

GCGS Main Match – Saturday October 5, 2019

Stage 1

PSYCHO (an Alfred Hitchcock classic)

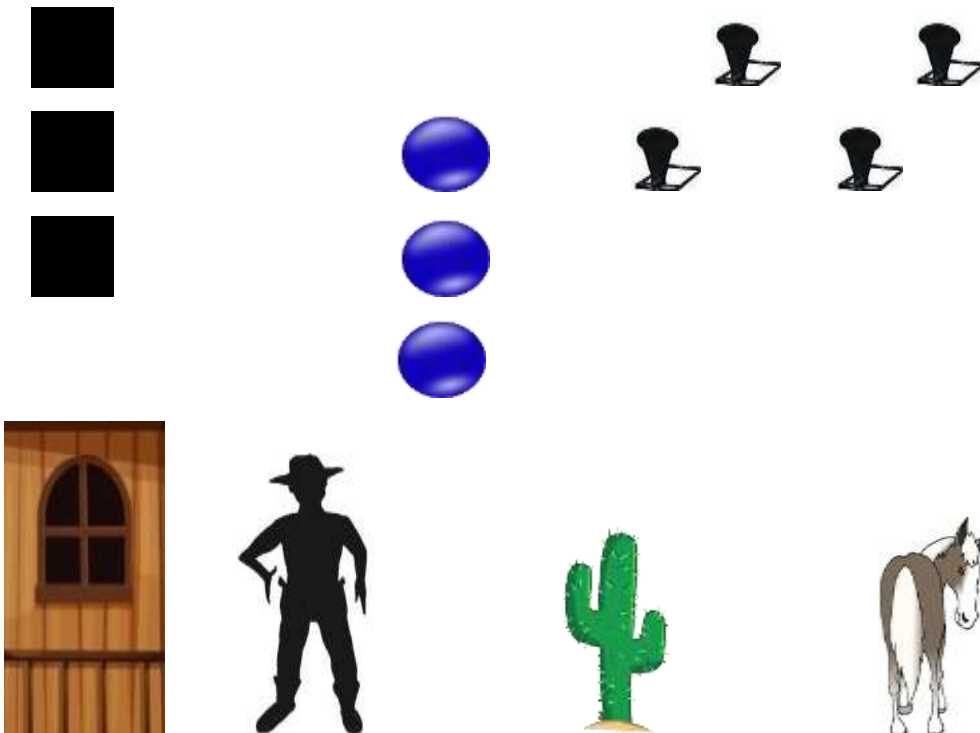


Norman Bates has run the Bates Motel for years alongside his mother with whom Norman is so close you'd swear they're the same person. If you're driving and you get tired, you might just want to pass this one by and head to the next town. And if you do decide to stay here, whatever you do, **DON'T TAKE A SHOWER!**

Pistols – 10 rds. holstered Rifle – 10 rds. on ammo box Shotgun – 4 rds. on horse

Shooting order: rifle, pistol, shotgun

Shooter starts squarely in front of the cowboy with knife in hand. *NOTE: Every effort must be made to make knife stick into the cowboy. Lack of said effort will result in a Spirit of the Game penalty. Not subject to discussion.* Move to ammo boxes. Shooter says, "We all go a little mad sometimes." ATB, move to window, with rifle first engage targets with 1st 5 rds. from the top 1,2,3 then double tap the center. With second 5 rds. engage targets from the bottom 1,2,3 the double tap the center target. Restage. Move to between cowboy and cactus. With pistols engage targets per the rifle instructions. Holster pistols. Move to horse. Engage poppers. Knock'em down.



Stage 2

SCREAM (a Wes Craven masterpiece)

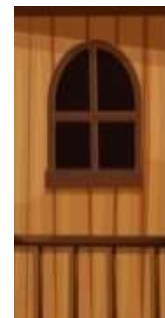
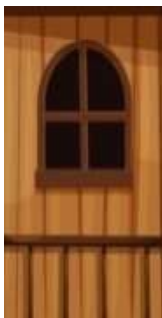


Billy and Stu are avid movie goers, and their favorites are the horror movies of the last few decades. They like them so much that they decide to create one of their own for real, starring their own friends as victims, including Billy's own girlfriend Sidney. With friends like them, you don't need to look far for enemies. Run!

Pistols – 10 rds. holstered Rifle – 10rds. in right window Shotgun – 4+ on table

Shooting order: rifle, pistols, shotgun

Shooter starts in right window with rifle at port arms. The line is, **“Movies don't create psychos, they make them creative!”** ATB, with rifle engage targets L – R or R – L, single tapping targets, 1,2,3, - 2,3,4 - 3,4,5 -1. Restage. Move to left window. With pistols repeat rifle instructions. Holster pistols. Move to table. With shotgun, knock'em down.



Stage 3

THE SHINING (a Stephen King nightmare)



The Overlook Hotel has a life of its own and chooses its caretakers very carefully. In fact it loves its caretakers so much, it possesses them and never lets them go, as was the case with the ill-fated Jack Torrance. You gotta love a guy who still keeps his sense of humor after he totally loses his mind.

Pistols – 10 rds. holstered Rifle – 10 rds. on bar Shotgun – 4+ rds. on horse

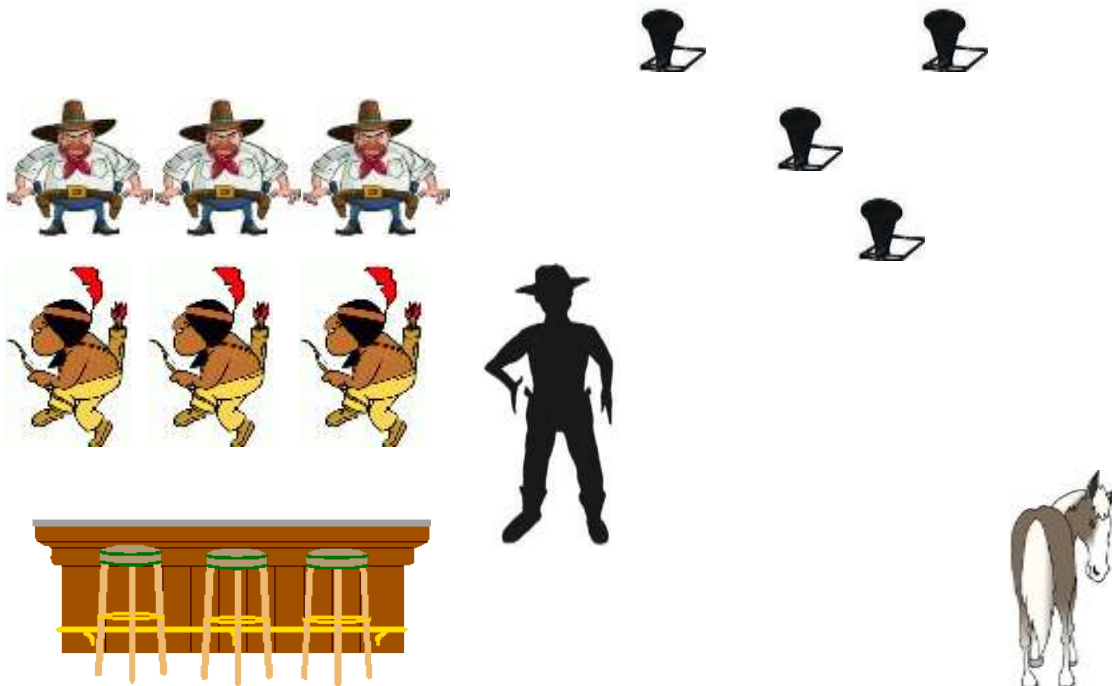
Shooting order: pistols, rifle, shotgun or rifle, pistols, shotgun

Shooter starts behind saloon doors. The line is, “**Heeeeere’s Johnny!**” ATB, move thru the saloon doors to the bar. Pick up axe and throw it at cowboy. NOTE: Axe cannot be flipped off the bar. Must be thrown overhand. Axe must go beyond a certain point to be considered valid. If axe does not go past the line a Spirit of the Game penalty will be assessed. The Longknife Rule.

Pistols – single tap the outside targets for 4 rds., double tap the center target, then double tap the outside targets. Holster pistols.

Rifle – repeat pistol sequence. Restage

Shotgun – from beside horse engage poppers. Knock’em down.



Stage 4

NIGHTMARE ON ELM STREET (another Wes Craven special)

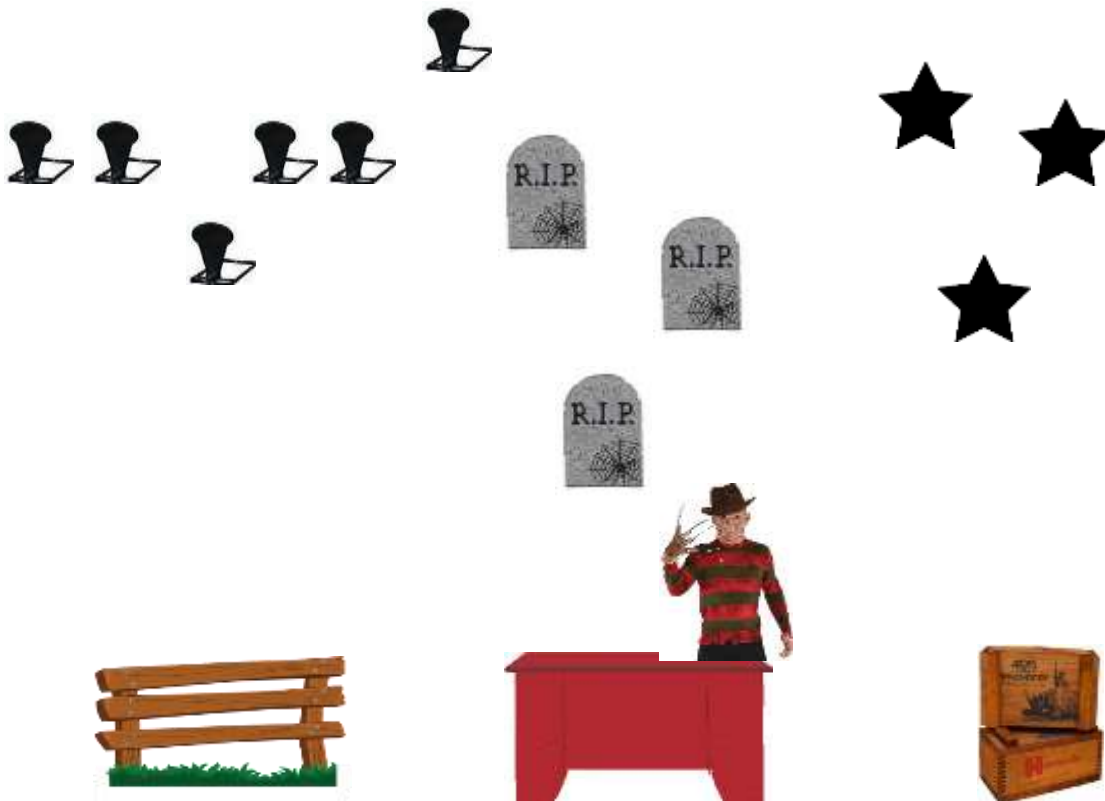


Freddie Krueger was a child murderer who was burned alive by angry parents. He is now a vengeful ghost who satiates his psychopathic needs by invading the nightmares of children and continuing on his path of terror. As bad as that seems, the answer is quite simple.....don't ever, fall asleep!

Pistols – 10 rds. holstered Rifle – 10 rds. on ammo boxes Shotgun – 6+ rds. from behind fence

Shooting order: shotgun, pistols, rifle

Shooter at center of corral fence, shotgun in hand. The line is, **“WhatEVER you do, don’t fall asleep!”**. ATB, with shotgun engage poppers. PMF. With safe shotgun move to table. Restage on table. With 1st pistol starting on the upper left target alternate single tapping with the other two targets for 5 rds. Holster. With 2nd pistol repeat 1st pistol instructions. Holster. Move to ammo boxes. With rifle repeat pistol instructions. Rds. 5 and 6 will be a double tap on the upper left target.



Stage 5

IT (the ultimate nightmare, courtesy of Stephen King)

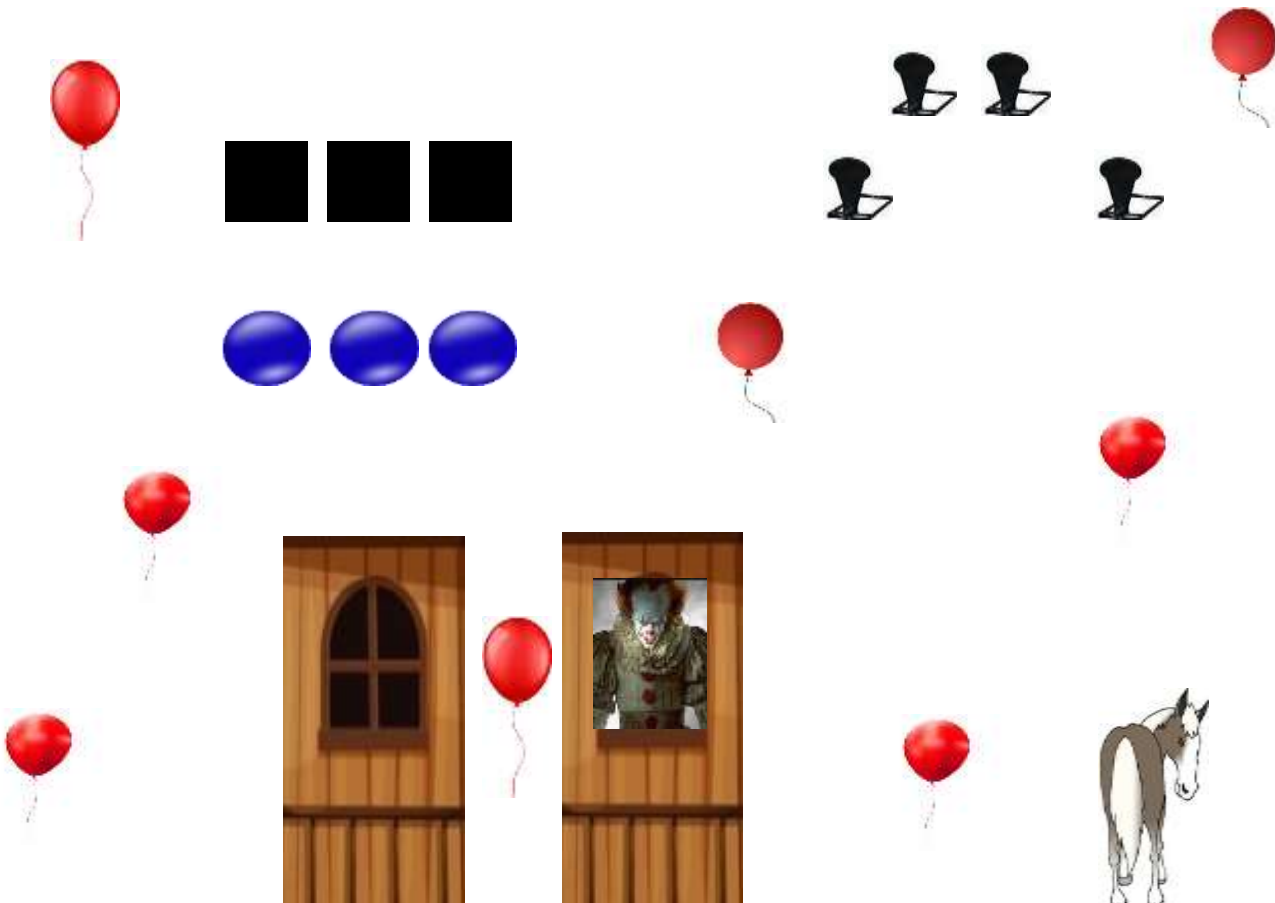


Pennywise the Dancing Clown is the guise of an ancient cosmic shapeshifter that visits town every 27 years to lure us with the lofty promise of “floating” if we go with him. Sounds nice, doesn't it? Hey, everyone loves a clown, even if he's a little wayward and misleading. But watch out, and NEVER trust a clown. This one always comes back. But YOU won't.

Pistols – 10 rds. holstered Rifle – 10 rds. in window Shotgun – 4+ on horse

Shooting order: pistol, rifle, shotgun

Shooter starts in window, hands at Texas Surrender. The line is, **“They all float, and you'll...float...too!”** ATB, with pistols engage lower targets with 3 rds. on the center target, double tap the outside targets, then triple tap the center target. Holster. With rifle repeat pistol instructions. Restage. Move to horse. Engage poppers. Knock'em down.



Stage 1

Steel – 2 black double uprights
2 short red uprights
3 large squares
3 large circles
4 poppers
5 bases
2 wooden bases

Props – 1 facade
1 standup cowboy
1 large cactus
1 horse
2 wooden bases (back trailer)

Stage 2

Steel – 5 white upright
5 red uprights
5 large circles
5 large squares
4 poppers
12 bases

Props – 2 facades
1 half moon table
2 small cacti

Stage 3

Steel – 3 blue uprights
3 red uprights
3 cowboys
3 Indians
4 poppers
6 bases

Props – 1 bar
1 axe
1 horse
1 set of saloon doors
1 standup cowboy

Stage 4

Steel – 2 blue uprights
2 short red uprights
2 white uprights
3 stars
3 tombstones
6 poppers
6 bases

Props – 1 corral fence
1 red table
1 small ammo box
1 large ammo box

Stage 5

Steel – 3 blue uprights
3 short red uprights
3 large circles
3 large squares
4 poppers
6 bases

Props – 2 façades
1 horse