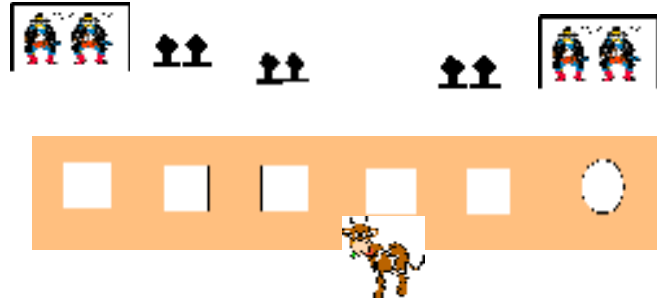


STAGE 1 SEA OF FIRE



SCENARIO: While taking the Missouri Queen riverboat up the Missouri River to the Dakota Territory so you can join in the latest gold rush, a group of river pirates tries to take over the boat and rob all the passengers. Since you were taking a walk on the deck when they attacked, you went un-noticed. Using your pistols and a found shotgun, you dispatch the pirates through the windows of the grand cabin before they can rob the passengers and burn the boat.

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

AMMO

- **SHOTGUN** 6+
- **PISTOL** 10

WEAPONS STAGED

Shotgun empty, action open, staged in the rack..
Pistols Holstered.

STARTING POSITION: **Standing** on either side of the cow with both hands on the wall.

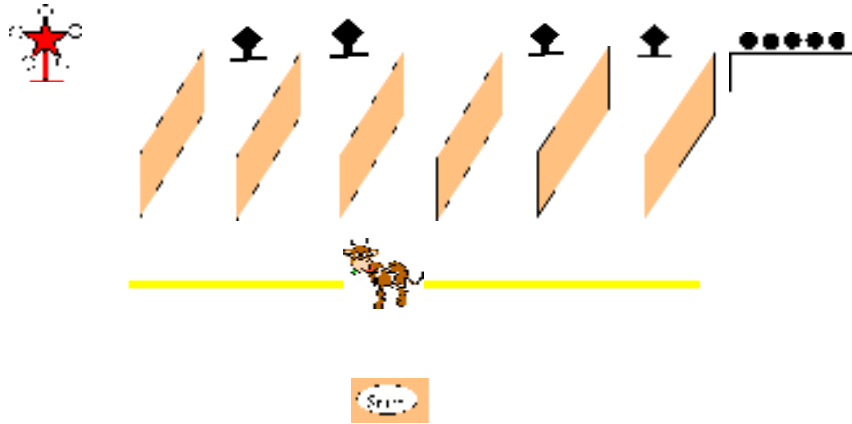
When ready say the line “**You’re not taking this riverboat!**” **AT THE BUZZER:** Move to window #1 and **Engage** the pistol targets at least twice each, double taps allowed, holster. Retrieve your shotgun at window #4, move to window #2 and **Engage** the shotgun targets in any order, move to window #3 and engage the shotgun targets in any order, move to window #5 and **Engage** the shotgun targets in any order. Restage the now empty shotgun being careful to keep the muzzle down range. Finally, move to window #6 and **Engage** the pistol targets at least twice each, double taps allowed, holster. Shotgun targets may be reengaged and must go down to count. Any pistol misses may be made up with the shotgun. Stage Over.

PROCEDURALS & SCORING

+10 Second Penalty for failure to comply with scenario instructions as written. Each target not hit with the specific firearm required by stage instructions will be scored as a miss.

STAGE 1, Bay 2, Sea of fire

STAGE 2 WITHOUT REMORSE



SCENARIO: Rattlesnake Ron and his gang of cattle rustlers have been terrorizing the territory for far too long. As chairman of the Windy Ridge Justice League and President Pro-Temp of the county Health Board, It's been left to you to stop Ron and his minions.

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

AMMO

- SHOTGUN 4+
- PISTOL 10

WEAPONS STAGED

Shotgun empty, action open, staged in the rack
Pistols loaded and holstered, hammers down on empty chamber

STARTING POSITION: **Standing** in the starting box. All firing must be done from within the shooting box and behind the yellow rope; but the shooter may decide where.

When ready, say the line: **“Your time has come Rattlesnake!”**. Then, **AT THE BUZZER:** Move to the shooting line and **Engage** the Texas star with first pistol, holster and move to the plate rack and **Engage** the plates with your second pistol, holster. Retrieve the shotgun and **Engage** the shotgun targets in any order. Shotgun targets may be reengaged and must go down to count. Finally, any plates from the Texas Star and Plate Rack may be made up with the shotgun. Stage over.

PROCEDURALS & SCORING

+10 Second Penalty for failure to comply with scenario instructions as written. Each target not hit with the specific firearm required by stage instructions will be scored as a miss.

Stage 2, Bay 3, Without remorse

STAGE 3 THE SUM OF ALL FEARS



SCENARIO: Dr. Miguelito Loveless has planned to take over the western United States setting off bombs in capital cities of the western states. His operatives have planted bombs in public parks and sports arenas hoping to have maximum impact. You and your partner, Artie, have found and disarmed most of the bombs; but the one in Denver has not been found. As you get close to finding and disarming it, you have to battle Loveless's thugs.

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

AMMO:

- PISTOL 10
- RIFLE 10

WEAPONS STAGED:

Pistols loaded w/5 each and holstered.
Rifle loaded w/10 rounds hammer down on empty chamber, held at port arms

STARTING POSITION: Standing in the start box with rifle at Port Arms.

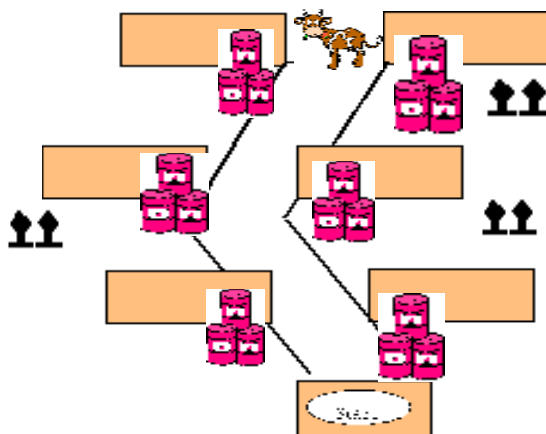
When ready say the line 'Watch out Artie, there's more of them!' then: **AT THE BUZZER: Nevada Sweep** the targets on the left, then **Nevada Sweep** the targets on the right. Any rifle misses may be made up before moving forward, by reloading off the body. Move forward and stage the rifle in the rest, then **Nevada Sweep** the targets on the right, then **Nevada Sweep** the targets on the left. Pistol misses may be made up by reloading off the body, holster pistols. Stage over.

PROCEDURALS & SCORING

+10 Second Penalty for failure to comply with scenario instructions as written. Each target not hit with the specific firearm required by stage instructions will be scored as a miss.

STAGE 3, Bay 4, The Sum of all Fears

STAGE 4 HIDDEN AGENDA



SCENARIO: Snidely Whiplash, the new banker in Windy Ridge, seemed to be a likeable sort when he arrived. Always a smile and friendly attitude, and always making you feel welcome in the bank; especially when you needed a loan, or an extension on your mortgage. Unfortunately, it turns out that he had an ulterior motive that became all too clear when his henchmen started running roughshod over the settlers. The Governor has sent you down to bring peace to the territory - at all costs.

SET-UP: Shotgun at 8-10 yards. Rifles targets at 15 to 20 yards.

AMMO

- **SHOTGUN** **6+**
- **RIFLE** **10**

WEAPONS STAGED

Shotgun open and empty held at Port Arms
Rifle loaded w/10 rounds hammer down on empty chamber, staged in the doorway.

STARTING POSITION: **Standing** in the starting box with shotgun at port arms.

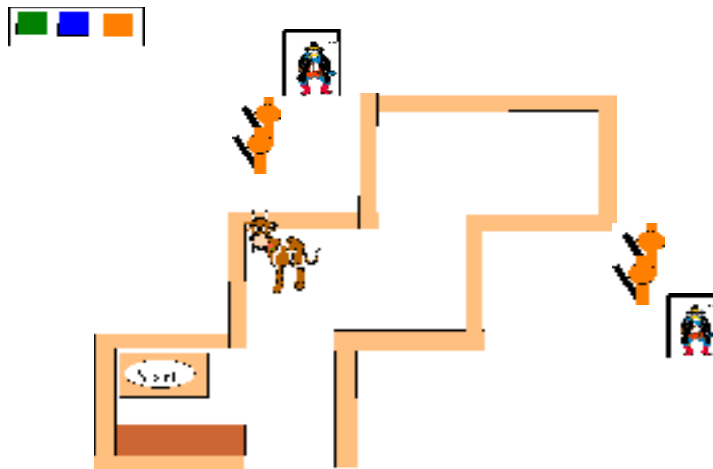
When ready say the line “**Your days of running roughshod are over Whiplash.**” then, **AT THE BUZZER:** Proceed down the pathway and **Engage** the shotgun targets as they become visible. Shotgun targets may be reengaged and must go down to count. Move to doorway, stage the shotgun, pick up the rifle and **Alternate Double Tap** the rifle targets starting from either side. Rifle misses may be made up by loading off the body. Stage over.

PROCEDURALS & SCORING

+10 Second Penalty for failure to comply with scenario instructions as written. Each target not hit with the specific firearm required by stage instructions will be scored as a miss.

STAGE 4, Bay 5, Hidden Agenda

STAGE 5 STATE OF SIEGE



SCENARIO You've got Harry Canary, head of the Yellow Shirt Gang, locked up in your jail and the gang members are outside demanding that you release him, or there's gonna be heck to pay. You see Crazy Neddy Plinkerton trying to sneak up by the back door & decide to take him out with your rifle. No sooner do you wing him, than all heck does actually break loose.

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

AMMO

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

WEAPONS STAGED

Shotgun empty, action open, staged on the cow.
Pistols loaded and holstered
Rifle w/10 rounds hammer down on empty chamber held at port arms.

STARTING POSITION: **Standing** in front of the bed with rifle at port arms.

When ready, say the line "**I got Ned, now the rest of you come get your medicine!**" then, **AT THE BUZZER:** **Engage** the rifle targets in a continuous sweep starting at either end. You may make up rifle misses before moving forward by loading off the body. Move to the cow & stage the rifle. Draw your first pistol and **Engage** the poppers till down, dumping any remaining rounds on the cowboy target. Move to your right and with your second pistol **Engage** the poppers until down, dumping the remaining rounds on the cowboy target. Finally, you may use the shotgun to knock down any poppers that didn't go down with your pistols. The only pistol misses that will be counted are for poppers that did not go down Stage over.

PROCEDURALS & SCORING

+10 Second Penalty for failure to comply with scenario instructions as written. Each target not hit with the specific firearm required by stage instructions will be scored as a miss.

STAGE 5, Bay 12, State of Siege