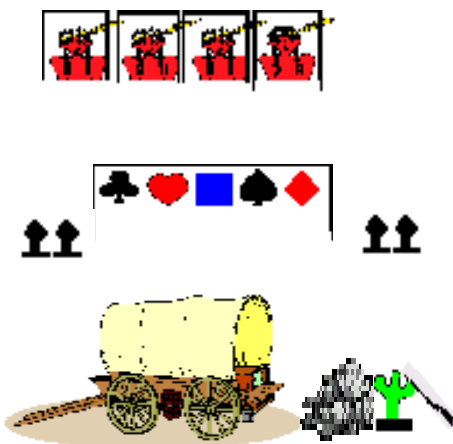


STAGE 1

SORTA BAD GUYS WANT YOUR WAGON



SCENARIO: You are on your way back to the ranch with a wagon load of reloading supplies. When you get to the crossroads, you are confronted by Piney River Regulator and his gang river rats and pond scum. They can't hit the broad side of a barn, so they want your reloading supplies to practice for the upcoming County Fair shooting contest.

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

AMMO

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

WEAPONS STAGED

Shotgun empty, action open, staged on the floor of the wagon.
Pistols Holstered.
Rifle loaded w/8 rounds, hammer down on empty chamber, at the rear of the wagon. Shooter must have 2 rounds on person for reload

STARTING POSITION: **Standing** at the front of the wagon.

When ready, say the line "**Piney, all the practice in the world won't make your gang better shots**" **AT THE BUZZER:** Draw your pistols and **Sweep** the pistol targets from right to left then left to right. Holster your pistols, pick up the shotgun and **Sweep** the shotgun targets from right to left. Shotgun targets must go down. Restage shotgun, move to the back of the wagon, pick up the rifle and **Sweep** the rifle targets from right to left then left to right. Load the final two rounds and engage the center rifle targets (2 and 3). Stage Over.

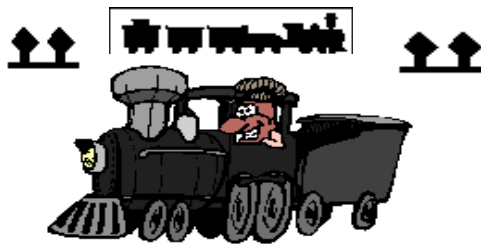
PROCEDURALS & SCORING

+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, Sorta Bad Guys want your Wagon

STAGE 2

HIGHBALLIN DOWN THE LINE



SCENARIO: Ole number 33 1/3 has been chugging along between Flatt and Duke for what seems like an eternity - of course, it's top speed is only 3 mph. At this rate, anyone that wants to rob the train could just walk up and rob it without breaking a sweat. Danged if someone isn't trying - Looks like Lone Wolfe has decided to branch out into another line of work. It's up to you to dissuade him.

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

AMMO:

- **SHOTGUN** 4+
- **PISTOL** 11
- **RIFLE** 10

WEAPONS STAGED:

Shotgun staged in the cab.
Pistols loaded w/5 each and holstered. One round on body for reload
Rifle loaded w/10 rounds hammer down on empty chamber, staged in the cab.

STARTING POSITION: Standing in the cab.

When ready, say the line 'There aint no money here for you Lone Wolfe' then: **AT THE BUZZER:** Draw your pistols and double tap the pistol targets. Reload one pistol round and engage the center pistol target (target 3). Pick up your rifle and run a continuous sweep on the rifle targets (1-2-3-4-3-2-1-2-3-4). Restage the rifle, pick up your shotgun and **Sweep** the shotgun targets in any direction, any order, they 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, Highballin Down the Line

STAGE 3, NIGHTLY ROUNDS



SCENARIO: While making your nightly rounds of the town, you hear a commotion coming from Wang Lu's Chinese Laundry, Tattoo Parlor and Pachinko Palace. As you start to investigate the source of the commotion, someone starts shooting at you from the other side of the fence in the alley. You return fire and retreat to the safety of your office.

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

AMMO

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

WEAPONS STAGED

Shotgun at port arms. Both hands on the shotgun, not on shells.
Pistols loaded and holstered.
Rifle loaded w/10 rounds, hammer down on empty chamber, staged on the table in the doorway.

STARTING POSITION: Standing at the fence

When ready, say the line “**You better hold it down in there Wang Lu?**” then, **AT THE BUZZER:** **Sweep** the shotgun targets from left to right. All shotgun targets must go down. Stage the shotgun in the rack, move to the jail door, pick up the rifle and engage the rifle targets in the following manner 1-2-3-2-1-5-4-3-4-5. Restage the rifle, move to the window and **Sweep** the pistol targets from left to right with both pistols. 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, Nightly Rounds

STAGE 4

PROTECTING MAGGIE'S INTERESTS



SCENARIO: Maggie has hired you to protect her interests in the 1 ½ star Windy Ridge Hotel and Boarding House for females of loose character while she's on a recruiting trip back east. Last time she left for back east, Mayor Lost Camp and the rest of the town council tried to close her establishment down - well, actually they tried to take it over. It's up to you to keep that from happening while Maggie's gone. This time it looks like the Town Council has subcontracted their dirty work. Crisco Kid, Will Woolsey, and Pony Express are headed your way; and they don't look like they're in a good mood.

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** 9

WEAPONS STAGED

Shotgun staged in gun rack by the window.
Pistols loaded and holstered
Rifle w/9 rounds hammer down on empty chamber staged in gun rack by the window.

STARTING POSITION: **Standing** in the doorway.

When ready, in your best Foster Brooks voice, say the line: '**Maggie ain't gonna like this**' then, **AT THE BUZZER:** Move To the window, pick up the rifle and **Nevada Sweep** the rifle targets. Restage the rifle, move to the doorway draw your pistols and **Sweep** the pistol targets in any direction, any order as long as each target is engaged twice with no double taps. Holster your pistols, move to the window, pick up your shotgun, and sweep the shotgun targets in any direction through the window. 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, Protecting Maggie's Interests

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