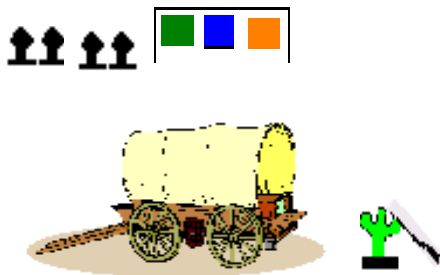


STAGE 1

FACING DOWN THE BANK ROBBERS



SCENARIO: The Crisco Kid gang robbed the Windy Ridge Saving and Loan and Shoe Emporium getting away with all \$37.50 from the safe and ten new pair of boots. XS Chance doesn't care so much about the money - It's the new boots they stole that's got his dander up. You've chased them through town and now have them holed up in the freight yard. They refuse to surrender, so now you have to go in and get them.

SET-UP: Rifle targets at 15 to 20 yards. Shotgun and Pistol targets at 8-10 yards.

AMMO

- **SHOTGUN** 4+
- **PISTOL** 10
- **RIFLE** 9

WEAPONS STAGED

Shotgun empty, action open, staged on the floor of the wagon.
Pistols Holstered.
Rifle loaded w/9 rounds, hammer down on empty chamber,
Staged at rear of the wagon.

STARTING POSITION: **Standing** in the starting box

When ready say the line "**Ready or not, here I come**" **AT THE BUZZER:** Guns may be fired in order shooter chooses. Long guns must be safely replaced where they came from, pistols back in holsters. Rifle from rear of wagon, **Engage** each rifle target three times. Shotgun from the front of the wagon by the tongue, all must fall. Pistols from between the wagon wheels, **Nevada Sweep** with each pistol. Stage Over.

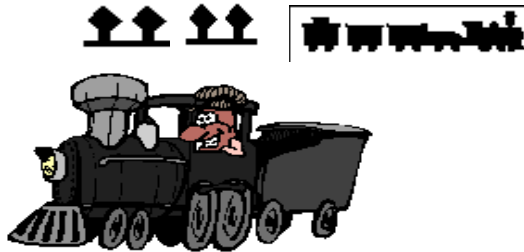
PROCEDURALS & SCORING

+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, Facing Down the Bank Robbers

STAGE 2

SOMEBODY'S STEALING THE TRAIN



SCENARIO: It's been a long hard pull from Duke to Windy Ridge. Took longer than usual for some reason. Might be all the coffee you drank at the Duke station before you left just made it seem longer. While relieving yourself in the public comfort station, someone blows the whistle and you hear the train starting to move. Someone's stealing your train - and the gold shipment that's just been loaded on board.

SET-UP: Rifle targets at 15 to 20 yards. Pistol and shotgun targets at 8 to 10 yards.

AMMO:

- **SHOTGUN** 4+
- **PISTOL** 10
- **RIFLE** 9

WEAPONS STAGED:

- Shotgun staged in rack in the cab.
- Pistols loaded w/5 each and holstered.
- Rifle loaded w/9 rounds hammer down on empty chamber, staged in rack at front of engine.

STARTING POSITION: Standing in the starting box.

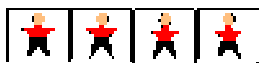
When ready say the line 'You aint gonna steal my train' then: **AT THE BUZZER:** Guns may be fired in order shooter chooses. Long guns must be safely replaced where they came from, pistols back in holsters. Rifle from front of engine **Sweep** the rifle targets 3 times, any direction, double taps allowed. Pistols from rear of cab, **Sweep** the pistol targets **in any direction** with each pistol. Shotgun from inside the cab engage the 4 shotgun targets, they all 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, Somebody's Stealing the Train

STAGE 3, (CHANGE OF COMMAND)



SCENARIO: The local cattle baron owns the town sheriff and deputies. As a result, they run roughshod over townsfolk, drovers, and settlers at the Cattle Barons direction. After getting a dose of his bullying, you decide that it's time the tables were turned and someone else was in charge.

SET-UP: Rifle targets at 15 to 20 yards. Pistol and shotgun targets at 8 to 10 yards.

AMMO

- **SHOTGUN** 4+
- **PISTOL** 10
- **RIFLE** 9

WEAPONS STAGED

- Shotgun open and empty on the table.
- Pistols loaded w/5 each and holstered.
- Rifle loaded w/9 rounds, hammer down on empty chamber, staged on the table.

STARTING POSITION: **Standing** in the doorway holding the toy gun.

When ready, enter the office, hit the dummy on the head, and say the line **“Your time is up!”** then, **AT THE BUZZER:** All guns may be fired in order shooter chooses. Long guns must be safely replaced where they came from, pistols back in holsters. Pistol targets are to be shot alternating. Shotgun targets, any order, all must go down. Rifle targets, **Nevada Sweep**. Stage over.

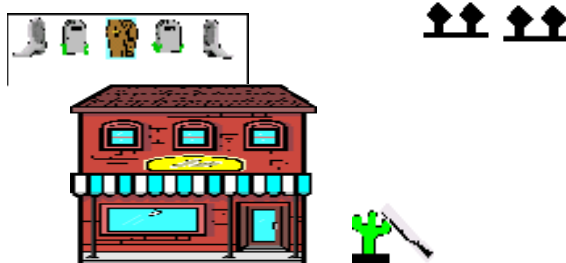
PROCEDURALS & SCORING

+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, Change of Command

STAGE 4

SADIE'S ROADHOUSE



SCENARIO: You and your posse have been chasing Crisco Kid and his gang of boot snatchers all the way across the county. It's been a long hard ride through the river valleys and over the Ozark ridges; but to no avail. Looks like Crisco and his gang have eluded you. You decide to relax a spell at Sadie's Roadhouse before continuing your search for the gang. As you walk up to the front door, you hear Crisco's unmistakable voice telling his gang to let you have it.

SET UP: Rifle targets at 15 to 20 yards. Pistol and shotgun targets at 8 - 10 yards.

AMMO

- **SHOTGUN** 4+
- **PISTOLS** 10
- **RIFLE** 7

WEAPONS STAGED

- Shotgun staged in the cactus gun rack.
- Pistols loaded and holstered
- Rifle w/7 rounds hammer down on empty chamber staged in gun rack by the window.

STARTING POSITION: **Standing** in the starting box.

When ready say the line "**Lookout, It's an ambush**" then, **AT THE BUZZER:** All guns may be fired in order shooter chooses. Long guns must be safely replaced where they came from, pistols back in holsters. Pistols, from the window, **Sweep** the pistol targets with each pistol. Rifle from the doorway **Nevada Sweep** the rifle targets. Shotgun from the cactus, **Sweep** the shotgun targets in any direction. All 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, Sadie's Roadhouse

STAGE 5: SPEED STAGE



SCENARIO: The Current Club Record, set **August 2006**, is held by **Ned Plinkerton** with a time of **16.15 seconds**.

SET-UP: One rifle target at 22 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

- 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