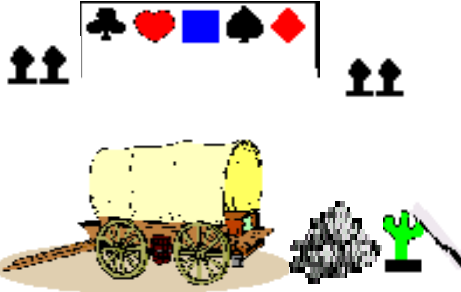


# STAGE 1

## SATISFYING A THIRST



**SCENARIO:** It's St Patrick's Day & you've decided that raising a glass or two the memory of the Patron Saint of Ireland would be appropriate. As you walk from the Livery stable to Tallahassee Slim O'Malley's, the local whiskey emporium, a bunch of obviously drunk cowhands rush out through the batwing doors firing their pistols and whoopin it up. You take cover behind a conveniently parked wagon as they start shooting at you.

**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 at the back of the wagon.  
Pistols Holstered.  
Rifle loaded w/8 rounds, hammer down on empty chamber, in hand at port arms.

**STARTING POSITION:** **Standing** at the front of the wagon - rifle at port arms.

When ready, say the line "Now why would ye heathens be wantin to hurt this son of the sod?" **AT THE BUZZER:** **Double tap** the rifle targets then place the empty rifle in the wagon. Move to the back of the wagon, draw first pistol and **Sweep** the pistol targets, any order, ant direction. Holster the pistol, pick up the shotgun and **engage** the two right shotgun targets, they must go down. Move to the front of the wagon with your shotgun, ensuring the muzzle is safely down range, and **engage** the two left shotgun targets, they must go down. Place the shotgun in the wagon, draw your second pistol, and **Sweep** the pistol targets, any order in any direction. Stage over

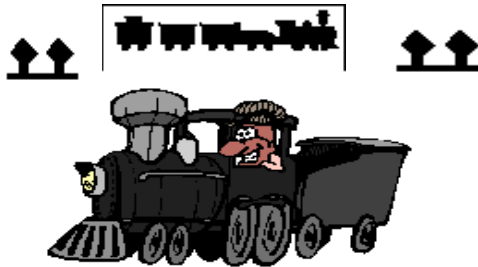
### PROCEDURALS & SCORING

+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, Satisfying a Thirst

# STAGE 2

## ROBBING A TEXAS TRAIN



**SCENARIO:** That old expatriate Irish scalawag, 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 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.

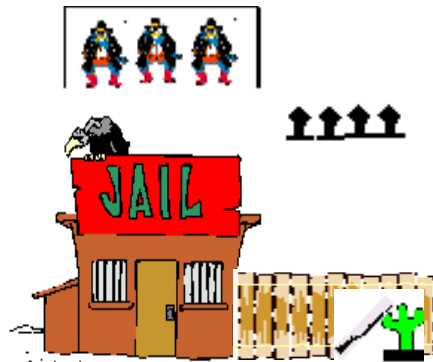
When ready, say the line 'Get outta here Viejo before I loose my bail money' then: **AT THE BUZZER:** Engage the two left hand shotgun targets, they must go down. Move to the back of the train being careful to keep muzzle of shotgun down range, and engage the two right hand shotgun targets, they must go down. Move into the cab, place the shotgun in the rack, and engage each pistol target twice, 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 2, Robbing a Texas Train

# STAGE 3, THE IRON MARSHAL



**SCENARIO:** Now you've done it. You've gone and opened your big mouth and volunteered to be the new town Marshal. They didn't bother to tell you that Boss Tweed and the Irish gangs are the ones that really run this town, and now you're in their way. As you look through the jailhouse window, you see Tweed and his gang waiting for you in the street, you think to yourself if you survive this, you really are made of iron.

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

## AMMO

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

## WEAPONS STAGED

- Shotgun staged in the gun stand at the fence.
- Pistols loaded and holstered.
- Rifle loaded w/9 rounds, hammer down on empty chamber, staged on the table in the doorway.

**STARTING POSITION:** **Standing** at the window with hands on the bars.

When ready, say the line "**All right Tweed, you and your boys are through**" then, **AT THE BUZZER:** **Nevada Sweep** the pistol targets through the window with each pistol. Holster your pistols, move to the doorway, 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. Stage over.

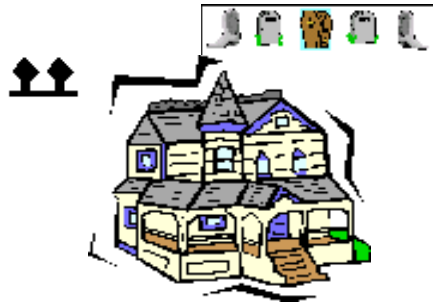
## PROCEDURALS & SCORING

+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, The Iron Marshal

# STAGE 4

## MAGGIE'S MAJESTIC MOTEL



**SCENARIO:** You've struck it rich in the Ozarks hills. The music hall you built has people coming from Kansas City, Chicago, and all the way from New York City to see & hear guitar pickin & banjo strumming by the most famous musicians since the Irish Rovers. Up till now, you've been sleeping in a construction foreman's shack; but now that someone opened up Maggie's Majestic Motel, a 1 ½ star hotel, you can rest in comfort now. Unfortunately, several over paid and under talented performers decide you aren't paying them enough and try 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: 'You'd get paid more if you had any talent' 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 4, Maggie's Majestic Motel**

# STAGE 5: MICKEY O'ROURKE'S JAIL



**SCENARIO:** Sheriff Mickey O'Rourke just doesn't have any sense of humor at all. You weren't really robbing the bank. It was just an April Fools joke you were playing on the pretty new female cashier. Of course, if you had told the Bank Manager, he might not have called the sheriff. Oh well, you've broken out of better jails than this. Hope you don't have to shoot your way out of town too, someone might get hurt, and that might ruin your chances with the new cashier.

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

## AMMO

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

## WEAPONS STAGED

- Shotgun staged on left table. Shotgun shells in bucket on the right table.
- Pistols loaded and staged on the right table.
- Rifle staged on the right table

**STARTING POSITION:** Standing in the cell, hands on the door bars.

When shooter is ready, say the line **"I've broken out of better jails"** then **AT THE BUZZER:** Exit the jail cell, move to the table, alternate shots on the pistol targets with each pistol (L,R,L,R,L or R,L,R,L,R). Pick up the bucket with shotgun shells, move to the staged shotgun and sweep the shotgun knock down targets. Targets must fall. All shotgun shells must come from the bucket, so make sure you put enough in to ensure knockdowns go down. Restage the shotgun, move back to the right table, pick up your rifle and double tap the rifle targets. 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 5, Mickey O'Rourke's Jail