

Stage # 1

THE GRIM REAPER



Enter **the Grim Reaper**, the black-cloaked, scythe-wielding personification of death. We all know exactly who he is and what he wants. He comes for people around Halloween. However, he is not going to get you! You rip his scythe out of his hands as you yell “not me pal ” then proceed to fill him with lead.

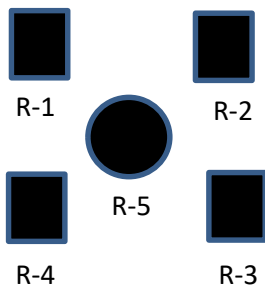
Staging: Rifle loaded 10 rounds on the left gun horse.

Pistols loaded 5 rounds each holstered

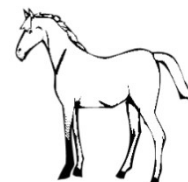
Shotgun open and empty on the right gun horse

Starting Position: Standing at the in front of the Grim reaper both hands on his scythe. When ready shooter says: “ **Not me pal**”.

ATB: Move to the gun horse and pick up rifle. With rifle double tap each rifle target starting on any square and continue double tapping squares, in any order, for 8 shots and finish double tapping the circle. Make rifle safe on gun horse and move between tombstones. When in position draw pistol(s) and knock down the tombstones first and then dump any remaining rounds on buffalo. Five second bonus if all tombstones are knocked down with first 5 shots. Holster pistols and move to shotgun gun horse. With shotgun knock down the 4 SG targets in any order. Any tombstones left standing can be made up by shotgun on the popper



Popper



<u>Round Count</u>
Rifle 10
Pistol 10
Shot gun 4+



Stage # 2

SKELETONS



You and your posse put Slim and his gang in the grave many years ago. Now on Halloween the gang come back from the grave to haunt you. You must put them back again.

Staging: Two pistols loaded with 5 rounds each holstered .
Rifle loaded with 10 rounds on cactus table.
Shotgun, open and empty, on gun horse.

Starting Position: Shooter has the option to start with shotgun or pistols. **Rifle must be shot second.** Shooter starting with pistols will start shaking the hand of the skeleton at the Whiskey Cart. Shooter starting with shotgun will start shaking hands with skeleton at the gun horse

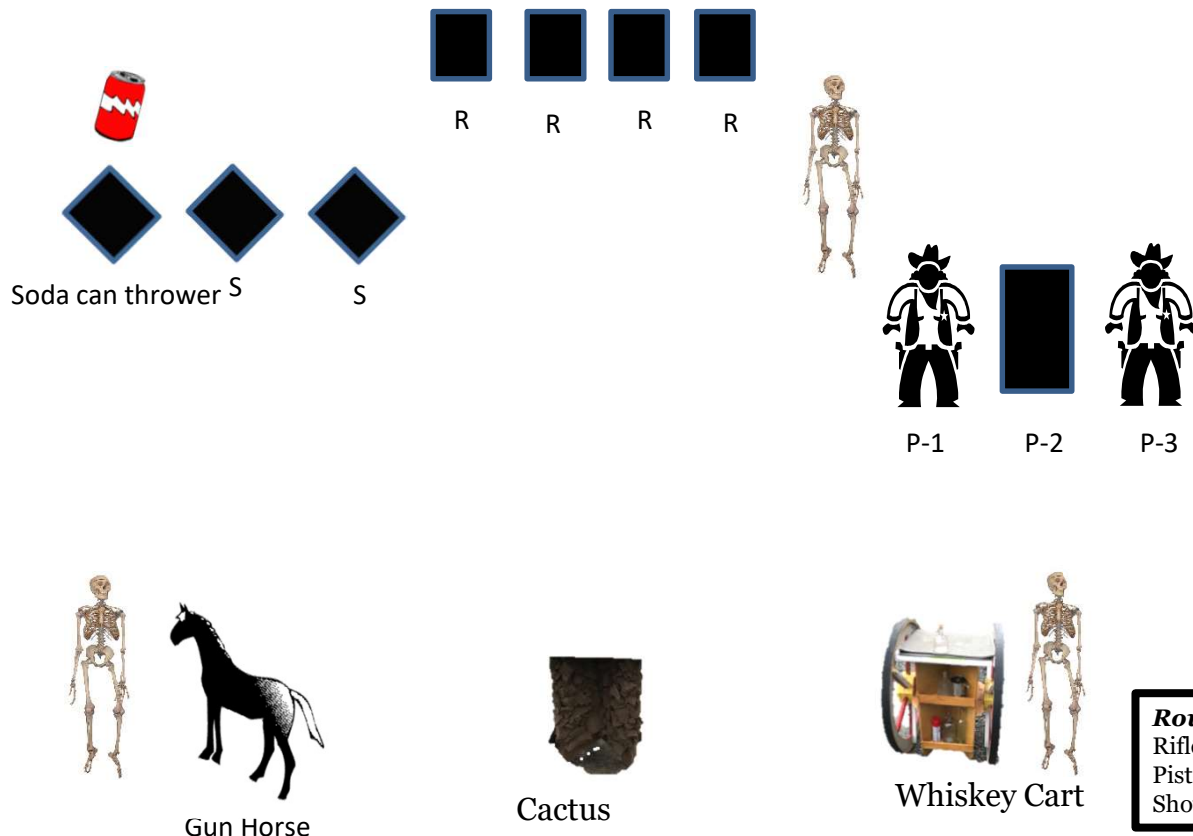
When ready shooter says: “Nice to meet you slim!”

With pistol engage the pistol targets in a Jackson Hole Sweep which is one shot on P-2 and then double tap each cowboy in any order, repeat with 2nd pistol.

With rifle engage rifle targets in a reverse Lawrence Welk sweep 4-3-2-1 starting on the left or right.

With shotgun knock down the 2 must kill SG targets and then shoot the SG popper and then hit soda can. 5 second bonus for hitting the can, missing the can is not counted as a miss.

Shooting the skeleton is a 20 second prop damage penalty





Stage #3

JACK-O'-LANTERN



Sweetheart Sherry did a nice job of decorating some pumpkins by making them into Jack-o'-lanterns. She still had three pumpkins to cut out and asked Irishman Jim to do the job. Being an outlaw he decided to decorate them with lead instead of a knife.

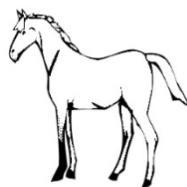
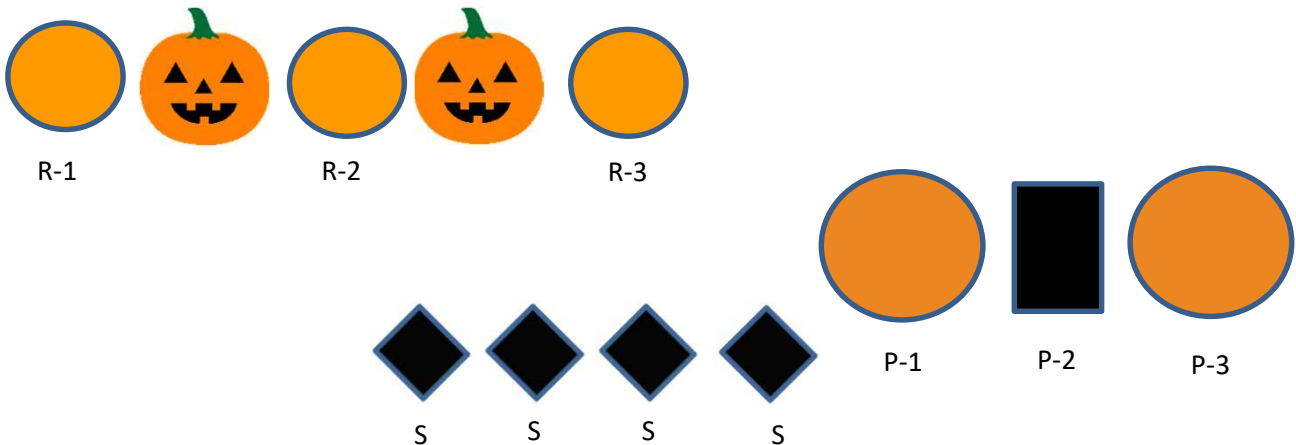
“Staging: Rifle loaded 10 rounds on table.

Pistols loaded 5 rounds holstered

Shotgun open and empty on the middle gun horse.

Standing at the table holding up the pumpkin with both hands. When ready shooter says,
“I’m decorating with lead!”

ATB: Place the pumpkin safely on table and pick up rifle. With rifle engage the rifle targets with a Nevada Sweep starting with **P-1** for 5 shots, R1-R2-R3-R2-R1 and with remaining 5 shots shoot a Nevada Sweep starting with **P-3** for 5 shots, R3- R2-R1- R2- R3. *Shooting Jack-o'-Lanterns will result in a 10 second penalty for the first one and then 5 seconds for any others that are shot.* Make rifle safe and move to the gun horse where shotgun is staged. Pick up shotgun and knock down the 4 SG targets in and order. Make shotgun safe and move past the pumpkin and to the right side of it. With pistol(s) repeat rifle instructions..



Round Count

10 rifle
10 Pistol
4+ Shot gun

Stage # 4

VAMPIRE BATS

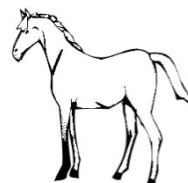
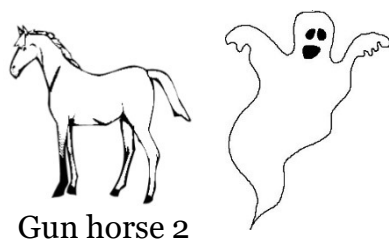
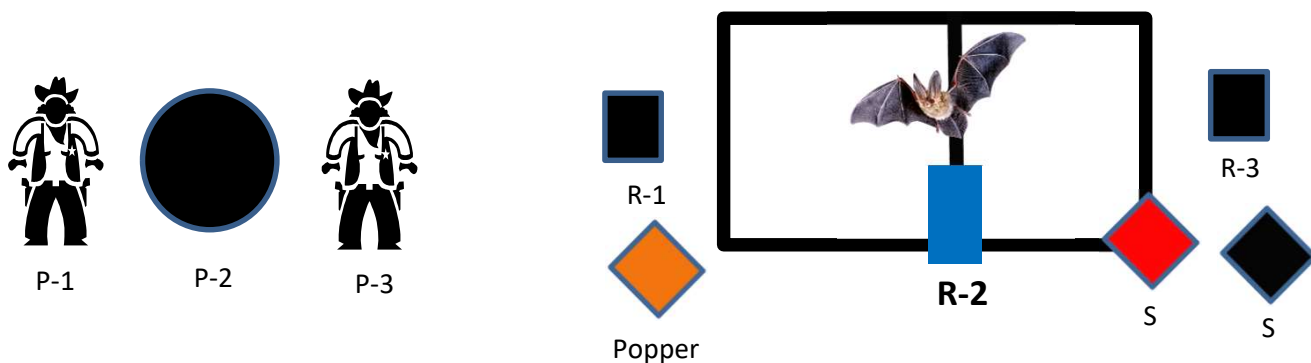


Halloween is the time when Vampire Bats roam the night sky seeking blood. They are fast and fly in crazy patterns. They are hard to shoot down but you can try.

Staging: Rifle loaded 9 rounds on gun horse 1.
Shotgun open and empty held cowboy port arms
Pistols loaded 5 rounds each holstered

Standing at the gun horse holding shotgun at cowboy port arms shooter says: **"I'll get that Bat!"**

ATB: Load shotgun and knock down the shotgun target and activator . Make shotgun safe on gun horse and pick up rifle. With rifle shoot the following order R-1, R-2, R-3, R-2, R-1, R-2, R-3, R-2, R-1 and finish on R-2 for the **9th shot**. *Any misses on the swinger may be made up with shotgun on the popper*. Make rifle safe on gun horse. Move to the left side of the ghost behind gun horse 2. Draw pistols and put 3 shots on each cowboy put 4 shots on the circle for 10 rounds in any order.



Round Count
Rifle 9
Pistol 10
Shot gun 2+



Stage # 5

GHOST BUSTERS



When attacked by a horde of ghosts who are you going to call.
Ghost Busters!

Staging: Pistols loaded 5 rounds each holstered.

Rifle loaded 10 rounds staged on table.

Shotgun open and empty on the table

Shooter standing in front of the table holding spider with both hands. When ready shooter says: **“Call Ghost Busters”**

ATB: Shooters choice, you can start with the pistol or rifle.

With rifle Sweep the 5 rifle targets from left or right for 5 shots and then dump the last 5 into Big Jackson. Make rifle safe on table

With Pistol knock down the 5 falling plates and then dump the remaining rounds into big Jackson. Holster pistols. Any plates left standing will be a miss.

Pick up shotgun and knock down the 2 SG targets in front of you. Then move to the right side of Ghost 1 and knock down the 2 SG targets, move to the right side of Ghost 2 and knock down the 2 SG targets.

