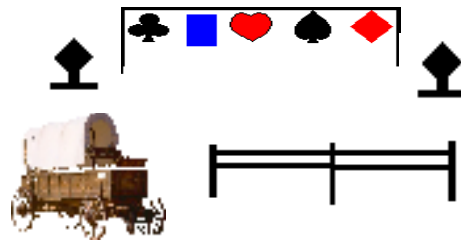


STAGE 1

TRAVELING INCOGNITO



SCENARIO: You got into a bad scrape back in Ogallala. Now there's a posse out to find you. You've run across a broken down wagon carrying some trunks of supplies and belongings. Just what you need... some clothes for a disguise! While you're trying on a bonnet, the posse shows up.

SET-UP: Rifle targets at 15 to 20 yards. Shotgun and Pistol targets at 7-10 yards.

AMMO:

- **SHOTGUN** 2+
- **PISTOLS** 10
- **RIFLE** 7

WEAPONS STAGED:

Shotgun empty staged in the rack by the fence.
Pistols Holstered.
Rifle loaded w/7 rounds, hammer down on empty chamber, laying in the wagon.

STARTING POSITION: **Standing** by the wagon with bonnet on head and shawl around shoulders admiring yourself in the mirror. Bonnet must remain on for stage, shawl may be discarded at buzzer.

When ready, say the line **'I don't look half bad'** then, **AT THE BUZZER:** Go to the rifle and **Nevada Sweep** the rifle targets. Restage the rifle, move to the staged shotgun, **Sweep** the pistol target with both pistols, any order no double taps. Finally, pick up your shotgun and **knock down** the shotgun targets. Shotgun targets must go down. Stage over.

PROCEDURALS & SCORING

+10 Second Penalty for failure to comply with scenario instructions as written. Each target not engaged with the specific firearm required by stage instructions will be scored as a miss.

STAGE 1, Traveling Incognito

STAGE 2 GOODBYE PARD



SCENARIO: You have just arrived at the WR,F&D railroad station to say some final words for a pard whose body is being shipped back east for burial. He had gotten into an argument with the Rocky Holler gang and came out on the losing end. Just as the porters start loading the casket into the freight car, the Rocky Holler gang shows up to continue the ruckus that laid out your pard.

SET-UP: Rifle targets at 15-20 yards. Shotgun and Pistol targets at 7-10 yards.

AMMO

- **SHOTGUN** 2+
- **PISTOL** 10
- **RIFLE** 8

WEAPONS STAGED

Shotgun empty staged in the cab
Pistols Holstered.
Rifle loaded w/10 rounds hammer down on empty chamber and staged in the cab

STARTING POSITION: **Standing** by the train bell holding flowers with both hands.

When shooter is ready, say the line: **‘Goodbye Pard, May your soul rest in Peace.’** then, **AT THE BUZZER:** Draw your pistols and **Double tap** the pistol targets Holster pistols, move into the cab, pick up the staged rifle, and **Double Tap** the rifle targets, restage rifle. Pick up your shotgun and **knock down** the shotgun targets. Shotguns targets must go down. Stage over.

PROCEDURALS & SCORING

+10 Second Penalty for failure to comply with scenario instructions as written. Each target not engaged with the specific firearm required by stage instructions will be scored as a miss.

STAGE 2, Goodbye Pard

STAGE 3, A HANGIN IN WINDY RIDGE



SCENARIO: As the newly elected town Sheriff, you've sworn an oath to protect the citizens of Windy Ridge. Two known desperados, Missouri Hooligan & Quick Finger Reed have been seen in town by some drunken vigilantes, who swear they are going to hang the pair just on general principle. So, being the conscientious sheriff that you are, you take the pair into protective custody to try to prevent a hanging. Unfortunately, the drunks find out and come gunnin for you too.

SET-UP: Rifle targets at 15 - 20 yards. Shotgun and Pistol targets at 7-10 yards. .

AMMO

- **SHOTGUN** 4+
- **PISTOL** 10
- **RIFLE** 10

WEAPONS STAGED

Shotgun empty staged in rack by the fence
Pistols loaded & holstered.
Rifle loaded w/10 rounds, hammer down on an empty chamber and staged in the rack by the fence.

STARTING POSITION: **Standing** at the window holding on to the bars.

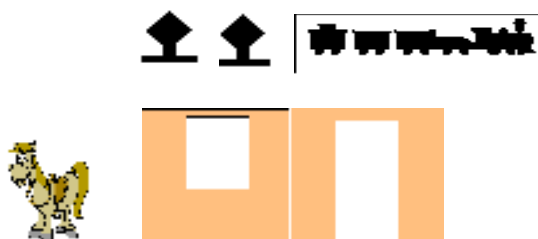
When ready, say the line '**Come and get em boys**', then, **AT THE BUZZER:** **Nevada Sweep** the three pistol targets on the left through the window with first pistol, and alternate shots on the two pistol targets on the right through the window with your second pistol. Holster, move to the staged rifle, and **Double Tap** the rifle targets. Restage the rifle, pick up your shotgun, and knock down the four shotgun targets. Shotgun targets must go down. Stage over.

PROCEDURALS & SCORING

+10 Second Penalty for failure to comply with scenario instructions as written. Each target not engaged with the specific firearm required by stage instructions will be scored as a miss.

STAGE 3, Hangin in Windy Ridge

STAGE 4: THE CATTLE BARON'S MONEY



SCENARIO: The boss of the Lazy I cattle ranch and Optometry Clinic for near sighted cowhands has decided to send you on a cattle buying trip. You've just stopped in at the Windy Ridge Publication Company and Credit Union to get a wad of cash to use for the trip. As you approach your horse to deposit the money in the saddle bags, Waite Phorett and his gang of laggards approaches intent on relieving you of the bag of cash.

SET UP: Rifle targets at 15-20 yards. Pistol and shotgun targets at 7 - 10 yards.

AMMO

- SHOTGUN 2+
- PISTOLS 10
- RIFLE 10

WEAPONS STAGED

Shotgun empty staged in the rack
Pistols holstered
Rifle loaded w/10 rounds, hammer down on empty chamber and staged in the rack

STARTING POSITION: Standing by the horse, money bag in hand.

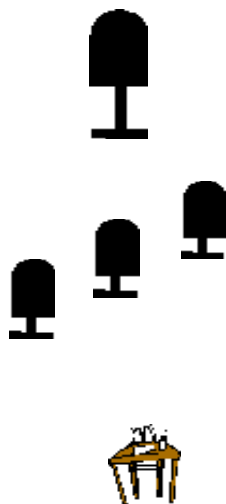
When ready, say the line '**Clear out boys, It's my bosses money & I aim to keep it**', then, AT THE BUZZER: Place the money bag in the saddle bag, move to the staged rifle and **Sweep** the rifle targets from left to right, then right to left. Stage the rifle in the rack, move to the doorway and sweep the pistol targets from left to right, then right to left. Finally, go back to the staged shotgun and knock down the two shotgun targets through the window. Shotgun targets must go down. Stage over.

PROCEDURALS & SCORING

+10 Second Penalty for failure to comply with scenario instructions as written. Each target not engaged with the specific firearm required by stage instructions will be scored as a miss.

STAGE 4. Cattle Baron's Money

STAGE 5: SPEED STAGE



SCENARIO: The Current Club Record, set **October 2005**, is held by **Ned Plinkerton** with a time of **18.90 seconds**.

SET-UP: One rifle target at 25 yards. Pistol targets at 10, 11, and 12 yards. Shotgun targets are the 10 and 11 yard pistol targets. Lateral displacement: 2 ½ to 3 feet between pistol and shotgun targets.

AMMO

- **SHOTGUN** **4**
- **PISTOLS** **10**
- **RIFLE** **6**

WEAPONS STAGED

- Shotgun staged open on table
- Pistols holstered or staged on table Shooter's choice.
- Rifle loaded w/6 rounds hammer down on empty chamber, in hand at port arms, rifle butt not on shoulder.

STARTING POSITION: Standing at the table with rifle in hand at Cowboy Port Arms, muzzle pointing down range

AT THE BUZZER: ENGAGE the rifle target six (6) times. Lay rifle on table. Draw 1st Pistol and **ENGAGE** the three (3) pistol targets at least once each. Holster or re-stage 1st Pistol. **REPEAT** with 2nd Pistol. Holster or re-stage 2nd Pistol. (Shooter may double or triple tap any single pistol target, but must engage each target with at least one round with each pistol) Retrieve shotgun and **SWEEP** the two (2) shotgun targets twice in any direction, no double taps, to end the stage.

PROCEDURALS & SCORING

+10 Second Penalty for failure to comply with scenario instructions as written. Each target not engaged with the specific firearm required by stage instructions will be scored as a miss.

STAGE 5, Speed Stage