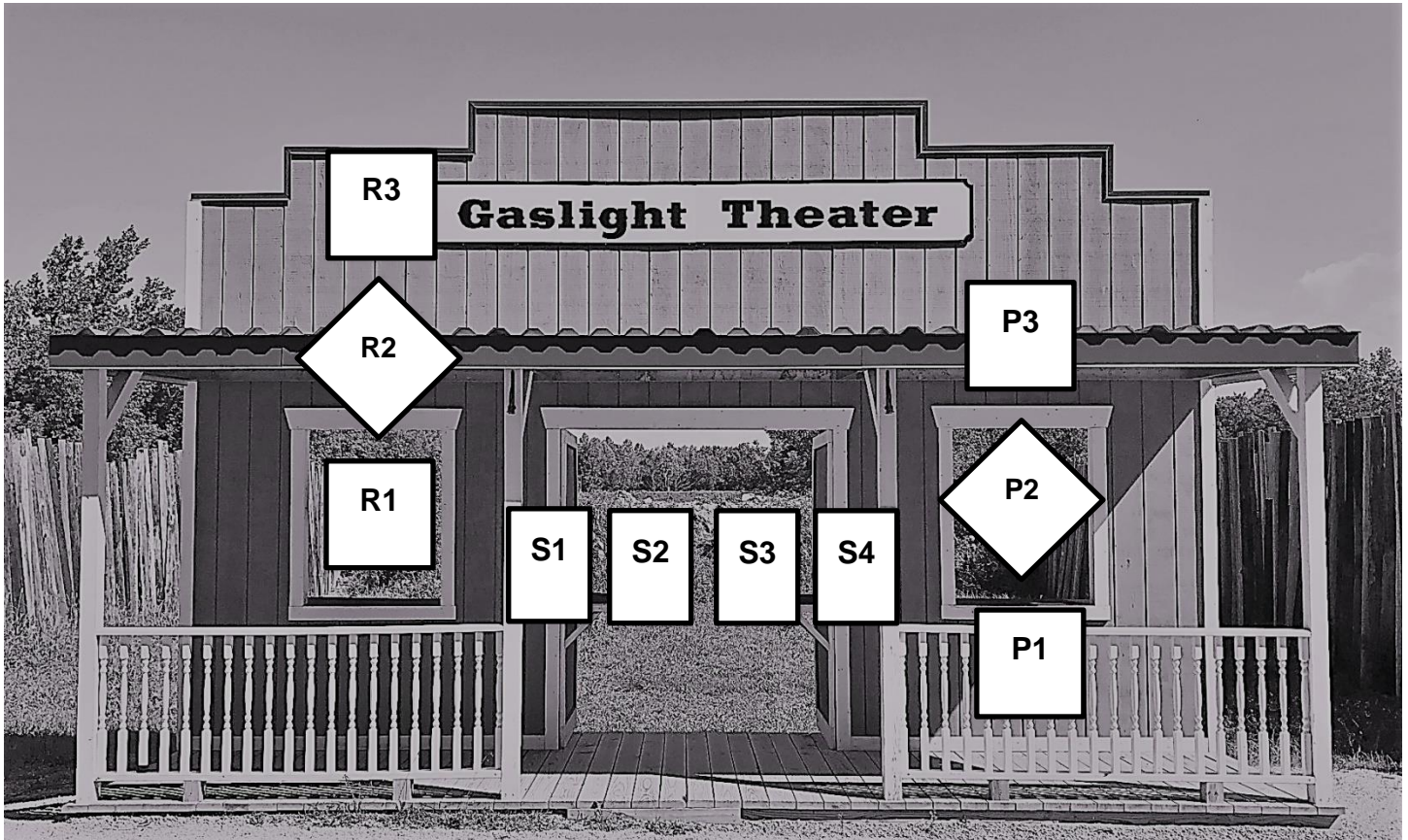


# Cowboys & Zombies – (2013)

## Stage 1 – The Zombie Theater

### Zombie Exterminators



#### **Ammunition and Staging:**

Rifle – 10 rounds staged on left window shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on left or right door shelf.

#### **Starting Position**

Shooter starts at door with shotgun in hand; both hands on shotgun.

#### **Ready Line**

*"It's time to rid this town from these walking dead heads."*

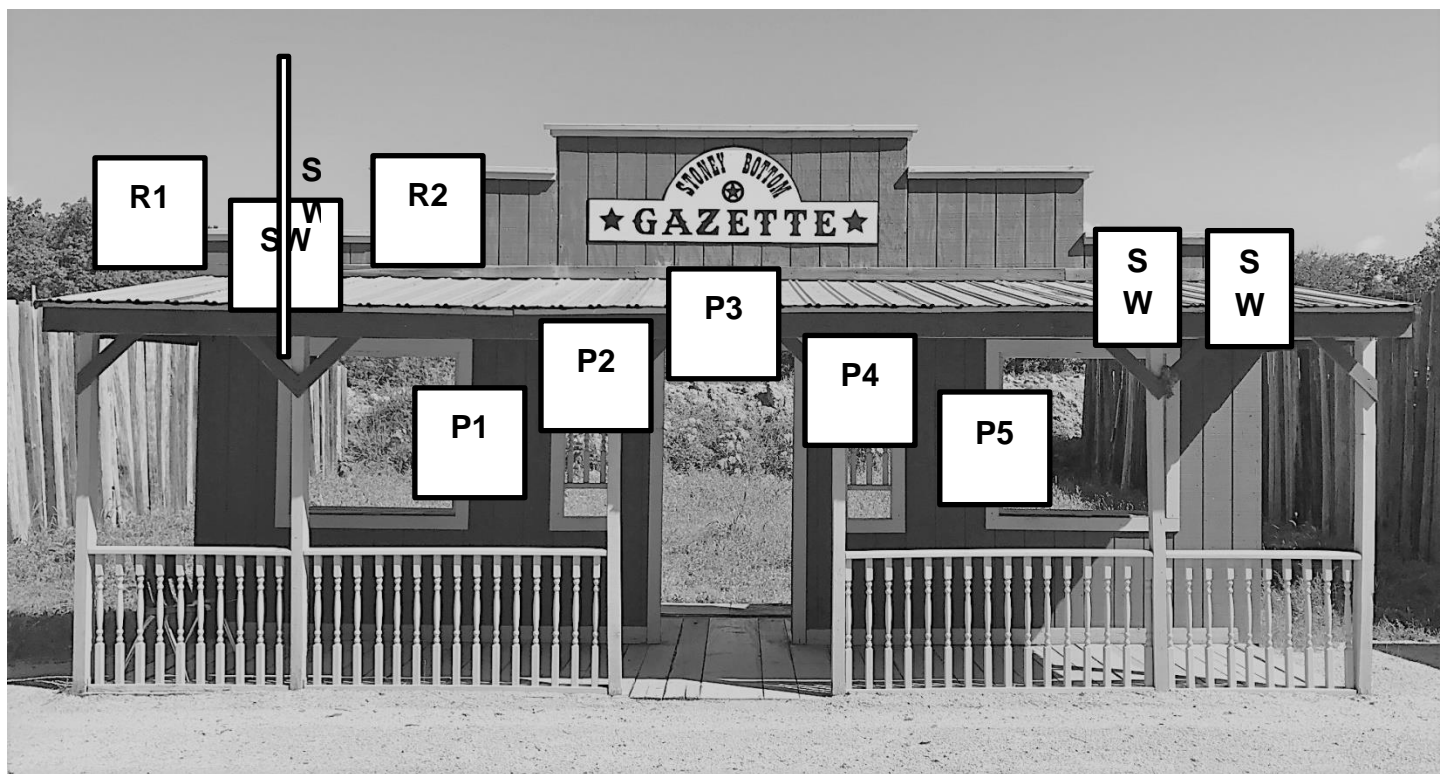
#### **At the Beep**

Engage only 1 pair of shotgun targets 'till down making shotgun safe on door shelf. Move to left window and engage center rifle target with 2 shots and then engage upper and lower targets with 4 shots each; R2, R2, R1, R1, R1, R1, R3, R3, R3, R3. Shooter may engage lower or upper after center target. Make rifle safe on window shelf and move back to doorway and engage last pair of shotgun targets 'till down making shotgun safe on door shelf. Move to right window and engage pistol targets same as rifle.

# Cowboys & Zombies – (2013)

## Stage 2 – The Zombie Motel

### *Swingin' Zombie; Vacancy for Brains*



#### **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 both hands on zombie bartender.

#### **Ready Line**

*“You’re not getting my brains tonight.”*

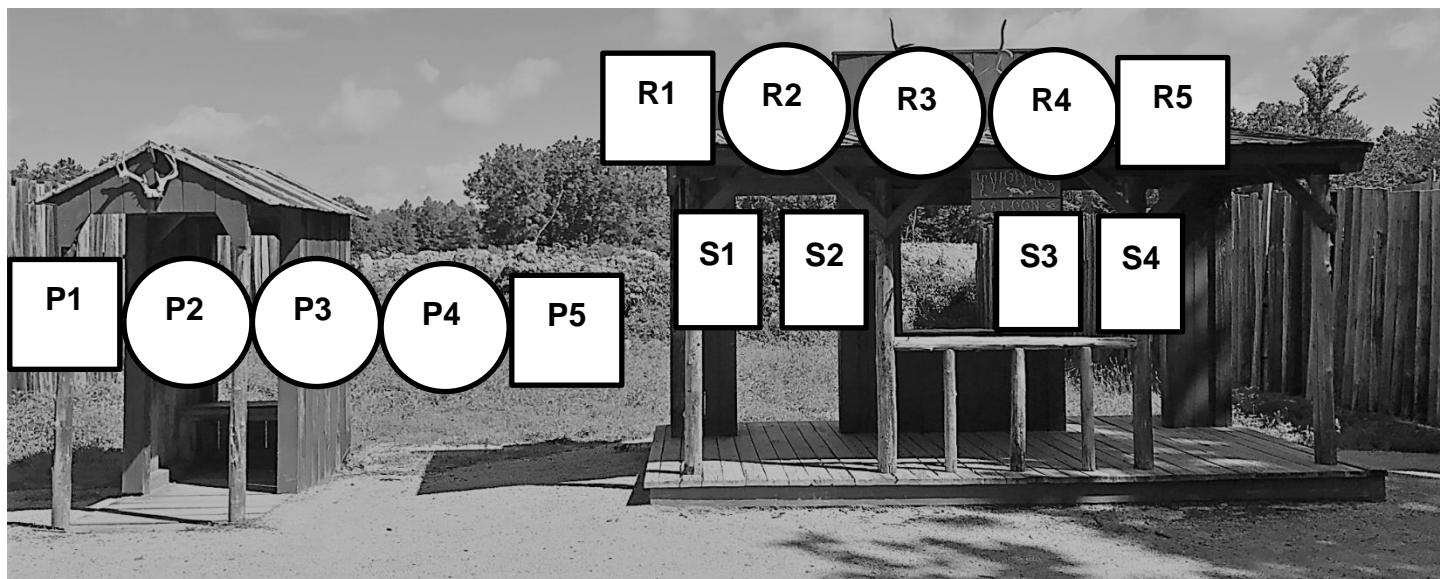
#### **At the Beep**

Slam the zombie bartender down and engage rifle targets with an alternating double tap avoiding the swinging zombie; R1, R1, R2, R2, R1, R1, R2, R2, R1, R1. Shooter may start L or R. Move to the doorway and engage the pistol targets with a double tap sweep starting at either end. Holster. Move to right window and engage each shotgun swinger with a double tap.

# Cowboys & Zombies – (2013)

## Stage 3 – The Zombie Saloon

### *Shoot ‘till They Drop*



#### **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 outhouse with both hands on posts.

#### **Ready Line**

*“Don’t stop shootin’ until **THEY** stop movin’!!”*

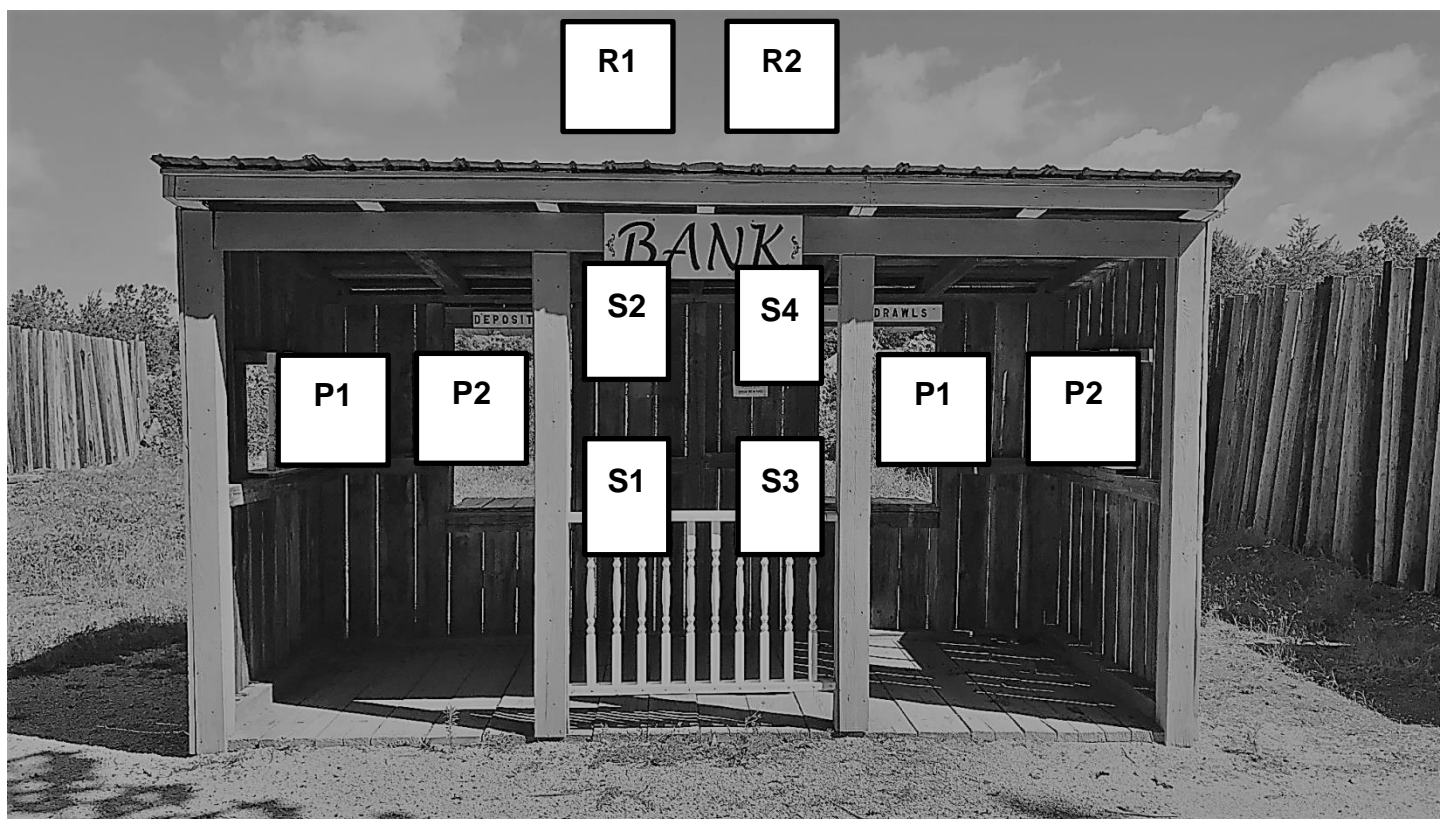
#### **At the Beep**

Move into the outhouse and engage the center 3 pistol targets in a Nevada sweep; P2, P3, P4, P3, P2. Then single tap sweep P1 through P5. Targets may be shot left or right for each sweep. Holster. Move to window and engage rifle targets same as pistol. Make rifle safe on shelf. With shotgun shooter can move to either L or R doorway and engage first set until down, moving to opposite doorway to engage last set until down.

# Cowboys & Zombies – (2013)

## Stage 4 – The Zombie Bank

### ***Zombie Withdrawls; Scattered Brains***



#### **Ammunition and Staging:**

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

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on opposite window shelf of rifle.

#### **Starting Position**

Shooter starts at window shelf of choice holding zombie brains with both hands.

#### **Ready Line**

***“This here’s a zombie brain teaser.”***

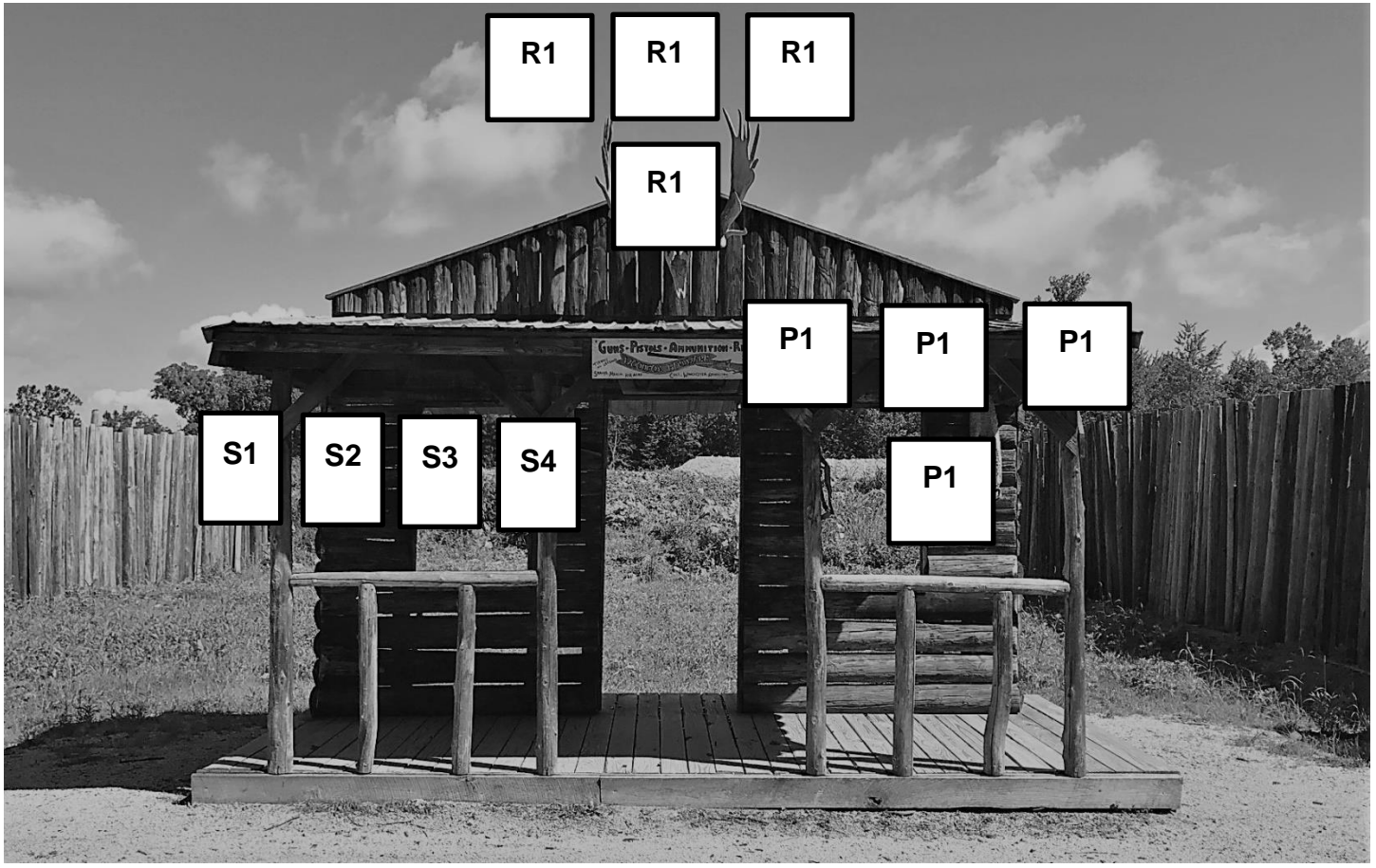
#### **At the Beep**

Shooters choice, but don’t end with rifle Place zombie brains on window shelf. Rifle targets are engaged by alternating shots on each target for first 5 rounds and placing last 5 rounds on opposite target from first engaged; R1, R2, R1, R2, R1. R2, R2, R2, R2, R2. Shooter may start on left or right target. Pistol targets are engaged same as rifle from only one window of choice. Shotgun targets are engaged from each window with make-ups from either window; shooters choice.

# Cowboys & Zombies – (2013)

## Stage 5 – The Zombie Hardware Store

### *Body Parts For Sale*



### **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 in doorway with rifle aiming at target.

### **Ready Line**

***“I’ll take a hand and leg to go.”***

### **At the Beep**

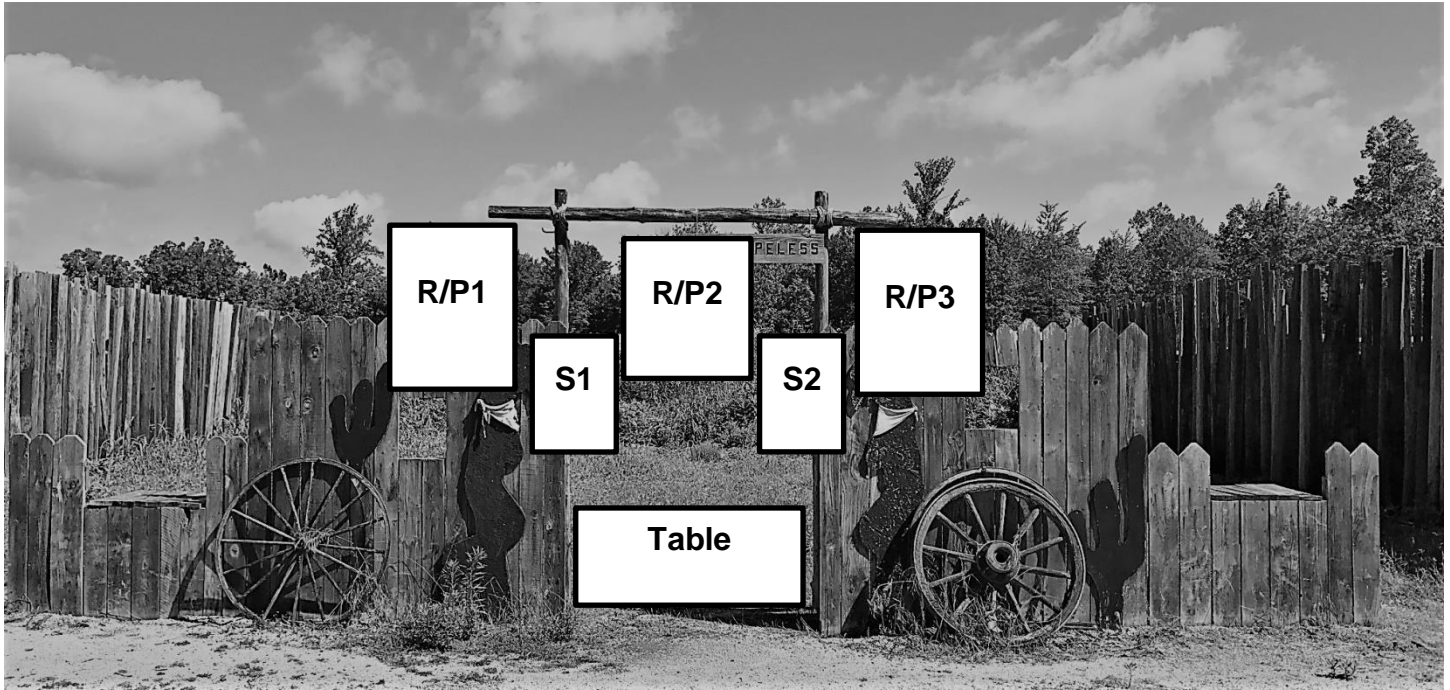
Shooter will engage the upper rifle targets with 3 shots each in any order (round count) and place 10<sup>th</sup> round on lower target. Shooter’s choice on making rifle safe on left or right window shelf. Pistol targets engaged same as rifle. Shotgun targets engaged in any order ‘till down and made safe where shot if not last firearm.



# Cowboys & Zombies – (2013)

## Stage 6 – Fort Zombie

### ***Zombies Final Assault***



#### **Ammunition and Staging:**

Rifle – 10 rounds staged on table.

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

Shotgun – 2+ rounds, staged on table.

#### **Starting Position**

Shooter starts at table with hands on gun(s) of choice but not lifting.

#### **Ready Line**

***“Shoot ‘em in the head or they won’t stay dead!”***

#### **At the Beep**

Shooter’s choice; **MAY** end with rifle. With pistols or rifle shooter will engage left or right outside target with 3 shots and center target with 2 shots. Shooter will then engage opposite outside target with 3 shots and center target with 2 shots. R/P1, R/P1, R/P1, R/P2, R/P2, R/P3, R/P3, R/P3, R/P2, R/P2. If pistols are holstered and not the last firearm they may re-holster or place on table. Shotgun targets engaged ‘till down. **(If shooter ends with rifle TO is encouraged to hold timer out and watch counter!)**