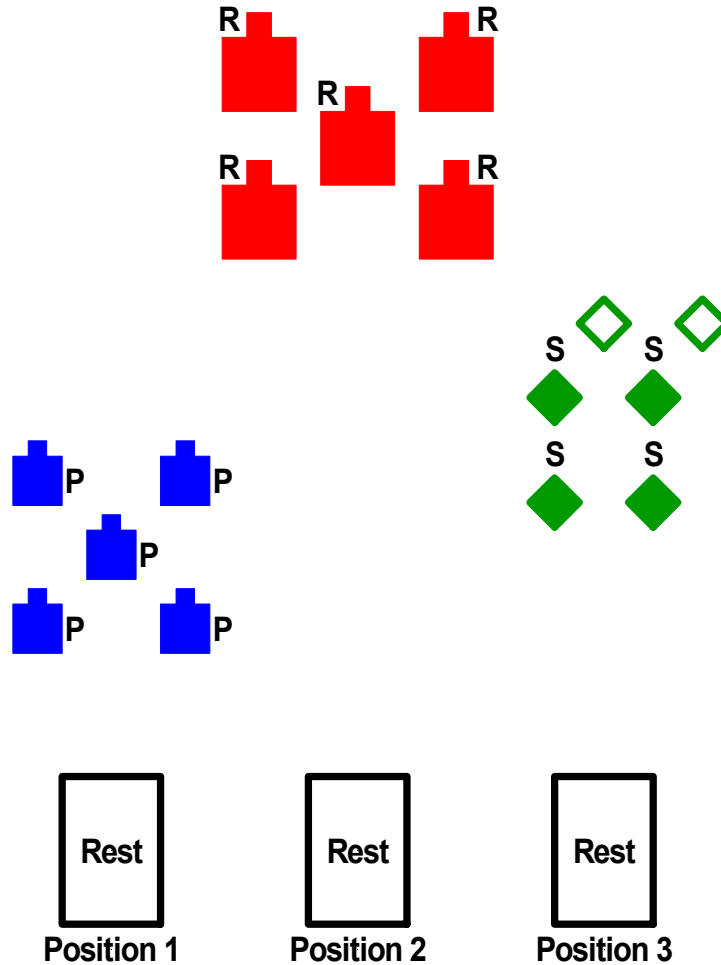
At the Buzzer, drop the coffee cup and **Draw your pistol**. Starting from either end, shoot a continuous 10 round Nevada Sweep on the four pistol targets. Cowboys Holster their pistols. Cops and 1911s make their pistol, open and empty, safe on the rest.

Move to Position 2 and **Pick up the rifle**. With the rifle, starting from either end, shoot a continuous 10 round Nevada Sweep on the four rifle targets. Make the rifle safe on the rest.

Pickup your shotgun and shoot the two targets in front of you then, *with the shotgun action open*, **Move to Position 3**, the barrel, and shoot down the remaining two shotgun targets. Makeups must be made from the position where they were initially engaged.

Stage 3 – Bay 5 – Cops The Inconvenience Store

| | | |
|-------------|------------------------|---|
| 10 Pistol: | Cowboys: Cops/1911: | Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered. Pistol loaded with 1 magazine containing 5 rounds, hammer resting on empty chamber, and holstered. Second magazine containing 5 rounds carried on person. |
| 10 Rifle: | Cowboys/1911: Cops: | Rifle loaded with 10 rounds, hammer down on empty chamber, staged on the rest at Position 2. Rifle loaded with 1 magazine containing 10 rounds, hammer down on empty chamber, staged on the rest at Position 2. |
| 4+ Shotgun: | Cowboys/1911: Cops: | Shotgun, open and empty, staged on the rest at Position 3. Shotgun, loaded with 4 rounds, hammer down on empty chamber, staged on the rest at Position 3. |



Can't explain it, but you are 100% convinced that the Shift Supervisor just doesn't believe your Halloween tales about the zombies. You were there! You saw them with your own eyes! You're sure of it, aren't you? Well, maybe it's just exhaustion after pulling double shifts for a week. Maybe some fresh coffee and a pumpkin spice muffin will be just what you need to get you through the morning. You pull into the local 7-11, start to head inside, when you see them, again...

Shooter starts at Position 1, one hand on your pistol butt, the other hand pointing at the targets.

When ready yell "Pumpkin Spice This, Maggot!"

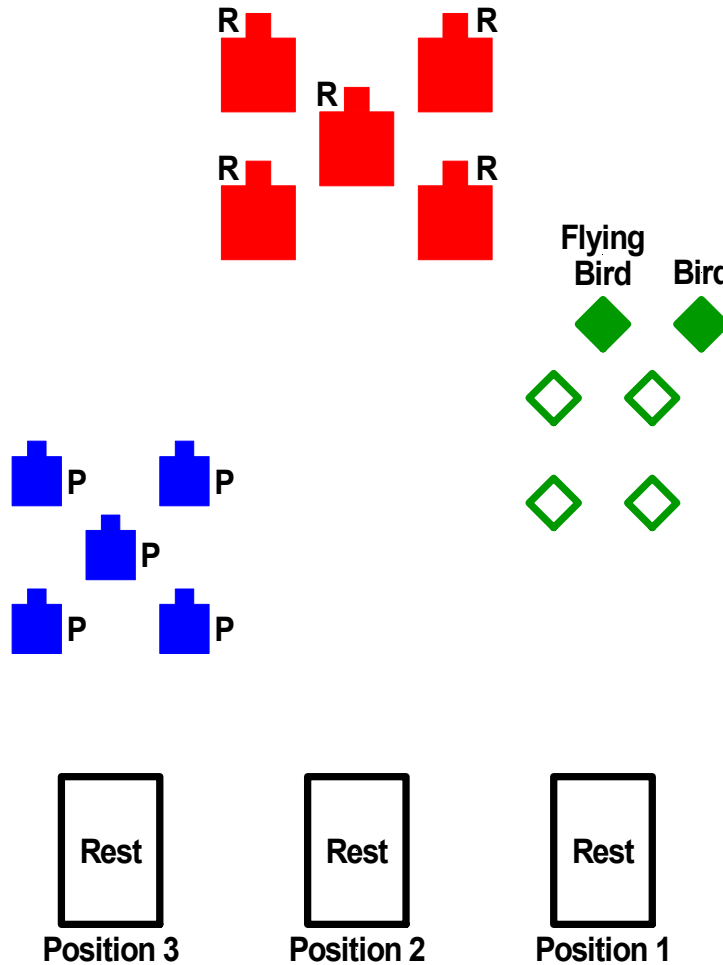
At the Buzzer, Draw your pistol and, starting on any outside target, place one round on each outside target in a clockwise direction, then place the 5th round in the center target. Then, again starting on any outside target, place one round on each outside target in a counter-clockwise direction, and place the 10th round in the center target. Cowboys Holster their pistols. Cops and 1911s make their pistol, open and empty, safe on the rest.

Move to Position 2, Grab the rifle, and shoot the rifle targets using the same instruction as for the pistols. Starting on any outside target, place one round on each outside target in a clockwise direction, then place the 5th round in the center target. Then, again starting on any outside target, place one round on each outside target in a counter-clockwise direction, and place the 10th round in the center target. Make the rifle safe on the rest.

Move to Position 3, Grab the Shotgun, and take down the 4 shotgun targets in any order, make ups are allowed in any order.

Stage 4 – Bay 5 – Cowboys Batter Up!

| | | |
|-------------|------------------------|---|
| 10 Pistol: | Cowboys: Cops/1911: | Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered. Pistol loaded with 1 magazine containing 5 rounds, hammer resting on empty chamber, and holstered. Second magazine containing 5 rounds carried on person. |
| 10 Rifle: | Cowboys/1911: Cops: | Rifle loaded with 10 rounds, hammer down on empty chamber, staged on the rest at Position 2. Rifle loaded with 1 magazine containing 10 rounds, hammer down on empty chamber, staged on the rest at Position 2. |
| 2+ Shotgun: | Cowboys/1911: Cops: | Shotgun, open and empty, staged on the rest at Position 1. Shotgun, loaded with 2 rounds, hammer down on empty chamber, staged on the rest at Position 1. |



That's it, you've had it! It don't matter if they believe you or not, them fellas was DEAD! Cookie wants chicken for dinner and you've been sent to get one. Fine, dead guys or not, you'll get one, but you ain't going nowhere without your bat! You head over to the Chuckwagon to get the shotgun when you hear rustling in the woods...

Shooter starts at Position 1, holding the bat in both hands with the bat resting on their shoulder.

When ready say "I ain't going nowhere without Lucille!"

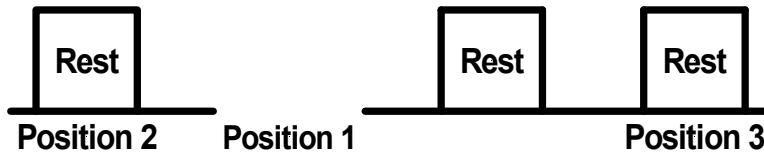
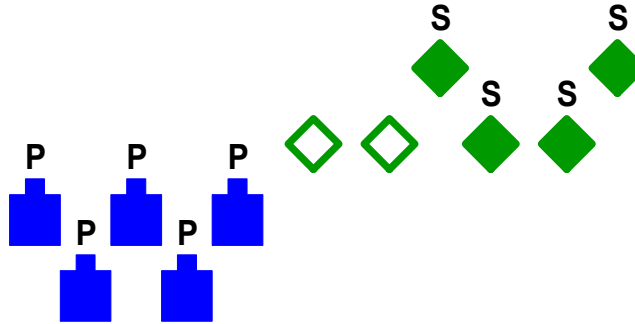
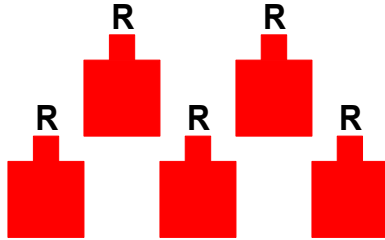
At the Buzzer, place the bat on the rest and pickup the shotgun. Shoot the activator plate and then the flying bird. If you miss the flying bird, you can make it up by reloading and shooting the stationary bird. If you miss the activator plate with the first shot, you can reload before shooting the activator again. Make the shotgun safe on the rest, **PICK UP THE BAT**, and **Move to Position 2**.

Place the bat on the rest at Position 2 and **Grab your Rifle**. Starting on either side, alternate on the top two targets for 4 rounds, then place the 5th round on the center target. Then, starting on either side, alternate on the bottom two targets for 4 rounds, and place the 10th round in the center target. Make the rifle safe on the rest, **PICK UP THE BAT**, and **Move to Position 3**.

Place the bat on the rest at Position 3, **Draw your Pistol**, and shoot the pistol targets using the same instructions as for the rifle. Starting on either side, alternate on the top two targets for 4 rounds, then place the 5th round on the center target. Then, starting on either side, alternate on the bottom two targets for 4 rounds, and place the 10th round in the center target. Cowboys Holster their pistols. Cops and 1911s stage their pistol on the rest, open and empty, until cleared by the RO to reholster.

Stage 5 – Bay 6 – Cops I See Dead People, Everywhere!

| | | |
|-------------|------------------------|---|
| 10 Pistol: | Cowboys: Cops/1911: | Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered. Pistol loaded with 1 magazine containing 5 rounds, hammer resting on empty chamber, and holstered. Second magazine containing 5 rounds carried on person. |
| 10 Rifle: | Cowboys/1911: Cops: | Rifle loaded with 10 rounds, hammer down on empty chamber, staged on the rest at Position 2. Rifle loaded with 1 magazine containing 10 rounds, hammer down on empty chamber, staged on the rest at Position 2. |
| 4+ Shotgun: | Cowboys/1911: Cops: | Shotgun, open and empty, staged on the rest at Position 3. Shotgun, loaded with 4 rounds, hammer down on empty chamber, staged on the rest at Position 3. |



You made it, your shift is over! Who cares if nobody believes the kind of day you had, you've got 2 weeks vacation coming and you are heading to the mountains for some peace and quite. All you need to do is check in at the station, do a little paperwork, and hit the road. You pull open the door to the station house and...

Shooter starts at Position 1, the door way, hands on either side of the door frame head high.

When ready say *"Crap, Not Again!"*

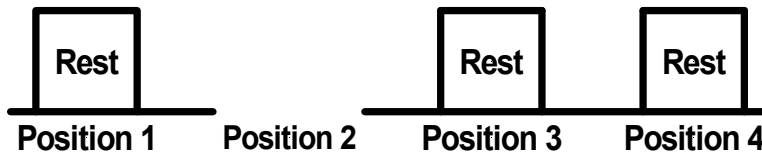
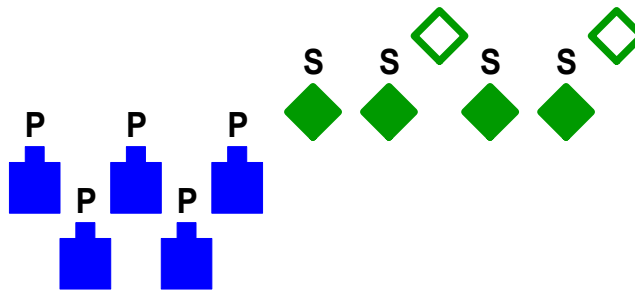
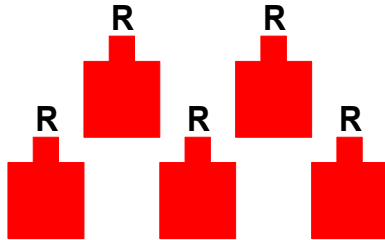
At the buzzer, with your pistols, starting on the center target and using the center three targets, shoot a 5 round Nevada Sweep, in either direction, Center, Inner Left, Center, Inner Right, Center, or the opposite, Center, Inner Right, Center, Inner Left, Center. Then sweep the 5 pistol targets starting from either end. Cowboys Holster their pistols and **Move to Position 2**, the left window. Cops/1911, with your pistol in a safe condition, **Move to Position 2** and make your pistol, open and empty, safe on the rest.

At Position 2, **Grab your rifle** and shoot the rifle targets using the same instructions as for the pistol. They do not have to match. Starting on the center target and using the center three targets, shoot a 5 round Nevada Sweep, in either direction, Center, Inner Left, Center, Inner Right, Center, or the opposite, Center, Inner Right, Center, Inner Left, Center. Then sweep the 5 rifle targets starting from either end. Make the rifle safe on the rest at Position 2.

Move to Position 3, the far right window. **Grab your shotgun** and take down the four shotgun targets in any order. Makeups may be done in any order.

Stage 6 – Bay 6 – Cowboys Dead Drunk

| | | |
|-------------|---------------|---|
| 10 Pistol: | Cowboys: | Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered. |
| | Cops/1911: | Pistol loaded with 1 magazine containing 5 rounds, hammer resting on empty chamber, and holstered. Second magazine containing 5 rounds carried on person. |
| 10 Rifle: | Cowboys/1911: | Rifle loaded with 10 rounds, hammer down on empty chamber, staged on the rest at Position 1. |
| | Cops: | Rifle loaded with 1 magazine containing 10 rounds, hammer down on empty chamber, staged on the rest at Position 1. |
| 4+ Shotgun: | Cowboys/1911: | Shotgun, open and empty, staged on the rest at Position 3. |
| | Cops: | Shotgun, loaded with 4 rounds, hammer down on empty chamber, staged on the rest at Position 3. |



Finally, you made it to town, and none too soon. After everything you've seen lately, you have begun questioning your own sanity. Don't matter, you've still got to go tell the Sherriff what happened. But not before you get have a good stiff drink to settle your nerves! That's strange, why ain't no one playing the piano? Peering into the darkness of the Saloon you realize it's too late...

Shooter starts at Position 1, the left window, shielding their eyes with both hands.

When ready say *"I think the Dead are Drunk!"*

At the buzzer, Grab your rifle and, starting on either side, alternate on the two left hand targets (or right hand targets) for 4 rounds, then place the 5th round in the center target. Then, alternate between the two opposite outside targets for 4 rounds, and place the 10 round in the center target. Make the rifle safe on the rest at Position 1.

Move to Position 2, and with your pistols, shoot the pistol targets using the same instructions as for the rifle. They do not have to match. Alternate on the two left hand targets (or right hand targets) for 4 rounds, then place the 5th round in the center target. Then, alternate between the two opposite, outside targets for 4 rounds, and place the 10th round in the center target.

Cowboys Holster their pistols and **Move to Position 3**, the center window. Cops and 1911, with your pistol in a safe condition, **Move to Position 3** and make your pistol, open and empty, safe on the rest.

Pickup your shotgun and shoot the two targets in front of you then, *with the shotgun action open*, **Move to Position 4**, the far right window, and shoot down the remaining two targets. Makeups must be made from the position where they were initially engaged.