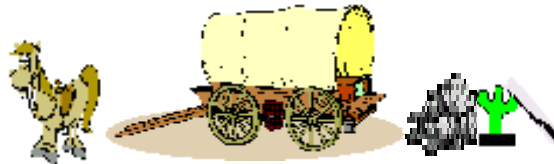


STAGE 1

NOT DOWN, BY A LONGSHOT



SCENARIO: The LS Foreman has put every hand out on the range to track you down and corner you. You've been riding hard and shooting fast to outrun a group of LS guns when your horse goes down in a pile of rocks near an old wagon. The LS boys think they have you now and they spur their horses in for the kill.

SET-UP: Rifle targets at 13-20 yards. Shotgun and Pistol targets at 8-10 yards.

AMMO

- **SHOTGUN** 4
- **PISTOL** 10
- **RIFLE** 8

WEAPONS STAGED

Shotgun empty, action open, staged in back of wagon
Pistols Holstered.
Rifle loaded w/8 rounds, hammer down on empty chamber, in hand at port arms.

STARTING POSITION: **Standing** next to your horse - rifle at port arms, butt of rifle near gun belt.

AT THE BUZZER: **Double tap** the rifle targets then place the empty rifle in the scabbard. Move to the right side of the wagon, draw first pistol and **Sweep** the pistol targets. Holster the pistol, pick up the shotgun and **engage** the two left shotgun targets from the left side of the wagon, they must go down. Move to the rocks with your shotgun, ensuring the muzzle is safely down range, and **engage** the two right shotgun targets, they must go down. Place the shotgun in the rack at the rocks, draw your second pistol, and **Sweep** the pistol targets.

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, Not Down, By a Longshot

STAGE 2A

HANGIN A



RUSTLER



SCENARIO: You have found more than one of your outfits' calves at the railhead wearing the LS brand. Your boss says it's time to make an example one of the LS hands. You and the boss see Little Bob hiding from you in the engine, so you and the boss start to string him up just as some more LS hands come riding to his rescue.

SET-UP: Rifle targets at 25-35 yards. Pistol targets at 8-10 yards. Shotgun targets at 10 yards.

AMMO:

- **SHOTGUN** 4+
- **PISTOL** 10
- **RIFLE** 8

WEAPONS STAGED:

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

STARTING POSITION: **Standing** at the in the cab holding Bob by the shoulder with rope in hand.

Put the rope over Little Bob's head and say '**Your rustlin days are over Bob**' then: **AT THE BUZZER:** Drop Little Bob and **engage** the pistol targets with two rounds each, double taps allowed. Pick up the shotgun and **Sweep** the shotgun targets. All shotgun targets must fall. Finally, pick up the rifle and **engage** each rifle target twice, double taps allowed.

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 2A, Hangin' a Rustler

STAGE 3, LET THE SHERIFF HANDLE IT



SCENARIO: This situation with the LS outfit is getting out of hand. Your boss decides it's time to get the Sheriff involved. When you open the door to enter the Sheriff's office, some LS hands start shooting at you. The only way to settle this now is to shoot it out.

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

AMMO

- **SHOTGUN** 5+
- **PISTOL** 10
- **RIFLE** 9

WEAPONS STAGED

Shotgun staged in the gun stand at the fence.
Pistols loaded and holstered.
Rifle loaded w/10 rounds, hammer down on empty chamber, staged in rack by the door

STARTING POSITION: Standing in the doorway to the Sheriff's office.

When ready, say the line "**Looks like the sheriff is in on it**" then, **AT THE BUZZER:** Nevada Sweep the pistol targets with each pistol. Holster your pistols, pick up your rifle, and Nevada Sweep the rifle targets. Restage the rifle and move to the fence. Pick up the shotgun and Sweep the shotgun targets. All shotgun targets must go down..

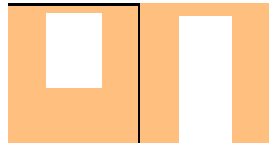
PROCEDURALS & SCORING

+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, Let the Sheriff Handle It

STAGE 4A

ESCAPE FROM HANGING



SCENARIO: The owner of the LS spread, Bubba J. Klinton has finally been caught red handed stealing cattle and is going to hang. You're in town to see that he finally gets what's coming to him. The sheriff is escorting Bubba down the street when he breaks loose and runs into the hotel trying to make his escape. As you enter the hotel, some of his loyal LS ranch hands are there to try to stop you.

SET UP: Rifle targets at 25-35 yards. Pistol targets at 8 - 10 yards. Shotgun targets at 10 yards.

AMMO

- SHOTGUN 2+
- PISTOLS 10
- RIFLE 8

WEAPONS STAGED

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

STARTING POSITION: Standing in the doorway.

AT THE BUZZER: Say 'Come back here Bubba!' and engage the pistol targets twice with any order, any direction double taps allowed. Move to the window, pick up the rifle and **Bubba Sweep** [1-2-1-3-1-4-1-5] the rifle targets. Put the empty rifle back in the rack. Finally, pick up your shotgun, and **Sweep** the shotgun targets through the window.

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 4A, Escape from Hangin'

STAGE 5: SPEED STAGE



SCENARIO: The Current Club Record, set **October 2005**, is held by **Ned Plinkerton** with a time of **16.15 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 target stakes.

AMMO

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

WEAPONS STAGED

- On table, action open, muzzle pointing down range
- Pistols holstered or staged on the table. Shooter's choice.
- Rifle In Hand.

STARTING POSITION: **Standing** behind 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 (tombstone shaped targets) 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 (left and center tombstone target) twice to end the stage. No double taps

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

STAGE 2B

ROBBING A TEXAS TRAIN



SCENARIO: Viejo Pistolero and his gang of undocumented aliens have stopped the WR, F & D Express with the intention of relieving it's patrons of their hard earned money. Being an upstanding citizen of the thriving metropolis of Windy Ridge, and a major shareholder in the WR, F & D, it is your duty to protect the patrons of the railroad; besides, if Viejo gets away with it, you're out the \$5,000 bail you put up for him from a previous unfounded charge. Taking shotgun in hand, you proceed to stop this disorderly conduct forthwith.

SET-UP: Rifle targets at 25-35 yards. Pistol targets at 8-10 yards. Shotgun targets at 10 yards.

AMMO:

- **SHOTGUN** 4+
- **PISTOL** 10
- **RIFLE** 8

WEAPONS STAGED:

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

STARTING POSITION: **Standing** at the front of the train, shotgun at port arms with both hands on the shotgun.

When ready, say the line '**Get outta here Viejo before I loose my bail money**' then: **AT THE BUZZER:** **Engage** the two left hand shotgun targets, they must go down. Move to the back of the train being careful to keep muzzle of shotgun down range, and **engage** the two right hand shotgun targets, they must go down. Move into the cab, place the shotgun in the rack, and **engage** the pistol targets with two rounds each, double taps allowed. Finally, pick up the rifle and **engage** each rifle target twice, double taps allowed. Stage over.

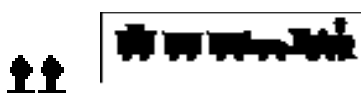
PROCEDURALS & SCORING

+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 2B, Robbing a Texas Train

STAGE 4B

THE VICTORIA HOUSE



SCENARIO: You've struck it rich in the Ozarks hills. The music hall you built has people coming all the way from Chicago & Kansas City to see & hear guitar pickin' & banjo strumming by the most famous musicians since Lily Langtree. Up till now, you've been sleeping in a construction foreman's shack; but now that someone opened up the Victoria House, a 2 ½ star hotel, you decide to rest your weary bones there. Unfortunately, several jealous performers decide to relieve you of the nights receipts.

SET UP: Rifle targets at 25-35 yards. Pistol targets at 8 - 10 yards. Shotgun targets at 10 yards.

AMMO

- SHOTGUN 2+
- PISTOLS 10
- RIFLE 10

WEAPONS STAGED

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

STARTING POSITION: Standing in the doorway.

When ready, say the line: 'I need a room and a bath!' then, **AT THE BUZZER:** Sweep the pistol targets once from **left to right**. Move to the window, pick up the rifle and Sweep the rifle targets twice from **left to right**. Put the empty rifle back in the rack. Move back to the door and Sweep the pistol targets with your second pistol from **right to left**. Finally, move back to the window, pick up your shotgun, and sweep the shotgun targets from **right to left** through the window. 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 4B, The Victoria House