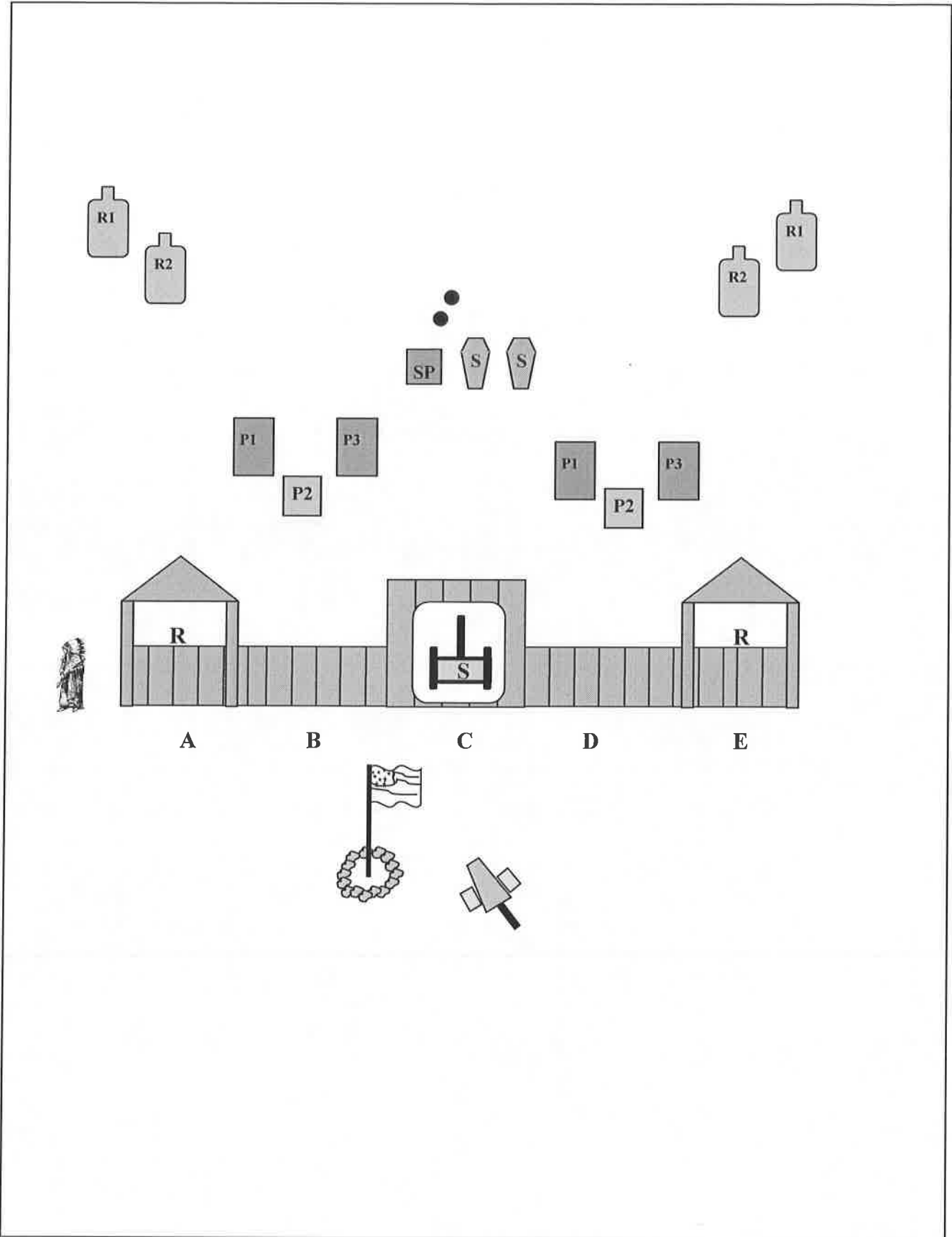


STAGE NAME	
FIELD: Fort	STAGE # 1 WB



STAGE 1 (Fort Misery)

Story

Vince Lobo and his band of renegades (Gun E Bear, Dead Head, Callous Clyde and Dakota Joe) are out of food and decide to raid Ft. Misery. But they didn't count on King Rick and his band of desperado's (Seth Bradford, The Dude Bandit, Willie Misfire and Roy Cassidy) who already had the same idea. Things are about to start cookin'.

AMMO REQUIRED

28 Pistol
7 Rifle
5 Shotgun

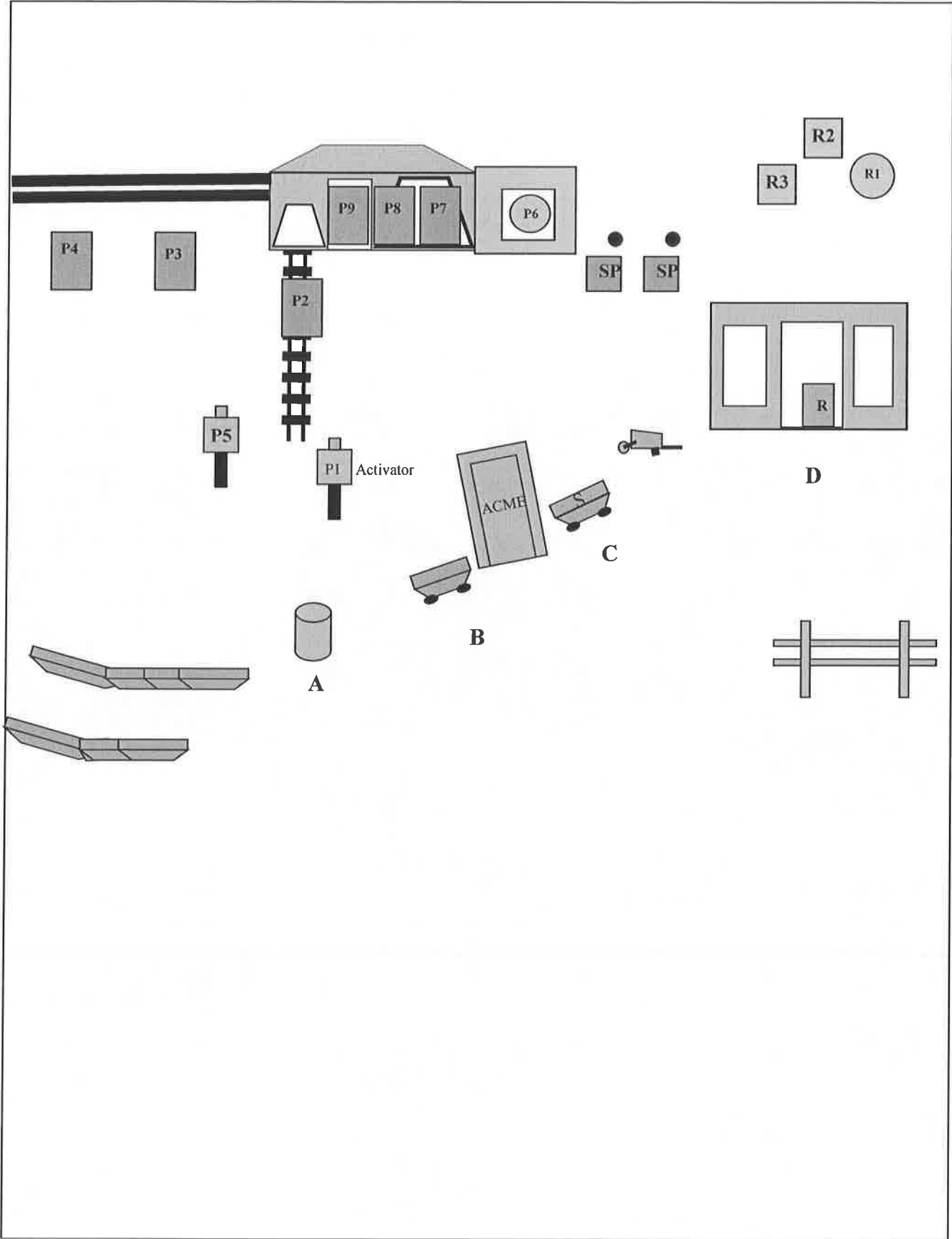
RO/STAGING INSTRUCTIONS

Stage the rifle on either Tower shelf (A) or (E)
Stage the shotgun on the limber (C)

HOW TO SHOOT THE STAGE

Stage the rifle on either Tower shelf (A) or (E), this will determine whether the stage is shot left to right (positions B,C,D,E) or right to left (positions D,C,B,A). **The rifle is last.** Start standing at Texas surrender with one hand on your pistol and the other by your side at position (B) or (D), when ready, say "Come and get it!". At the buzzer, starting on either end, with 7 rounds engage P1-P3 in a 3-1-3 sweep. With the next 7 rounds repeat the pistol instructions starting on the same side. (P1,P1,P1,P2,P3,P3,P3, P1,P1,P1,P2,P3,P3,P3) Make the pistol safe on the limber (C) and with the shotgun engage the 2 shotgun targets, double bird popper and clay birds, in any order. Move to position (D) or (B), (the pistol target position that you did not previously use) and with the pistol starting on either end, with 7 rounds engage P1-P3 in a 3-1-3 sweep. With the next 7 rounds repeat the pistol instructions starting on the same side. Move inside either Tower to your rifle (E) or (A) and with the rifle with 7 rounds starting on either target, engage R1 and R2 in a poor man's 3-1-3 sweep (R1,R1,R1,R2,R1,R1,R1). Note: at position (B) and (D) the pistol sweeps do not need to mirror each other (i.e., you can start on P1 at one position and P3 at the other position but the next 7 rounds at that position need to start on the same end).

STAGE NAME	
FIELD: Mine	STAGE #2 WB



STAGE 2 (Mine)

Story

Abe the Crippler and the Jersey Boyz (Chivato, El Diablo Gringo, Chama Kid and Cholula Mike) have decided to add claim jumping to their extensive resumes. But Marshal Jacobey John, Sheriff AB Dupree, Lone Star Jake and Luke L. Short are about to cut their careers short.

AMMO REQUIRED

21 Pistol
10 Rifle
4 Shotgun

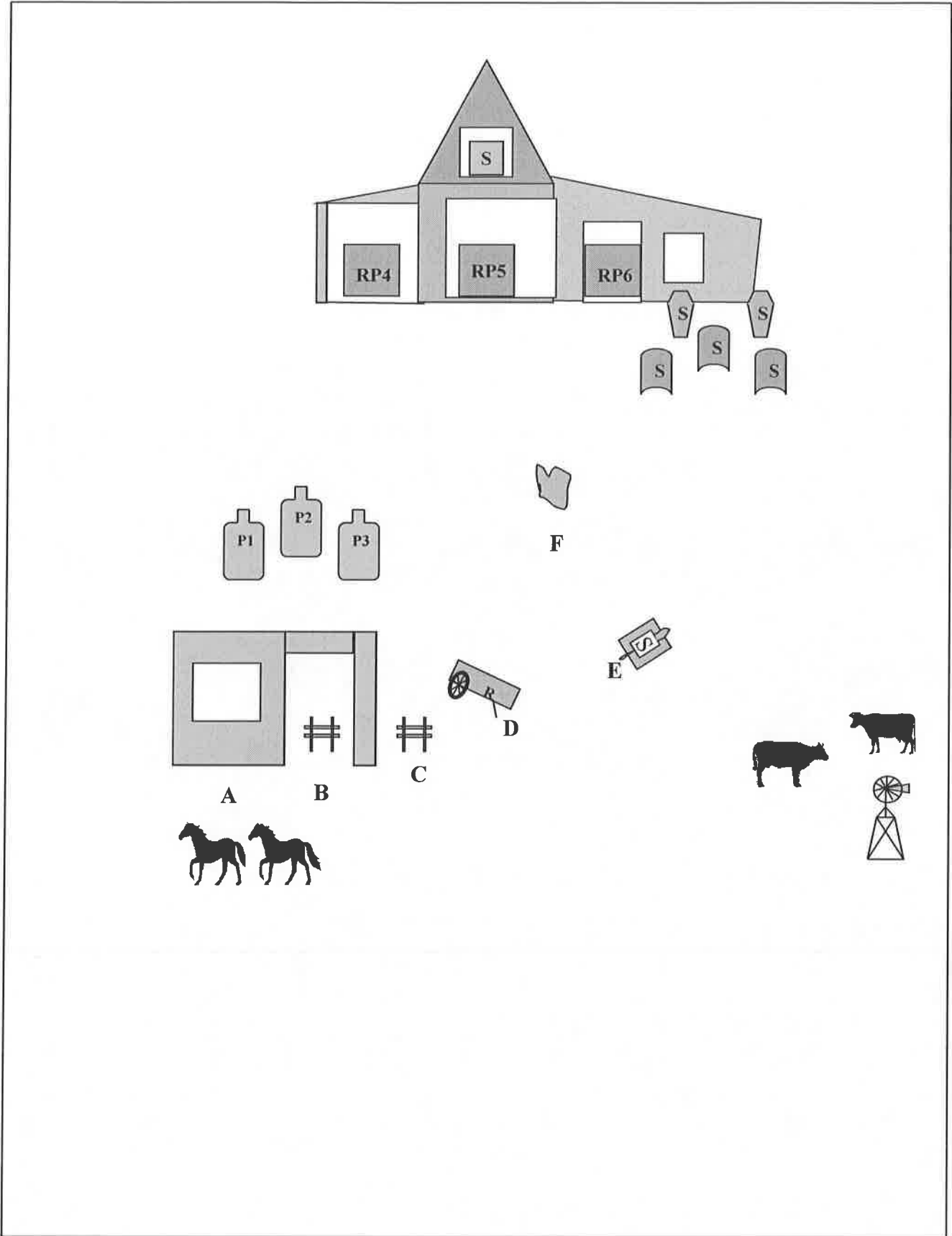
RO/STAGING INSTRUCTIONS

Stage the rifle on the Army ammo box gun rest (D)
Stage the shotgun on the right ore cart (C)

HOW TO SHOOT THE STAGE

Start standing behind the Army oil barrel (A) with the dynamite in both hands, when ready say "You might wanna try another line of work!". At the buzzer, with the pistol with 7 rounds engage P1 (ore cart activator) until down, then engage P2 (ore cart mover), P3 and P4 (rectangles) with 2 rounds each, any order. (Note: Any shots on P1 that fail to knock it down count as misses.) With the next 7 rounds engage the knockdown (P5) with 1 round and then P2-P4 with 2 rounds each, any order. Move to the left ore cart (B), and with the last 7 rounds put one round on P6 (circle) and 2 rounds each on P7-P9 (rectangles) in any order. (Note: you must be within touching distance of the ore cart.) Move to the right ore cart (C) and with the shotgun engage the 2 single bird poppers and clay birds in any order. Move to the Dynamite Shack doorway (D) and with the rifle with the first 5 rounds, put 1 round on the circle (R1) and then 2 rounds on each square (R2 & R3), any order. Repeat instructions with the last 5 rounds.

STAGE NAME	
FIELD: Homestead	STAGE: #3 WB



STAGE 3 (Homestead)

Story

Whiskey Brooks and Suggs Jr. are tending the chickens when the notorious Cartwright brothers (Marshal and Wheels) with their gang of hooligans (The Notch, Steel Rail, Deuces and Dutch Cassidy) ambush them to steal their eggs. Eggs are worth a small fortune nowadays and they plan on selling them in town at the Black Market General Store. Luckily Wandering Walter Weatherby, Hawkeye Harry and Hondo Harry show up just in time to scramble their plans.

AMMO REQUIRED

28 Pistol
10 Rifle
6 Shotgun

RO/STAGING INSTRUCTIONS

Stage the rifle in the wagon gun cart (D)

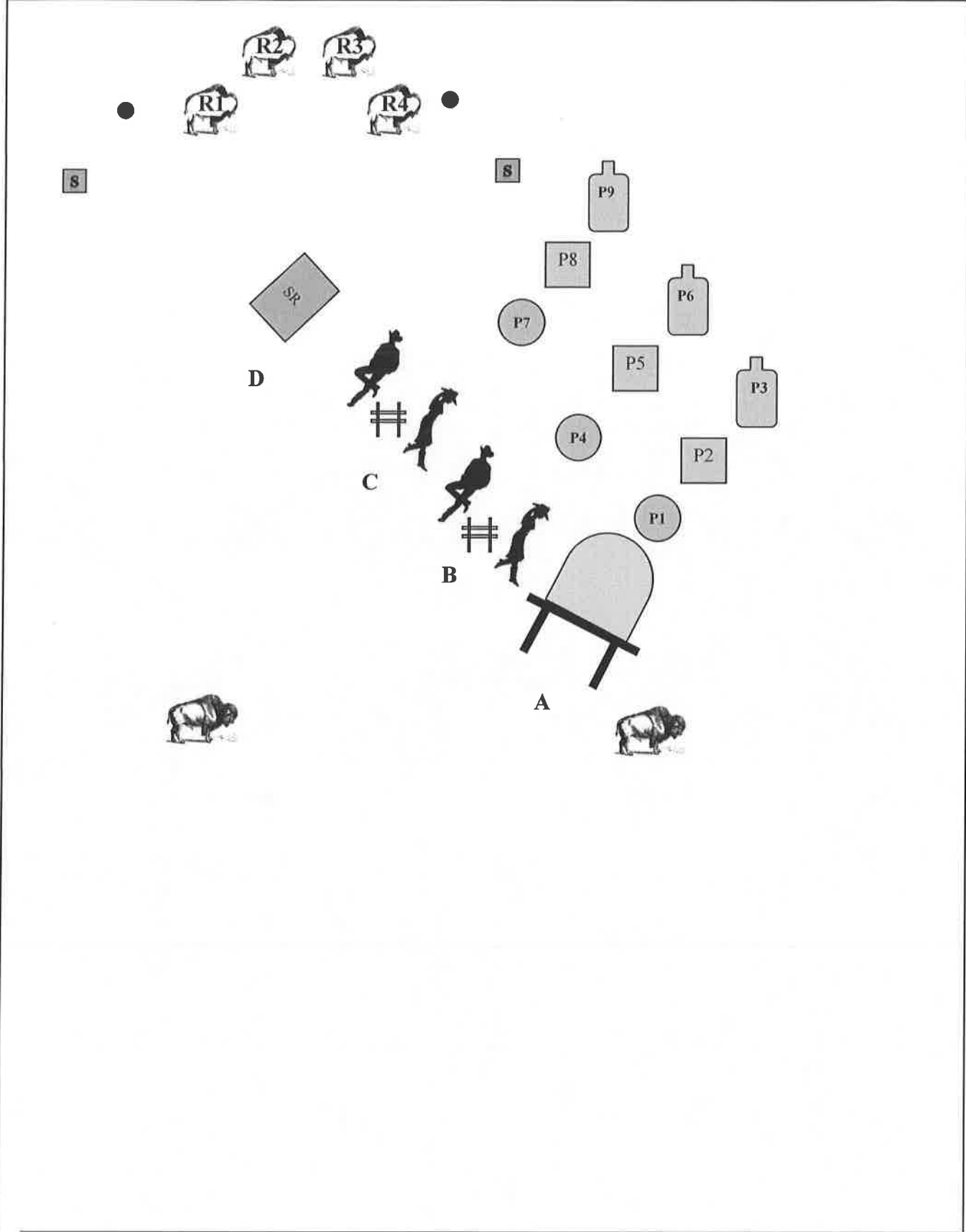
Stage the shotgun on the gun horse (E)

NOTE: Pistol is holstered but unloaded at the start.

HOW TO SHOOT THE STAGE

Start standing at the Farmhouse window (A) with one hand on your holstered but unloaded pistol and the other hand holding a magazine. When ready, say "Over easy or scrambled!". At the buzzer, thru the window, with 7 pistol rounds engage P1-P3 in a Nevada sweep starting on either end target (P1,P2,P3,P2,P1,P2,P3). Move to the Farmhouse doorway (B) and thru the doorway with the next 7 rounds repeat the pistol instructions on P1-P3. Move to the pistol fence (C) and with 7 rounds repeat the pistol instructions on P1-P3 (you must be within touching distance of the pistol fence there). Move to the wagon gun cart (D) and with the last 7 rounds repeat the pistol instructions on the large squares (R/P4-R/P6). Then with the rifle with 5 rounds put 2 rounds on the center target R/P5 and then sweep the targets (R/P4-R/P6) from either end. Repeat the instructions for the last 5 rifle rounds. Make the rifle safe in the wagon gun cart. Move to the gun horse (E) and with the shotgun engage the shotgun targets anywhere from between the hay bale and the stump, in any order. Remember your rules for movement with a loaded shotgun if you are going to move from (E).

STAGE NAME	
FIELD: Old Cabin	STAGE #4 WB



STAGE 4 (Old Cabin)

Story

Critter, Two Tracks, I.C. Moose and Lost Rider are at the chuck wagon lamenting over the fact that the only thing they've had to eat for the last week are beans and more beans. Suddenly they hear a loud rumble and see a herd of buffalo out on the plains. Time to get the "aiming fluid" out and put some meat on the table.

AMMO REQUIRED

21 Pistol
10 Rifle
4 Shotgun

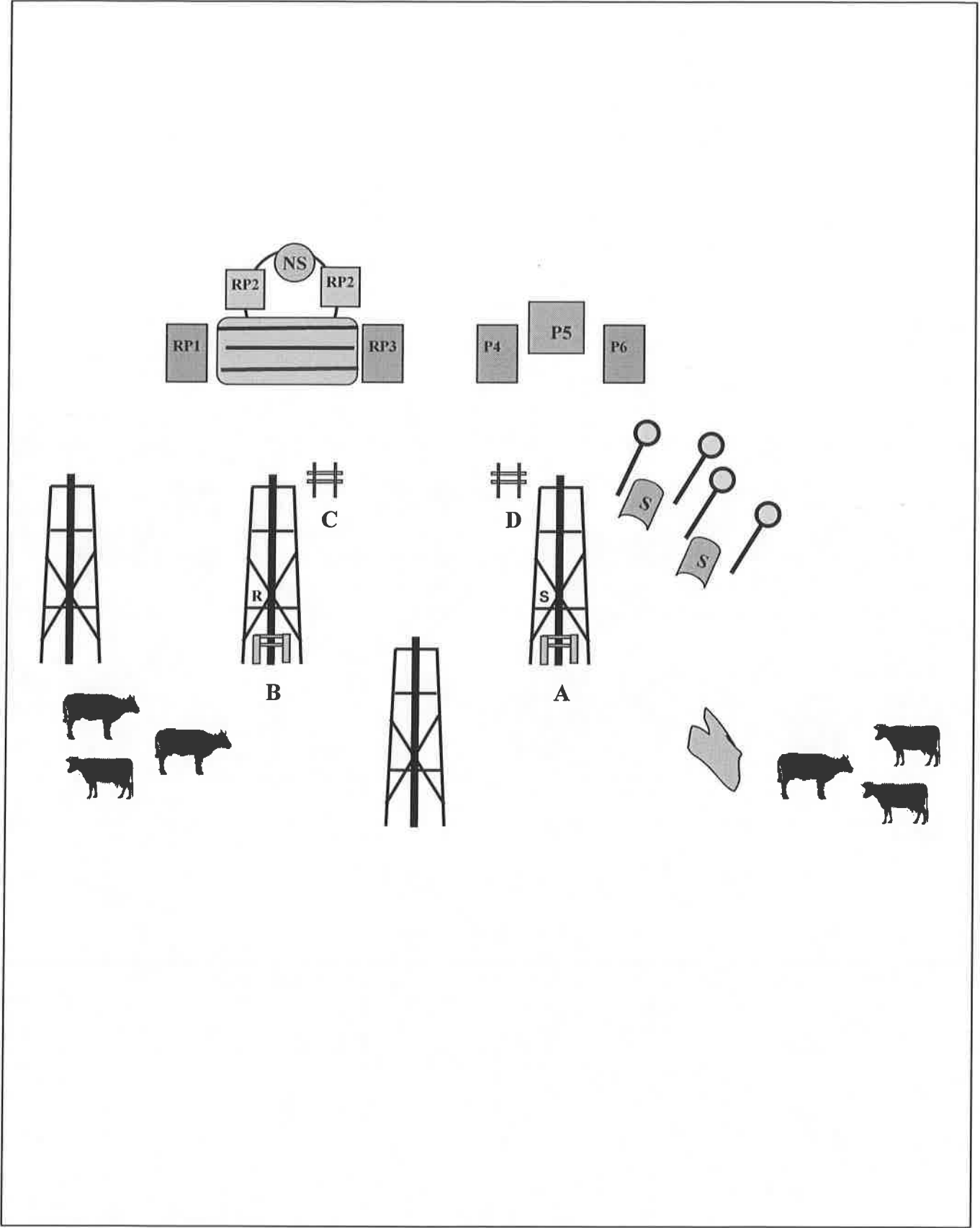
RO/STAGING INSTRUCTIONS

Stage the loaded pistol (slide forward, hammer down, empty chamber), flat on the covered wagon (A).
Rifle and shotgun staged on the hay bale (D).

HOW TO SHOOT THE STAGE

Start at position (A) with your hands at low surrender, when ready say "More aiming fluid, Mr. Critter?". At the buzzer thru the wagon, with 7 rounds put 3 rounds on the center target and THEN 2 rounds on each end target in any order (ie, P2,P2,P2,P1,P1,P3,P3). Move to position (B) and with the next 7 rounds engage P4-P6 repeating the pistol instructions. Move to position (C) and with the next 7 rounds engage P7-P9 repeating the pistol instructions. Make the pistol safe at the hay bale (D). **Then shooter's choice of long guns:** With the shotgun engage the aerial rabbit poppers and clay rabbits in any order. With the rifle with 10 rounds, engage the targets by putting 3 rounds on each outside target and 2 rounds on each inside target, any order. Note, that for positions (B) and (C) all pistol shots must be between the corresponding cowboy and cowgirl silhouettes at that position.

STAGE NAME	
FIELD: Oil Derrick	STAGE #5 WB



STAGE 5 (Oil Derrick)

Story

Wheat Lightnin' just struck oil but Blaze Assassin and Gunsmoke Gus are gonna put a wrench in his plans to become the next oil baron.

AMMO REQUIRED

28 Pistol
10 Rifle
6 Shotgun

RO/STAGING INSTRUCTIONS

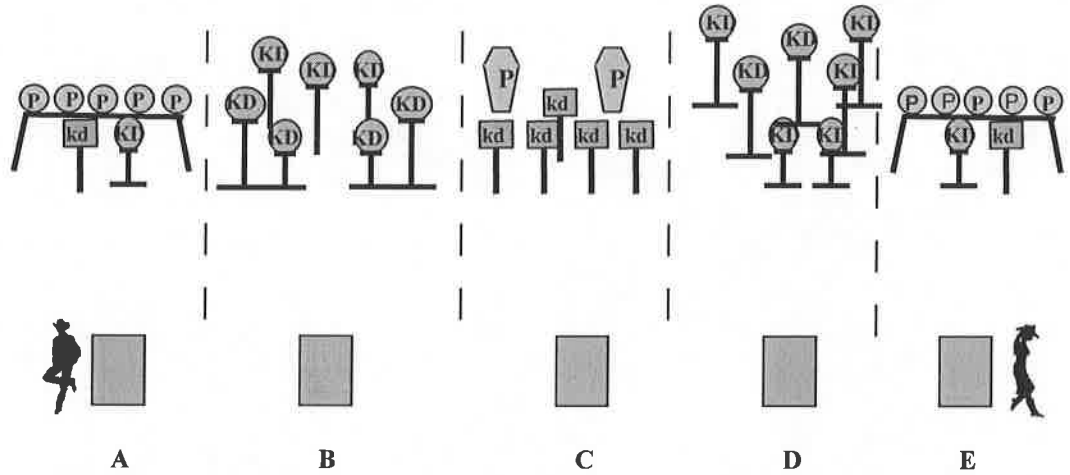
Stage the rifle on the left oil derrick (B)
Stage the shotgun on the right oil derrick (A)

HOW TO SHOOT THE STAGE

Shooter's choice of which long gun to start with then the other (S/R or R/S): Start standing at oil derrick (A) or oil derrick (B), with both hands holding the wrench when ready, say "This Texas Tea is ours!". At the buzzer, if at (A) with the shotgun engage the shotgun targets in any order. At position (B) with the rifle with the first 5 rounds engage one of the rectangles (RP1 or RP3) with 2 rounds, then put 3 rounds on the mover (RP2). Then with the next 5 rounds put 2 rounds on the other rectangle and then 3 rounds on the mover. Long guns must be made safe at either (A) or (B), they can be made safe at the same position but cannot be carried to positions (C) or (D).

Shooter's choice of which bank of pistol targets to engage first and then move to the other bank of targets (C/D or D/C): At position (C) with 7 rounds put 2 rounds on one of the rectangles (RP1 or RP3), then 3 rounds on the mover (RP2) then 2 rounds on the same rectangle that you engaged (RP1 or RP3). Then with the next 7 rounds repeat the pistol instructions using the other rectangle and the mover. At position (D) with the first 7 pistol rounds put 2 rounds on one of the rectangles (P4 or P6), then 3 rounds on the large square (P5), then 2 rounds on the same rectangle you engaged (P4 or P6). Then with the next 7 rounds repeat the pistol instructions using the other rectangle and the large square. (**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 positions (C) & (D) 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

The notorious Kid gang (Deathwish, Nawlins, Chelsea, Montague and Kester Road) are about to ambush Serenity and her troop of ladies (Loco Poco Lobo, Duelin Dawn, Knotty Lady, Jewels Cartwright and Dueling Des). But with her vast military experience she sees the trap and quickly turns the table on them. It's all over before it even got started.

AMMO REQUIRED

35+ Pistol
0 Rifle
0 Shotgun

RO/STAGING INSTRUCTIONS

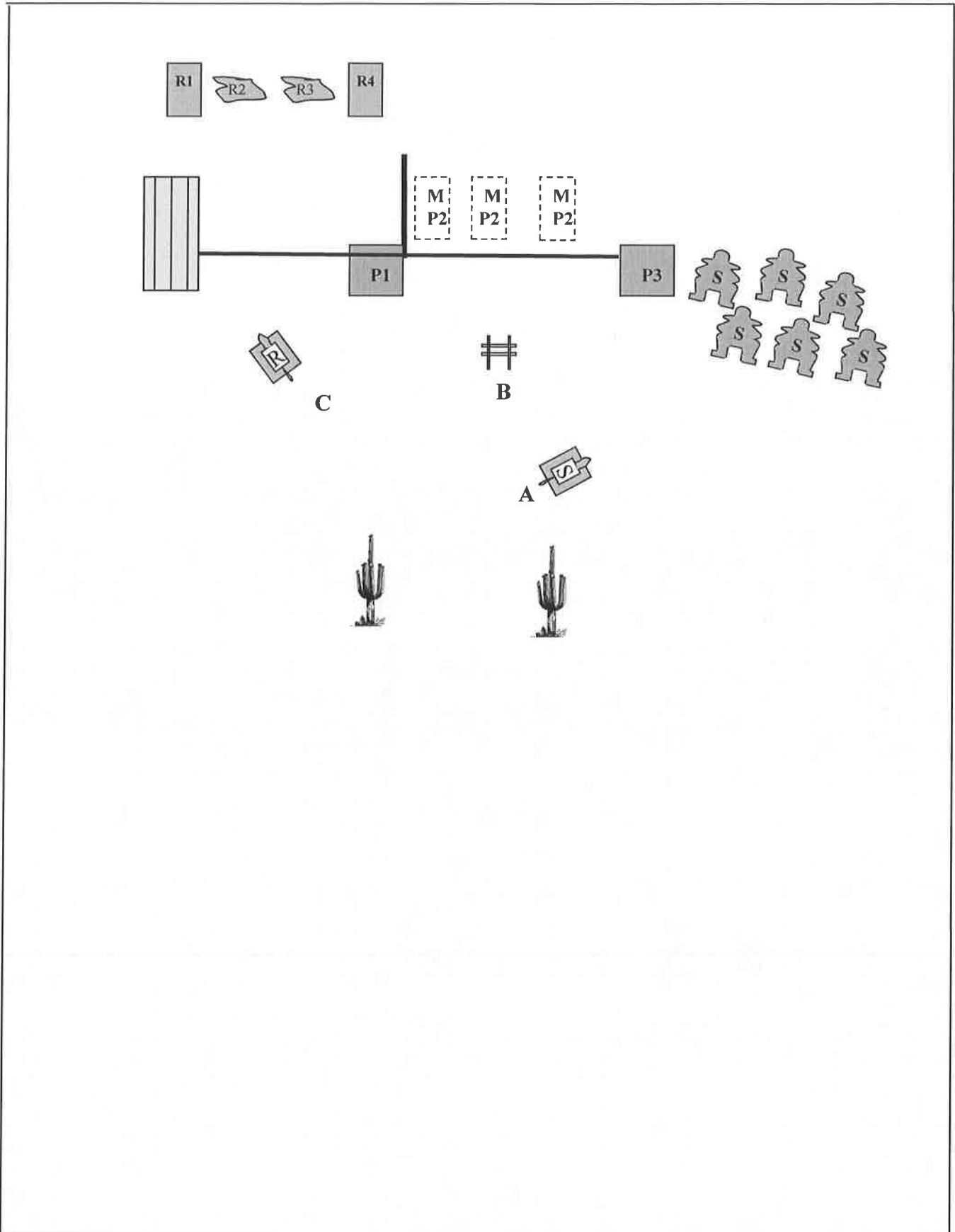
Extra mags may be staged on any of the hay bales.

HOW TO SHOOT THE STAGE

The 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 at either hay bale (A) or (E), at Texas surrender with one hand on your holstered pistol and the other hand by your side. When ready, say "Don't leave a one standing!". At the buzzer, engage all of the targets until down using all 5 positions, moving as necessary. **Targets may be re-engaged until down (from that position and/or the one directly adjacent).** Note: you must engage at least one target from each of the 5 positions. You may only engage targets that are directly adjacent to that position (i.e., from one position left or right of the position you are at). For example, from position C you may engage targets at positions B,C or D but you could **NOT** engage targets at position A or E).

NOTE: Remember, do NOT move with a round in the chamber (shoot at the next bay of targets from where you are, if applicable, or clear the gun)!

STAGE NAME	
FIELD: TRAP	STAGE # 7 WB



STAGE 7 (Trap Field #2)

Story

Shotgun Ron really hates snakes but Gator Dunn needs a new pair of snakeskin boots, so they get Dillon Van Cleef, Smoky Scott, Jake Yoes and Sixgun Schwaby to go with them into Rattlesnake Ravine to hunt some serpent hides. After the snake harvesting, Gator has plenty of serpent skins to chose from.

AMMO REQUIRED

21 Pistol
10 Rifle
6 Shotgun

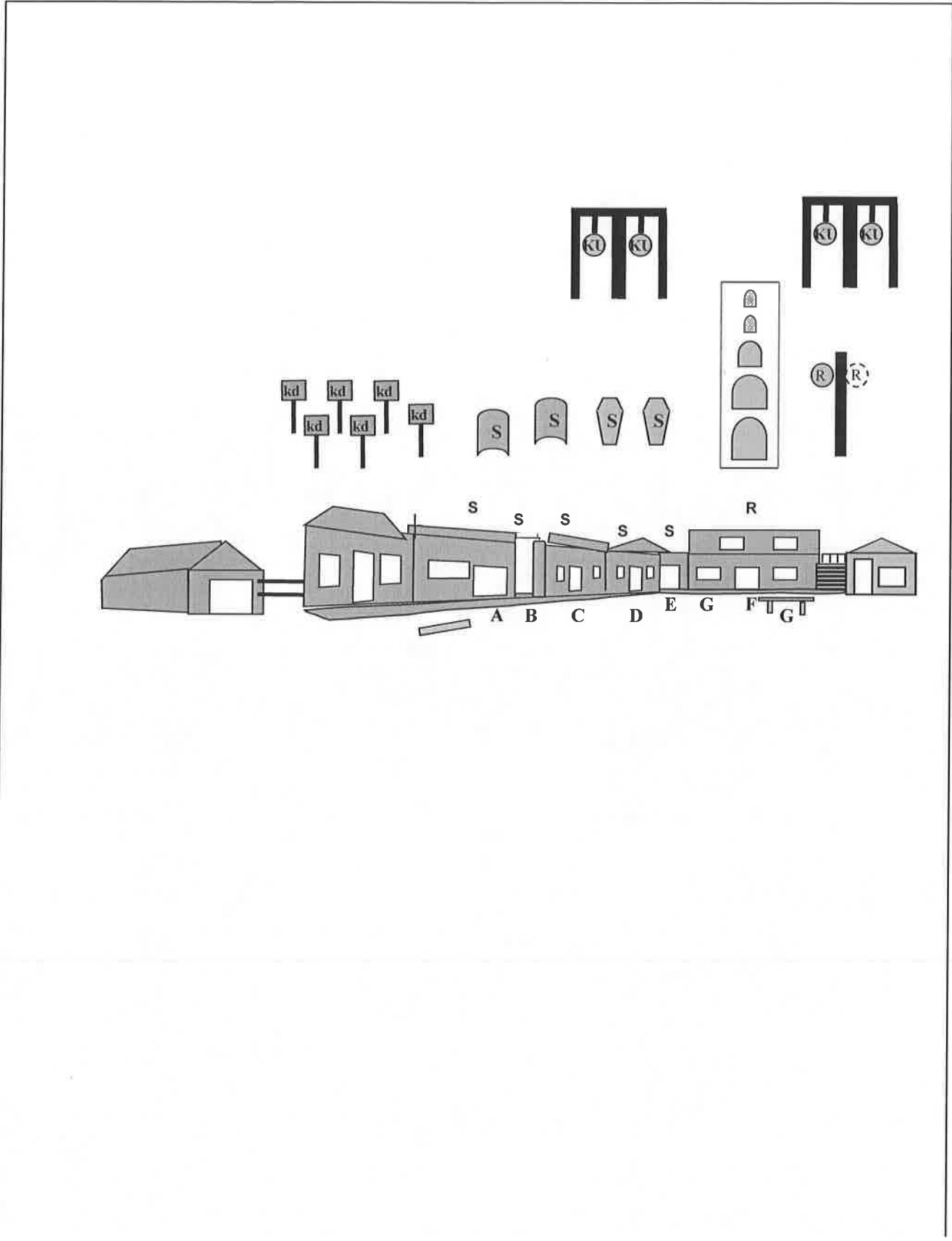
RO/STAGING INSTRUCTIONS

Stage the rifle on the left gun horse (C)

HOW TO SHOOT THE STAGE

Start at the right gun horse (A) with shotgun in hands, when ready say "This snake will do!". At the buzzer, engage the 6 shotgun targets. Make the shotgun safe on the hay bale. Move to the pistol fence (B) and with your first 7 rounds alternate between the mover (P2) and one of the squares (P1 or P3), starting on either one. With your next 7 rounds alternate between the mover (P2) and the other square that you did not previously engage (P3 or P1), starting on either one. With your last 7 rounds Nevada sweep P1-P3 starting on either square (P1 or P3). **Note:** At position (B) you must be within touching distance of the pistol fence. Move to the left gun horse (C) and with the rifle with 10 rounds engage R1-R4 in a Nevada sweep starting on either end target (R1,R2,R3,R4, R3,R2,R1,R2,R3,R4).

STAGE NAME	
FIELD: Town	STAGE #8 WB



STAGE 8 (Town)

Story

Michele Mayhem, Renegade Roper and Headshot Hannah are tearing up the Town again. But Lawman Lash is sick of their shenanigans and with the help of his deputies (Tyler Tornado, Stormy Roads, Slim Chance Chris and Rhsty Heatmore) he's going to throw them in the hoosegow. It ain't gonna be easy though because he's gotta get them out of the bar first and they don't like leaving a bottle half empty.

AMMO REQUIRED

0 Pistol
10 Shotgun
10 Rifle

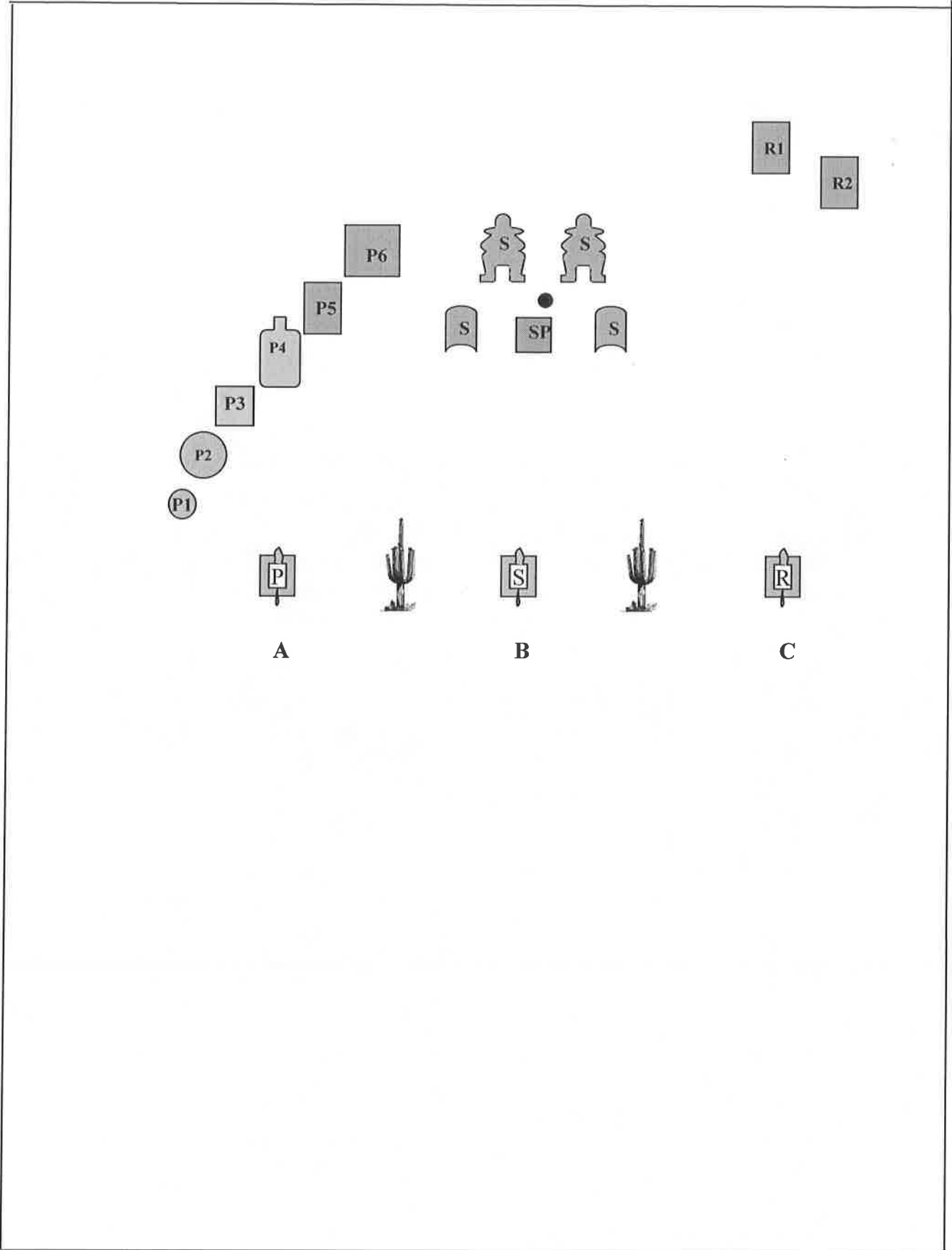
RO/STAGING INSTRUCTIONS

Rifle staged on either Boarding House window shelf (G)

HOW TO SHOOT THE STAGE

Start standing at the Bar (A) with the shotgun in hand, when ready say "Last call!". At the buzzer, engage the 6 shotgun targets in any order. Move to the Alleyway (B) and engage the shotgun target. Move to the Barbershop (C) and engage the shotgun target. Move to the Sheriff's Office (D) and engage the shotgun target. Move to the Undertaker's Office (E) and engage the last shotgun target. Make the shotgun safe in the Undertaker's Office. Move to the Boarding House (F) and after knocking the Boarding House door down, with the rifle with 10 rounds thru the doorway engage the progressive plate rack with 5 rounds, the 4 knock-up targets and put one round on the dueling tree, in any order. Note: the dueling tree does not need to go all the way around in order to count as a hit, the plate only needs to be hit (see Specialty Targets in the shooter's handbook). You have to engage one shotgun target at positions B,C,D and E and you may only load 1 shotgun round at each position (i.e., you cannot re-stoke the shotgun after position A).

STAGE NAME	
FIELD: #9	STAGE # 9 WB



STAGE 9 (Old 100yd Range)

Story

The Bronx Bandit, Peddler Jack, Smilin' Pete and PW McKlintock jumped bail and are on the run. But Charietto and Muleface Mike are bondsmen hot on their trail and have them cornered just outside of Rukus Flats. They will bring them back in dead or alive.

AMMO REQUIRED

21 Pistol
10 Rifle
6 Shotgun

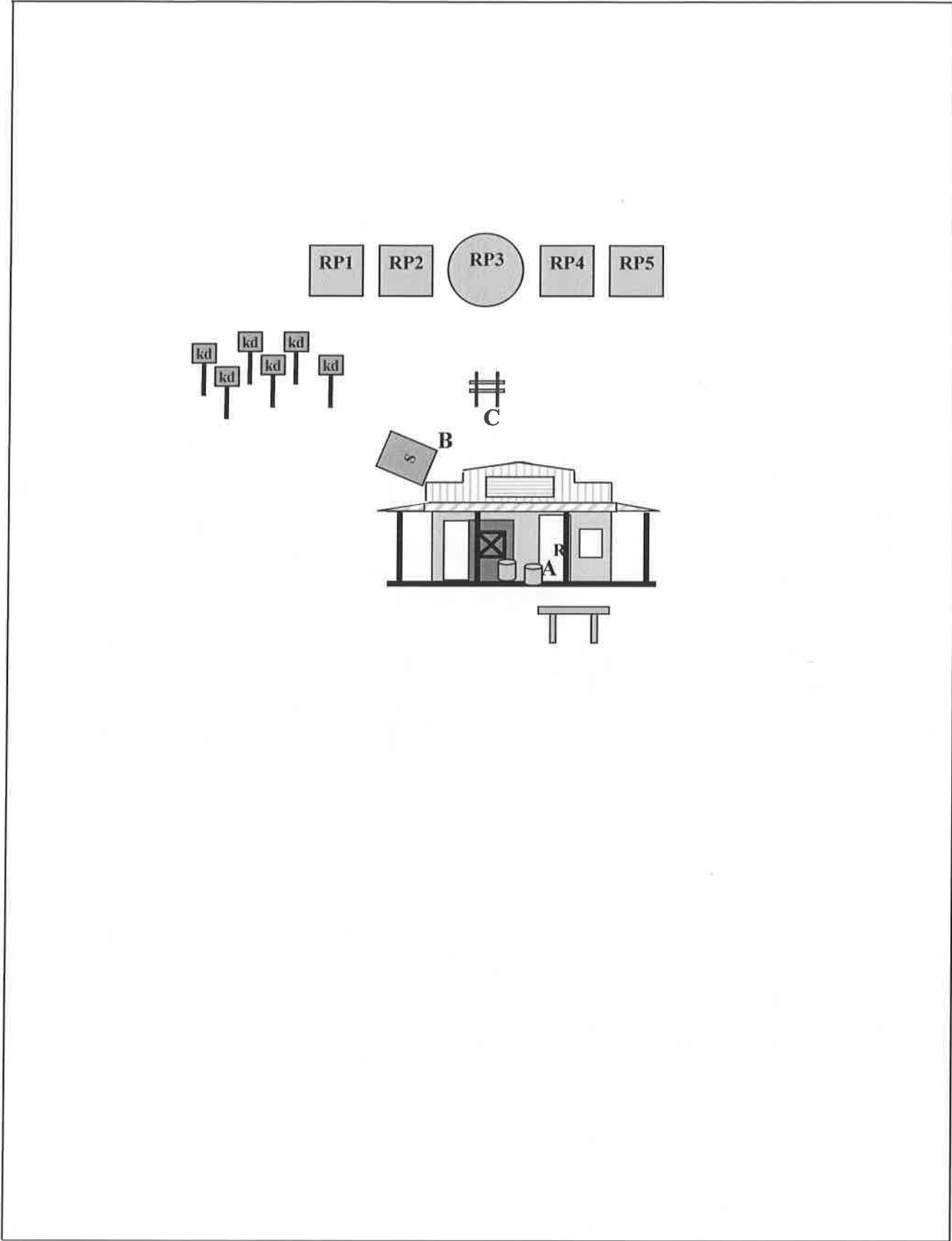
RO/STAGING INSTRUCTIONS

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

HOW TO SHOOT THE STAGE

The stage may be shot left to right (A,B,C) or right to left (C,B,A). At position (A) with your hands on your hat, when ready say "No cash bail for you!". At the buzzer with 21 rounds engage P1-P6 in a progressive sweep, putting 1 round on P1, 2 rounds on P2, 3 rounds on P3, 4 rounds on P4, 5 rounds on P5 and 6 rounds on P6. Move to gun horse (B) and with the shotgun engage the 4 shotgun targets, single bird popper and clay bird, in any order. Move to gun horse (C) and with the rifle with 10 rounds engage R1 and R2 in a poor man's progressive sweep, starting on either target (R1,R2,R2,R1,R1,R1,R2,R2,R2,R2).

STAGE NAME	
FIELD: Freight House	STAGE #10 WB



STAGE 10 (Freight House)

Story

Pill Roller and Doc Mixx have been peddling some pretty "strong" elixir that has left the townspeople wishing they left it "outside" instead of taking it "inside".

Doc McCoy and Doc Savage have had enough of them cutting in on their territory. They are going to run them out of town after "centering" in on their supply shipment that's coming in on the next freight wagon.

AMMO REQUIRED

28 Pistol
10 Rifle
6 Shotgun

RO/STAGING INSTRUCTIONS

Stage the shotgun on the liquor crate (B).

HOW TO SHOOT THE STAGE

Start with rifle in hand inside the Freight House at the rear doorway (A). When ready, say "Is there a doctor in the house?!". At the buzzer thru the doorway, engage R/P1- R/P5 in a double tap outside, outside, inside, inside, center sweep (R/P1,R/P1,R/P5,R/P5,R/P2,R/P2,R/P4,R/P4,R/P3,R/P3). Yes you can take the shortcut. Go thru the rear doorway and make the rifle safe at the liquor crate (B) and with the shotgun, engage the shotgun targets. Make the shotgun safe back on the liquor crate. Move to the pistol fence (C) and with the first 14 pistol rounds engage R/P1- R/P5 in a double tap outside, outside, inside, inside, center sweep and then sweep the squares from either direction. Yes you can take the shortcut. (R/P1,R/P1,R/P5,R/P5,R/P2,R/P2,R/P4,R/P4,R/P3,R/P3,R/P1,R/P2,R/P4,R/P5). Repeat instructions with the next 14 rounds.