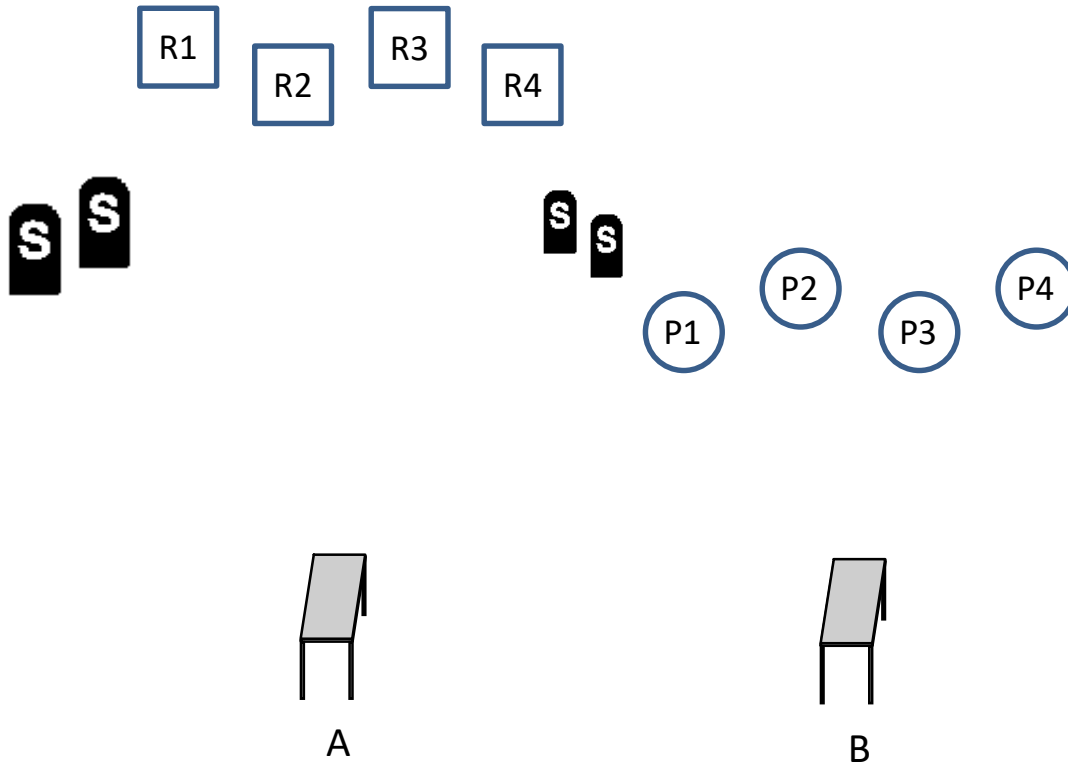




Lane 1, Stage 1



10 Rifle, 10 Pistol, 4+ Shotgun

Staging: Rifle and shotgun at A. Pistols holstered.

Starting Position: Shooter starts at A with rifle in hands.

Line: Ghouls just gotta have fun.

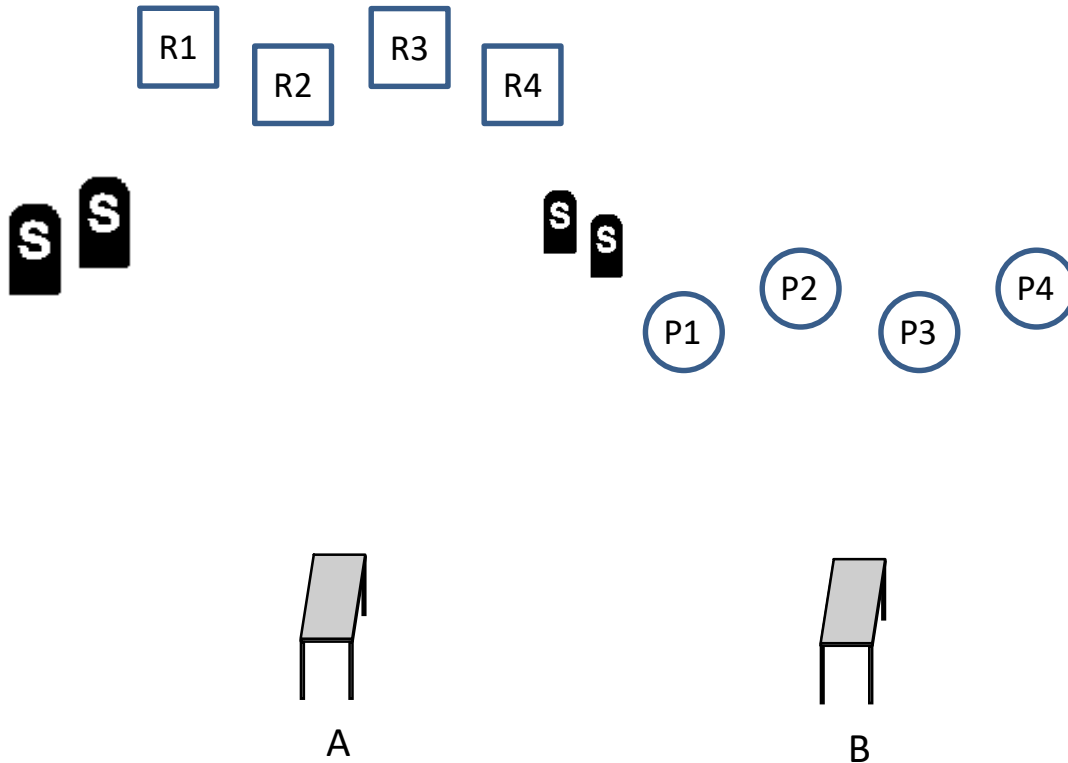
ATB: With rifle double tap an end target, then single tap sweep the remaining three targets. Repeat this sequence starting on the same end you started on. (R1,1,2,3,4,1,1,2,3,4 or R4,4,3,2,1,4,4,3,2,1). Make rifle safe.

With shotgun engage the two zombie shotgun targets on the left, THEN engage the two shotgun targets on the right. Make ups in any order. Make shotgun safe.

Move to B and with pistols repeat rifle instructions.



Lane 1, Stage 2



10 Rifle, 10 Pistol, 2+ Shotgun

Staging: Rifle and shotgun at A. Pistols holstered.

Starting Position: Shooter starts at B with hands on pistol grips.

Line: I'm a witch, of course I can drive a stick.

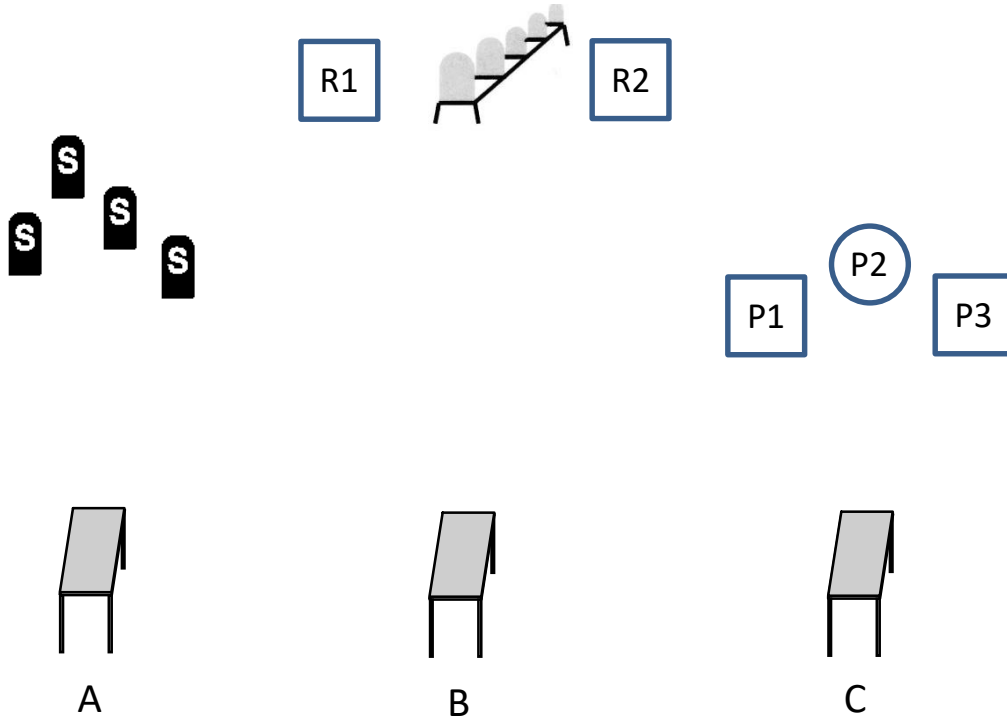
ATB: With pistols double tap an inside target, then triple tap an outside target. Then double tap the other inside target, then triple tap the other outside target. Examples (P2,2,1,1,1,3,3,4,4,4) or (P3,3,4,4,4,2,2,1,1,1).

Move to A and with rifle repeat pistol instructions. Make rifle safe.

With shotgun shoot any two shotgun targets.



Lane 2, Stage 3



10 Rifle, 10 Pistol, 4+ Shotgun

Staging: Rifle at B. Shotgun at A. Pistols holstered.

Starting Position: Shooters choice to start with any gun. Rifle cannot be last. Shooter starts in the default position.

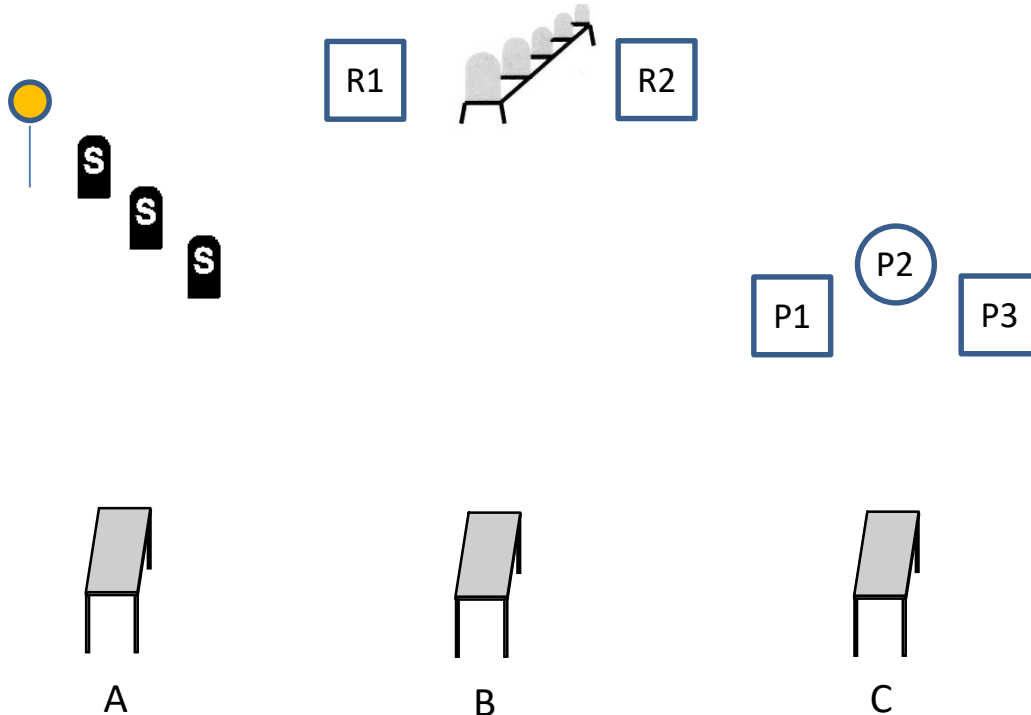
Line: Stop in for a spell.

ATB: At A, with shotgun, shoot the four shotgun targets. Make shotgun safe

At B, with rifle, starting on either R1 or R2, shoot a continuous Nevada Sweep using R1, the tombstone rack, and R2. Example (R1,TR,2,TR,1,TR,2,TR,1,TR). Standing tombstones may be shot at the end of the shooting string by reloading the rifle. Misses on the tombstone rack will not count unless left standing. Make rifle safe.

At C, with pistols, shoot a continuous Nevada Sweep starting on P1 or P3. (P1,2,3,2,1,2,3,2,1,2) or (P3,2,1,2,3,2,1,2,3,2).

Lane 2, Stage 4



T.O. Ensure left shotgun target is in the down position.

10 Rifle, 10 Pistol, 4+ Shotgun

Staging: Rifle at B. Shotgun at A or B. Pistols holstered.

Starting Position: Shooter starts at C holding the rat with both hands.

Line: Happy Haunting.

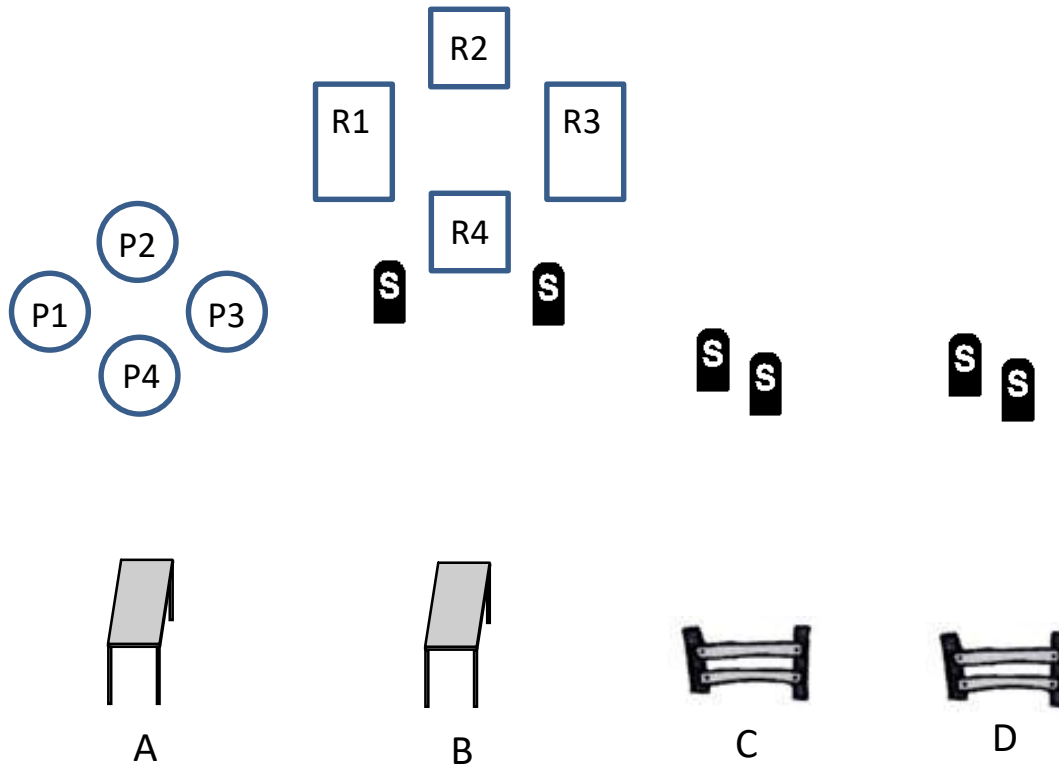
ATB: Drop the rat. With pistols, starting with a single tap on either square target, alternate single taps and double taps on the two square pistol targets, P1 and P3. (P1,3,3,1,3,3,1,3,3,1) or (P3,1,1,3,1,1,3,1,1,3).

Move to B and with rifle repeat pistol instructions using R1 and R2. Make rifle safe.

Move to A and with shotgun engage the small pumpkin (clay bird) and THEN engage the three shotgun targets. Make ups in any order.



Lane 3, Stage 5



10 Rifle, 10 Pistol, 6+ Shotgun

Staging: Rifle and shotgun at B. Pistols holstered.

Starting Position: Shooter starts at A, standing upright, with arms parallel to the ground pointing at rifle target R1.

Line: It's alive !

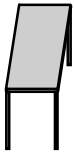
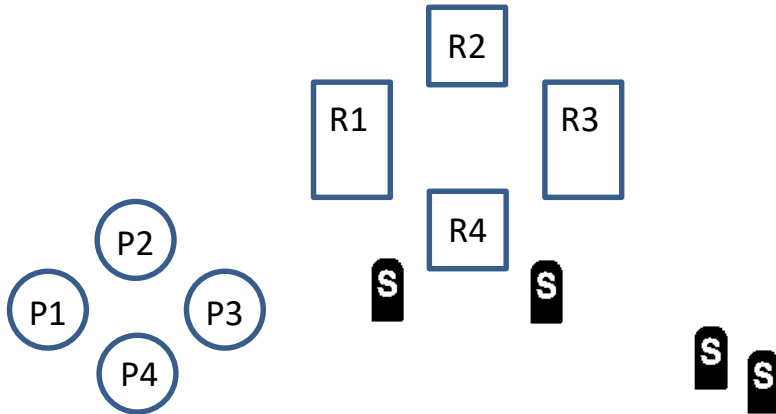
ATB: With pistols, starting on any target, double tap the targets in a clockwise or counter-clockwise sweep. Example (P1,1,2,2,3,3,4,4,1,1).

Move to B and with rifle repeat pistol instructions. Rifle sequence does not need to be the same as pistol sequence. Make rifle safe.

With shotgun shoot the two shotgun targets at B. Safely move to C and shoot the two shotgun targets. Safely move to D and shoot the two shotgun targets. Make ups must be made before moving to the next position.



Lane 3, Stage 6



A



B



C

10 Rifle, 10 Pistol, 4+ Shotgun

Staging: Rifle at B. Shotgun at C in hands. Pistols holstered.

Starting Position: Shooter starts at C with shotgun in hands.

Line: I never miss with my shotgun.

ATB: With shotgun shoot the two shotgun targets. Safely move to B and make shotgun safe.

With rifle shoot each target at least two times. Make rifle safe.

With shotgun shoot the two shotgun targets at B. Make shotgun safe.

Move to A and with pistols repeat rifle instructions.