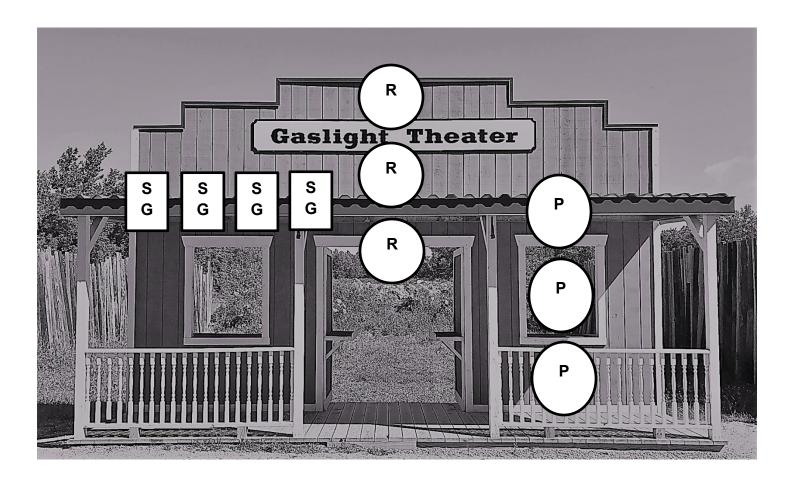
Stage 1 - The Gaslight Theater



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 at left or right window holding pumpkin.

Ready Line

"What, no real pumpkins??"

At The Beep

Engage pistol targets in a **3-4-3 sweep** starting at top or bottom target. Move to doorway and engage rifle targets same as pistol. Move to left window and engage shotgun targets in any order.

Pistol/Rifle/Shotgun or Shotgun/Rifle/Pistol

Stage 2 - The Stoney Bottom Gazette



Ammunition and Staging:

Rifle – 10 rounds, staged on left window shelf Pistols – 5 rounds each holstered. Shotgun – 4+ rounds, staged on right window shelf

Starting Position

Shooter starts in doorway in Texas surrender. Cross-draws may have both hands on cross-draw.

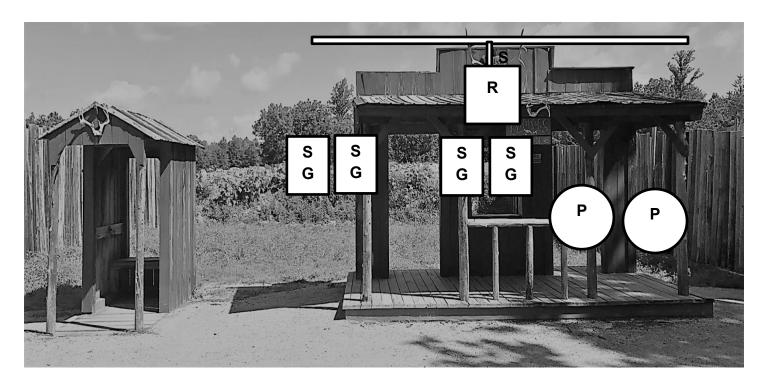
Ready Line

"Beware of them black cats!!"

At The Beep

Starting on left or right outside target engage in a 1 on 1, 2 on 2, 3 on 3, & 4 on 4 sweep. Move to left window and engage rifle targets same as pistol. Move to right window and engage shotgun in any order. **Pistol/Rifle/Shotgun**

Stage 3 - The Saloon



Ammunition and Staging:

Rifle – 10 rounds staged on window shelf. Pistols – 5 rounds each, holstered. Shotgun – 4+ rounds, in hand.

Starting Position

Shooter starts at left door with shotgun in hand. May be touching shells.

Ready Line

"These targets look spooky!!"

At The Beep

Knock down pair of shotgun targets from left door. Make-ups where engaged. Move to window and engage second pair of shotgun targets. Pull rope to start moving rifle target and engage in a Shady Wayne 10 shot sweep. Move to right door and starting on left or right pistol target, engage first target with 3 shots and adjacent target with 2 shots. Repeat. (No, you may not) **Shotgun/Rifle/Pistol**

Stage 4 - The Bank



Ammunition and Staging:

Rifle – 10 rounds in hand.

Pistols – 5 rounds each, holstered.

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

Starting Position

Shooter starts at cactus with rifle in hand.

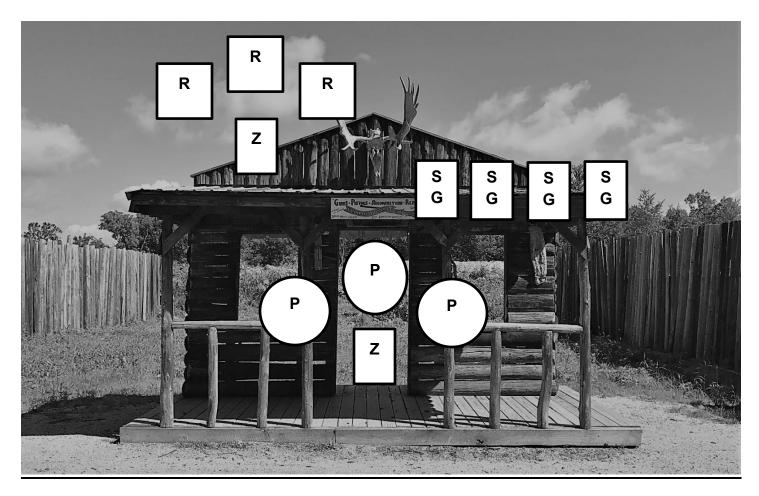
Ready Line

"This bank teller has bats in the belfry!!"

At The Beep

Starting on left or right **outside** target place 1 shot followed by 4 shots on top or bottom **center** target. Repeat starting on opposite **outside** target and ending with opposite **center** target. <u>Make rifle</u> <u>safe on cactus</u>. Move to inside of bank with shooters choice of shotgun, in any order, or pistol, shot same as rifle. **Rifle/Shotgun/Pistol or Rifle/Pistol/Shotgun**

Stage 5 - The Hardware Store



Ammunition and Staging:

Rifle – 10 rounds staged on left window shelf.

Pistols – 5 rounds each, holstered.

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

Starting Position

Shooter starts at left window with hands on hat.

Ready Line

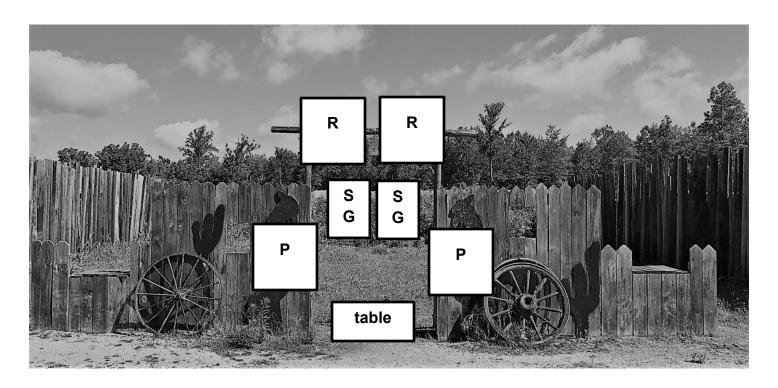
"I thought we rid this town of zombies!!"

At The Beep

Triple tap each target in a sweep from left or right with 10th shot on zombie. Zombie is point of aim only. Move to doorway and engage pistol targets same as rifle. Move to right window and engage shotgun targets in any order. **Rifle/Pistol/Shotgun**

Stage 6 - Fort Staudinger

Enter movie scene description here.



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 at table with gun of choice in hand. (both hands on shotgun if starting with)

Ready Line

"Trick or Treat!!"

At The Beep

Guns in any order not ending with rifle. Rifle and pistol targets are engaged with 5 shots on each target. Shotgun in any order.