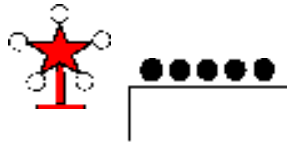


# STAGE 1

## BRONCO BILLY



**SCENARIO:** Bronco Billy is the rootinest tootinest six gun twirlinest sharpshooter that ever strapped on a pair of Colt's revolvers. His Wild West Show and Sharpshooting Exhibition is known far & wide. Billy has a standing offer of \$500.00 for any nimrod dumb enough to try to outshoot him. Welp, uh-huh, you're gonna try.

**SET-UP:** Rifle targets at 15 - 20 yards. Shotgun and pistol targets at 8-10 yards.

### AMMO

- **SHOTGUN**           **0+**
- **PISTOL**           **10**
- **RIFLE**           **8**

### WEAPONS STAGED

Shotgun empty, action open, staged on table  
Pistols loaded and holstered, hammers down on empty chamber  
Rifle loaded w/8 rounds, hammer down on empty chamber, staged on table.

**STARTING POSITION:** Standing behind the table hands on your pistol grips.

When the shooter is ready, say the line: **"I've got a special message for you little pardners out there. I want you to finish your oatmeal at breakfast and do as your ma and pa tell you because they know best. Don't ever tell a lie and say your prayers at night before you go to bed. And as our friends south of the border say, 'Adios, amigos.'!"** then, **AT THE BUZZER:** Engage the Texas Star with five shots from your first pistol. Then Engage the plate rack with five shots from your second pistol. Holster, Pick up rifle and alternate shots on the two rifle targets. Finally, if necessary, pick up your shotgun and clear any remaining plates from the plate rack and Texas star. Stage Over.

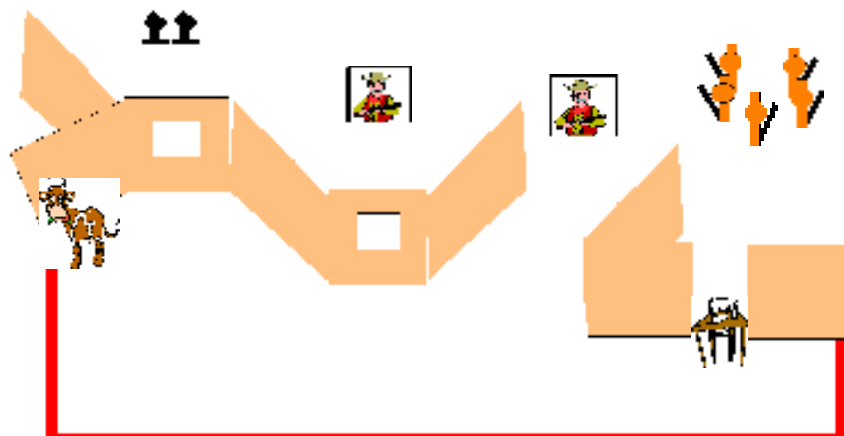
### PROCEDURALS & SCORING

+10 Second Penalty for each silhouette target hit or 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.

Bay 1, Stage 1, Bronco Billy

# STAGE 2

## HANG 'EM HIGH



**SCENARIO:** You've been hired by Judge Adam Fenton to go after the lynch party that mistakenly tried to hang you for cattle rustling. One by one you meet up with them and bring them to justice..

**SET-UP:** Rifle targets at 15 - 20 yards. Pistol targets at 10-12 yards

### AMMO:

- **SHOTGUN** 2+
- **PISTOL** 10
- **RIFLE** 5+

### WEAPONS STAGED:

Shotgun staged in gun stand at left window  
Pistols loaded and holstered, hammers down on empty chamber.  
Rifle loaded w/5 rounds hammer down on empty chamber, staged on the table in the doorway.

**STARTING POSITION:** Standing at the table with right hand on your neck.

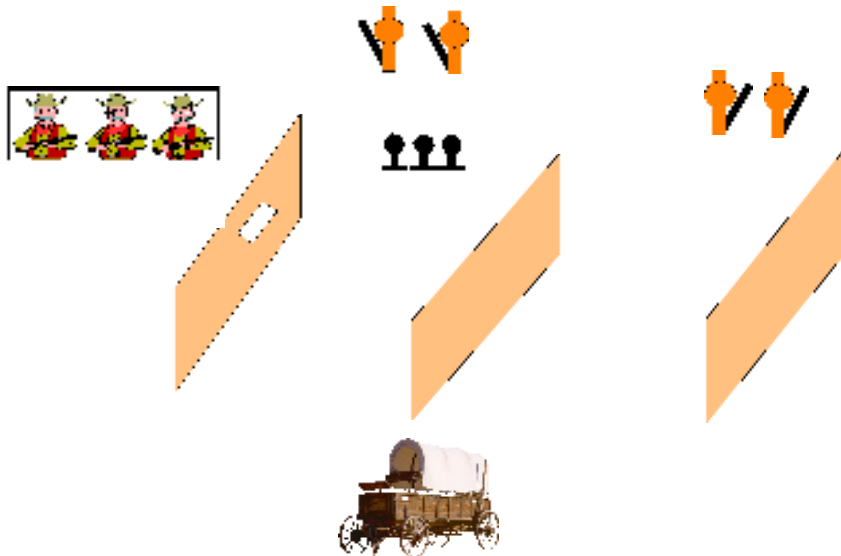
When the shooter is ready, say the line: **“When you hang a man, you better look at him!”** then, **AT THE BUZZER:** Pick up the rifle and engage the 5 poppers, they must go down. reload as necessary to ensure all poppers are down. Move to the alley way and engage the cowboy target 5 times with your first pistol. Holster, move to first window and engage the cowboy target with 5 rounds with your second pistol. Holster and finally move to the second window and engage the 2 shotgun targets, 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. Only poppers left standing after 8 rifle rounds will be counted as rifle misses.

**Bay 2, Stage 2, Hang 'em High**

# STAGE 3, PAINT YOUR WAGON



**SCENARIO:** A Michigan farmer and a prospector form a partnership in the California gold country. Their adventures include buying and sharing a wife, hijacking a stage, kidnaping six prostitutes, and turning their mining camp into a boomtown. Along the way there is plenty of drinking, gambling, and singing. They even find time to do some creative gold mining.

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

## AMMO

- SHOTGUN 7+
- PISTOL 10

## WEAPONS STAGED

Shotgun staged on spool in right alley.  
Pistols loaded and holstered, hammers down on empty chamber.

**STARTING POSITION:** Standing at the front of the wagon holding paint can in both hands.

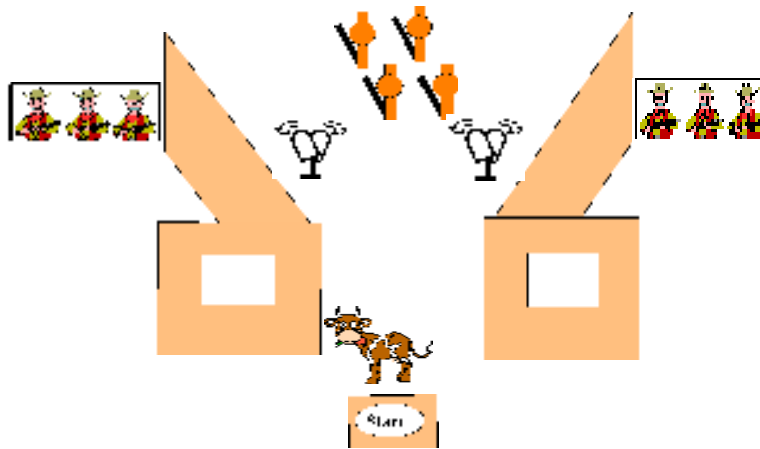
When Shooter is ready, say the line “**You show me in them commandments where it says a woman cain't have two husbands!**” then, **AT THE BUZZER:** Place the can on the wagon, move to the right alley, pick up the shotgun and engage the 2 poppers, they must go down. Keeping the muzzle of the shotgun pointed safely down range, move to the left alley way and engage the 2 poppers and 3 knock down targets, they must go down. Stage the empty and open shotgun in the gun rack, move to the window and **Nevada Sweep** the Cowboy targets with each pistol. Stage over.

## PROCEDURALS & SCORING

+10 Second Penalty for failure to comply with scenario instructions as written. Shotgun misses will only be counted for not knocking down the knockdown target (1 miss for each knockdown that doesn't go down)

Bay 3, Stage 3, Paint your Wagon

# STAGE 4: THE GOOD, THE BAD, & THE UGLY



**SCENARIO:** Blondie is a professional gunslinger who is out trying to earn a few dollars. Angel Eyes is a hit man who always commits to a task and sees it through, as long as he is paid to do so. And Tuco is a wanted outlaw trying to take care of his own hide. Tuco and Blondie find out about a fortune in gold hidden in a cemetery; but Angel eyes has other plans for the gold. During a Civil War cannon barrage, Blondie and Tuco have to take care of Angel Eyes' gang.

**SET UP:** Pistol targets at 10 yards. Shotgun targets 8 to 10 yards.

## AMMO

- RIFLE 6+
- PISTOLS 10

## WEAPONS STAGED

- Rifle staged in the gun rack
- Pistols loaded and holstered, hammers down on empty chamber

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

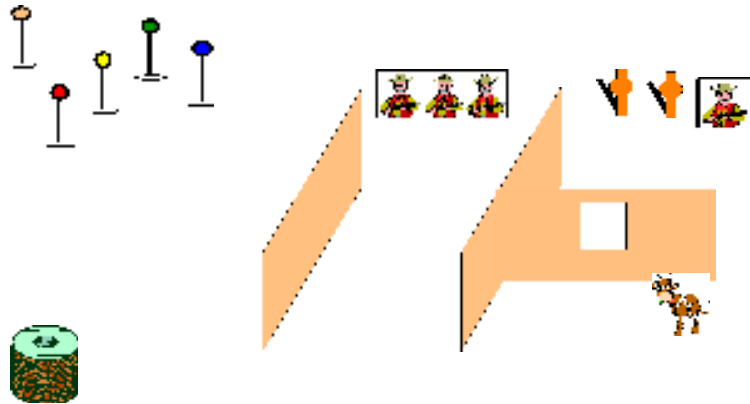
When shooter is ready, say the line: **“Thunder or cannon fire, it's all the same to you. Adios, Blondie.”** then **AT THE BUZZER:** Move forward, pick up the rifle, and **Engage** the rifle knockdown targets in any order, then place one round in each swinging target. Knockdowns must go down and swinger must be hit. Restage the rifle, move to the right position and **engage** the three targets in a Reverse Nevada Sweep starting from the right target. Holster and move to the left position and engage the targets in a Nevada Sweep starting from the left. 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.

**Bay 4, Stage 4. The Good, The Bad, and The Ugly**

# STAGE 5: FIST FULL OF DOLLARS



**SCENARIO:** You're a lone gunfighter, a man with no name, riding into town on your old mule. You're a cold eyed loner with a clouded past and a cigar hanging out of your mouth. Fast as the devil with a gun and damn cynical about life. But this isn't the ideal town to ride into. Two rival families are against each other in a cut throat war. You decide to play the two families off against each other and earn a whole lot of cash doing it.

**SET-UP:** Rifle targets at 15 - 20 yards. Pistol targets at 10 to 12 yards.

## AMMO

- **SHOTGUN**            0+
- **PISTOLS**             10
- **RIFLE**                5

## WEAPONS STAGED

Shotgun empty, action open, staged in shotgun rack  
Pistols loaded and holstered, hammers down on empty chamber.  
Staged on the spool, loaded w/5 rounds, hammer down on empty chamber.

**STARTING POSITION:** **Standing** behind the spool touching hat brim with both hands

When ready, say the line: **“I don't think it's nice, you laughin'. You see, my mule don't like people laughing. He gets the crazy idea you're laughin' at him. Now if you apologize, like I know you're going to, I might convince him that you really didn't mean it. “**, then, **AT THE BUZZER:** Pick up your rifle and **Sweep** the rifle targets. Lay rifle on spool, move to the alley Nevada Sweep the Cowboys with your first pistol. Move to the window, open the shutter and engage the knockdown targets with your second pistol. After you have knocked down the poppers, empty remaining pistol rounds on the cowboy. If you fail to take out the poppers with your pistol. Use your shotgun to knock down any remaining poppers. 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. Misses will only be counted for the Rifle, first pistol, and any poppers left standing.