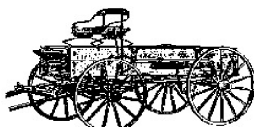


Stage 1

No Time for Trespassers



SCENARIO: You've been in town gettin' some seeds and sundry supplies, and since you're really pressed for time, you've hired a sodbuster to plow a little garden patch back at the homestead while you're in town. As you get closer to home, you see a guy millin' about in your field, and it looks like that sodbuster couldn't plow a straight row to save his life! But wait – the sodbuster is layin' by the plow and that guy you see is turning his attention to you! You reach for your guns as this hombre reaches for his, and the shootin' begins!

SET-UP: Shotgun and revolver targets at 7-10 yards. Rifle targets at 12-15 yards.

	AMMO	WEAPONS STAGED
REVOLVER	10	Revolvers loaded and holstered, hammers down at empty chamber
RIFLE	9	Rifle loaded w/ 9 rounds, staged in back of the wagon
SHOTGUN	4+	Shotgun empty, held at port arms

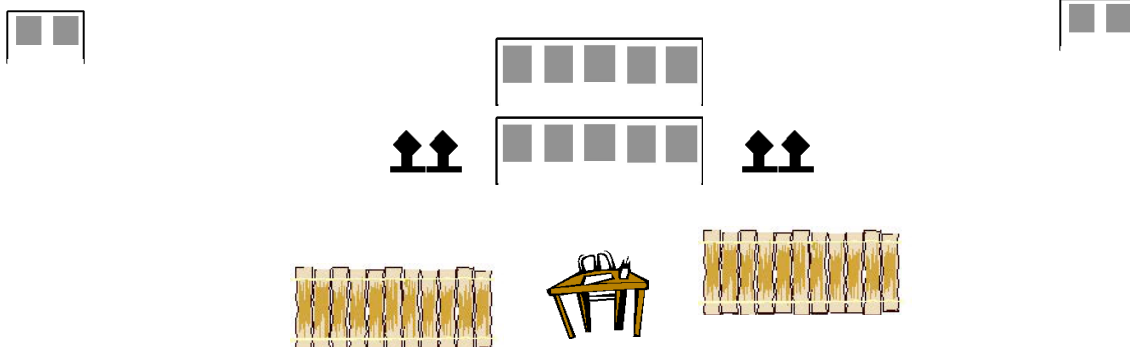
STARTING POSITION: **Standing** next to the wagon seat with shotgun at port arms

When the shooter is ready, say the line: **“What the heck, over?!”**

AT THE BUZZER: **Engage** the Left shotgun targets from Left to Right, empty the shotgun, move to the back of the wagon, and Engage the Right shotgun targets from Left to Right – they must go down to count. Stage shotgun in wagon. Then, **engage** the rifle targets in a Nevada Sweep, starting from the Left - no double taps. (1-2-3-4-5-4-3-2-1). Make rifle safe. Finally, **engage** the revolver targets in two identical Sweeps, starting from the Left. Stage over.

Stage 2

Can't You See I Need It?!



SCENARIO: Another day of movin' your herd along the trail is behind you, and You and your crew have bedded down for the night. You're just getting settled in when the night rider quietly wakes you to say that there's riders movin' around the herd. You know there's been rustlers workin' this section of the trail, so you know what's comin'. You've got plenty of ammo, so it's time for you to teach these polecats a lesson!

SET-UP: Rifle targets at 12 to 15 yards. Shotgun & Revolver targets at 7-10 yards.

	AMMO	WEAPONS STAGED
REVOLVER	10	Revolvers loaded and holstered, hammers down on empty chambers
RIFLE	10	Rifle loaded w/ 10 rounds, staged on the table.
SHOTGUN	4+	Shotgun empty, action open, staged on table.

STARTING POSITION: **Standing** at the left end of the fence with both hands on fence.

When the shooter is ready, say the line **“I'll teach you to interrupt my beauty sleep!”**

AT THE BUZZER: **Move to the table, & Engage** the rifle targets in two identical Sweeps from the **Right**. Make rifle safe.

Then, **engage** revolver targets identical Sweeps, starting from the **Right**.

Then, **engage** the shotgun targets from either direction – they must go down to count. Stage over.

STAGE 3

Veiled Intentions



SCENARIO: You're riding the Windy Ridge Metro Express back home from Rolla, when you see out the windows, riders coming up along side the train. You don't recognize any of the riders because they're all wearing masks, and that can only mean trouble. Time to help the Express stay on schedule!

SET-UP: Rifle targets at 12 to 15 yards. Shotgun and Pistol targets at 8-10 yards.

AMMO WEAPONS STAGED:

PISTOL 10 Pistols loaded and holstered, hammers down on empty chamber
RIFLE 10 Rifle loaded w/10 rounds hammer down on empty chamber, staged in the cab.
SHOTGUN 2+ Shotgun empty, staged in cab

STARTING POSITION: **Standing** in the cab, hands on hat

When ready, say the line "**Ain't no time for an unscheduled stop!**"

AT THE BUZZER: **Engage** the shotgun targets in any order – they must go down to count. Restage shotgun. Then, **engage** the rifle targets, and sweep twice from Left to Right. Make rifle safe. Finally, **engage** the revolver targets and sweep twice from Left to Right. Stage over.

STAGE 4
Fun and Games!



SCENARIO: Well, it's June, and that means the Annual Windy Ridge Shooting Contest, which this year is followed by Rawhide Rick's Roasted Road Kill and What's In The Pot cook-off. So, what the heck! You've been workin' hard all week, so pay the entry fee and sign up for fun shootin' and delicious dinner before you head back to the ranch.

SET-UP: Rifle targets at 12 to 15 yards. Shotgun and revolver targets at 8-10 yards.

	AMMO	WEAPONS STAGED
REVOLVER	10	Revolvers loaded and holstered, hammers down on empty chambers
RIFLE	10	Rifle loaded w/10 rounds, hammer down on empty chamber, Staged on shelf in fence.
SHOTGUN	4+	Shotgun empty, staged on table in building.

STARTING POSITION: **Standing** at the left end of fence, hands on fence.

When shooter is ready, say the line **"No, really – What's in that pot?!"**

AT THE BUZZER: **Engage the rifle target plates** in any order - they must go down to count. Any remaining rifle rounds can be dumped on the underneath targets in an alternating manner – misses on the low targets count as misses! **Move** inside the building and Engage the revolver targets with a left-to-right sweep, then a right-to-left sweep, double tapping the far right target in the process. Then, **engage** the shotgun knockdowns in any order – they must go down to count. Stage over.

STAGE 5
I Smell Chicken!



SCENARIO: Lookin' out the homestead windows, you're pretty sure you see out in the distance a pack of Coyotes cooly creeping up on your chicken coup. Good thing you're packin' 'so you can protect yer poultry from these pernicious pests!

SET-UP: Rifle targets at 12 to 15 yards. Shotgun and revolver targets at 8-10 yards.

	AMMO	WEAPONS STAGED
REVOLVER	10	Loaded and holstered, hammers down on empty chamber
RIFLE	10	Rifle, loaded with empty chamber, staged on table.
SHOTGUN	4+	Shotgun, empty, held at Left port.

STARTING POSITION: **Standing** at the Left Window with Shotgun held in both hands

When shooter is ready, say the line: **“Go to Lee’s if you want some chicken!!”**

AT THE BUZZER: **Engage** the Left SG targets in any order – clear SG. **MOVE** to Right window and engage Right SG targets in any order – clear SG. **MOVE** to center table and engage each rifle target with two rounds (double tap). Make rifle safe. Then, **engage** the revolver targets with at least two rounds on each target.
Stage over.