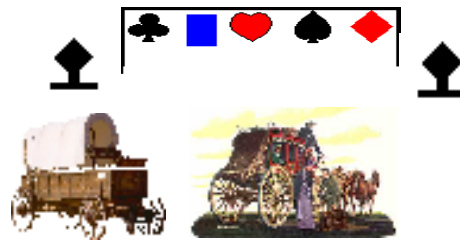


STAGE 1

1880 LEMON LOT



SCENARIO: You bought a buckboard from Breezy Breazeale's Used Wagon sales & Notary Service. When you bought it, he assured you that it was only driven on Sunday's by a little old lady. He forgot to tell you that she was from Pasadena, and apparently used race horses to pull it. After the wheel bearings seized up and the seat springs broke leaving you to walk back into town; you decide to see about getting your money back for the lemon this Breezy guy sold you. When you arrive at his lot demanding your money back, he ducks out the back leaving his partners to be dealt with.

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

AMMO:

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

WEAPONS STAGED:

Shotgun empty staged in the rack by the Stagecoach.
Pistols Holstered.
Rifle loaded w/10 rounds, hammer down on empty chamber, laying in the wagon.

STARTING POSITION: Standing next to the Stagecoach with both hands on your hat brim.

When ready, say the line 'You sold me a lemon & I want my money back!' then, **AT THE BUZZER:** Draw your pistols and **Sweep** the pistol targets with both pistols, any order no double taps. Move to the wagon, retrieve your rifle and **Sweep** the rifle targets twice in any order, no double taps. Finally, move to the staged shotgun and sweep 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, 1880 Lemon Lot

STAGE 2

DEATH RODE THE RAILS



SCENARIO: When a military outpost is struck with a severe outbreak of diphtheria, the authorities send a train loaded with medical supplies and replacement soldiers. As the train is on its way however, a passenger is murdered. And then two passengers; then the entire human cargo of several cars. As the undercover railroad detective, it's up to you to do some digging to find out the reason for the carnage. Finally, when the Indians attack the train - It's up to you to stop the plot and save the rifles.

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

STARTING POSITION: Standing in the cab

When shooter is ready say the line: **'They're coming for the rifles!.'** then, **AT THE BUZZER:** Draw your pistols and **Sweep** the pistol targets from right to left twice. Holster pistols, pick up the staged rifle, and **Sweep** the rifle targets from right to left twice, restage rifle. Pick up your shotgun and **Sweep** the shotgun targets from right to left (right knockdown, right boot, left boot, left knockdown). Shotgun knockdown 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, Death rode the rails

STAGE 3, TIME SERVED ISN'T GOOD ENOUGH



SCENARIO: As sheriff of thriving metropolis of Windy Ridge, It's your job to ensure the local citizenry and businesses are protected from shop lifters, pickpockets, and other forms of criminal activity. Being a small town, that's not very hard to do most of the time. When the cattle drive comes through on its way to the WR, F&D railhead, the cowboys sure make you earn your pay. You had to arrest three cowboys from the latest drive, and their trail mates aren't going to leave them behind without a fight.

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 held at port arms.

STARTING POSITION: **Standing** with both hands on the top of the fence.

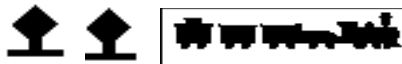
When ready, say the line '**I'll release them when they've served their time!**', then, **AT THE BUZZER:** Pick up the shotgun and **Sweep** the shotgun targets. Shotgun targets must go down. Move to the window and **Nevada** Sweep the pistol targets with each pistol. Finally, pick up the rifle and **Sweep** the rifle targets twice through the doorway, any order, no double taps. 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, Time served isn't good enough

STAGE 4: RELAXIN AFTER A HARD DAY'S WORK



SCENARIO: You sitting in your easy chair after a hard day of ranchin and such. Didn't realize it was so much work. What with tendin cattle, runin off rustlers and the like. Suddenly, you hear a commotion out in the yard. Must be them rustlers coming back for more.

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

AMMO

- SHOTGUN 2+
- PISTOLS 10
- RIFLE 9

WEAPONS STAGED

Shotgun empty staged in rack
Pistols holstered
Rifle loaded w/8 rounds, hammer down on empty chamber and staged in the rack.

STARTING POSITION: Sitting in the chair.

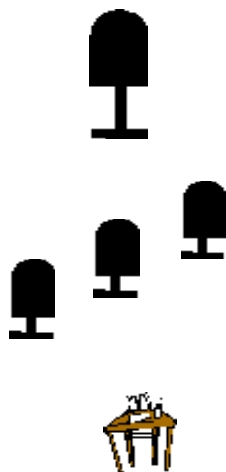
When ready, say the line 'I wish you'd let me relax a spell!', then, **AT THE BUZZER:** Move to the window, pick up your rifle and **Nevada Sweep** the rifle targets. Re-stage the rifle, move to the doorway and sweep the pistol targets from left to right, then right to left. Finally, move back to the window and **Sweep** the shotgun targets from left to right. 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. Relaxin after a hard day's work

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