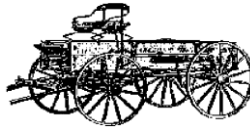


Confounded Contraption



SCENARIO: Well, it's time for the Windy Ridge Fair, and your first stop is at a Pachinko game booth. Pachinko is a kind of vertical pinball affair, where the vendor says gravity and chance alone decide where the ball will fall, and award the prize. But you notice that the vendor runs his hand on the side of the case as the ball falls, and most of the time the metal ball seems to fall into a slot where no gambler put money! Watching more carefully you notice that the vendor is manipulating a magnet to influence where the ball goes, and now that you know the secret it's time for you to "collect" from this bad vendor and his gang who don't want you spreading the word!

Ammo - 10 revolver, 10 rifle, 4+ shotgun

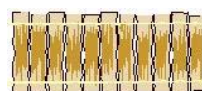
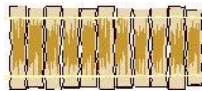
Rifle staged on back deck of wagon, Shotgun with empty chamber held at port arms, revolvers holstered on person

Starting Position - Standing at the front seat area of wagon, with SG at port arms.

Procedure - When ready, say "*I'm The Winner This Time You Cheat!*"

At the buzzer, engage Left bank of shotgun targets in any order, they must go down to count. Clear Shotgun, and move to rear of wagon, then engage the Right bank of shotgun targets in any order, they must go down to count. Then engage rifle targets twice in the following order 1-5-2-4-3. Stage rifle and Engage revolver targets in the same order as the rifle targets. Stage Over.

Stage 2
Dude Looks Like a Lady



SCENARIO: While carousing in the fair's gaming tent and playing high stakes "penny poker" the rather friendly bearded lady keeps trying to snuggle up toward you. After a while you get fed up and take your substantial winnings out of there. As you get out the door the "lady" gets real close behind you and you feel a hand on your shoulder... and a poke in the back... and hear a man's voice say "Just hand over that loot, handsome, and you won't get hurt." To add insult to injury, some guys hanging out by the entrance see her jump on you and they start laughing. You're gonna save face, and your honor, by teaching this "lady" a lesson

Ammo - 10 revolver, 9 rifle, 4+ shotgun

Empty Shotgun and loaded rifle staged on table, revolvers holstered on person.

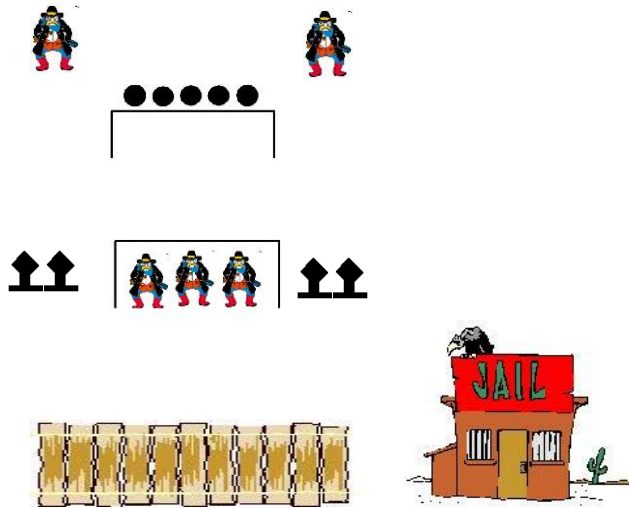
Starting Position - Standing at firing line, arms crossed

Procedure - When ready, say "**Not on your Life, Lola!**"

AT THE BUZZER - Engage rifle targets in a Nevada Sweep, starting from the left. (1-2-3-4-5-4-3-2-1). Make rifle safe and engage revolver targets with each revolver with Left to Right sweeps. Then engage shotgun targets in any order – they must go down to count. Stage Over.

STAGE 3 (Bay 4)

Try Your Luck!



SCENARIO: Next, you stop by the Fair's shooting gallery to see if you can best the shooting prowess of your friends. Every extra hit is needed, so shoot your best.

Ammo - 10 revolver, 10 rifle, 4+ shotgun

Revolvers holstered on person, rifle with empty chamber & empty shotgun staged on **shelf in fence.**

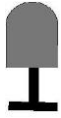
Starting Position - Standing at shelf in fence, hands on belt buckle

Procedure - When ready, say **"Let 'er buck!"**

At the buzzer, engage rifle plates in any order until all are down; any remaining rounds will be fired at the far targets on either side of the plate rack, alternating shots. Misses at these targets count as misses. Make rifle safe and engage revolver targets in a 2-1-2 sweep with each revolver. Finally, engage Shotgun targets from Left to Right, they must go down to count. Stage Over.

Stage 4 (Bay 5)

Jellied Justice



SCENARIO: After yer run at the shootin' gallery, you and the boys head over to Jackie's Jam And Jelly tent to sample her own Herbal Tea and jammin' jellied delights, when some rowdy cowboys start to "let loose". Their leader, Palomino Paul, who promised to pummel you upon your next encounter, comes through the front door, and, seeing you seated there, slams his fist on the table (spilling your tea and upsetting the jellied delights), and shouts "Looks like you're in a jam now!"

Ammo - 10 revolver, 10 rifle, 4+ shotgun

Empty Shotgun staged on table in doorway, Rifle with empty chamber staged on table in doorway, revolvers holstered on person.

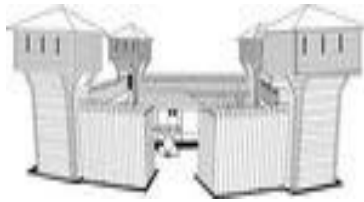
Starting Position - **Sitting in chair**, one step back from doorway,

Procedure - When ready, say "***Jerk your gun, jelly brain!***"

At the buzzer, move to the doorway, and Engage the revolver targets with a **Right to Left Sweep**, with each revolver. Engage the Rifle targets with 2 Right to Left Sweeps, stage the rifle on the table with action open. Then Engage the shotgun targets from either direction, they must go down to count. Stage Over.

Stage 5 (Bay 6)

The World is Your Stage!



SCENARIO: Before heading home, You and your pards stop by the Fair's famous Birdcage Theatre. It's amateur talent night and many a hopeful soul has already shamelessly embarrassed themselves on stage. Now that it's your turn, you try your best to deliver a riveting performance by reprising the role of Othello, only to find out that the audience isn't keen on Shakespeare. Too bad, because the Windy Ridge Tribune called it ".. A glittering performance of rare perception."

	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, staged on table.

STARTING POSITION: **Standing** at the table, facing the posse

When shooter is ready, and Facing the posse, Say with a theatrical aire, "***Men in rage strike those that wish them best.***"

AT THE BUZZER: **Turn and Engage** the SG targets in any order. Engage the rifle targets with two Left to Right Sweeps. Make rifle safe. Then, **engage** the revolver targets with two Left to Right Sweeps.

Stage over.