

Halloween Prelude—RBRR October 2014 Match

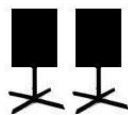
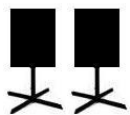
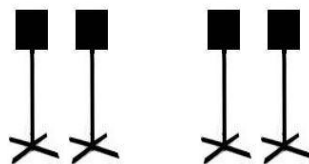
Stage One (Shifty Eye's Saloon) 10-10-4+ P/P/R/S

You have seen plenty of spiders in and around the bunkhouse—black widows, brown recluses, even tarantulas—but none you wanted to spend any time with. And the saloon is the last place you wanted them, since your attention to surroundings ebbs with the flow of the liquor. But there's a herd of spiders crowding you now and your third whiskey tells you to run them off with gunfire. "Skedaddle, ya 8-legged devils," you shout as your guns begin to roar.

Staging: Pistols holstered, rifle loaded with 10 rounds staged in right window, shotgun on table/right deck.

Starting Position: Start on left deck, a spider in each hand at waist height.

Procedure: Say "**Skedaddle, ya 8-legged devils.**" ATB drop spiders on table and with first 5 rounds shoot one target 3 times and the other 2 times, in any order. Move to left window and repeat instructions with second 5 pistol rounds. Move to right window and with rifle shoot 2 targets with 3 rounds each and the other 2 with 2 rounds each, in any order. Move to right deck and with shotgun, shoot the 4 knockdowns in any order.



Deck

Left Window

Right Window

Deck

Stage Two (Well)

10+-10-4+

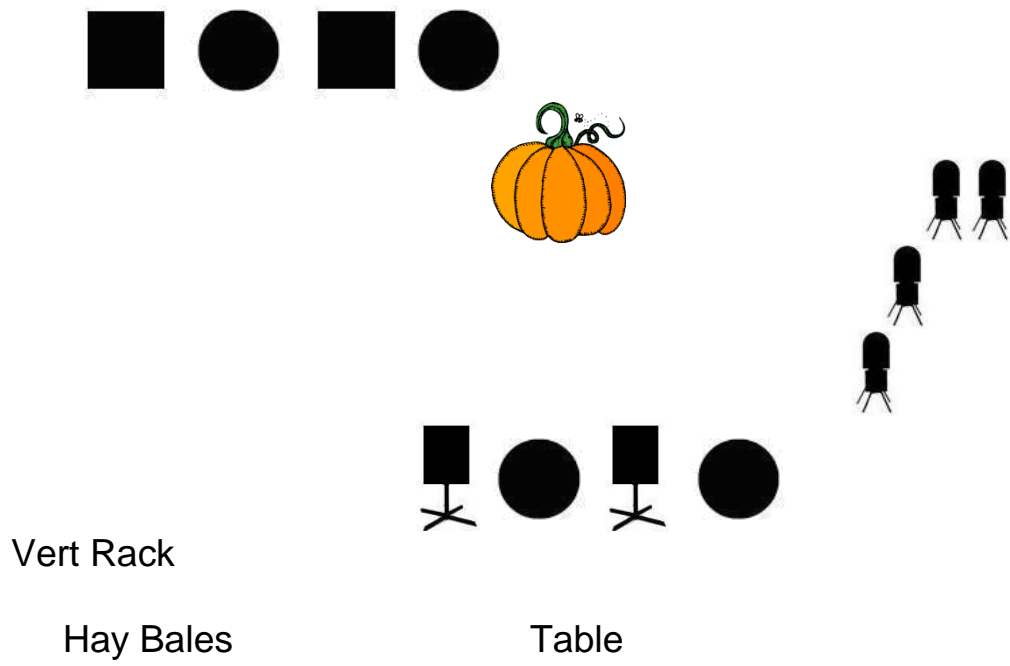
R/S/P

A pumpkin transformed into a pie is one of your favorite things. But you never were much good at carving a face in one. Your own mug is far scarier than anything you ever whittled into a pumpkin's bark. Still, the rancher's wife wants a carved pumpkin, so you dutifully take knife in hand. "Let's see spooky," you grunt hopefully as the blade slashes the orange hide.

Staging: Pistols holstered, rifle loaded with 10 rounds and staged in vertical rack, shotgun on table.

Starting Position: Start beside hay bales with one hand holding pumpkin, the other holding knife stuck in pumpkin.

Procedure: Say "**Spooky.**" ATB retrieve rifle and shoot 4 targets in a continuous alternating sweep, starting from the **LEFT**, as follows: 1-2-2-3-4-4-3-2-2-1, i.e., double tapping the pumpkin (round) targets and single tapping the other two. After completing the sweep on the 4 steel targets, you may reload 1 round in the rifle and shoot the real pumpkin: 5 second bonus if you hit it. Make rifle safe in rack or on table. With shotgun, shoot the 4 knockdowns in any order. With pistols, shoot the 4 targets following the same instructions as for rifle (no reload bonus).



Stage Three (Fort)

10-10-4+

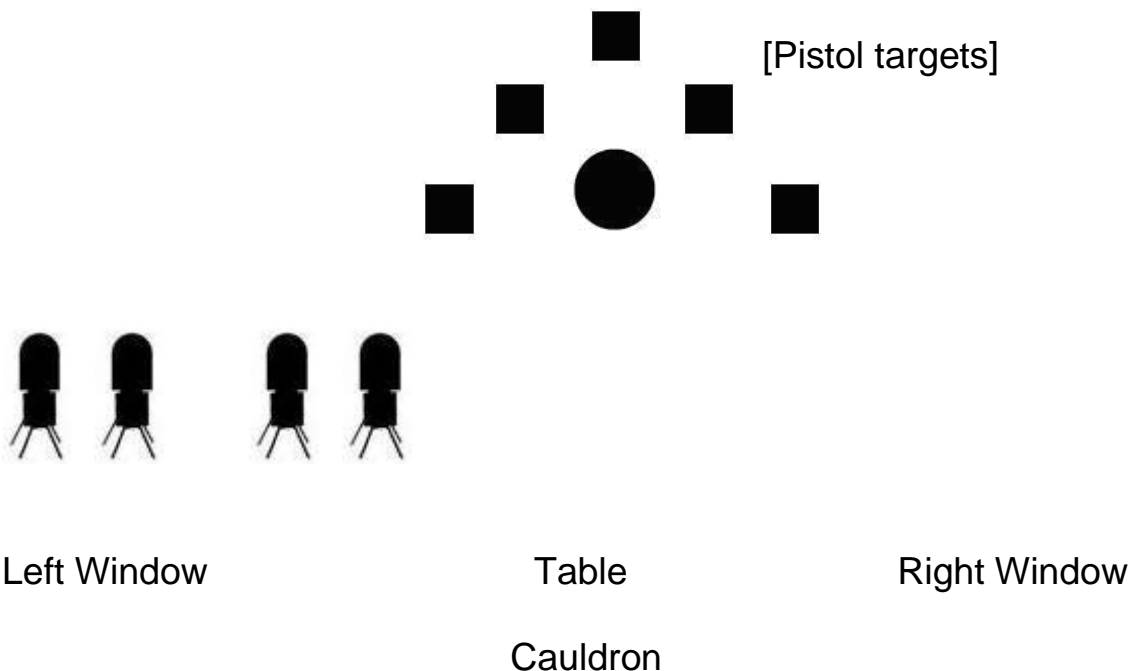
S/R/P

The only Witch you've ever known is a (cute) Doctor. Although—you've seen a few hags around the Fort who looked like they might boil newts and keep a broomstick in the closet. Now the Captain has you stirring some unidentifiable slop and you can't get the short hairs on the nape of your neck to lie down. "Double, double toil and trouble," comes the whisper, then "Fire burn and cauldron bubble." Maybe a gun will harden your glue back up some.

Staging: Pistols holstered, rifle loaded with 10 rounds and staged on table, shotgun staged in left window.

Starting Position: Start holding ladle with both hands and stirring the brew.

Procedure: Say "**Double, double toil and trouble.**" ATB, through left window, with shotgun shoot 2 knockdowns in any order. Move to opening and shoot remaining 2 knockdowns in any order. With rifle **FIRST** shoot each square target with one round, in any order, **THEN** triple tap the circle and **THEN** single tap the 2 nearest square targets. With pistols, shoot the targets following the same instructions given for rifle.



Stage Four (Jail)

10-10-4+

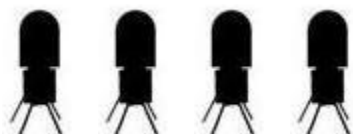
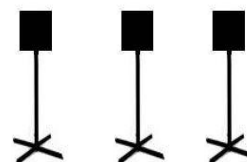
R/P/S

As if voices in your head hadn't addled your weak mind enough, now you are seeing bats in your jail cell. That's where they put you when you start hearing voices—mental institutions for your type are years away yet. Dodging airborne bat guano in cramped quarters was hardly the way you had planned to spend the evening. "Go back to your cave, little bloodsuckers," you command while scraping the latest droppings from your collar.

Staging: Pistols holstered, rifle loaded with 10 rounds staged in window, shotgun on target box.

Starting position: Standing in jail (door open), both arms covering your head, umbrella fashion.

Procedure: Say, "**Go back to your cave.**" ATB with rifle, through window, shoot the 3 targets in TWO 2-2-1 sweeps, starting from either end each time (yes, you may triple tap R3). Make rifle safe. With pistols, through doorway, shoot the 3 targets following same instructions as for rifle. With shotgun shoot the 4 knockdowns in any order.



Target Box

Doorway

Right Window

Stage Five (Cemetery)

10-10-6+

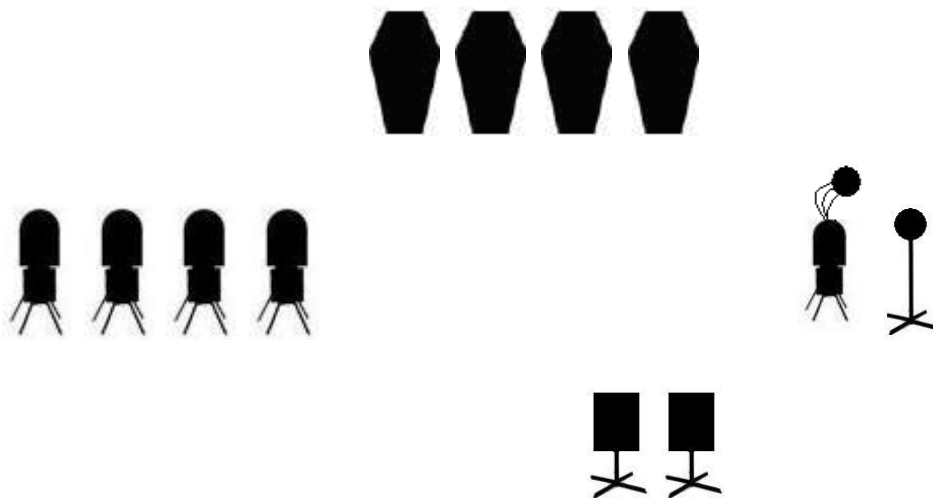
S/R/P/S

You've had plenty of luck in life—most of it bad. And you've grown a mite superstitious as a result. So it didn't help your nerves any when, as you shuffled toward hapless Homer's new grave, a black cat darted right across your path. You responded in the only way a thinking adult would—you spit, rubbed it into the dirt with your boot heel, and walked 5 steps backward—just like Momma told you. And for good measure, you shared your feelings with the beast: "Begone feline Diablo," and grabbed your double to back it up.

Staging: Pistols holstered, rifle loaded with 10 rounds staged on table, shotgun open and empty in hand.

Starting Position: Start standing behind left fence, shotgun in both hands.

Procedure: Say "**Begone feline Diablo.**" ATB, shoot the 4 knockdowns in front of you in any order. Make safe on table. With rifle, double tap all 4 targets, starting from either end, then single tap the inside targets. With pistols, double tap the 2 targets alternately, starting on either side. With shotgun, from right of right post, shoot knockdown and flying clay (must shoot twice here). A miss on the flying clay may be made up on stationary clay to the right after.



Left fence

Table

Right Post

Stage Six (Livery)

10-10-4+

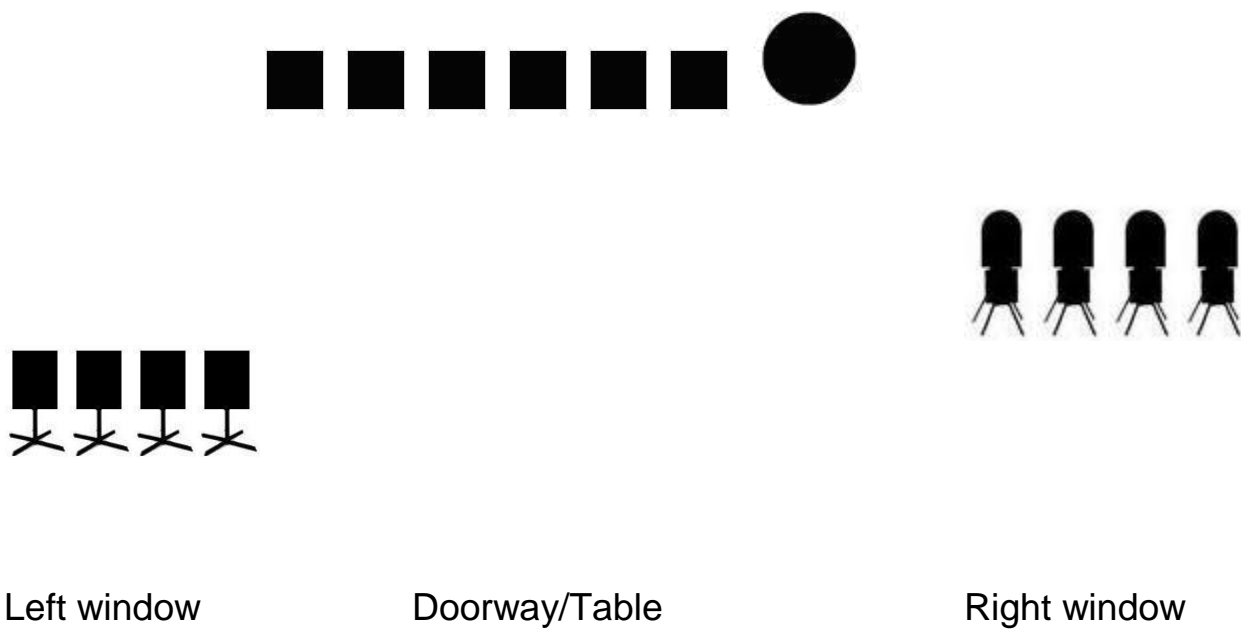
P/R/S

Witches, bats and black cats—you've had a bad day. But it can get worse, and it just has. Your stroll through the cemetery has rattled up a few lost souls, and they are a bit prickly about having their slumber disturbed. Now they've cornered you in the livery—six wispy, sneering gunslingers. And you are wondering whether the pistols they appear to be pointing your way are as real as they look. You are choking with fear, but your instincts aren't frozen.

Staging: Pistols holstered, rifle loaded with 10 rounds and on table, shotgun staged in right window.

Starting Position: Start standing behind left window, both hands touching hanging ghost.

Procedure: Say **“Let's see if ghosts bleed.”** ATB with pistols, shoot a continuous Nevada sweep, starting from either end. Move to rifle and shoot the 6 knockdown plates in any order and place any remaining rounds on the stationary circle target. With shotgun, through right window, shoot the 4 knockdowns in any order. Rifle misses on the knockdown plates do not count but each plate left standing and misses on stationary circle target count as misses.



Warm Up Stage

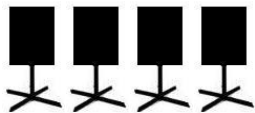
10+-10-4+

S/R/P

Staging: Pistols holstered, rifle loaded with 10 rounds and staged on table, shotgun in hand.

Starting Position: Standing at right window, shotgun in hand.

Procedure: When ready, say **“Happy Halloween.”** ATB shoot the 4 knockdown targets in any order. Move to rifle and FIRST put 2 rounds on the circle, THEN shoot the 6 knockdown plates in any order and put any remaining rounds on the circle. Move to left window and with pistols, shoot the targets as follows, starting from either end: 1-2-2-2-2-3-4-4-4-4. Rifle misses on the knockdown plates do not count but each plate left standing and misses on stationary circle target count as misses.



Left window

Doorway/Table

Right window