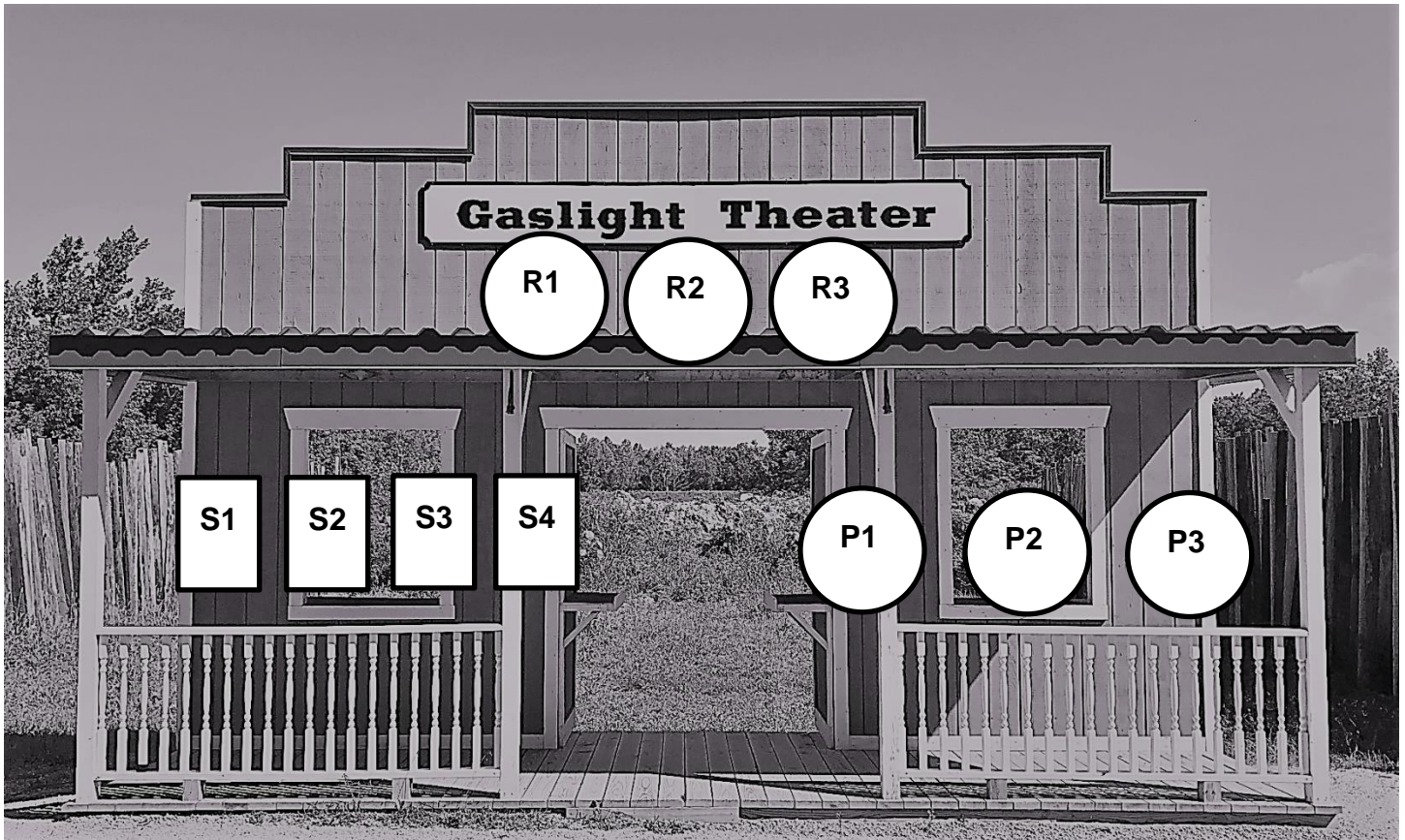


# Cowboys vs. Zombies (2014)

## Stage 1 – The Gaslight Theater

Zombies are rampaging through Stoney Bottom eating the defenseless townsfolk alive



### **Ammunition and Staging:**

Rifle – 10 rounds staged on either door shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on left window shelf.

### **Starting Position**

Shooter's choice starting at left or right window with hands on hat.

### **Ready Line**

***"Being alive is one thing, being eaten alive is just wrong!!"***

### **At the Beep**

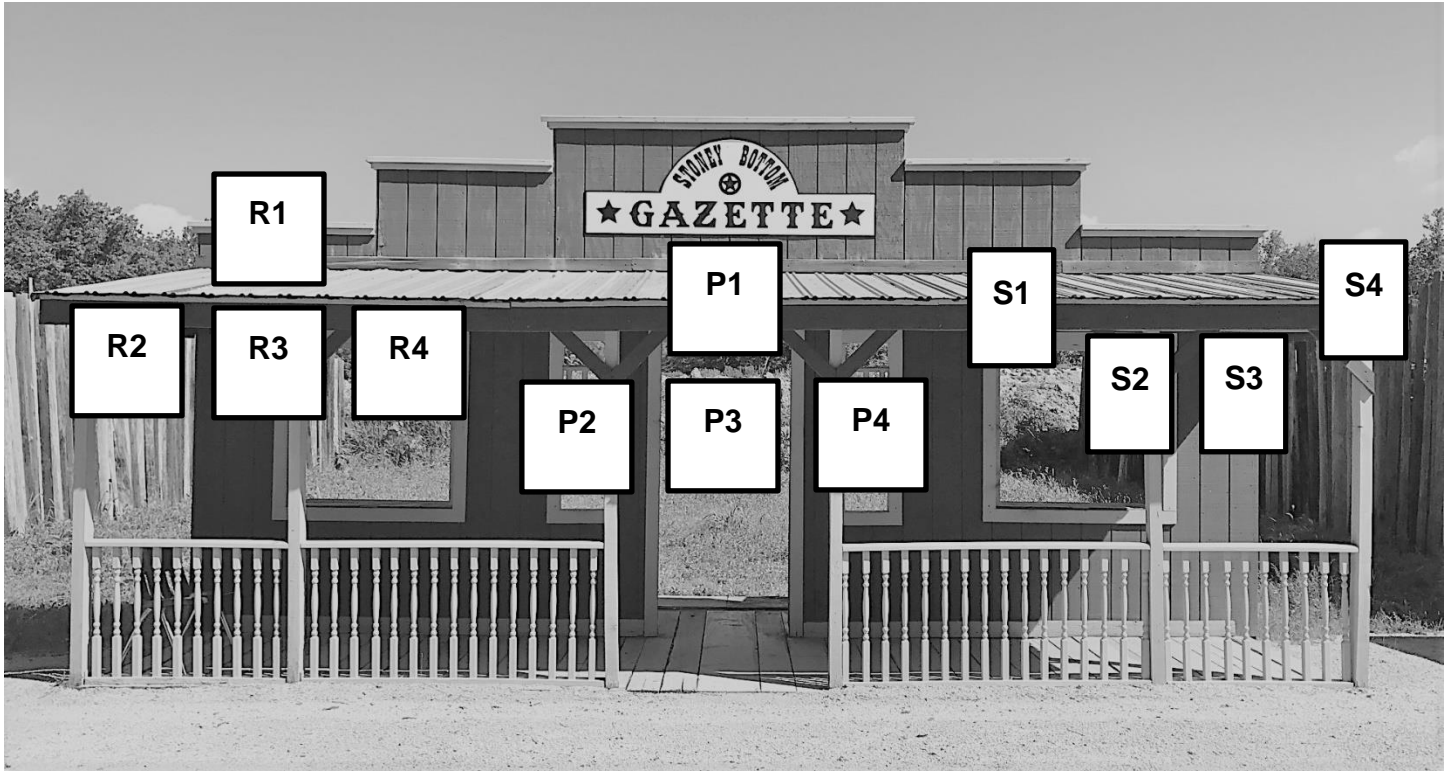
If starting at right window engage pistol targets in a Zombie Sweep starting from either end: R1, R2, R3, R2, R2, R2, R2, R1, R2, R3. Move to doorway and engage rifle targets same as pistol. (Rifle will be made safe on either door shelf). Move to left window and engage shotgun targets 'till down.

Shotgun will be made safe at left window if starting there. **Target engagement: Pistol/Rifle/Shotgun or Shotgun/Rifle/Pistol.**

# Cowboys vs. Zombies (2014)

## Stage 2 – The Stoney Bottom Gazette

The townsfolk find that two shots are better than one to bring each zombie down



### **Ammunition and Staging:**

Rifle – 10 rounds in hand.

Pistols – 5 rounds each holstered.

Shotgun – 4+ rounds staged on right window shelf.

### **Starting Position**

Shooter starts at left window with rifle in hand; may be shouldered and aimed.

### **Ready Line**

***"Looks like it's going to take two shots each to bring these zombies down."***

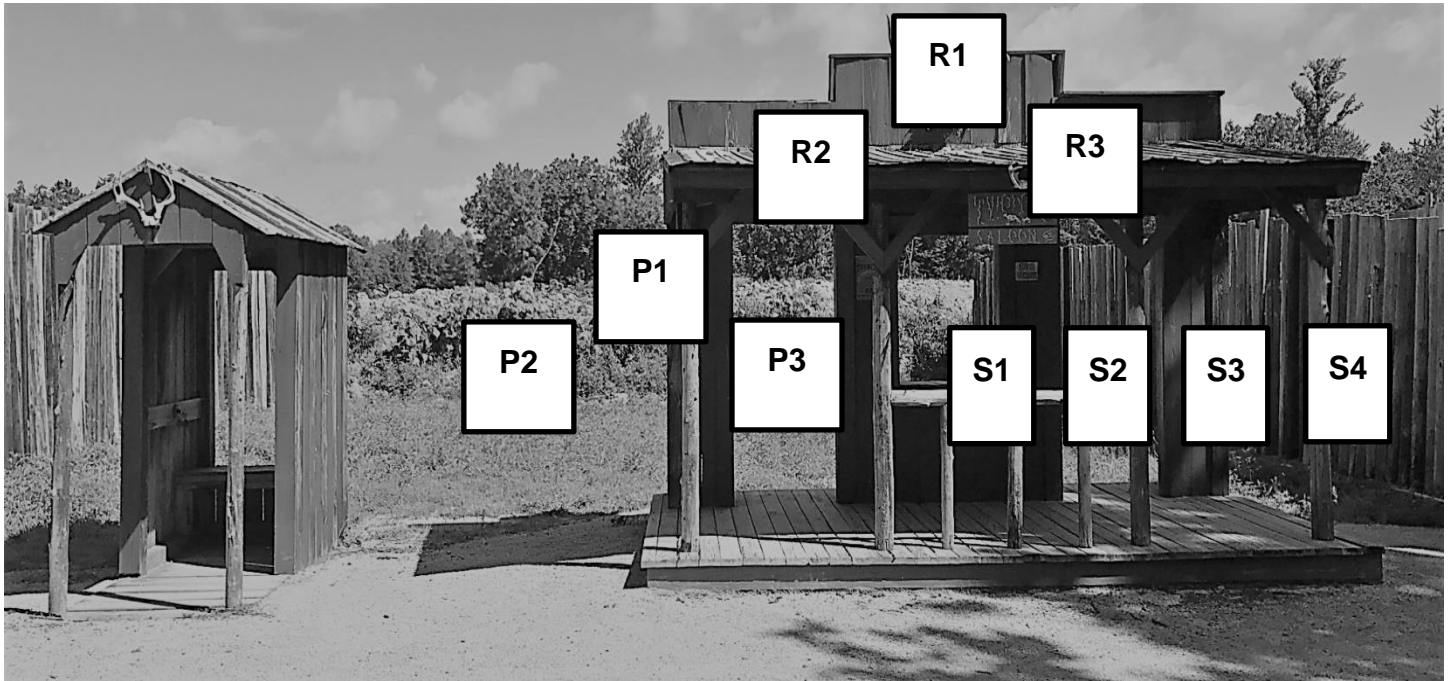
### **At the Beep**

Engage the upper target, R1, with two shots and then engage the lower targets with two shots each in any order, ending with two shots on R1. This is a round count. Make rifle safe on window shelf. Move to right window and engage shotgun targets in any order until down. Move to doorway and engage the pistol targets in the same manner as the rifle. **Rifle/Shotgun/Pistol**

# Cowboys vs. Zombies (2014)

## Stage 3 – The Saloon

*The zombies have found that the alcoholic beverages in the saloon washes down the after taste from the older townsfolk and has increased their appetite for more folks.*



### **Ammunition and Staging:**

Rifle – 10 rounds staged on window shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on window shelf.

### **Starting Position**

Shooter starts at left doorway in Texas surrender. Both hands may be on cross-draw.

### **Ready Line**

*“Let’s see if this lead will leave any after taste”*

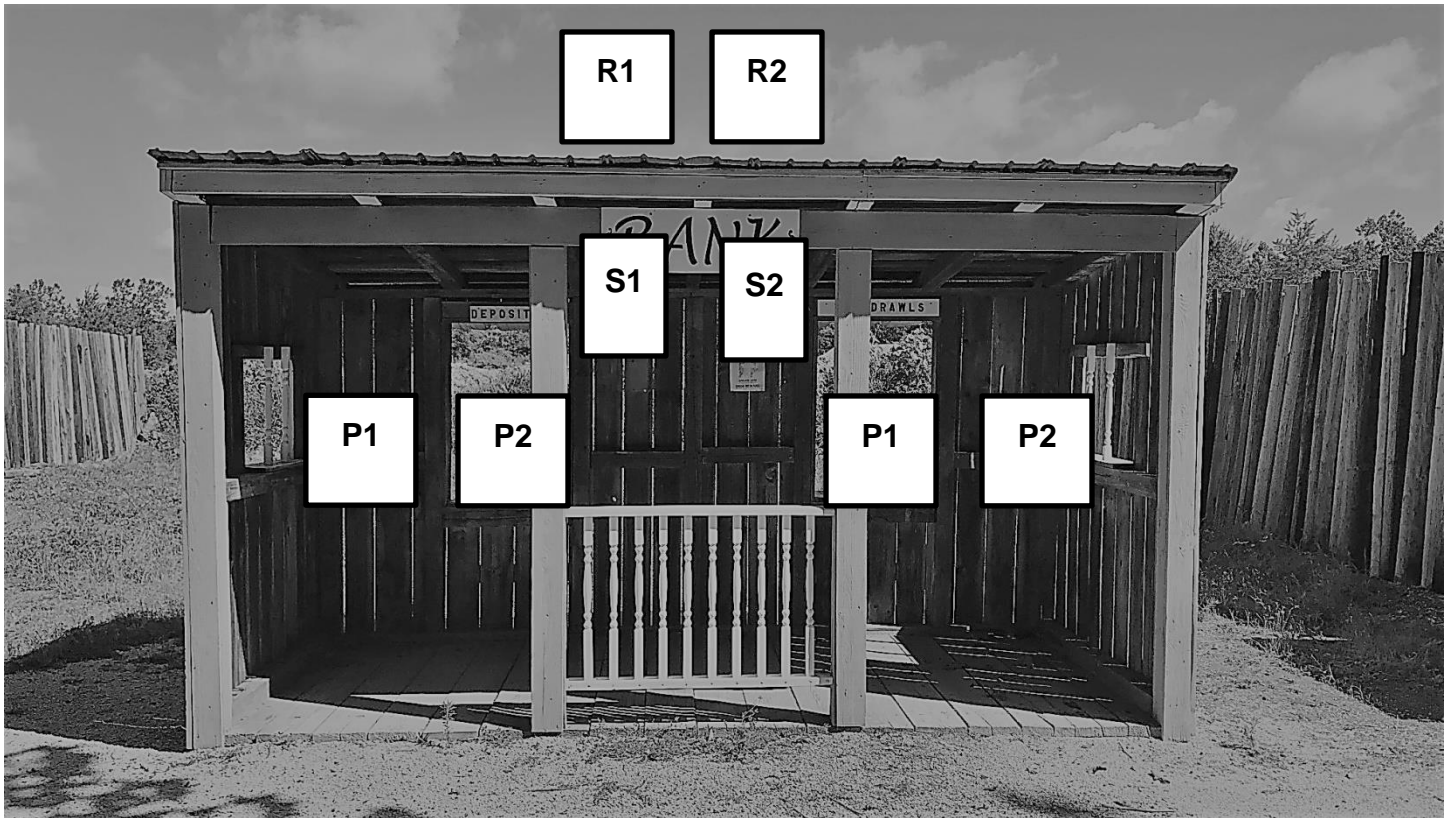
### **At the Beep**

Engage pistol targets in the following order: upper pistol target P1 with three shots, P2 with two shots, P1 with three shots, P3 with two shots. P1, P1, P1, P2, P2, P1, P1, P1, P3, P3. Move to window and engage rifle targets same as pistols. Make rifle safe on window shelf. With shotgun move to right doorway and engage targets in any order until down.

# Cowboys vs. Zombies (2014)

## Stage 4 – The Bank

*Zombies are making deposits of the townsfolk organs in the bank vault. Any withdraws must be stopped!*



### **Ammunition and Staging:**

Rifle – 10 rounds staged on left or right window shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 2+ rounds staged on opposite window shelf of rifle.

### **Starting Position**

Shooter starts at window of choice holding money bag with both hands.

### **Ready Line**

***"I've got their deposit in hand."***

### **At The Beep**

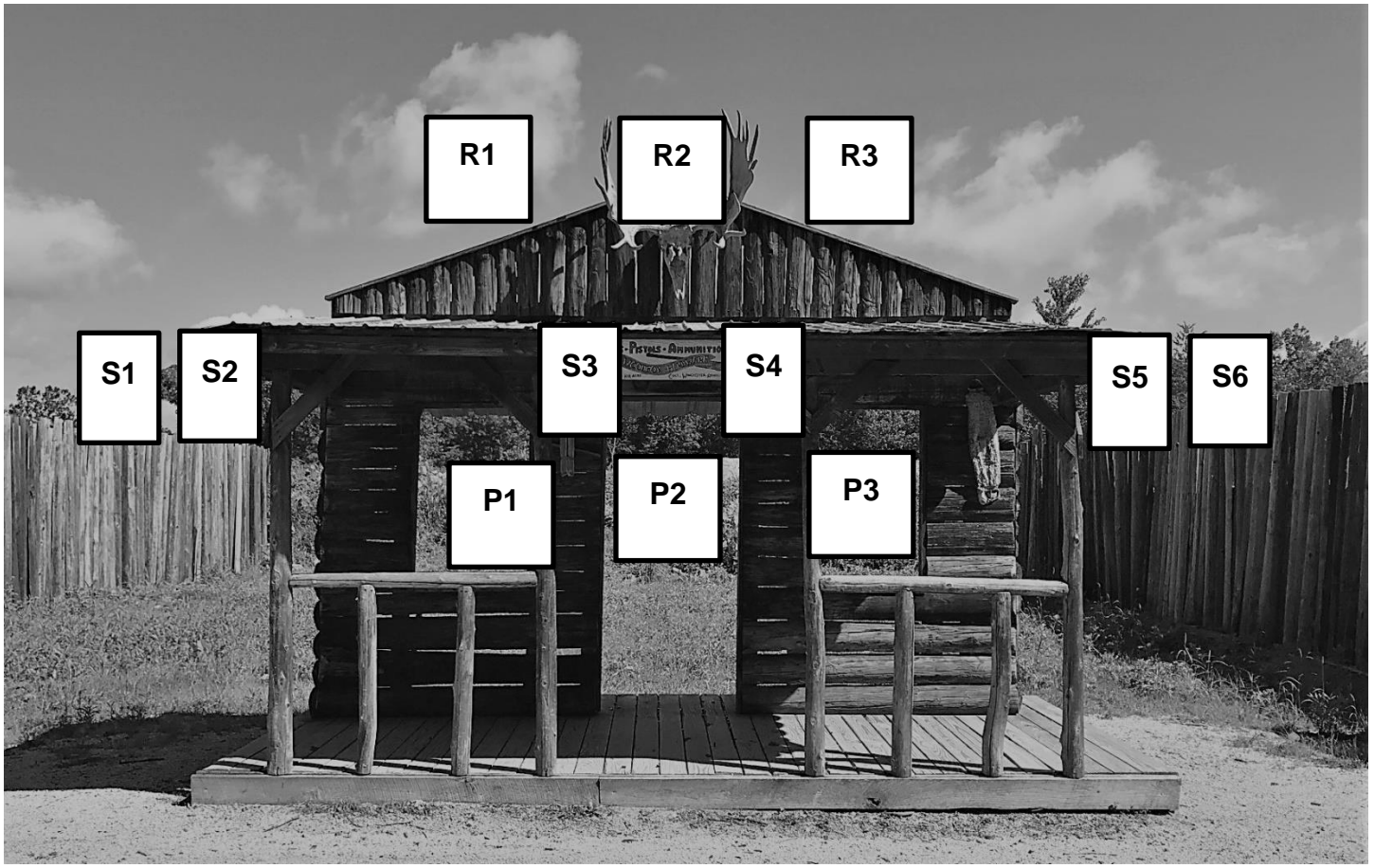
Starting with gun of choice, **not ending with rifle**, place money bag on window shelf and engage rifle and pistol targets as follows, R/P1, R/P2, R/P2, R/P1, R/P1, R/P1, R/P2, R/P2, R/P2, R/P2. Shooter may start on left or right target. Only one set of pistol targets will be engaged. Rifle and shotgun made safe where shot. Shotgun targets engaged in any order 'till down.



# Cowboys vs. Zombies (2014)

## Stage 5 – The Hardware Store

Zombies are taking all the can openers from the hardware store for easier access to the townsfolks brains leaving the town with many empty-headed politicians.



### **Ammunition and Staging:**

Rifle – 10 rounds staged on either window shelf .

Pistols – 5 rounds each, holstered.

Shotgun – 6+ rounds, staged on opposite window shelf of rifle.

### **Starting Position**

Shooter starts at doorway with hands on head.

### **Ready Lin**

***"I hope MY brains are still intact!"***

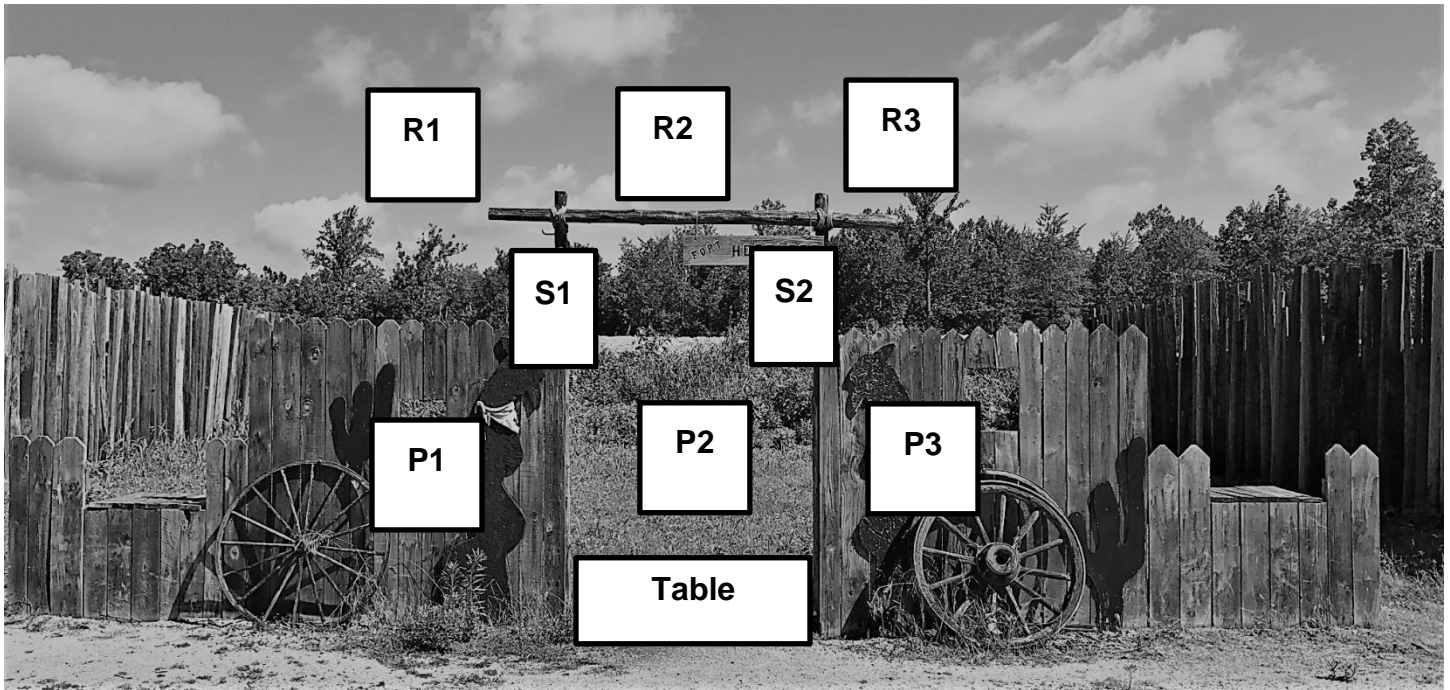
### **At the Beep**

Starting on left or right target engage P1 with 2 shots, P2 with 3 shots, and P3 with 5 shots, **in that order**: P1, P1, P2, P2, P2, P3, P3, P3, P3, P3. Move to rifle and engage targets same as pistol. Make rifle safe where shot. Move to shotgun and engage each pair of targets from each opening with misses made up from where engaged. **Pistol/Rifle/Shotgun**

# Cowboys vs. Zombies (2014)

## Stage 6 – Fort Staudinger

*Zombies have entered the forts' horse corral eating all the horses for lunch and the leftover townsfolk for dessert.*



## ***“ZOMBIE GAMER STAGE”***

### **Ammunition and Staging:**

Rifle – 10 rounds staged on table or in hand.

Pistols – 5 rounds each, holstered, staged on table, or in hand.

Shotgun – 2+ rounds, staged on table or in hand.

### **Starting Position**

Shooter starts with gun of choice in hand. If shotgun is choice, shooter may be touching shells in belt.

### **Ready Line**

***“Let’s put a stop to this Zombie horse sense!”***

### **At the Beep**

Guns in any order; ***MAY end with rifle***. Rifle and pistol targets are shot in a **3 - 4 - 3** sweep starting from either end; R/P1, R/P1, R/P1, R/P2, R/P2, R/P2, R/P3, R/P3, R/P3. Shotgun targets in any order until down. ***If shooter ends with rifle TO must ensure last rifle shot is picked up.***