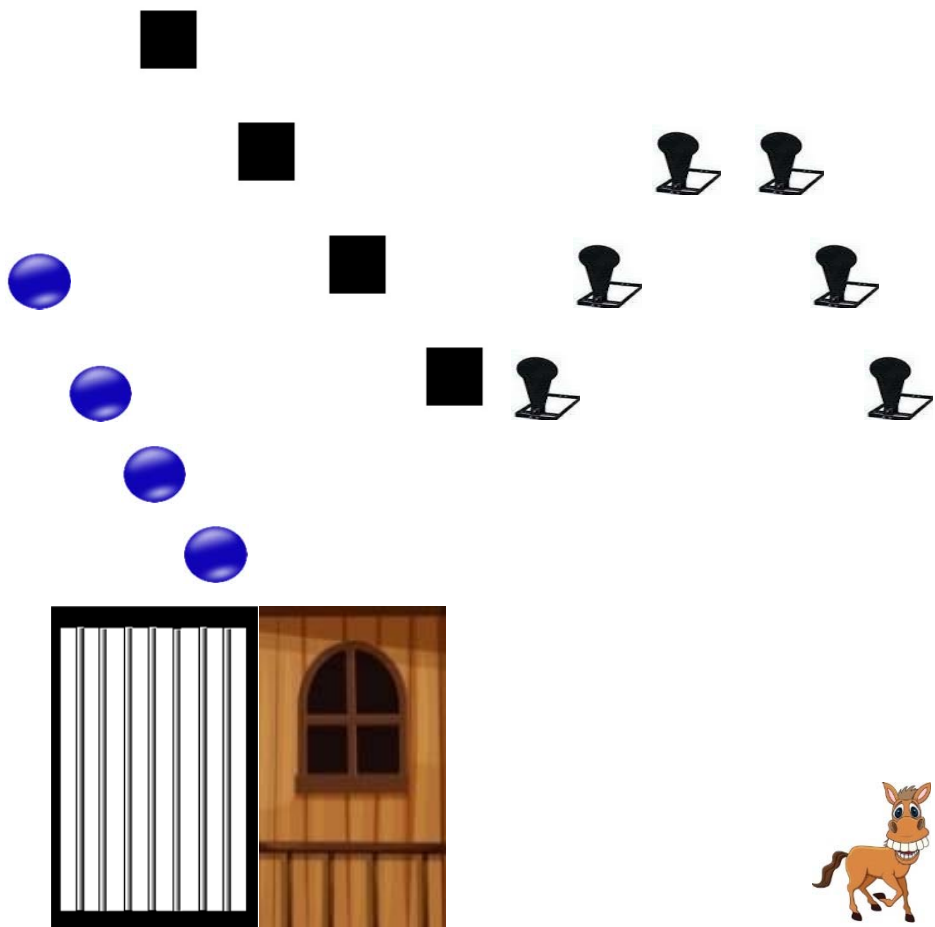


## Stage 1

You're just walking through town, checking things to make sure all is quiet like a good sheriff should. All of a sudden some townfolk coming running up yelling about something horrible happening at the jail. They looked frightened, so you get your giddy-up on and hightail it over there. You peer inside and all you see is orange goo all over, and your deputies lurching on the inmates...just eating them like a steak dinner. There's lots of screaming, blood and gore. The deputies turn to you and see filet mignon. They have the look of death and are covered with blood, guts, and orange goo.

Pistols – 10 holstered   Rifle – 10 on window   Shotgun – 6+ on horse

Shooter starts center of jail bars. Hands on bars. The line is **"I ain't dinner"**. ATB engage the pistol targets with a continuous Nevada sweep from either end. Holster pistols. Move to window, with rifle and engage the rifle targets with the same sequence as the pistols. Restage rifle safely. Move to horse. With shotgun engage poppers. PMF.

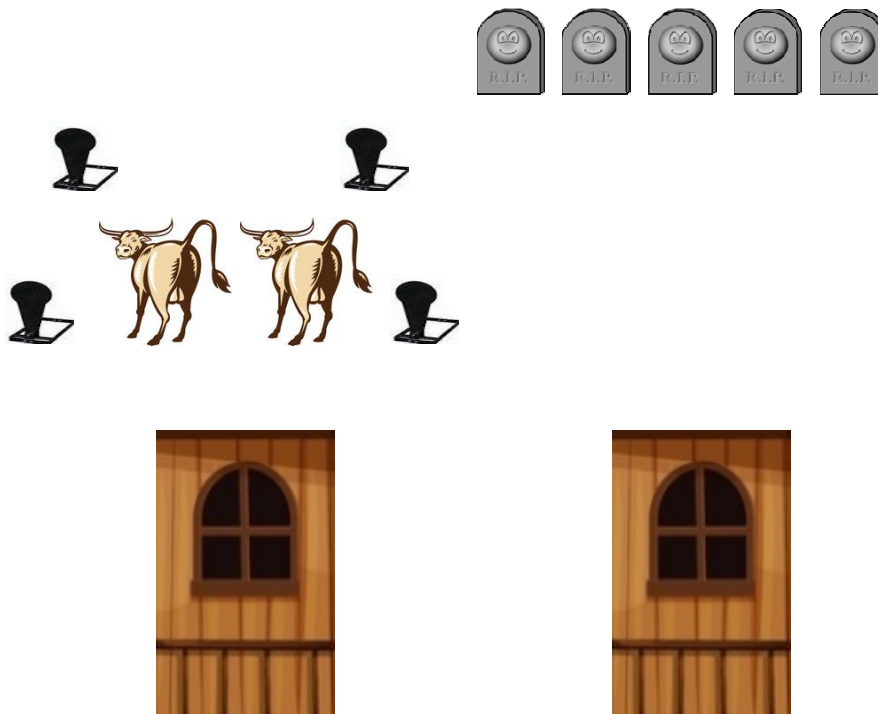


## Stage 2

You hear more screaming from a house down the street. You get over there on the hop. More orange goo hanging everywhere. The children are ripping body parts off their parents and eating them like drumsticks. They have the same look of death about them.

Pistols – 10 holstered    Rifle – 10 in right window    Shotgun – 4+ in left window

Standing at left window, hands at sides.. The line is **“Not the children!”**. ATB, with pistols engage bull butts (starting with either butt). With 1<sup>st</sup> pistol engage pistol targets with 2 rds. on 1 then alternate on butts for 3 rds. Holster. With 2<sup>nd</sup> pistol repeat sequence starting on the opposite butt. Holster. With rifle engage tombstones, starting on the left, with 2rds. on the end target, then single tap the next 3 targets in order. With 2<sup>nd</sup> 5 rds, engage the three center targets with 1 rd. each, from the left, then 2 rds. on the opposite end target. Restage rifle safely. Move back to right window. With shotgun engage poppers. PMF.

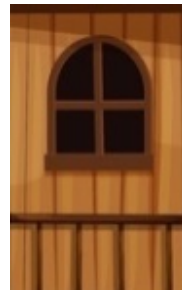
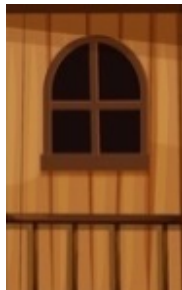
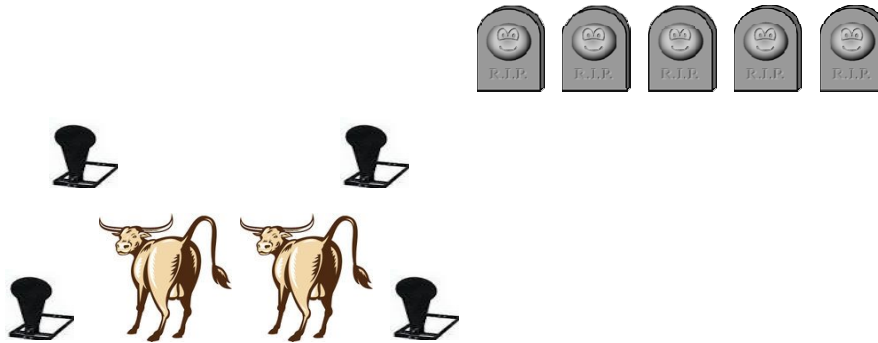


### Stage 3

You think you're finished but here come the neighbors' kids through the back door, all covered in orange goo, with that look of death. Oh yeah, they too have been lurching on their parents.

Pistols – 10 holstered Rifle – 10 at Port Arms in right window Shotgun - 4+ in left window

Shooter starts with rifle at Port Arms. The line is **“These are not children!”**. ATB engage the tombstone targets with a 1,2,4,2,1 sweep from either end. Restage rifle safely. Move to left window. With pistols engage bull butts with a round count type sweep, alternating targets, 1,2,4,2,1. Holster pistols. With shotgun engage poppers. PMF

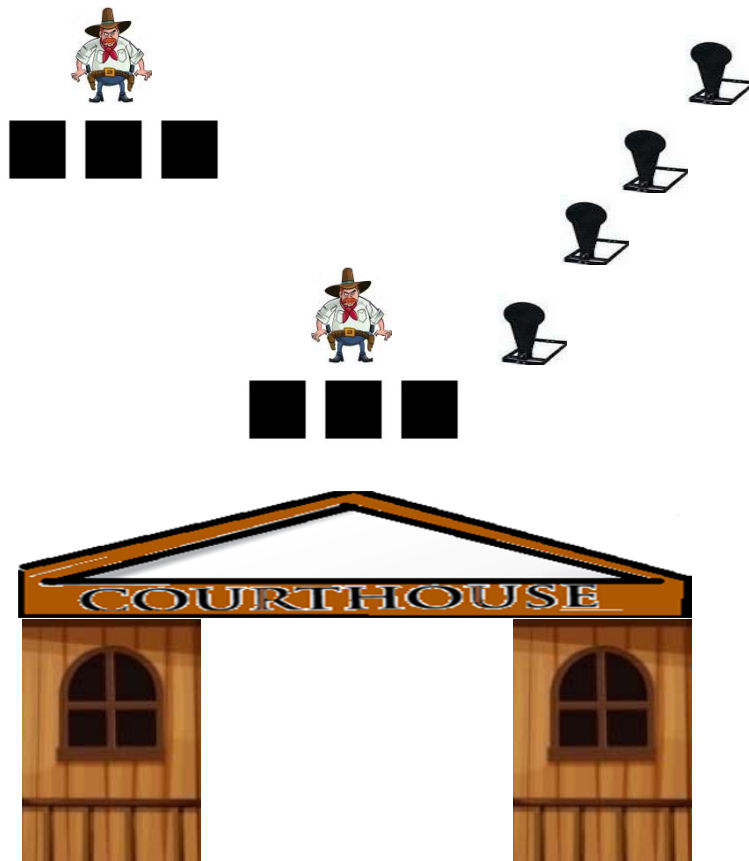


## Stage 4

Damn, more screaming from the courthouse. You hightail it over there to find utter mayhem. The judge has been ripped apart. The guards are eating his body parts and those of the defendant who is still alive. There is that look of death again and lots of orange goo.

Pistols – 10 holstered    Rifle – 10 in left window    Shotgun – 4+ in right window

Shooter starts between facades one hand pointed down range, the other at side. The line is, "**The judge too!**" ATB, with pistols engage pistol targets beginning with 1rd. on the cowboy, 2 rds. on a square, 1 rd. on the cowboy, 2 rds. on another square, 1 rd. back on the cowboy etc., for 10 rds. ending on the cowboy. Holster pistols. Move to left window. Engage rifle targets with the same sequence as the pistols. Restage rifle safely. Move to right window and engage poppers. PMF

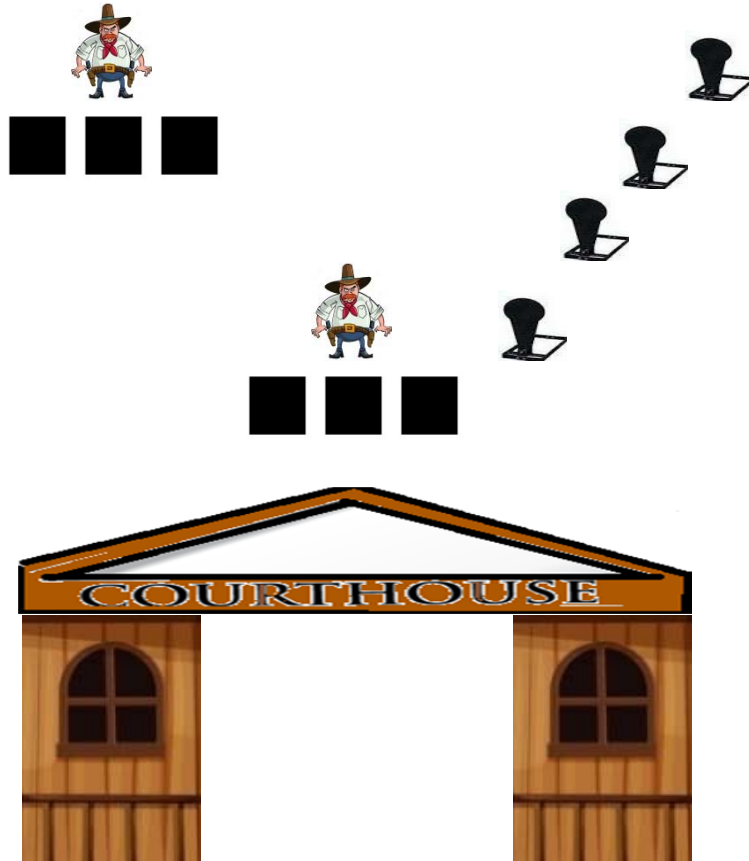


## Stage 5

You think you have finished off the orange covered Death Ghouls but NOOOOOOOOO! The ones you did not shoot in the head are rising up looking for more tender juicy meat to eat.

Pistols – 10 rds. holstered    Rifle – 10 rds. at the ready, left window    Shotgun – 4+ rds.

Starting in left window with rifle shouldered pointed downrange at the ready. The line is, **“Glad I brought plenty of ammo.”** ATB with rifle engage the center lower target with 2 rds, then single tap the remaining 3 targets from either the left or right. With 2<sup>nd</sup> five rds. engage targets with the same sequence only sweeping from the opposite direction. Restage rifle safely. Move to between facades. With pistols engage pistol targets in the same manner as the rifle targets. Holster pistols. Move to right window. With shotgun engage poppers. PMF.

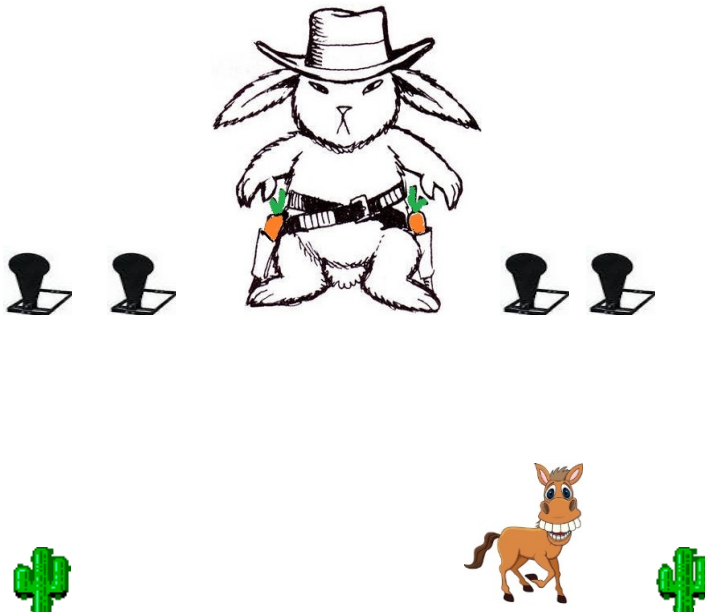


## Stage 6

Well ok then, you finished off the last of the ghouls at the courthouse. You head up the street. There is an eerie silence along the way. The townsfolk, what's left of them, are pointing toward a huge hairy beast walking towards you with that look of death in his eyes. His holsters are carrying huge carrots loaded with orange goo. You have seen what that stuff can do. The beast grunts, "Easter came early. All must pay. Your turn sheriff. DRAW!" And draw you do.

Pistols – 10 holstered   Rifle – 10 on horse   Shotgun – 4+ on horse

Shooter starts standing beside horse, hands at "Texas Surrender". The line is, "**DAMN YOUR UGLY!**" ATB, with pistols 10 rds. on the beast, with rifle 10 rds. on the beast, with shotgun engage poppers. PMF. Note: shooter may use long guns in any order after pistols.



### **Stage 1**

Steel – 4 lg. circles

4 lg. squares

2 short red uprights

2 tall red uprights

2 white uprights

2 blue uprights

8 bases

6 poppers

Props – open jail bars

1 window façade

horse

### **Stage 2 and 3**

Steel – 2 bull butts

5 tombstones

2 white uprights

5 blue uprights

7 bases

4 poppers

Props – 2 window facades

### **Stage 4 and 5**

Steel – 2 cowboys

6 lg. squares

4 red uprights

2 brown double uprights

6 bases

4 poppers

Props – 2 window facades

court house sign

long piece of wood for sign

### **Stage 6**

Steel – Big Sam (Beast)

2 blue uprights

4 bases

4 poppers

Props - horse

2 small cacti