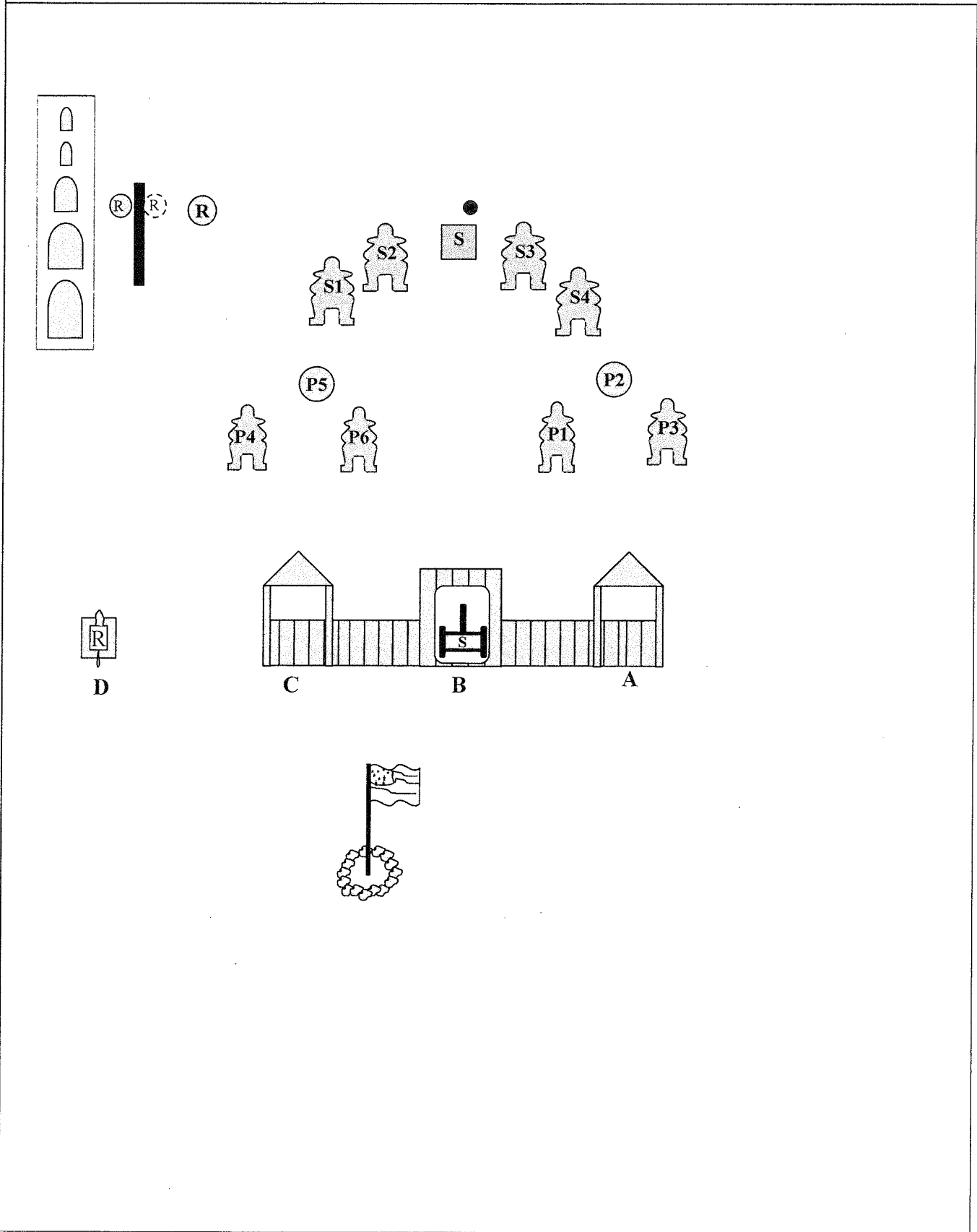


STAGE NAME Skirmish at Fort Misery	
FIELD: Fort	STAGE # 1 WB



STAGE 1 (The Fort) **Skirmish at Fort Misery**

Story

Jayhawkers decide to attack the fort but Commanding Officer Dead Head is well prepared. He sends Troopers Doc McCoy, Dakota Joe, Callous Clyde, Doc Savage and Gun E Bear to outflank them and the fight is over as quickly as it started.

AMMO REQUIRED

28 Pistol
7 Rifle
6 Shotgun

RO/STAGING INSTRUCTIONS

Stage the pistol unloaded, slide forward, hammer down, flat on the shelf in the Right Tower (A) along with the 1st magazine to be used (loaded with 7 rounds) flat and not touching the pistol.

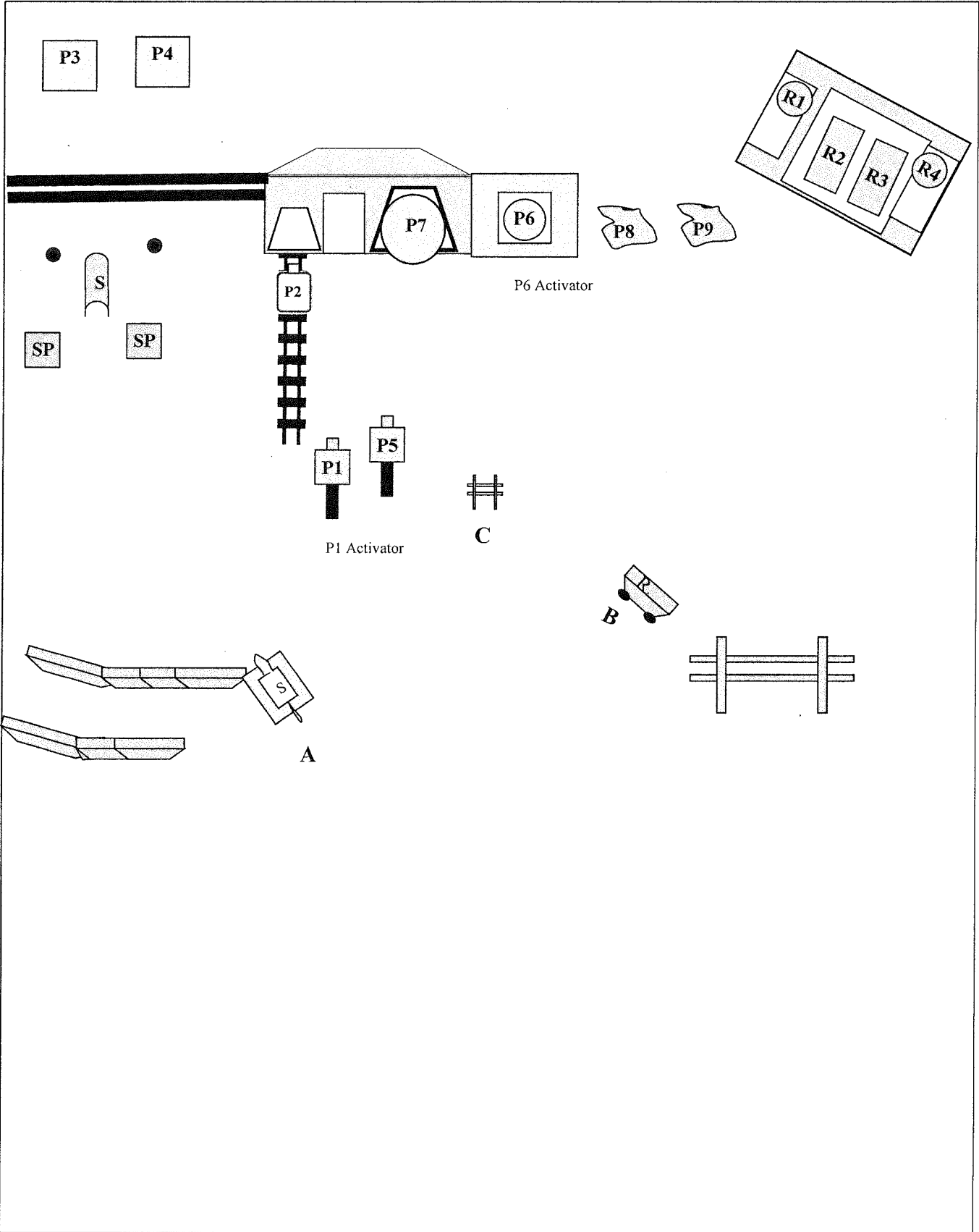
Stage the rifle on the gun horse (D).

Stage the shotgun on the limber (B).

HOW TO SHOOT THE STAGE

Start facing up-range in the Right Tower (A) with both hands on the X's, and when ready, say "Jayhawkers!". At the buzzer, move to the unloaded pistol and with the staged magazine, load the pistol. With the first 7 rounds, engage P1-P3, from either end in a double tap sweep and then put the last round on P2. With the next 7 rounds, repeat the instructions. Move to the limber, and make the pistol safe. With the shotgun, engage the 4 shotgun targets, single bird popper and clay bird in any order. Make the shotgun safe on the limber, and with the pistol, move to the Left Tower (C), and from inside the tower, with 7 rounds, engage P4-P6 from either end in a double tap sweep, then put the last round on P5. Repeat instructions for the next 7 rounds. Make the pistol safe on the gun horse where the rifle is staged (D). With 7 rounds from the rifle, engage the dueling tree and small circle once each, any order, and then the progressive plate rack. (**Note:** The shooter must attempt to load the pistol with the staged magazine first. If they drop it or it becomes unusable then they may use one off their belt.)

STAGE NAME	
This Ain't Gonna End Well	
FIELD: Mine	STAGE #2 WB



STAGE 2 (Mine)
This Ain't Gonna End Well

Story

Jewels Cartwright, Shoulda Married Money and Knotty Lady are after the gold at the mine. After all, while diamonds may be a girl's best friend, gold will do in a pinch. However, Rev. Dave Clayton hears about their plans and figures to read to them from "The Good Book", in hopes of helping them see the error of their ways. But Rhsty Heatmore has known Jewels since way back when and he tells Rev. Dave, "This ain't gonna end well. Those gals can shoot and they will!"

AMMO REQUIRED

21 Pistol
10 Rifle
5 Shotgun

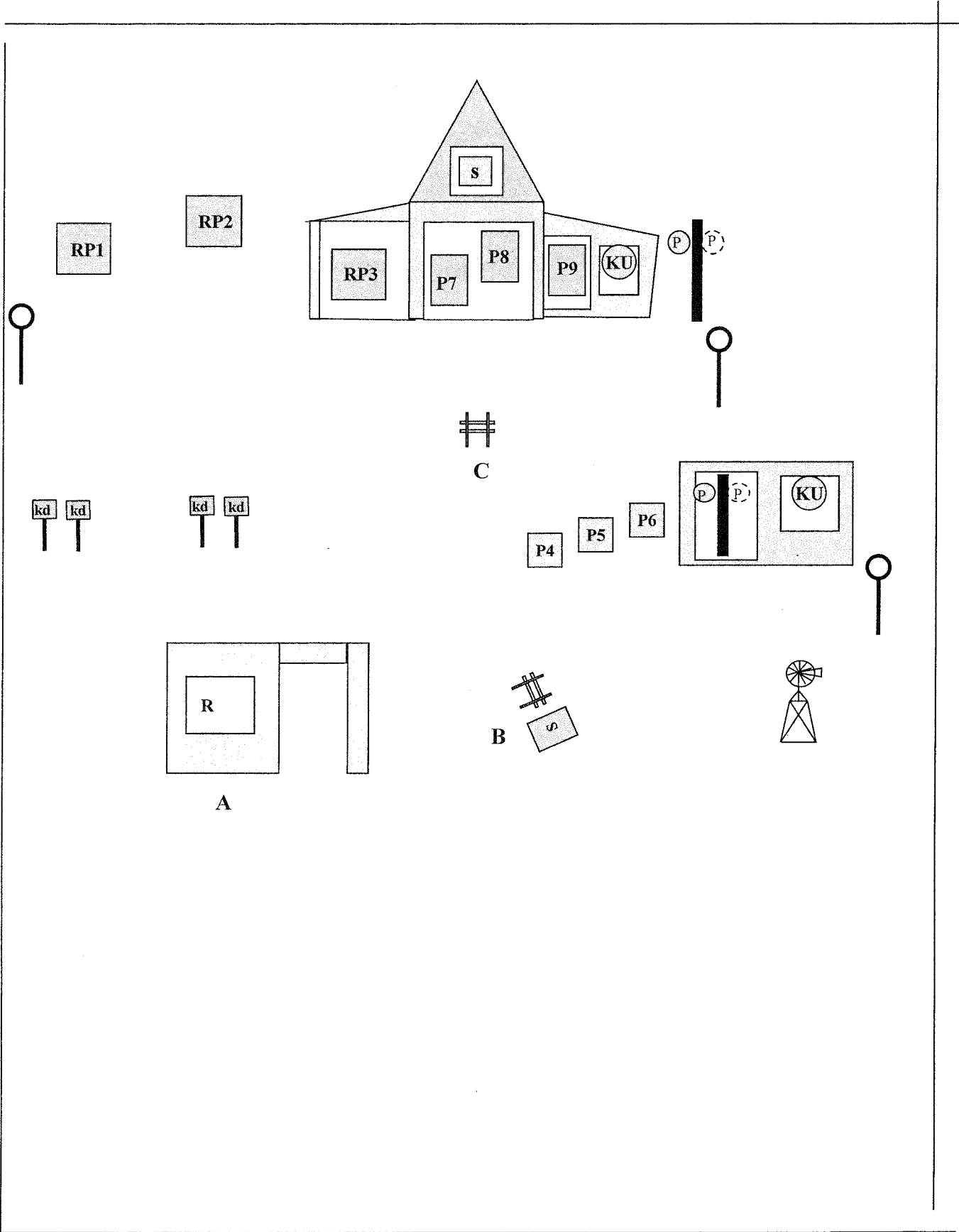
RO/STAGING INSTRUCTIONS

Stage the shotgun on gun horse (A).
Stage the rifle on the ore cart (B).

HOW TO SHOOT THE STAGE

Start holding the stick of dynamite in both hands at the gun horse (A) and when ready, say "Those gals can shoot!". At the buzzer, drop the dynamite, and with the shotgun, engage the two single bird poppers, clay birds and shotgun target in any order. Make the shotgun safe. With the first 7 rounds in the pistol, engage the activator (P1) until down then put 2 rounds each on the mine cart (P2) and two large squares (P3 and P4), in any order. With the next 7 rounds, engage the pistol knockdown (P5), then put 2 rounds each on the mine cart (P2) and two large squares (P3 and P4), in any order. Bring the pistol to the ore cart (B), and make it safe there. With 10 rounds from the rifle, engage one of the knock-ups (R1 or R4), then put 2 rounds each on R2 and R3, in any order, then engage the other knock-up, and then put 2 rounds each on R2 and R3, any order. Then with the pistol, anywhere from the ore cart (B) to the pistol stand (C), engage the circle activator for the swinger (P6) until down, then put 2 rounds each on the two snakes (P8 and P9) and the large circle (P7), in any order. (**Note:** The activators must be engaged until down, and any rounds not knocking down the activators are a miss. Any hits on the no-shoot swinger are considered misses.)

STAGE NAME	
Homer's Revenge	
FIELD: Homestead	STAGE: #3 WB



STAGE 3 (Homestead) **Homer's Revenge**

Story

The outlaws had Homer Suggs pinned down in the barn and were about to set it afire. But Suggs Jr., Whiskey Brooks, Slim Chance Chris and Willie Misfire ride in just in the nick of time to thwart their attack and round them up. Now it's Homer's turn for some revenge and he's not a man to take lightly.

AMMO REQUIRED

28 Pistol
7 Rifle
4 Shotgun

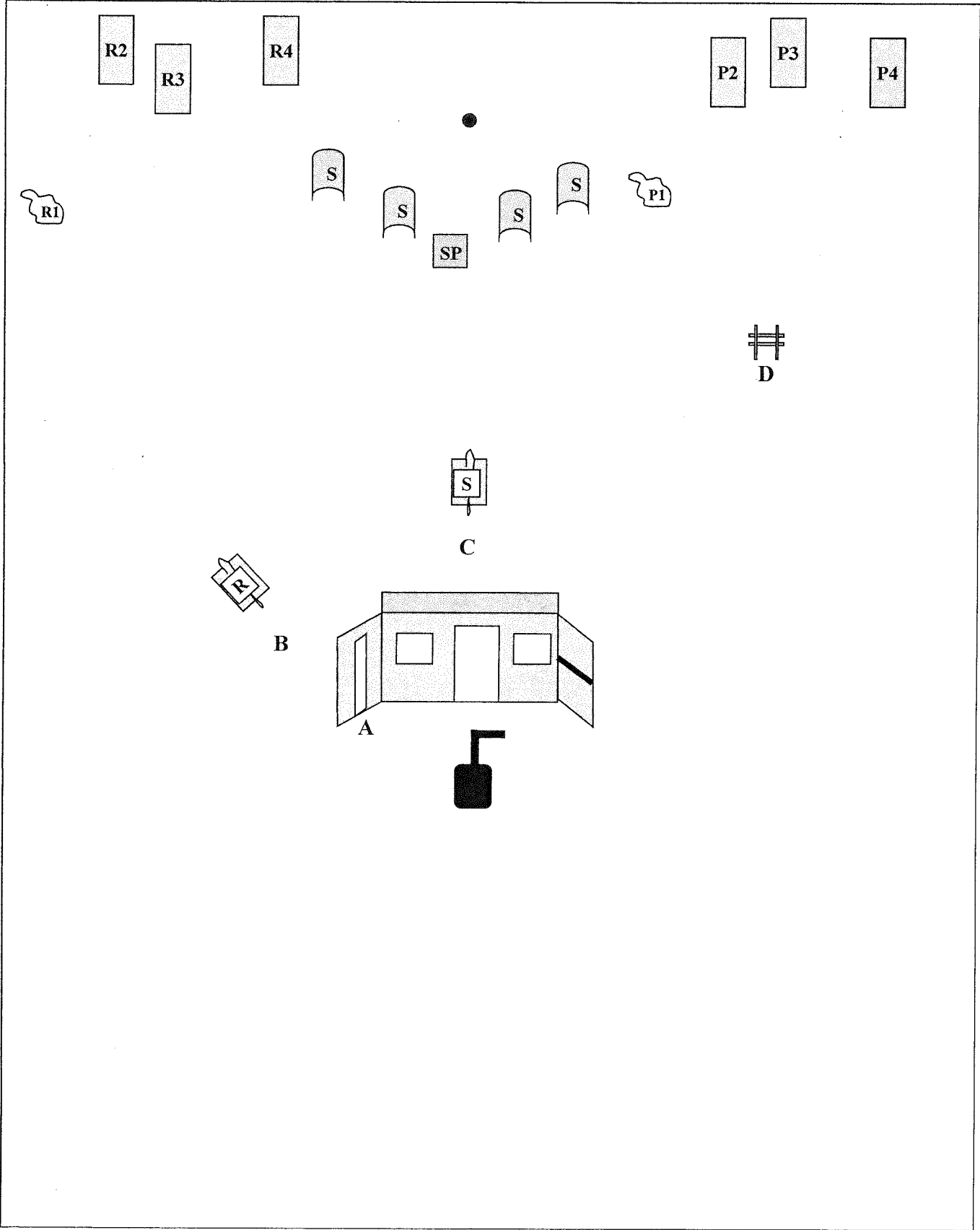
RO/STAGING INSTRUCTIONS

Stage the shotgun **VERTICALLY** in Roper's Rest (B).

HOW TO SHOOT THE STAGE

Start at the Farmhouse window (A) with rifle in hand, and when ready say "Revenge is sweet!". At the buzzer, thru the window double tap the center large square (RP2), then Nevada sweep the three large squares (RP1-RP3), starting on either end. Make the rifle safe on the window shelf pointing into the berm. With the pistol with the first 7 rounds, thru the window engage any 2 knockdowns, and then Nevada sweep the three large squares (RP1-RP3), starting on either end. With the next 7 rounds, thru the window engage the other 2 knockdowns, and then Nevada sweep the three large squares (RP1-RP3), starting on either end. Move to Roper's Rest (B), and with 7 pistol rounds, engage the knock-up target and dueling tree in the out building in any order, then Nevada sweep the small squares (P4-P6), from either end. Make the pistol safe on the pistol rest. Retrieve the shotgun, and shoot the 3 clay birds and shotgun target in the upper barn window in any order. Make the shotgun safe **VERTICALLY** in Roper's Rest. Retrieve the pistol, and from anywhere between Roper's Rest (B) and the pistol fence (C), engage the knock-up target in the barn and the other dueling tree in any order, and then Nevada sweep the rectangles (P7-P9) starting on either end.

STAGE NAME Independence Day	
FIELD: Cabin	STAGE #4 WB



STAGE 4 (Cabin)
Independence Day

Story

It's July 4, 1876 and the Cartwright gang (Marshall, Wheels, Soupmeat and Kester Road Kid) have you trapped in the line shack. The buzzards are circling because they know somebody's not going to make it out alive. You've always been the independent sort and figure it's time to set yourself free or die trying!

AMMO REQUIRED

21 Pistol
10 Rifle
6 Shotgun

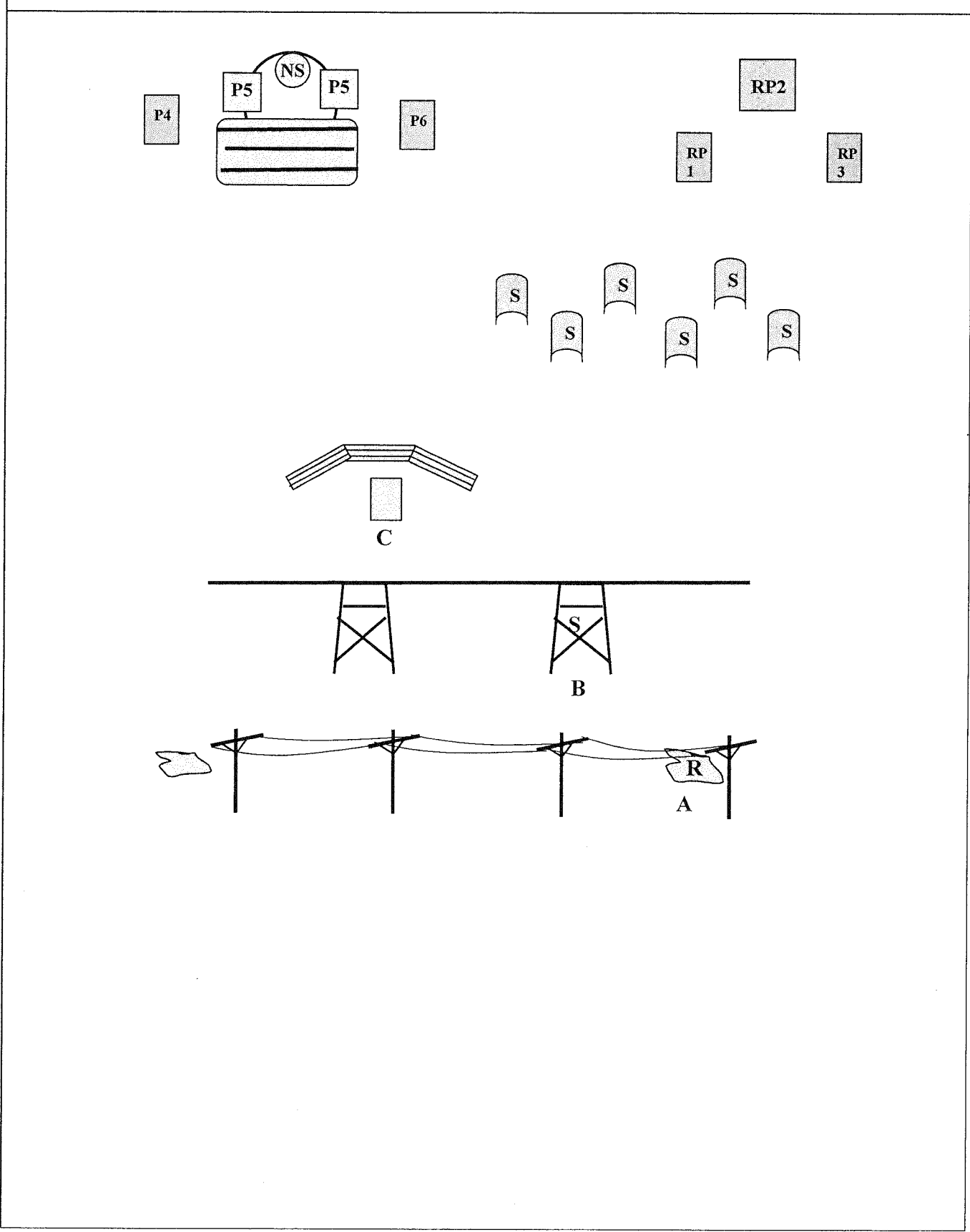
RO/STAGING INSTRUCTIONS

Stage the shotgun on the right gun horse (C).
Stage the rifle on the left gun horse (B).

HOW TO SHOOT THE STAGE

Start standing completely inside the cabin at the left doorway (A) with both hands on the door jamb, and when ready, say "It's Independence Day!". At the buzzer, retrieve the rifle from the gun horse (B), and from there, engage R1-R4 in a 1-3-3-3 sweep starting on the buzzard (R1). Make the rifle safe. Move to hay bale (C), retrieve the shotgun, and from there, engage the 4 shotgun targets, single bird popper and clay bird in any order. Make the shotgun safe. From anywhere between the hay bale (C) and the pistol fence (D), engage P1-P4 in a 1776 sweep, starting on the buzzard (P1). (1 shot on P1, 7 shots each on P2 & P3 and 6 shots on P4.)

STAGE NAME	
Train Robbery	
FIELD: Trestle	STAGE #5 WB



STAGE 5 (Trestle) **Train Robbery**

Story

The Dude Bandit gang (Dude, Lonestar Jake, Roy Cassidy and Magic Mike) decide to rob the train. There's \$200,000 in gold for the miners payroll on board. What they don't know is Marshall TJ Buckshot, Shotgun Ron and Pill Roller are also on board and they have no plans to give it up without a fight. That's when the shooting starts.

AMMO REQUIRED

28 Pistol
7 Rifle
6 Shotgun

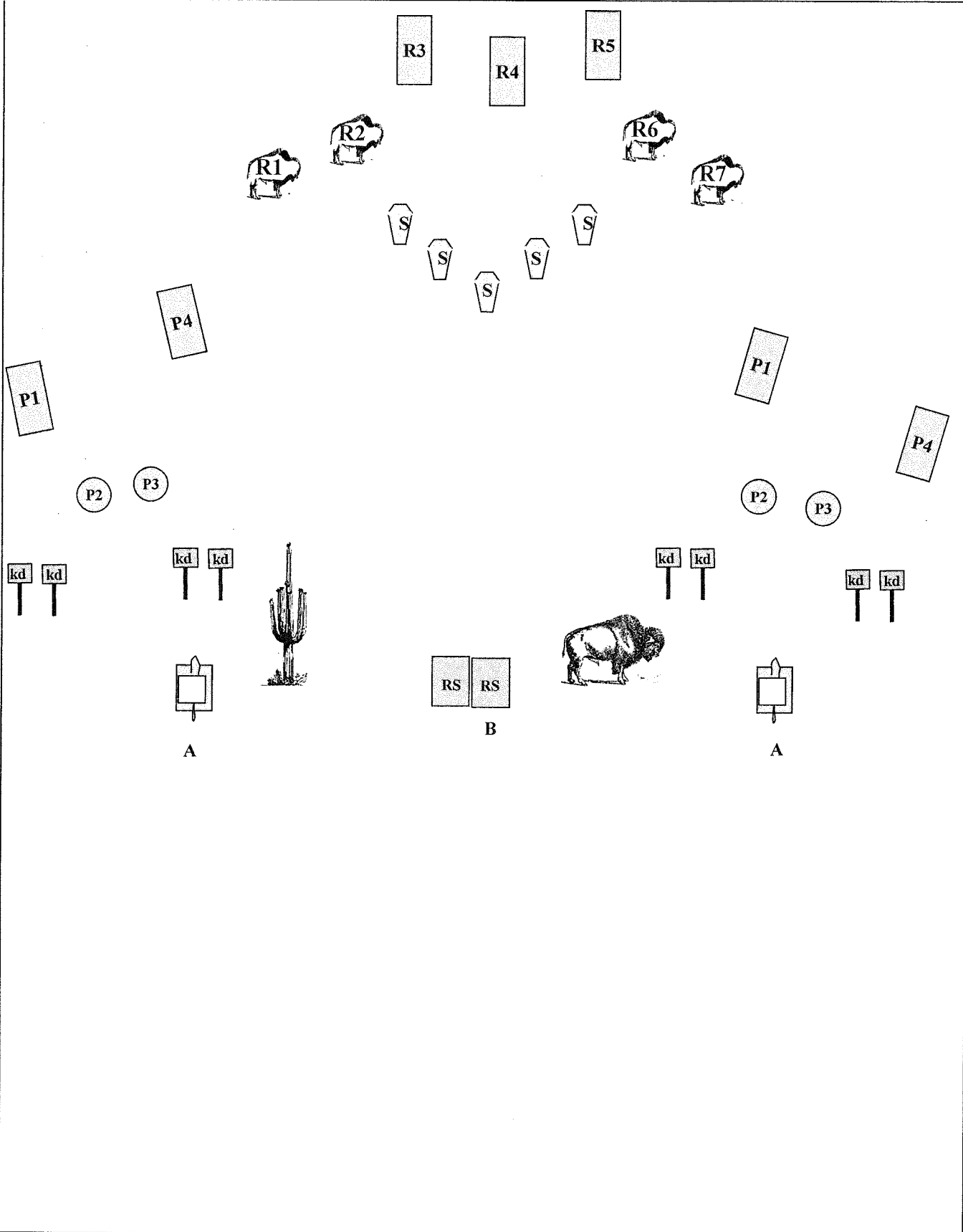
RO/STAGING INSTRUCTIONS

Stage the rifle on the rock (A)
Stage the shotgun on the Trestle shelf (B)

HOW TO SHOOT THE STAGE

Start standing at the rock (A), with one hand on your pistol and the other hand at your side. When ready, say "Throw down the payroll.". At the buzzer, with the rifle, engage RP1 and RP3 with 1 round each, then RP2 three times, and then RP1 and RP3 once each for a total of 7 rounds (you can start on either RP1 or RP3 each time). Make the rifle safe. Then with the pistol repeat the rifle instructions for 14 rounds (you can start on the same pistol target you ended the first 7 rounds on). Move to the trestle shelf (B), and make the pistol safe, then with the shotgun, engage the six shotgun targets. Make the shotgun safe on the trestle shelf. Then from anywhere between the trestle shelf (B) and the hay bale (C), with 7 rounds engage P4 and P6 (rectangles) with 1 round each in any order, then the Mover (P5) with 3 rounds on the square targets, and then put one round each on P4 and P6 in any order. Repeat instructions with the next 7 rounds. (**Note:** rounds on the mover do not have to be but can be on the same square target; hitting a no-shoot white circle target is a miss.)

STAGE NAME	
Buffalo	
FIELD: Trap Field #1	STAGE #6 WB



STAGE 6 (Trap Field #1)

Buffalo

Story

Muleface Mike, Shatagee Trapper, Cowhop, Abe The Crippler, Critter T Longshot and you have just finished a very successful buffalo hunt and are celebrating with some Critter Juice. The Indians aren't too happy with you because you got all the buffalo. They take your hides at gun point, but when they decide to take the Critter Juice too that's when all hell breaks loose!

AMMO REQUIRED

28 Pistol
10 Rifle
5 Shotgun

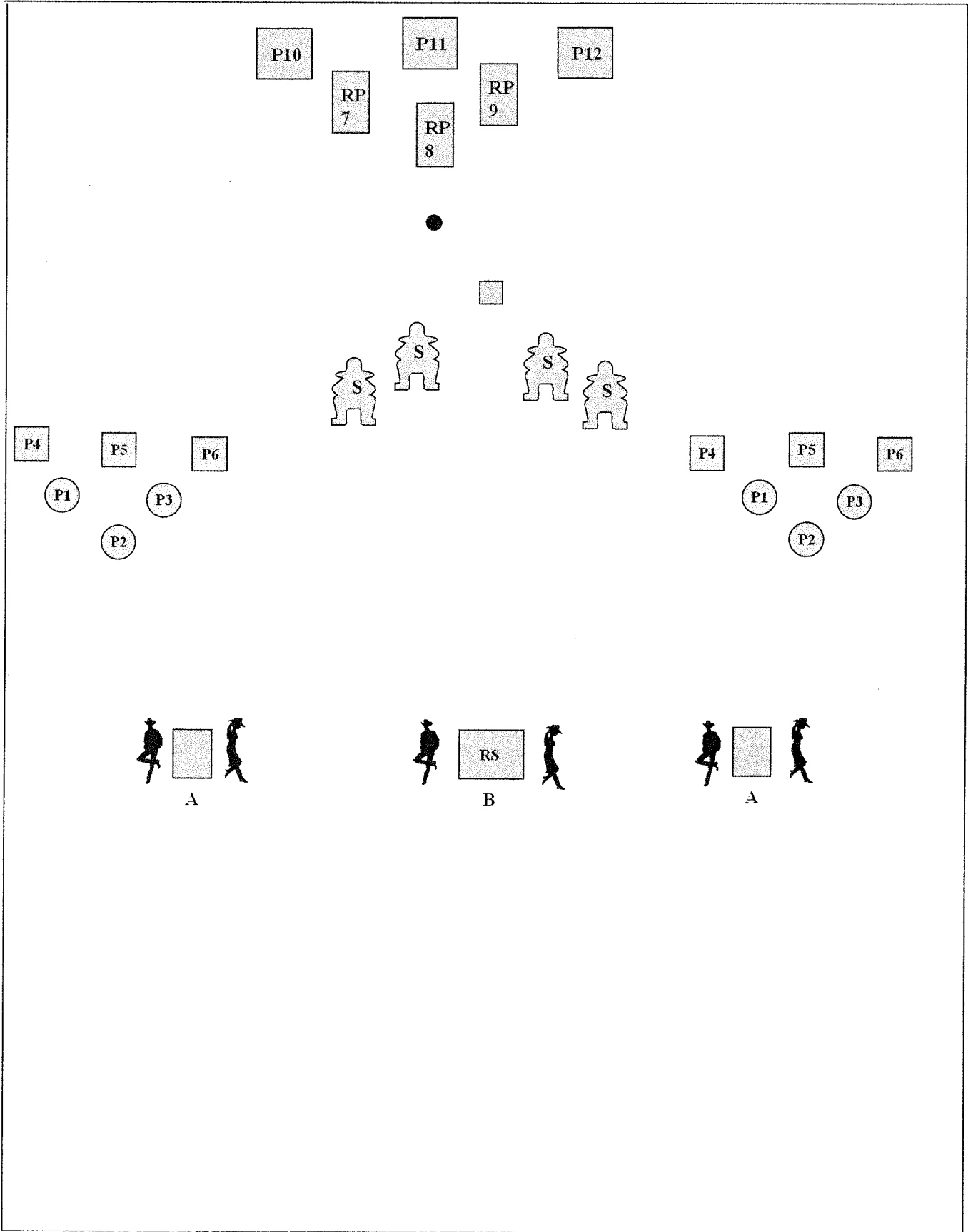
RO/STAGING INSTRUCTIONS

Stage the shotgun and the rifle on the hay bales (B)

HOW TO SHOOT THE STAGE

Start standing at either gun horse (A), with your hands at surrender (shoulder height). When ready, say "Buffalo!". At the buzzer, with the first 7 pistol rounds, engage the rectangles twice each, the circles once each and one knockdown, in any order. Repeat the instructions for the next 7 rounds engaging a different knockdown. Then move to the hay bales (B), and make the pistol safe. **Shooters Choice:** Use either long gun first, then the other. When shooting the shotgun, engage the 5 shotgun targets in any order. When shooting the rifle, engage the buffaloes with 1 round each and the rectangles twice each in any order for a total of 10 rounds. Make both long guns safe. Retrieve the pistol and move to the gun horse (A) that you did not previously shoot from, and engage the rectangles twice each, the circles once each, and one knockdown in any order. Repeat the instructions for the next 7 rounds, engaging a different knockdown. (**Note:** All pistol shots are to be to the left of the cactus or the right of the buffalo. You will only be engaging 2 of the 4 knockdowns at each position (A).)

STAGE NAME	
The Mirage	
FIELD: # Trap field 2	STAGE #7 WB



STAGE 7 (Trap Field #2)

The Mirage

Story

After robbing the stage, Gator Dunn, Remora Kid, Two Tracks and Buck Wilder had been riding thru the desert for three days straight with no food or water. The deadly heat was causing them to see things that really weren't there. Wait. There, on the horizon. Was that two pairs of cowboys and cowgirls? Or three? Or maybe it was none, and just a mirage. Only one way to find out. Gotta keep riding, but better be prepared.

AMMO REQUIRED

28 Pistol
7 Rifle
6 Shotgun

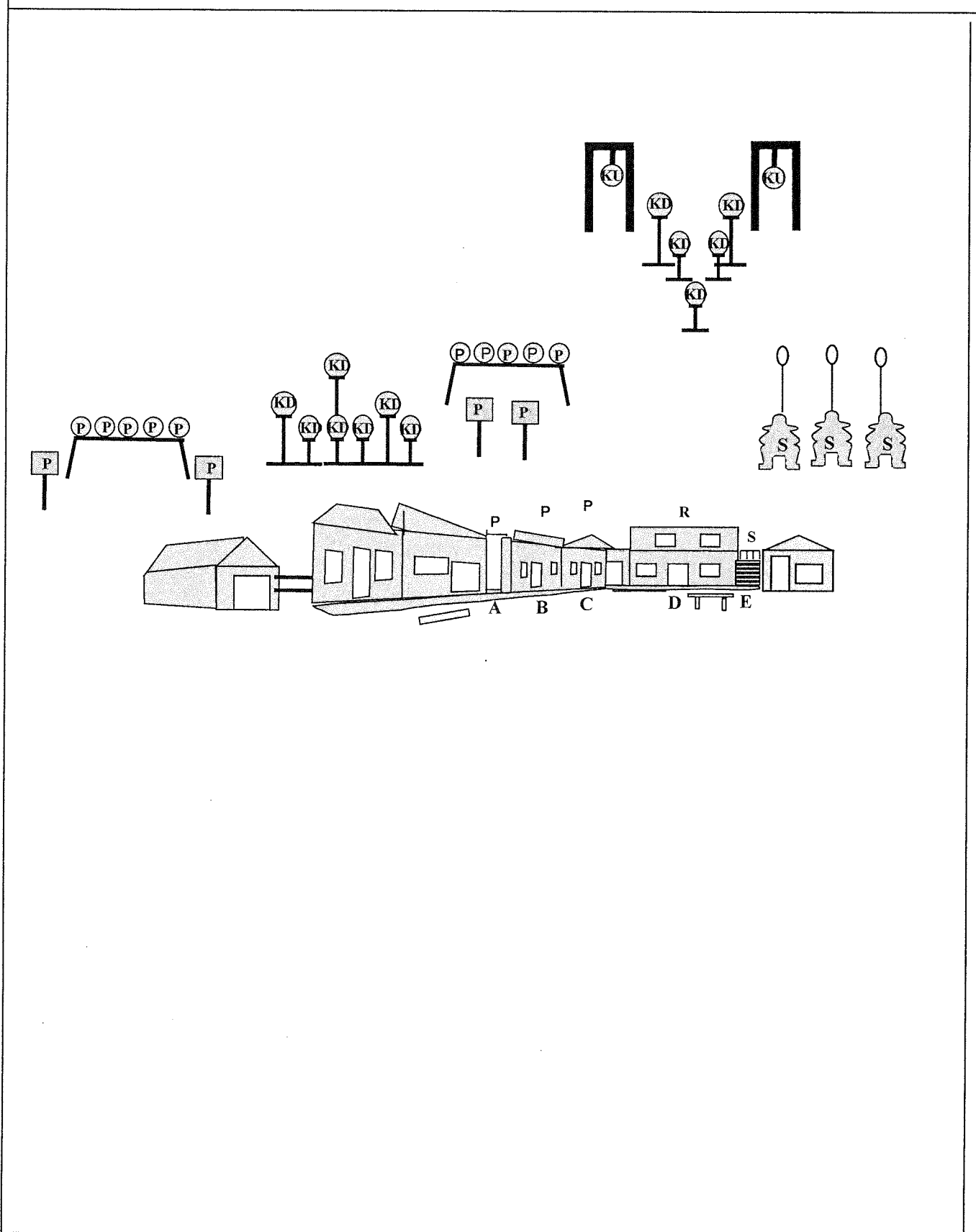
RO/STAGING INSTRUCTIONS

Stage the shotgun and the rifle on the double hay bale (B).

HOW TO SHOOT THE STAGE

Start standing at either single hay bale (A), and upon RO's command, draw the loaded pistol (not charged with the slide forward, hammer down), and with it in hands safely, pointed down range, when ready, say "Am I seeing double? Or triple?". At the buzzer, with the first 7 pistol rounds, engage the 3 circles (P1-P3) in a 2-3-2 sweep starting on either end. With the next 7 pistol rounds, engage the 3 squares (P4-P6) in a 2-3-2 sweep starting on either end. Move to the double hay bale (B), and with 7 rounds, engage the 3 rectangles (RP7-RP9) in a 2-3-2 sweep starting from either end. Then with 7 pistol rounds engage the 3 large squares (P10-P12) in a 2-3-2 sweep starting from either end. Make the pistol safe. Then **Shooters Choice**: Use one long gun first and then the other. When shooting the shotgun, engage the 4 shotgun targets and the aerial rabbit and clay bird in any order. When shooting the rifle, engage the 3 rectangles (RP7-RP9) in a 2-3-2 sweep starting on either end. (**Note**: All rounds must be between the cowboy & cowgirl silhouettes at each position.)

STAGE NAME Knocking Heads	
FIELD: Town	STAGE #8 WB



STAGE 8 (Town) Knockin' Heads

Story

While Annabelle Bransford was out doing chores, Pike, Yukon Mike, Tom Payne and Smilin Pete came and took Rowdy Bill to town for a night of drinking, fighting and carousing. Whenever they did this, the next morning they would drop Rowdy back off looking and feeling like something the cat wouldn't even drag in and leave Annabelle to tend to his sorry butt. Well she'd had just about enough of that bull. So she headed to town with her rolling pin in hand to knock some heads together and drag Rowdy right back home. And if any of those boys wanted to interfere she was ready to knock their heads clean off their shoulders!

AMMO REQUIRED

21 Pistol
7 Rifle
6 Shotgun

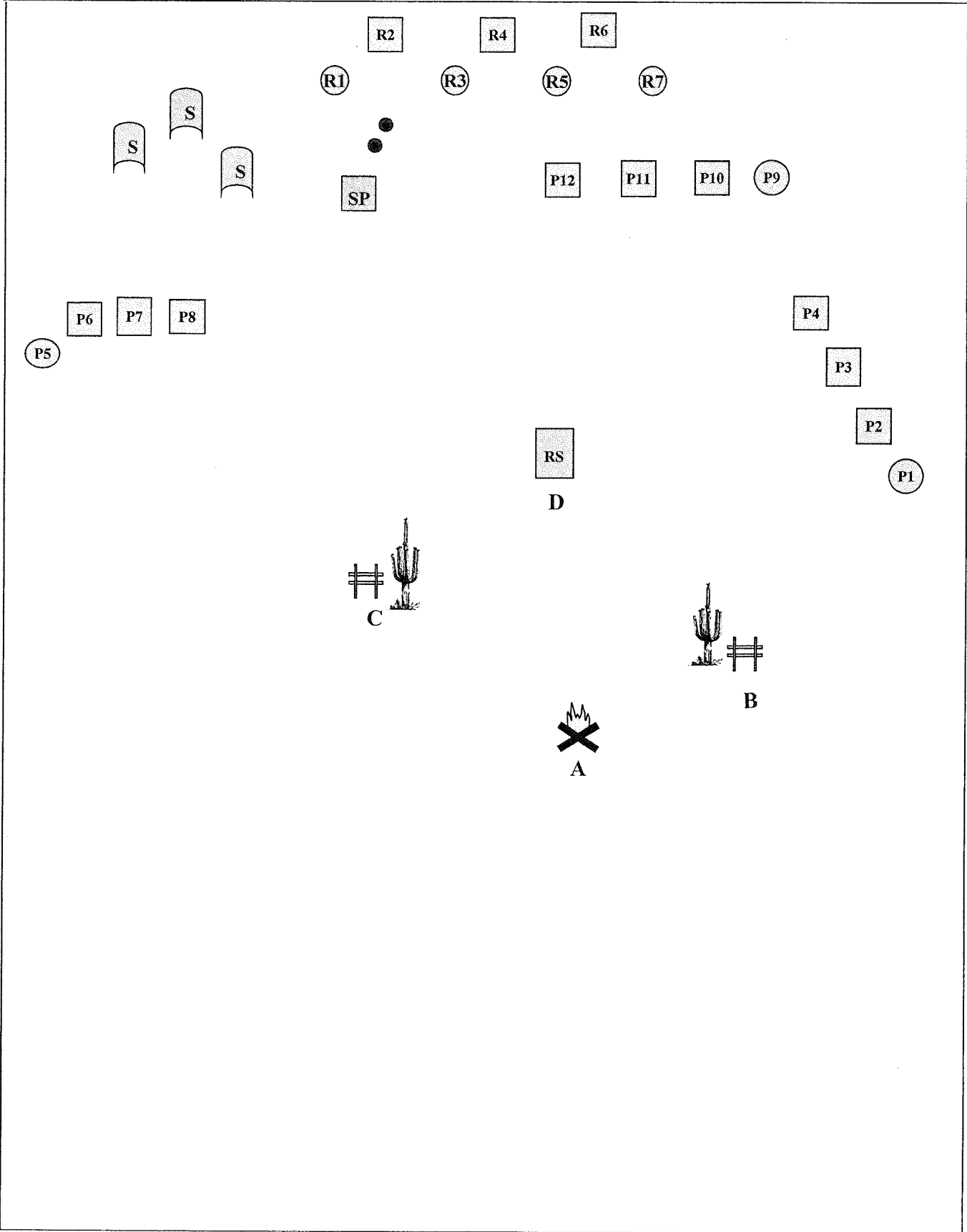
RO/STAGING INSTRUCTIONS

Stage rifle on either Boarding House window shelf (D).
Stage shotgun on the shelf at the top of the stairs (E).

HOW TO SHOOT THE STAGE

Start standing outside the Alleyway (A) on the footprints with both hands holding the rolling pin, and when ready, say "I'll knock your heads clean off!". At the buzzer, with your first 7 pistol rounds, engage the plate rack and 2 knockdowns any order. Move down the boardwalk to the Barbershop (B), and thru the Barbershop doorway with the next 7 pistol rounds, engage the 7 knockdowns in any order. Continue to the Sheriff's Office (C), and thru the Sheriff's doorway with the last 7 pistol rounds, engage the plate rack and 2 knockdowns in any order. Make the pistol safe on the Sheriff's desk. Move to the Boarding House door (D) and knock it down, **then** retrieve the rifle, and thru the doorway with 7 rounds, engage the 2 knock-ups and 5 knockdowns in any order. Make the rifle safe on either Boarding House window shelf. Go up the stairs, and from the top of the stairs (E), shoot the 3 shotgun targets and clay birds, any order.

STAGE NAME 2 To 1	
FIELD: #9	STAGE # 9 WB



STAGE 9 (Old 100yd Range)

2 To 1

Story

You just came in from riding night watch on the herd and that fire and hot cup of coffee sure looks mighty good. But just then Hawkeye Harry's band (Montague Kid, Six-gun Arn Fire, Hondo Harry, Dutch Cassidy, Patchogue Mike, The Notch and Smoky Scott) swept in to steal the herd! You and the crew are outnumbered two to one. But the way you figure it that makes the odds just about even, might even be a little tilted in your favor come to think on it.

AMMO REQUIRED

21 Pistol
10 Rifle
6 Shotgun

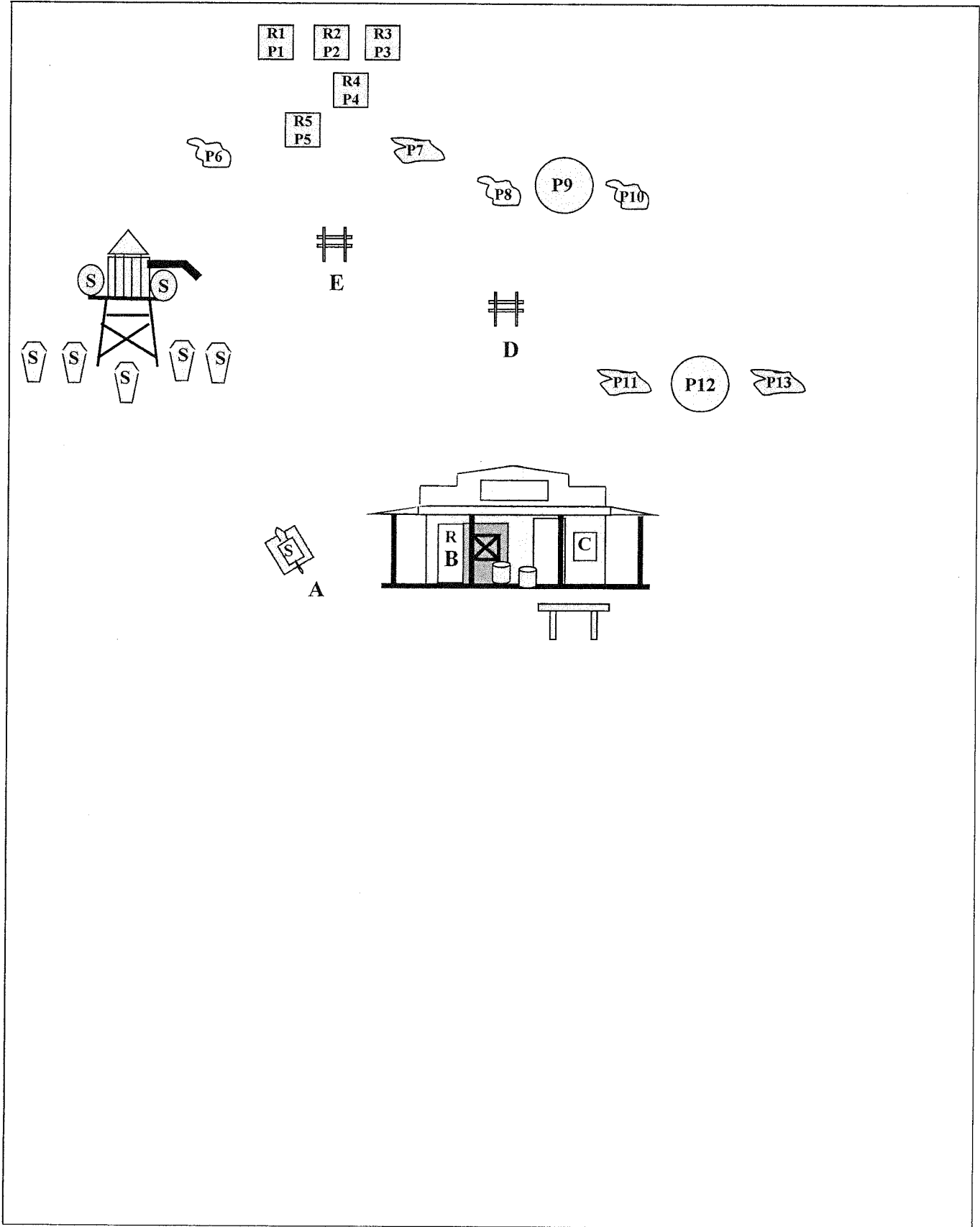
RO/STAGING INSTRUCTIONS

Stage the rifle and shotgun on hay bale (D).
Stage the unloaded pistol (slide forward, hammer down), flat on the pistol fence (B).

HOW TO SHOOT THE STAGE

Start standing with at least one foot behind the fire (A) with loaded magazine in one hand and coffee cup in the other. When ready, say "2 to 1, just about even.". At the buzzer, move to pistol fence (B), load the pistol and engage P1-P4, putting 2 shots on each square and 1 shot on the circle, any order. (All shots must be to the right of the cactus.) Move to the left pistol fence (C), and engage P5-P8, putting 2 shots on each square and 1 shot on the circle, any order. (All shots must be to the left of the cactus.) Move to the hay bale (D), and make the pistol safe. Then **Shooter's Choice**: Shoot either long gun, then the other, and then the pistol. When shooting the rifle, sweep R1-R7, putting 2 shots on each square and 1 shot on each small circle, starting on either end. When shooting the shotgun, engage the three shotgun targets, double bird popper and clay birds, any order. Then with the pistol, with 7 rounds, engage P9-P12 putting 2 shots on each square and 1 shot on the circle, any order.

STAGE NAME 7 Come 11	
FIELD: Freight House	STAGE #10 WB



STAGE 10 (Freight House)

7 Come 11

Story

Sixgun Schwaby was in the freight house playing Craps with Sky Rider, Deathwish Kid, Luke L. Short, Peddler Jack, Jake Yoes and Evil Jack Spade. He was literally "on a roll", every time he threw the dice it was a 7! Suddenly Luke jumped up and accused him of using loaded dice. Schwaby was going to need more than luck to get himself out of this one, because Luke was known for this short temper and fast guns.

AMMO REQUIRED

28 Pistol
10 Rifle
7 Shotgun

RO/STAGING INSTRUCTIONS

Stage the rifle on the shelf in the left window (B).

Stage the shotgun on gun horse (A).

HOW TO SHOOT THE STAGE

Start standing at the gun horse (A) with hands on the gun horse. When ready, say "7 Come 11". At the buzzer, retrieve the shotgun and engage the 7 shotgun targets in any order. Make the shotgun safe. Retrieve the rifle, and thru the left window (B), with 10 rounds, sweep the 5 squares on the Schwaby rack twice in a #7 sweep, with each sweep starting on the top left target (R/P 1). Make the rifle safe VERTICALLY in the rack by the right window where the pistol is shot from. From the right window (C), engage P11-P13 in a 1-5-1 sweep thru the window, starting on either end. Exit the freight house through the back doorway, and from anywhere between the back door and fence table (D), engage P8-P10 in a 1-5-1 sweep starting on either end. Then anywhere between fence table (D) and fence table (E), engage either outside target first (P6 or P7), then shoot the Schwaby rack (square targets) in a #7 sweep starting on the top left target (R/P 1), then engage the other outside target (P6 or P7). Repeat instructions with the last 7 pistol rounds starting on the outside target (P6 or P7) that you did not start on with the previous 7 rounds.