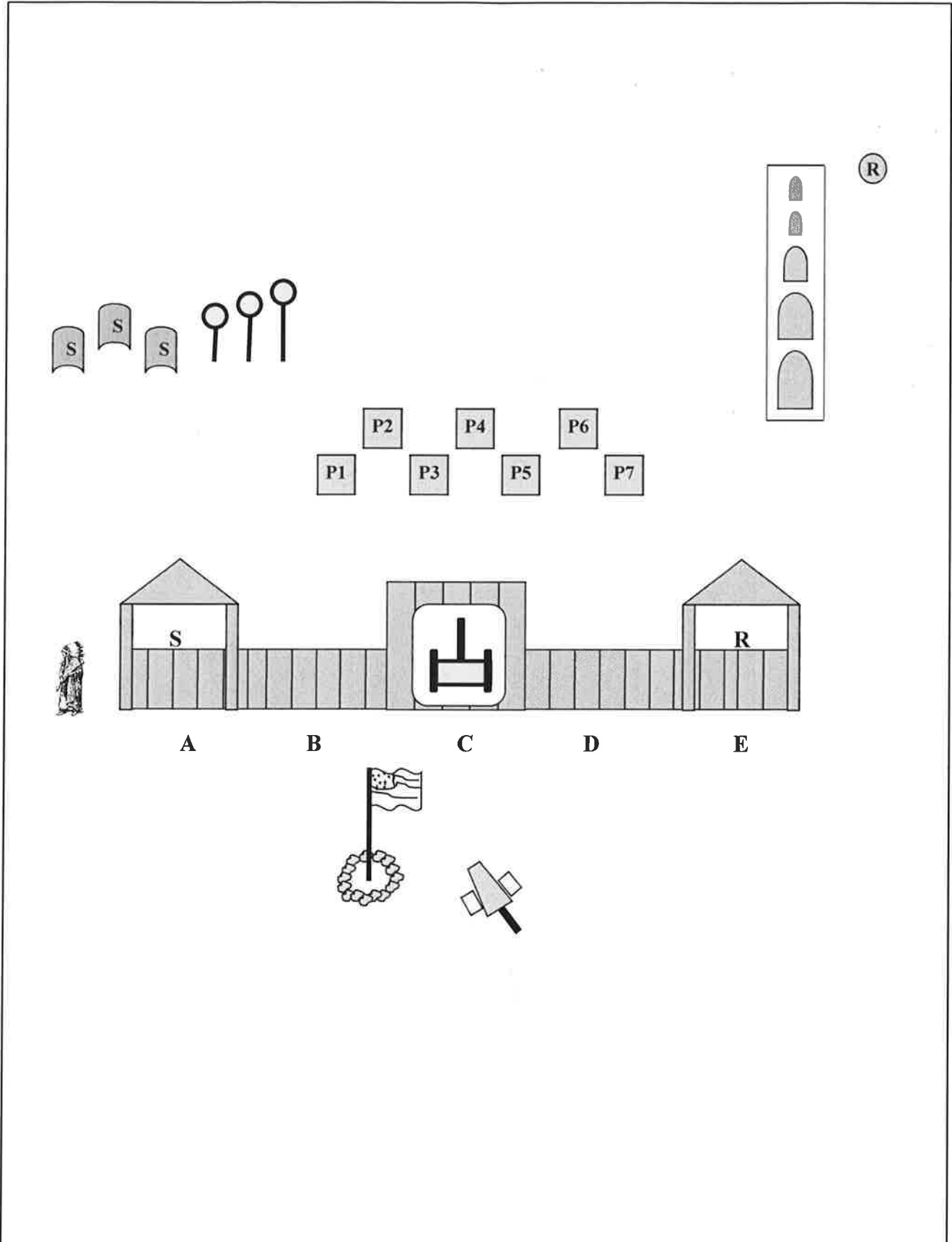


STAGE NAME	
FIELD: Fort	STAGE # 1 WB



## **STAGE 1 (Fort Misery)**

### **Story**

Somehow Indians snuck into Fort Misery and it's up to Troop K (Critter, Lost Rider, I.C. Moose, Two Tracks, Six-Gun Arn Fire and Pill Roller) to take them out. The only problem is the fort has been short on supplies, including ammo, so it's only one shot per target. Time to break out the Critter Aiming Fluid now that ya gotta make em count!

### **AMMO REQUIRED**

21 Pistol  
7 Rifle  
6 Shotgun

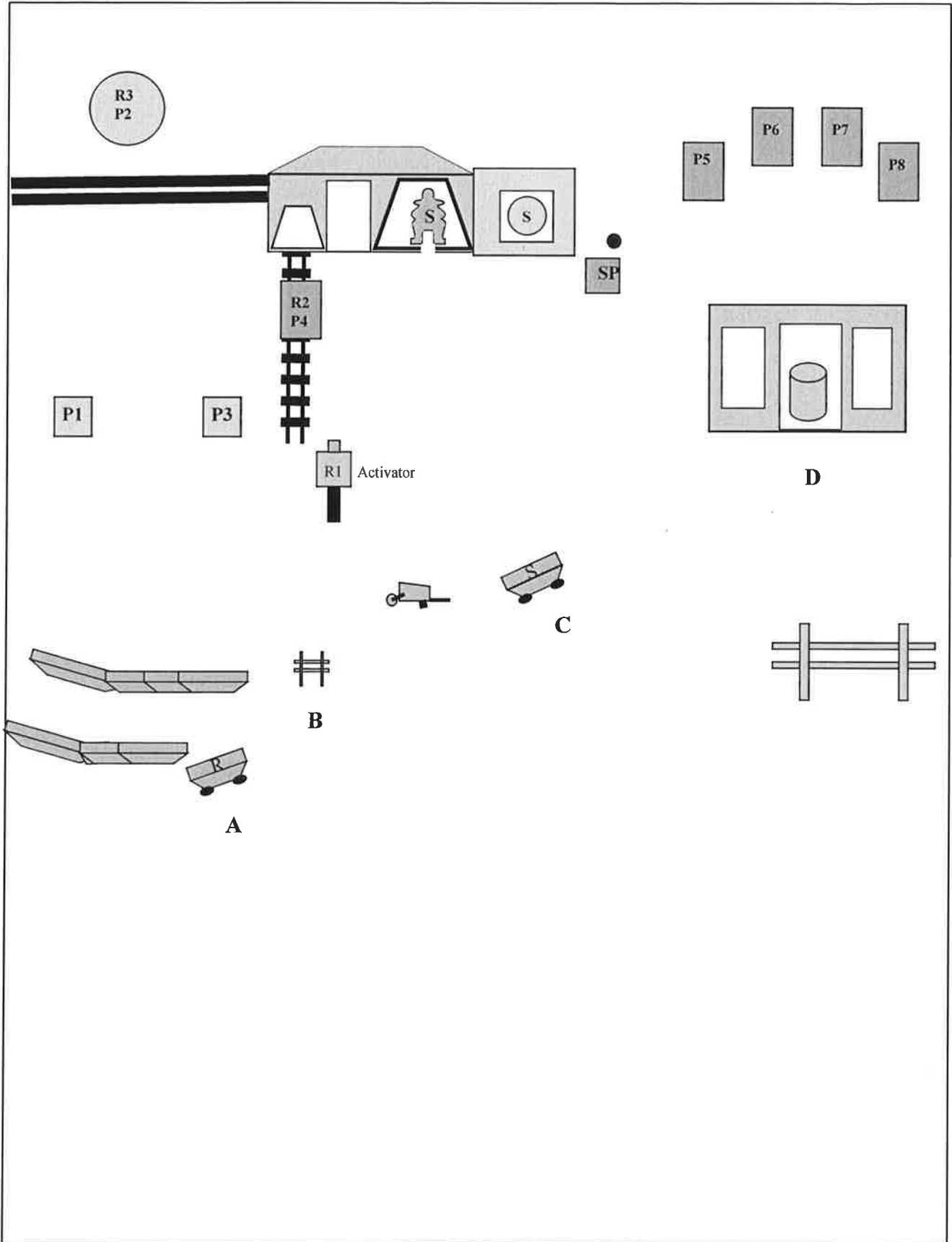
### **RO/STAGING INSTRUCTIONS**

Stage the rifle on the right Tower shelf (E).  
Stage the shotgun on the left Tower shelf (A)

### **HOW TO SHOOT THE STAGE**

Stage may be shot left to right (positions A,B,C,D,E) or right to left (positions E,D,C,B,A). Start standing with both hands on the shelf (A or E) inside the tower, not touching the long gun of choice. When ready, say "One for one!". If at (A), at the buzzer, retrieve the shotgun and engage the 3 shotgun targets and 3 clay birds in any order. MOVE to the left Fort wall (B), and with 7 pistol rounds engage each square once (P1-P7), any order. All shots are to be between the right post of the left Tower and left Fort doorway post. Move to the Fort doorway (C) and thru the doorway repeat the pistol instructions with the next 7 rounds. All shots must be thru the Fort doorway. Move to the right Fort wall (D) and with the last 7 rounds repeat the pistol instructions. All shots are to be between the right Fort doorway post and the left post of the right Tower. Move inside the right Tower (E), and make the pistol safe on the shelf. Retrieve the rifle and with 7 rounds engage the plate rack and then put any remaining rounds on the small circle. (Note, you have 7 rounds to engage the plate rack, misses on the plate rack do not count, but any plate(s) left standing are misses, misses on the small circle count as misses.)

STAGE NAME	
FIELD: Mine	STAGE #2 WB



## STAGE 2 (Mine)

### Story

The Dude Bandit Gang (Dude, Lone Star Jake, Abe the Crippler, Seth Bradford, Cholula Mike, Chivato and El Diablo Gringo) heard there's a stash of primers hidden at the old Treasure Trove mine and they aim to take them, one way or the other. But Marshal Jacobey John and Marshal TJ Buckshot, along with Luke L. Short, Jake Yoes, Sheriff AB Dupree and Willie Misfire have caught them red handed trying to "reload" their stash.

### AMMO REQUIRED

21 Pistol  
10 Rifle  
4 Shotgun

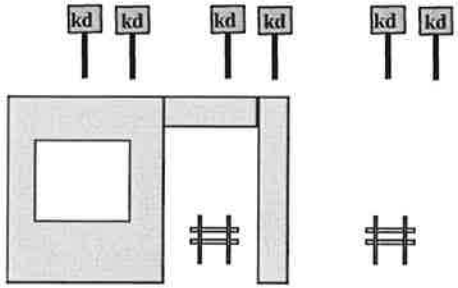
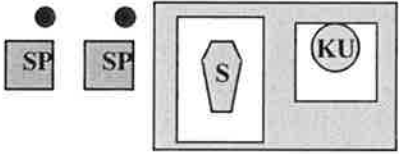
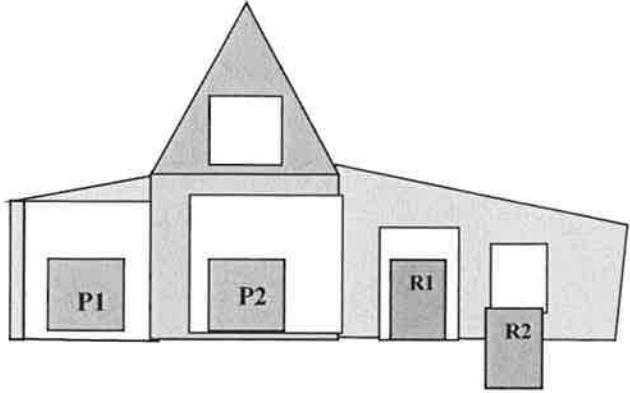
### RO/STAGING INSTRUCTIONS

Stage the rifle on the left ore cart (A)  
Stage the shotgun on the right ore cart (C)

### HOW TO SHOOT THE STAGE

Start standing behind ore cart (A) with the dynamite in both hands, when ready say "Primers ain't worth dyin' for boys!". At the buzzer, with the rifle engage R1 (ore cart activator) until down, then engage R2 (ore cart mover) 4 times, then put remaining rounds on R3 (large circle). (Note: Any shots on R1 that fail to knock it down count as misses.) Make the rifle safe on ore cart (A) and move to position (B), must be within touching distance of the pistol fence there. With 7 pistol rounds engage P1 – P4 (square, large circle, square, ore cart mover) in a 1-2-2-2 sweep starting on either end. Then move to ore cart (C) and with the shotgun engage the 2 shotgun targets, single bird popper and clay bird in any order. Make the shotgun safe on the ore cart. Move to the Dynamite Shack doorway (D) and with the pistol with 7 rounds, engage P5-P8 thru the doorway in a 1-2-2-2 sweep starting on either end. With the next 7 rounds repeat the pistol instructions.

STAGE NAME	
FIELD: Homestead	STAGE: #3 WB



A

B

C

D

E

## **STAGE 3 (Homestead)**

### **Story**

The Old Homestead's being overrun by Jayhawker's, but just in the nick of time the Deathwish Kid and the Kid Gang (Remora, Chama, Nawlins, Montague and Chelsea) show up to spoil their plans!

### **AMMO REQUIRED**

21 Pistol  
5 Rifle  
6 Shotgun

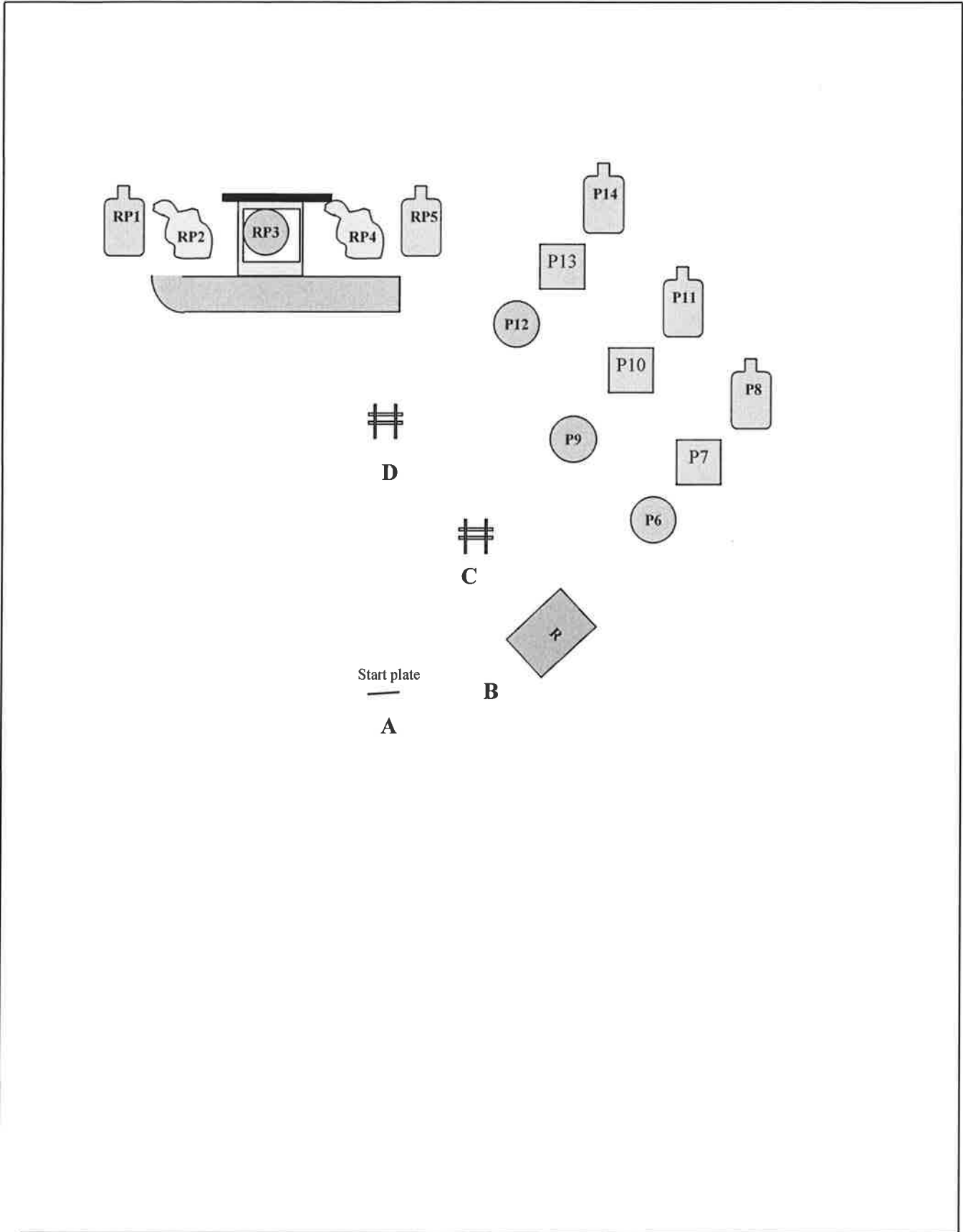
### **RO/STAGING INSTRUCTIONS**

Stage the rifle on the left hay bale (D)  
Stage the shotgun on the right hay bale (E)

### **HOW TO SHOOT THE STAGE**

Stage can be shot left to right (positions A,B,C,D,E) or right to left (positions E,D,C,B,A). Start standing with both hands behind your back at position (A) or (E), when ready say "Knock'em down Kid!". At the buzzer, if starting at the Farmhouse window (A), thru the window, with 7 pistol rounds engage one knockdown in front of you then with 5 rounds engage the two large squares (P1, P2) in any order putting at least one round on each and then with the last round engage the other knockdown in front of you. Move to the Farmhouse doorway (B) and thru the doorway with the next 7 rounds repeat the pistol instructions. Move to position (C) and with the last 7 rounds repeat the pistol instructions (you must be within touching distance of the pistol fence there). Move to position (D) and make the pistol safe on the hay bale. With the rifle with 5 rounds engage the two rectangles (R1,R2) putting at least one round on each. Move to hay bale (E) and with the shotgun engage the shotgun target, knock-up target, two single bird poppers and clay birds in any order.

STAGE NAME	
FIELD: Old Cabin	STAGE #4 WB



## STAGE 4 (Old Cabin)

### Story

The Dead Sea is choppy, there's no food or water on the little boat and things aren't looking good as the buzzards have started circlin'. But it ain't over yet for Gator Dunn, Doc Savage, Smoky Scott, Hawkeye Harry, Roy Cassidy, Slim Chance Chris, King Rick and Sky Ryder. The boyz take aim at 'em and prepare to "roast" them some birds.

### AMMO REQUIRED

28 Pistol  
7 Rifle  
0 Shotgun

### RO/STAGING INSTRUCTIONS

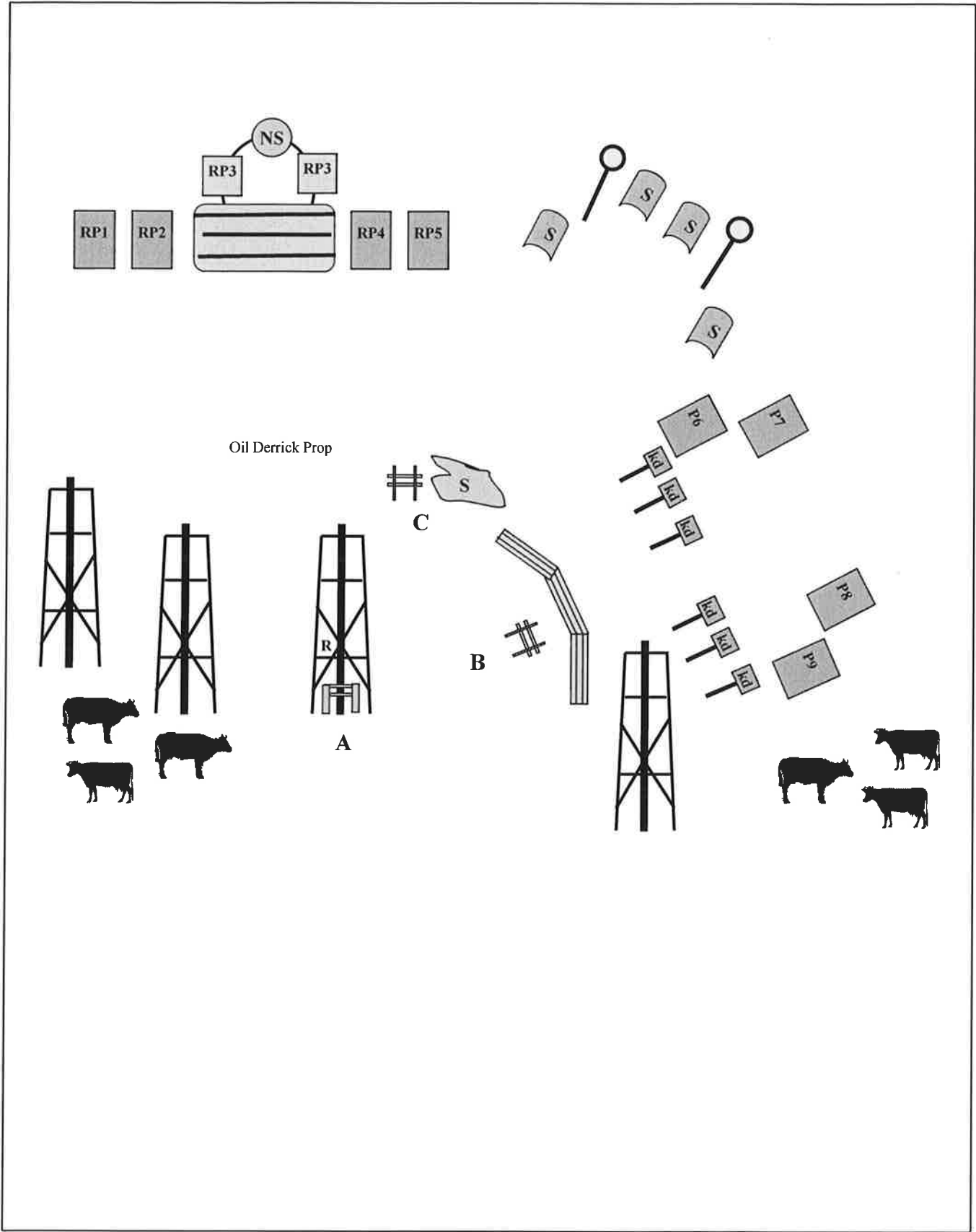
Rifle in hand.

### HOW TO SHOOT THE STAGE

Start at position (A) with at least one heel on the start plate and rifle in hand, when ready say "Gonna taste just like chicken!". At the buzzer with 7 rounds sweep RP1-RP5 putting 2 rounds on each IPSC, 1 round on each buzzard and 1 round on the circle, starting on either end. Make the rifle safe on the hay bale (B) and with 7 pistol rounds engage P6-P8 in a 1-2-4 sweep, starting on the circle. Move to position (C) and with the next 7 rounds engage P9-P11 repeating the pistol instructions. Move to position (D) and with the next 7 rounds engage P12-P14 repeating the pistol instructions. Then with the last 7 pistol rounds, starting on either end, sweep RP1-RP5 putting 2 rounds on each IPSC, 1 round on each buzzard and 1 round on the circle. Note, that for all pistol strings you must be within touching distance of the hay bale or pistol fences at that position.



STAGE NAME	
FIELD: Old Trestle	STAGE #5 WB



## STAGE 5 (Old Trestle)

### Story

Come and listen to my story about a man named Dead Head. A poor mountaineer, barely kept his family fed. And then one day he was shootin' at some food, and up thru the ground come a bubblin' crude. Oil that is, black gold, Texas tea!

### AMMO REQUIRED

21 Pistol  
10 Rifle  
6 Shotgun

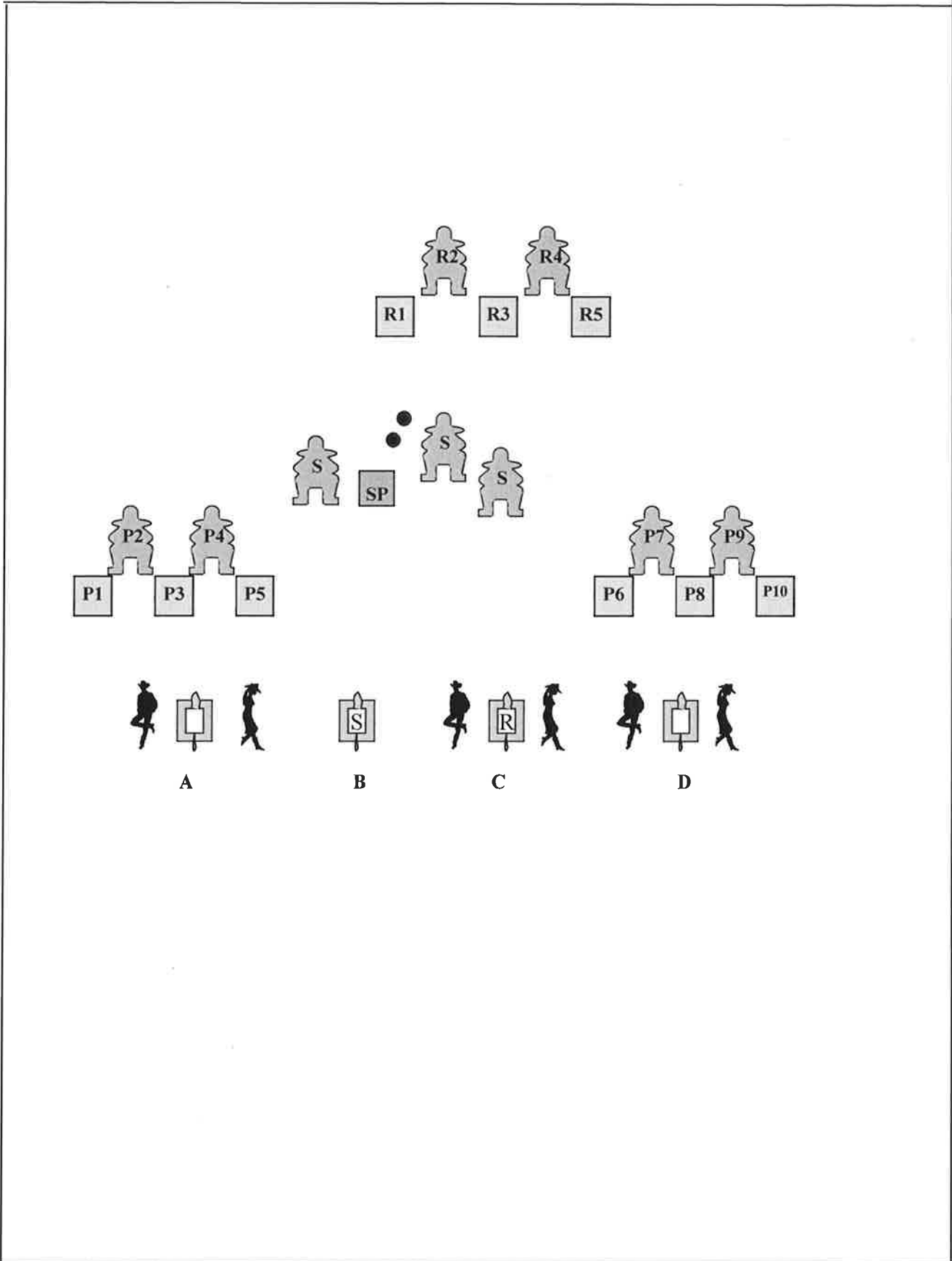
### RO/STAGING INSTRUCTIONS

Stage the rifle on the oil derrick (A)  
Stage the shotgun on the rock (C)

### HOW TO SHOOT THE STAGE

Start standing at the oil derrick (A), with both hands on the derrick when ready, say "Texas tea!". At the buzzer, with the rifle with the first 5 rounds engage one set of the rectangles (RP1/RP2 or RP4/RP5) once each starting on either one, then put 3 rounds on the mover (RP3). Then with the next 5 rounds repeat the rifle instructions using the other set of rectangles. Make the rifle safe at the derrick for down range movement. Move to position (B) and with the first 7 pistol rounds engage one set of the rectangles (P6/P7 or P8/P9) once each starting on either one and then engage one set of the three knockdowns in any order and then one round on each rectangle that you previously engaged in that set, in any order (P6,P7,kd,kd,kd,P6,P7). With the next 7 rounds repeat the pistol instructions using the other set of rectangles and knockdowns. Move to the rock (C) and make the pistol safe, then with the shotgun engage the 4 shotgun targets and 2 clay birds in any order. Then with the pistol with 7 rounds starting on either end, sweep the targets in a 1-1-3-1-1 sweep putting one round on each rectangle and 3 rounds on the mover (RP1,RP2,RP3,RP3,RP3,RP4,RP5). (**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. At position (B) you must be within touching distance of the pistol fence there.)

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



## STAGE 6 (Trap Field #1)

### Story

Whiskey Brooks and the Cowboys (Suggs Jr., Wandering Walter Weatherby, Muleface Mike, Crowhop and Diablo Dan) are sick of their cows being rustled. They catch the rustlers in the act and when the shootin's over the neck tie party begins!

### AMMO REQUIRED

28 Pistol  
7 Rifle  
6 Shotgun

### RO/STAGING INSTRUCTIONS

Stage the rifle on the third gun horse (C)

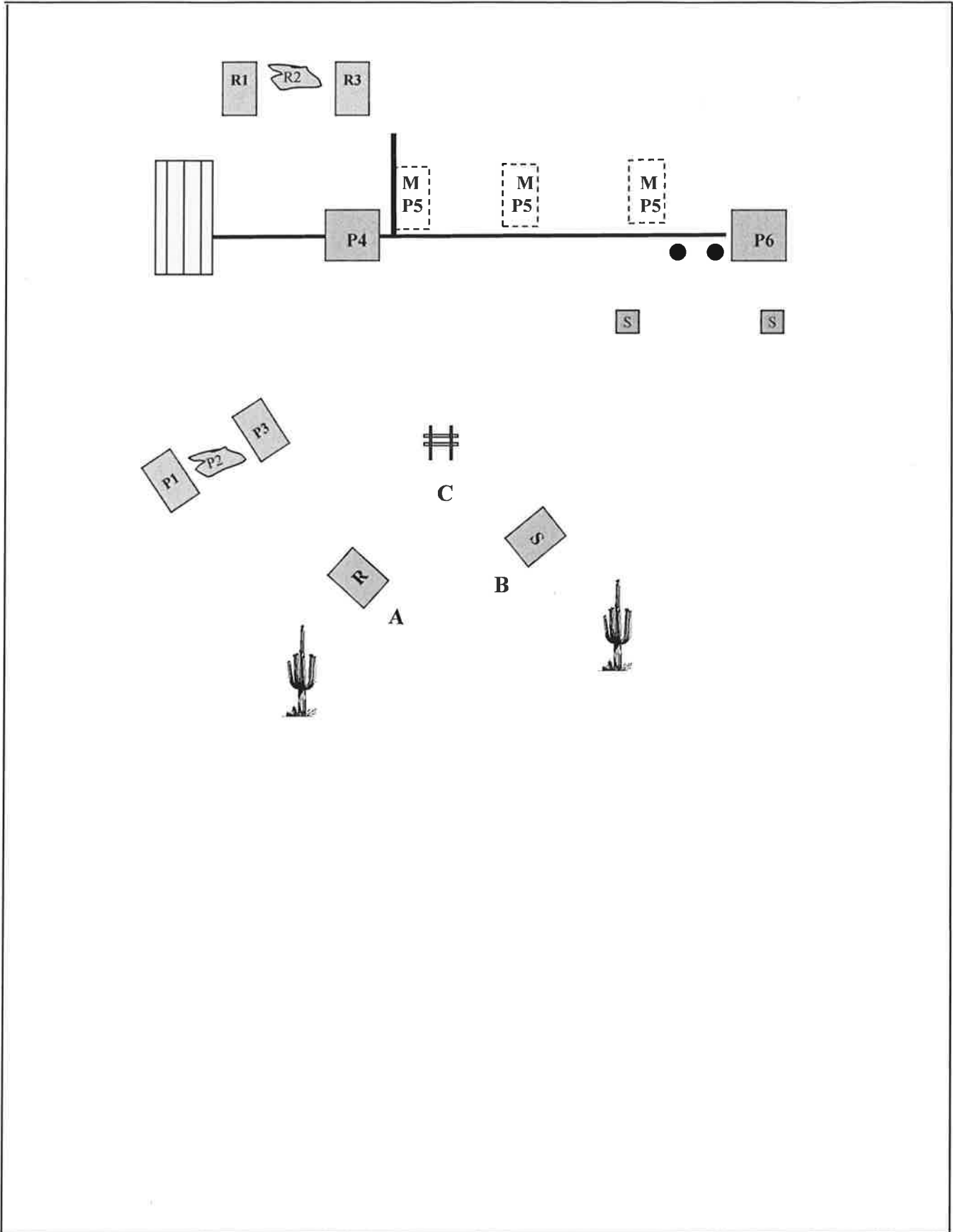
Stage the shotgun on the second gun horse (B)

**Note: Pistol is holstered but unloaded at the start.**

### HOW TO SHOOT THE STAGE

The stage can be shot left to right (positions A,B,C,D) or right to left (positions D,C,B,A). Start standing at either hay bale (A) or (D), with one hand on your holstered but unloaded pistol and the other hand holding a magazine. When ready, say "Hang 'em high, boyz!". If at hay bale (A), at the buzzer, load your pistol and with 7 rounds, engage P1-P5 (square, cowboy, square, cowboy, square) in a 1-2-1-2-1 sweep starting on either end. Repeat pistol instructions with the next 7 rounds. Move to gun horse (B) and make the pistol safe. Retrieve the shotgun and engage the 3 shotgun targets, double bird popper and clay birds in any order. Bring the pistol with you to gun horse (C) making it safe there. Retrieve the rifle and engage R1-R5 (square, cowboy, square, cowboy, square) in a 1-2-1-2-1 sweep starting on either end. Bring the pistol to gun horse (D) with 7 pistol rounds engage P6-P10 (square, cowboy, square, cowboy, square) in a 1-2-1-2-1 sweep starting on either end. Repeat pistol instructions with the last 7 rounds. Note, all pistol and rifle shots must be between the corresponding cowboy/cowgirl silhouettes at that position.

STAGE NAME	
FIELD: TRAP	STAGE # 7 WB



## STAGE 7 (Trap Field #2)

### Story

Rattlesnake Valley got its name from its serpentine occupants, but after the landslide there's no other way thru the pass. Dillon Van Cleef, Tyler Tornado, Callous Clyde, Dakota Joe, Gun E Bear and Doc McCoy have a posse hot on their trail so they have no other choice than to start the dangerous trek and hope they don't run into any of the slithering occupants.

### AMMO REQUIRED

21 Pistol  
7 Rifle  
4 Shotgun

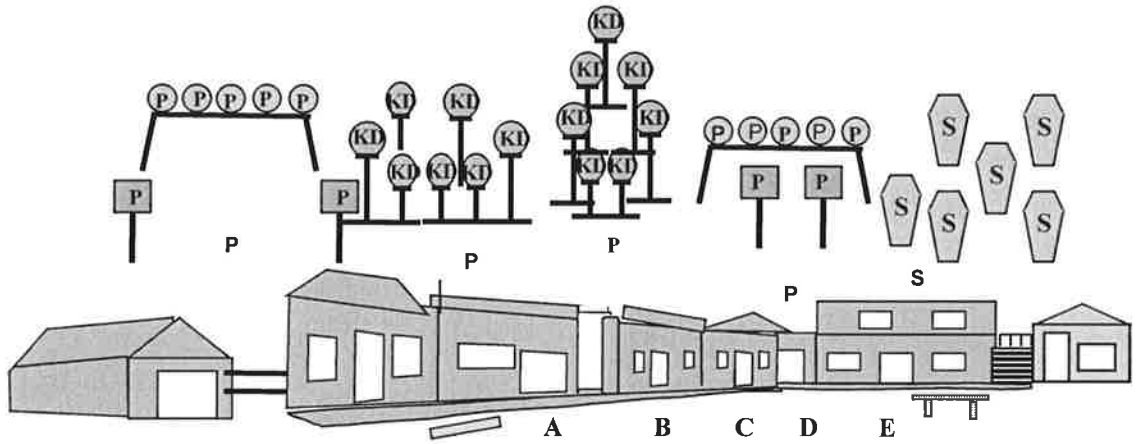
### RO/STAGING INSTRUCTIONS

Stage the rifle on the left hay bale (A)  
Stage the shotgun on the right hay bale (B)

### HOW TO SHOOT THE STAGE

Start at the left hay bale (A) standing "as gamey as possible" but not touching the rifle, when ready say "Snakes alive!". At the buzzer, retrieve the rifle and with 7 rounds put 1 round on the snake (R2) and then 3 rounds on each rectangle (R1,R3), any order. Then with the pistol with the first 7 rounds put 1 round on the snake (P2) and 3 rounds on each rectangle (P1,P3) in any order. Take the pistol to the right hay bale (B) and make it safe. With the shotgun engage the 2 aerial rabbit throwers and clay rabbits in any order. With the pistol move to pistol fence (C) and with 7 pistol rounds put 1 round on the mover (P5) then 3 rounds on each large square (P4,P6), any order. Repeat pistol instructions with the last 7 pistol rounds. (**Note:** At position (C) you must be within touching distance of the pistol fence there.)

STAGE NAME	
FIELD: Town	STAGE #8 WB



## **STAGE 8 (Town)**

### **Story**

Jewels Cartwright and her band of Shady Ladies (Calamitee, Loco Poco Lobo, Dueling Des, Shoulda Married Money, Knotty Lady, Serenity and Renegade Roper) are going to "tree the town" after throwing down a few drinks. The only thing is that they don't plan on paying for the drinks and that's where the problems start.

### **AMMO REQUIRED**

28 Pistol  
6 Shotgun  
0 Rifle

### **RO/STAGING INSTRUCTIONS**

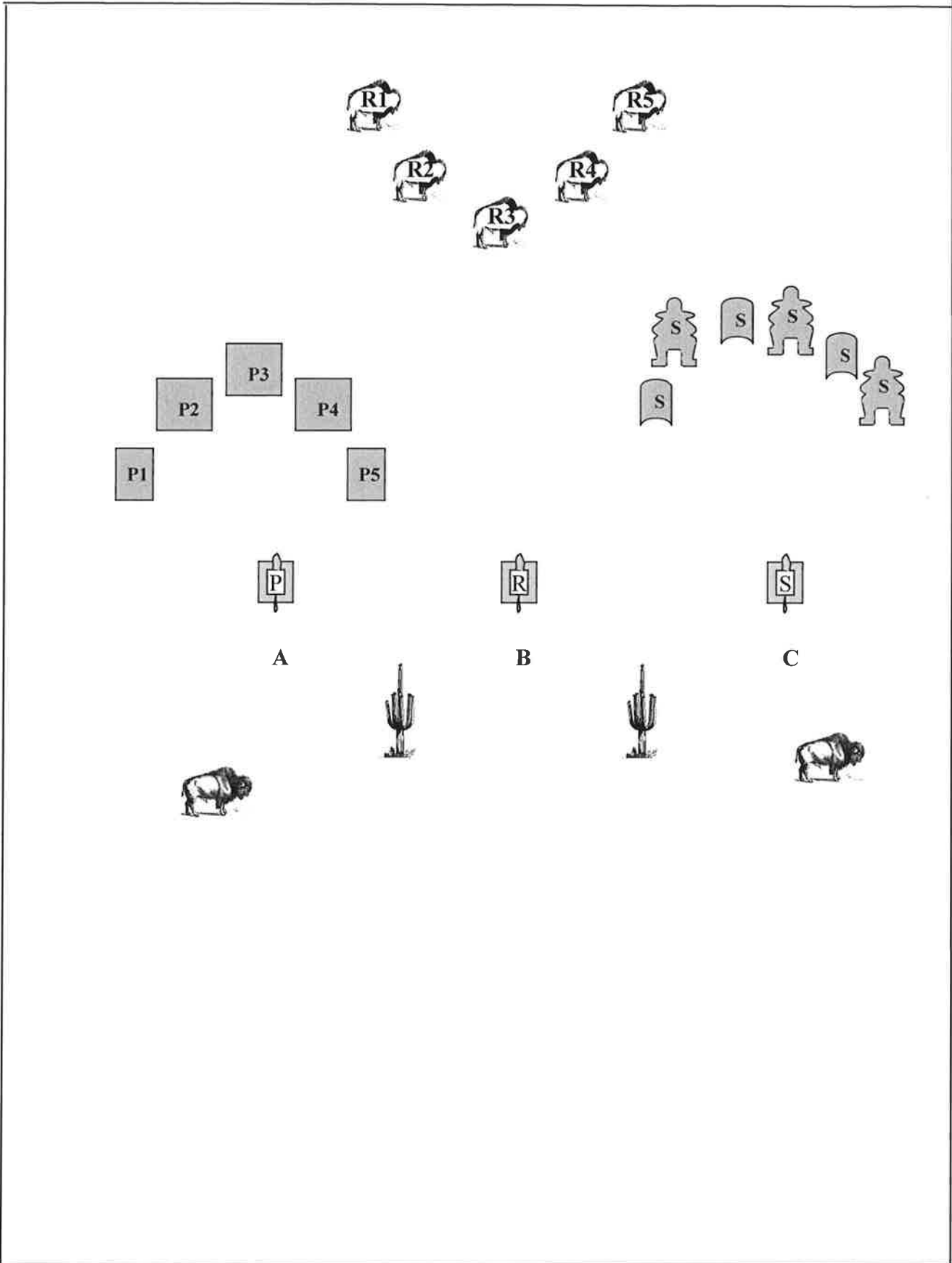
Shotgun staged on either Boarding House window shelf (E)

### **HOW TO SHOOT THE STAGE**

Start standing at the Bar (A) with one hand on the bar and the other hand on your holstered pistol, when ready say "Barkeep, drinks are on you!". At the buzzer, with 7 rounds engage the plate rack and 2 knockdowns, any order. Move to the Barbershop (B) and with 7 pistol rounds, engage the 7 knockdowns, any order. Move to the Sheriff's Office (C), and with 7 pistol rounds engage the 7 knockdowns, any order. Move to the Undertaker's Office (D) and with the last 7 rounds engage the plate rack and 2 knockdowns, any order. Make the pistol safe in the Undertaker's Office. Move to the Boarding House (E) and after knocking the Boarding House door down, with the shotgun engage the 6 shotgun targets thru the doorway.



STAGE NAME	
FIELD: #9	STAGE #9 WB



## STAGE 9 (Old 100yd Range)

### Story

Buffalo hides are bringing big bucks so the Cartwright Boyz (Marshal and Wheels) along with Dutch Cassidy, Steel Rail, The Notch and Vince Lobo bring out the big guns and start the hunt.

### AMMO REQUIRED

14 Pistol  
10 Rifle  
6 Shotgun

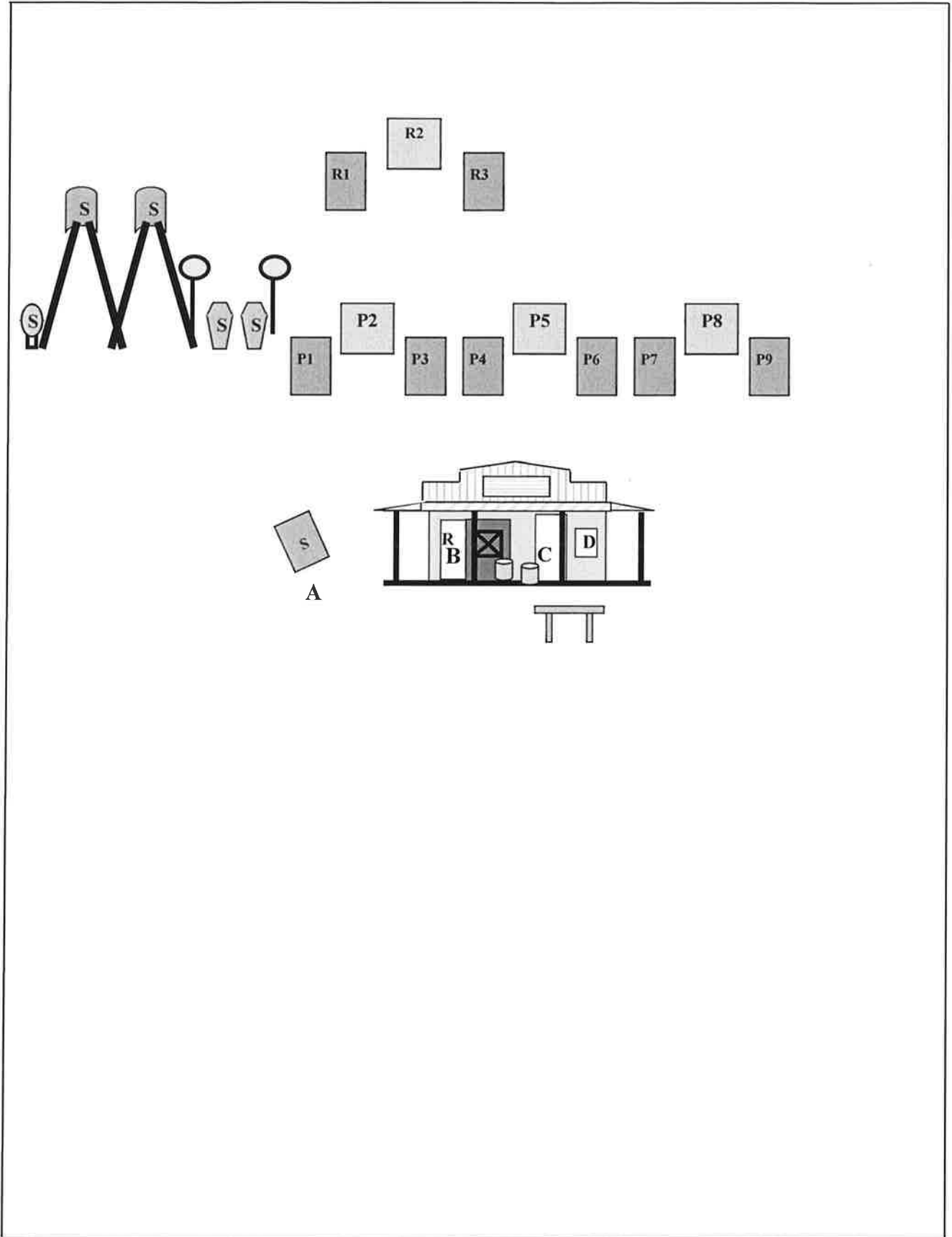
### RO/STAGING INSTRUCTIONS

Stage the shotgun on the right gun horse (C)  
Stage the rifle on the middle gun horse (B)  
Stage the empty pistol, slide forward, hammer down and **ALL** magazines to be used on the left gun horse (A)

### HOW TO SHOOT THE STAGE

Stage **all magazines** to be used flat on gun horse (A). The magazines cannot be stacked on top of each other, touching each other or touching the pistol. Upon RO's command stage the unloaded pistol, slide forward, hammer down, flat on gun horse (A) too. Start at position (A) with your hands on your hat and when ready say "I'll take mine medium rare!". At the buzzer load the pistol and with 14 rounds put 1 round on either rectangle (P1 or P5), then double tap sweep the 3 large squares (P2-P4) from either direction, then put 1 round on the other rectangle (P5 or P1) and then double tap sweep the 3 large squares from either direction. Move to gun horse (B) and with the rifle engage R1-R5 in a double tap sweep starting on either end. Move to gun horse (C) and with the shotgun engage the 6 shotgun targets. (**Note:** all magazines used **must** be staged on gun horse (A), none can come from the body or anywhere else. Dropped or fallen magazines may be picked up and used if the shooter can do so safely and without going in front of the props. At any time after the buzzer Traditional style shooters (aka one handed shooters) may touch/pickup/hold a magazine in their offhand but cannot put it in their magazine holder/pouch/belt, etc.)

STAGE NAME	
FIELD: Freight House	STAGE #10 WB



## STAGE 10 (Freight House)

### Story

A shipment of primers came in and The Bronx Bandit, Doc Mixx, Rhsty Heatmore, Wheat Lightnin' and Gunsmoke Gus thought robbing the Freight House would be easy pickens. But Sixgun Schwaby, Legendary Lawman, Yukon Mike, Smilin' Pete and PW McClintock know The Bronx Bandit uses small pistol primers in his reloads and they ain't about to let that happen!

### AMMO REQUIRED

21 Pistol  
10 Rifle  
7 Shotgun

### RO/STAGING INSTRUCTIONS

Stage the rifle on the shelf in the left window (B)  
Stage the shotgun on the liquor crate (A)

### HOW TO SHOOT THE STAGE

Stage can be shot left to right (positions A,B,C,D) or right to left (positions D,C,B,A). Start standing holding the box of primers in both hands at the liquor crate (A) or inside the Freight House at the right window (D). When ready, say "No primers for you!". At the buzzer, if starting at the liquor crate (A), with the shotgun engage the 7 shotgun targets, any order. Make the shotgun safe back on the liquor crate. Enter the Freight House and from the left window (B) with the rifle, thru the left window engage R1 thru R3 with 10 rounds by putting 3 rounds on R2 (large square) and then alternating on R1 and R3 (rectangles) for 4 rounds, starting on either target, and then put 3 rounds on R2 (large square). Then with the pistol with 7 rounds thru the left window engage P1-P3 by putting 3 rounds on P2 (large square) and then alternating for 4 rounds on P1 and P3 (rectangles), starting on either target. Move to the rear door (C) and thru the doorway with the next 7 pistol rounds, engage P4-P6 by putting 3 rounds on P5 (large square) and then alternating for 4 rounds on P4 and P6 (rectangles), starting on either target. Move to the right window (D) and thru the window, with the last 7 rounds engage P7-P9 by putting 3 rounds on P8 (large square) and then alternating for 4 rounds on P7 and P9 (rectangles), starting on either target.